



Varsity Series March 23

Starting Times are posted below. All Times should be considered tentative until the tournament begins. If your first game time should change, you'll be notified by phone.

All coaches should check in upon arrival to receive your official Tournament Packet.

Rain Hotline: 804-378-2285 This line will be updated as early as possible Saturday morning if there's a chance for inclement weather.

Equipment Reminder; BAT SPECS: BPF 1.20 or any bat approved for NHSF.

Format: Teams will play 3 pool games.
Pool Winners advance to a championship game.

Guest Players: We will allow a team to have up to 3 guest players. Remember, a Guest Player may NEVER pitch.

NOTE: If a team plays 4 pool games, we will throw out their worst game for standings purposes, unless that game is involved in a tie breaker situation.

Locations:

Harry Daniel Park at Ironbridge (Iron)

Ironbridge Park:

6600 Whitepine Rd

Richmond, VA 23237

From I-95: Take Exit 62 (Route 288)

Follow Route 288 to the 1st Ironbridge Road Exit.

Go to the light and the entrance to the park is on the right.

If you have any questions, call Darnell Burnett 804-502-6751



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Bracket: A (16/18 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Rockville Warriors			
A2	Organized Chaos Johnson			
A3	Lady Venom			
A4	Bayside Blues			

Time	Team		Team	Field
9:30	Rockville Warriors		Organized Chaos Johnson	Iron 10
10:45	Lady Venom		Bayside Blues	Iron 10
12:00	Rockville Warriors		Lady Venom	Iron 10
1:30	Organized Chaos Johnson		Bayside Blues	Iron 10
1:30	Rockville Warriors		VA Vipers Black	Iron 9
2:45	Organized Chaos Johnson		VA Roadrunners	Iron 10
2:45	Lady Venom		OC Elite Shiftlett	Iron 9
4:00	Bayside Blues		VA Vipers Black	Iron 9
5:15	Championship: A1st vs B 1 st			Iron 10

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
 - 1a. Two Way Tie but the teams have not played one another: Runs Allowed using the same formula as 2B, then 2C, then 2D.
2. Three Way Tie:
 - A) Runs Allowed Among the tied teams. The team with the fewest runs allowed among the games involving only the tied teams will receive the highest finishing position. The team with the second fewest runs allowed will receive the next highest position and so on.
 - B) If a three way tie still exists: Runs allowed among all games played.
 - C) If a three way tie still exists: The Run Differential (runs scored minus runs allowed) in the games involving the tied teams will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
 - D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
 - E) If a two way tie exists after applying rules 2a and/or 2b, tiebreaker reverts to Rule 1.
3. Three Way Tie if the Three tied teams have not all played each other:
 - A) Runs allowed among all games played. The team with the fewest runs allowed among all games played is the highest seeded team. The team with the next fewest runs among all games is the 2nd highest seed, and the team with the third fewest runs allowed among all games is the 3rd highest seed.
 - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
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Bracket: B (16/18 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	VA Vipers Black			
B2	VA Roadrunners			
B3	OC Elite Shiftlett			

Time	Team			Team	Field
9:30	VA Vipers Black			VA Roadrunners	Iron 9
10:45	VA Vipers Black			OC Elite Shiftlett	Iron 9
12:00	VA Roadrunners			OC Elite Shiftlett	Iron 9
1:30	VA Vipers Black			Rockville Warriors	Iron 9
2:45	Organized Chaos Johnson			VA Roadrunners	Iron 10
2:45	OC Elite Shiftlett			Lady Venon	Iron 9
4:00	VA Vipers Black			Bayside Blues	Iron 9
5:15	Championship: A1st vs B 1 st				Iron 10

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2. Three Way Tie:
 - A) Runs Allowed Among the tied teams. The team with the fewest runs allowed among the games involving only the tied teams will receive the highest finishing position. The team with the second fewest runs allowed will receive the next highest position and so on.
 - B) If a three way tie still exists: Runs allowed among all games played.
 - C) If a three way tie still exists: The Run Differential (runs scored minus runs allowed) in the games involving the tied teams will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
 - D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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 - B) If a three way tie still exists among the teams that have not all played each other: The Run Differential (runs scored minus runs allowed) in all games will determine the finishing positions. The team with the highest numerical differential receives the uppermost position among the three teams. The team with the second highest numerical differential receives the uppermost position among the three teams. The team with the third highest numerical differential receives the third highest position among the three teams.
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