



7 City Classic

ALL TEAMS SHOULD BE PREPARED TO PLAY AT LEAST 30 MINUTES BEFORE YOUR SCHEDULED GAME TIME. SPORTSMANSHIP IS REQUIRED AT ALL TIMES. ARGUING BALLS AND STRIKES IS NOT ALLOWED AND WILL NOT BE TOLERATED. ABUSIVE LANGUAGE COULD RESULT IN AN EJECTION FROM A GAME AND POSSIBLY THE REST OF THE TOURNAMENT.

Bracket: A 16/18U

Field: Stoney Run 4 & 5

	Teams	Wins	Losses	Ties
1	H. R. Warriors	1	3	
2	Team Regulators RVA	3		
3	Tidewater Drillers	2	1	
4	Nitro	1	2	
5	Inferno Black	1	2	

Warriors will play 4 games and will get to throw out their worse game unless it is involved in a tie breaker.

Time	Team			Team	Field
9:00	H R Warriors	1	5	Team Regulators RVA	4
9:00	Tidewater Drillers	4	1	Nitro	5
10:30	H R Warriors	2	4	Tidewater Drillers	4
10:30	Team Regulators RVA	9	5	Inferno Black	5
12:00	Nitro	5	6	Inferno Black	5
1:30	Team Regulators RVA	1	0	Tidewater Drillers	5
1:30	H R Warriors	0	11	Nitro	4
3:00	H R Warriors	4	3	Inferno Black	4

Playoffs:

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 teams did not play one another:** Runs allowed in all games played. The team with the fewest runs allowed receives the highest position.
- 2) **Three Way Tie:** 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.
- 2a) **Three Way Tie but teams did not play one another:** Runs allowed among all games played. The team with the fewest runs allowed among all games played will receive the highest finishing position. The team with the second fewest runs allowed will receive the next highest position.
- 2b) **If the Three-Way tie still exists: Run Differential (runs scored minus runs allowed) in games involving only the tied teams will determine the finishing position. The team with the highest**

Numerical differential receives the uppermost position among the three teams.
 2c) If the teams did not play one another, then Run Differential in all games played.



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Bracket: B 12U

Field: Stoney Run 3

	Teams	Wins	Losses	Ties
1	RVA Warriors	3		
2	VA Lady Eagles		3	
3	Five Star National	1	2	
4				

Time	Team			Team	Field
9:00	RVA Warriors	9	0	Peninsula Co-Pilots	3
10:30	VA Lady Eagles	8	16	Rebellion	3
12:00	Five Star National	1	10	MPH Blue	3
1:30	RVA Warriors	16	2	VA Lady Eagles	3
3:00	RVA Warriors	6	1	Five Star National	3
4:30	VA Lady Eagles	3	9	Five Star National	3

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Bracket: C 12U

Field: Stoney Run 1, 2, 3

	Teams	Wins	Losses	Ties
1	Peninsula Co Pilots	1	2	
2	Rebellion	1	2	
3	MPH Blue	3		
4				
5				

Time	Team			Team	Field
9:00	Peninsula Co Pilots	0	9	RVA Warriors	3
10:30	Rebellion	16	8	VA Lady Eagles	3
12:00	MPH Blue	10	1	Five Star National	3
12:00	Peninsula Co-Pilots	11	6	Rebellion	1
3:00	Peninsula Co-Pilots	3	7	MPH Blue	1
4:30	Rebellion	2	19	MPH Blue	2

Playoffs:

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Bracket: D 12U

Field: Stoney Run 1 & 2

	Teams	Wins	Losses	Ties
1	Williamsburg Revolution	3	1	
2	H. R. Lady Canes		3	
3	MPH White	1	2	
4	Inferno Orange	2	1	
5	Northern Neck Rage	2	1	

Revolution will play 4 games and will get to throw out their worse game unless it is involved in a tie breaker.

Time	Team			Team	Field
9:00	H. R. Lady Canes	1	15	Williamsburg Revolution	1
9:00	MPH White	0	12	Inferno Orange	2
10:30	MPH White	0	6	Williamsburg Revolution	1
10:30	H. R. Lady Canes	4	15	Northern Neck Rage	2
12:00	Inferno Orange	3	1	Northern Neck Rage	2
1:30	H. R. Lady Canes	4	15	MPH White	1
1:30	Williamsburg Revolution	9	6	Inferno Orange	2
3:00	Williamsburg Revolution	4	6	Northern Neck Rage	2

Playoffs:

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