



The Turkey Bowl REVISED For Sunday

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.

PLEASE DOUBLE CHECK YOUR SCHEDULE. YOUR GAME TIMES AND POOL MAY HAVE CHANGED. WE'VE HAD TO REARRANGE SOME THINGS BECAUSE WE'VE LOST ACCESS TO TWO FIELDS THAT WILL NOT BE PLAYABLE ON SUNDAY.

All coaches should check in upon arrival to receive your official Tournament Packet.
THIS TOURNAMENT IS AN OPEN ROSTER TOURNAMENT.

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:

18/16: Pool Winners only advance to a Gold or Silver Championship game.

14u: Pool Winners and the One Best overall 2nd place team advance to a Gold or Silver Championship.

12u: Pool Winners only advance to a championship game.

10u: Pool Winners only advance to a championship game.

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.

L.C. Bird Complex: Located behind L.C. Bird High School: (LCB)

10401 Courthouse Road

Directions are from I-95 : Take Exit 62 (Route 288)

Follow Route 288 to Ironbridge Rd (take the 2nd Ironbridge Rd Exit)

Turn Left onto Courthouse Rd. Stay straight on COURTHOUSE RD. L.C. Bird is on the left side of the road, across from the Chesterfield County Fair Grounds. (1.0 miles)

If you have any questions, call Butch Tiller at 804-378-2285



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

	Teams	Wins	Losses	Tie
A1	Co Pilots Orange (18)			
A2	Shockwave Elite Schwartz (18)			
A3	West End Waves (16)			
A4	Stars Myers (18)			

Time	Team		Team	Field
8:30	Co Pilots Orange (18)		Shockwave Elite Schwartz (18)	Iron 7
8:30	West End Waves (16)		Stars Myers (18)	Iron 8
9:45	Co Pilots Orange (18)		West End Waves (16)	Iron 7
9:45	Shockwave Elite Schwartz (18)		Stars Myers (18)	Iron 8
2:00	Co Pilots Orange (18)		Stars Myers (18)	Iron 7
2:00	Shockwave Elite Schwartz (18)		West End Waves (16)	Iron 8
6:00	18/16u Gold Championship			Iron 10
6:00	18/16u Silver Championship			Iron 9

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

	Teams	Wins	Losses	Tie
B1	Nitro Collier (18)			
B2	Co Pilots Cunningham (14)			
B3	Bay River Rumble (18/16)			
B4	Hit Doctor (16)			

Time	Team		Team	Field
8:30	Nitro Collier (18)		Co Pilots Cunningham (14)	Iron 9
8:30	Bay River Rumble (18/16)		Hit Doctor (16)	Iron 10
9:45	Nitro Collier (18)		Bay River Rumble (18/16)	Iron 9
9:45	Co Pilots Cunningham (14)		Hit Doctor (16)	Iron 10
2:00	Co Pilots Cunningham (14)		Bay River Rumble (18/16)	Iron 9
2:00	Nitro Collier (18)		Hit Doctor (16)	Iron 10
6:00	18/16u Gold Championship			Iron 10
6:00	18/16u Silver Championship			Iron 9

Tie Breaker Rules:

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

	Teams	Wins	Losses	Tie
C1	DC Elite (16)			
C2	Lady Shores (18)			
C3	Co Pilots Valetta (18)			

Time	Team		Team	Field
11:00	DC Elite (16)		Lady Shores (18)	Iron 10
12:30	DC Elite (16)		Co Pilots Valetta (18)	Iron 10
3:15	Lady Shores (18)		Co Pilots Valetta (18)	Iron 10
4:30	DC Elite (16)		Lady Bulldogs (18)	Iron 9
4:30	Lady Shores (18)		DC Elite (18)	Iron 10
4:30	Co Pilots Valetta (18)		Nort Calvert Fury (18)	Iron 5
6:00	18/16u Gold Championship			Iron 10
6:00	18/16u Silver Championship			Iron 9

Tie Breaker Rules:

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2. Three Way Tie:
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Bracket: D (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	DC Elite (18)			
D2	Lady Bulldogs (18)			
D3	Nort Calvert Fury (18)			

Time	Team		Team	Field
11:00	DC Elite (18)		Lady Bulldogs (18)	Iron 9
12:30	DC Elite (18)		Nort Calvert Fury (18)	Iron 9
3:15	Lady Bulldogs (18)		Nort Calvert Fury (18)	Iron 9
4:30	DC Elite (16)		Lady Bulldogs (18)	Iron 9
4:30	Lady Shores (18)		DC Elite (18)	Iron 10
4:30	Co Pilots Valetta (18)		Nort Calvert Fury (18)	Iron 5
6:00	18/16u Gold Championship			Iron 10
6:00	18/16u Silver Championship			Iron 9

Tie Breaker Rules:

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Bracket: G (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	HR Lady Hurricanes Seeley (14)			
G2	Rockville Rockets Patenaude (14)			
G3	Richmond Diamonds Elder (14)			
G4	DTM Crushers (14)			

Time	Team		Team	Field
11:00	HR Lady Hurricanes Seeley (14)		Rockville Rockets Patenaude (14)	Iron 7
11:00	Richmond Diamonds Elder (14)		DTM Crushers (14)	Iron 8
12:30	HR Lady Hurricanes Seeley (14)		Richmond Diamonds Elder (14)	Iron 7
12:30	Rockville Rockets Patenaude (14)		DTM Crushers (14)	Iron 8
3:15	HR Lady Hurricanes Seeley (14)		DTM Crushers (14)	Iron 5
3:15	Rockville Rockets Patenaude (14)		Richmond Diamonds Elder (14)	Iron 6
6:00	14u Gold Championship			Iron 7
6:00	14u Silver Championship			Iron 8

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Bracket: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Nitro Collier (14)			
H2	LLG Gray (14)			
H3	Team Va MizunoWickline (14)			
H4	Zero Tolerance Elite (14)			

Time	Team		Team	Field
11:00	Nitro Collier (14)		LLG Gray (14)	Iron 5
11:00	Team Va MizunoWickline (14)		Zero Tolerance Elite (14)	Iron 6
3:15	Nitro Collier (14)		Team Va MizunoWickline (14)	Iron 7
3:15	LLG Gray (14)		Zero Tolerance Elite (14)	Iron 8
4:30	Nitro Collier (14)		Zero Tolerance Elite (14)	Iron 7
4:30	LLG Gray (14)		Team Va MizunoWickline (14)	Iron 8
6:00	14u Gold Championship			Iron 7
6:00	14u Silver Championship			Iron 8

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Havok Shelton (14)			
J2	Lady Braves Payne (14)			
J3	Impact (14)			
J4	RBA 360 Keener (14)			
J5	Lady Panthers (14)			

Time	Team		Team	Field
8:30	Havok Shelton (14)		Lady Braves Payne (14)	Iron 5
8:30	Impact (14)		RBA 360 Keener (14)	Iron 6
9:45	Havok Shelton (14)		Impact (14)	Iron 5
9:45	Lady Braves Payne (14)		Lady Panthers (14)	Iron 6
12:30	Havok Shelton (14)		RBA 360 Keener (14)	Iron 5
12:30	Impact (14)		Lady Panthers (14)	Iron 6
2:00	Havok Shelton (14)		Lady Panthers (14)	Iron 5
2:00	Lady Braves Payne (14)		RBA 360 Keener (14)	Iron 6
6:00	14u Gold Championship			Iron 7
6:00	14u Silver Championship			Iron 8

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Bracket: K (12 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
K1	Top Hand Storm Talley (12)			
K2	RVA Warriors Tipton (12)			
K3	540 Batties (12)			
K4	Bayside Blues (11)			

Time	Team		Team	Field
8:30	Top Hand Storm Talley (12)		RVA Warriors Tipton (12)	LCB 2
9:45	540 Batties (12)		Bayside Blues (11)	LCB 2
11:00	Top Hand Storm Talley (12)		540 Batties (12)	LCB 2
2:00	RVA Warriors Tipton (12)		Bayside Blues (11)	LCB 2
2:00	Top Hand Storm Talley (12)		Inferno (12)	LCB 4
3:15	RVA Warriors Tipton (12)		HR Lady Canes Stilley (12)	LCB 2
3:15	540 Batties (12)		DTM Crushers (12)	LCB 4
4:30	Bayside Blues (11)		DTM Crushers (12)	LCB 4
7:15	12u Championship : K 1 st vs L 1 st			LCB 4

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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.

C) If a three way tie still exists, tournament officials will determine positions by means of a draw.

D) If a two way tie exists after applying rules 3a and/or 3b, tiebreaker reverts to Rule 1.



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Bracket: L (12 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
L1	Inferno (12)			
L2	HR Lady Canes Stilley (12)			
L3	DTM Crushers (12)			

Time	Team		Team	Field
8:30	Inferno (12)		HR Lady Canes Stilley (12)	LCB 4
9:45	Inferno (12)		DTM Crushers (12)	LCB 4
11:00	HR Lady Canes Stilley (12)		DTM Crushers (12)	LCB 4
2:00	Top Hand Storm Talley (12)		Inferno (12)	LCB 4
3:15	RVA Warriors Tipton (12)		HR Lady Canes Stilley (12)	LCB 2
3:15	540 Batties (12)		DTM Crushers (12)	LCB 4
4:30	Bayside Blues (11)		DTM Crushers (12)	LCB 4
7:15	12u Championship : K 1 st vs L 1 st			LCB 4

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:
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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.
 - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: X (10 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
X1	Ironbridge Butler (10)			
X2	Hornets Reese (10)			
X3	Fully Loaded (10)			
X4	OHE Marsh (10)			

Time	Team		Team	Field
8:30	Ironbridge Butler (10)		Hornets Reese (10)	LCB 1
8:30	Fully Loaded (10)		OHE Marsh (10)	LCB 6
9:45	Ironbridge Butler (10)		Fully Loaded (10)	LCB 1
9:45	Hornets Reese (10)		OHE Marsh (10)	LCB 6
12:30	Ironbridge Butler (10)		OHE Marsh (10)	LCB 2
12:30	Hornets Reese (10)		Fully Loaded (10)	LCB 4
7:15	10u Gold Championship			LCB 1
7:15	10u Silver Championship			LCB 2

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.
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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.
 - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: Y (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
Y1	Lady Braves Ork (10)			
Y2	Havok Wilson (10)			
Y3	Team VA Garrison (10)			
Y4	540 Blackout (10)			

Time	Team		Team	Field
2:00	Lady Braves Ork (10)		Havok Wilson (10)	LCB 1
2:00	Team VA Garrison (10)		540 Blackout (10)	LCB 6
4:30	Lady Braves Ork (10)		Team VA Garrison (10)	LCB 1
4:30	Havok Wilson (10)		540 Blackout (10)	LCB 6
6:00	Lady Braves Ork (10)		540 Blackout (10)	LCB 1
6:00	Havok Wilson (10)		Team VA Garrison (10)	LCB 6
7:15	10u Gold Championship			LCB 1
7:15	10u Silver Championship			LCB 2

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.
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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.
 - C) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: Z (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
Z1	Nottoway Misfits (10)			
Z2	Lady Hornets Lakey/Kelly (10)			
Z3	EC Diamonds (10)			

Time	Team		Team	Field
11:00	Nottoway Misfits (10)		Lady Hornets Lakey/Kelly (10)	LCB 1
12:30	Nottoway Misfits (10)		EC Diamonds (10)	LCB 1
3:15	Lady Hornets Lakey/Kelly (10)		EC Diamonds (10)	LCB 1
4:30	Nottoway Misfits (10)		IYG Burnett (10)	LCB 2
6:00	Lady Hornets Lakey/Kelly (10)		Future Cavaliers (10)	LCB 2
6:00	EC Diamonds (10)		DTM Crushers (10)	LCB 4
7:15	10u Gold Championship			LCB 1
7:15	10u Silver Championship			LCB 2

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.
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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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Bracket: W (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
W1	IYG Burnett (10)			
W2	Future Cavaliers (10)			
W3	DTM Crushers (10)			

Time	Team		Team	Field
11:00	IYG Burnett (10)		Future Cavaliers (10)	LCB 6
12:30	IYG Burnett (10)		DTM Crushers (10)	LCB 6
3:15	Future Cavaliers (10)		DTM Crushers (10)	LCB 6
4:30	Nottoway Misfits (10)		IYG Burnett (10)	LCB 2
6:00	Lady Hornets Lakey/Kelly (10)		Future Cavaliers (10)	LCB 2
6:00	EC Diamonds (10)		DTM Crushers (10)	LCB 4
7:15	10u Gold Championship			LCB 1
7:15	10u Silver Championship			LCB 2

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.
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