



Mother's Day Classic

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.

14u: Pool Winners will advance to a championship game.

12u: Teams will play 2 pool games. Pool Winners will play in a Championship game.

Pool Runners up and 3rd place will play in a consolation game.

10u: Pool Winners will 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:

JEJ Moore Athletic Complex

11455 Prince George Drive

Disputanta, VA 23842

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



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Bracket: A (14 & Under)

Field: JEJ Moore Athletic Complex

	Teams	Wins	Losses	Tie
A1	HR Lady Canes (14)			
A2	Stars Softball Kopaniasz (14)			
A3	Unity Barrack/Sanford (14)			
A4	Hit Doctor (14)			

Time	Team		Team	Field
2:00	HR Lady Canes (14)		Stars Softball Kopaniasz (14)	Moore 1
2:00	Unity Barrack/Sanford (14)		Hit Doctor (14)	Moore 2
6:00	HR Lady Canes (14)		Unity Barrack/Sanford (14)	Moore 1
6:00	Stars Softball Kopaniasz (14)		Hit Doctor (14)	Moore 2
7:15	HR Lady Canes (14)		Hit Doctor (14)	Moore 1
7:15	Stars Softball Kopaniasz (14)		Unity Barrack/Sanford (14)	Moore 2
8:30	14u Championship: A 1 st vs B 1 st			Moore 3

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 (14 & Under)

Field: JEJ Moore Athletic Complex

	Teams	Wins	Losses	Tie
B1	RVA Warriors 2k10 Shultz (14)			
B2	Top Hand Storm Powell (14)			
B3	Organized Chaos Melander (14)			
B4	RBA 360 Keener (14)			

Time	Team		Team	Field
2:00	RVA Warriors 2k10 Shultz (14)		Top Hand Storm Powell (14)	Moore 3
2:00	Organized Chaos Melander (14)		RBA 360 Keener (14)	Moore 4
3:30	RVA Warriors 2k10 Shultz (14)		Organized Chaos Melander (14)	Moore 3
3:30	Top Hand Storm Powell (14)		RBA 360 Keener (14)	Moore 4
6:00	RVA Warriors 2k10 Shultz (14)		RBA 360 Keener (14)	Moore 3
6:00	Top Hand Storm Powell (14)		Organized Chaos Melander (14)	Moore 4
8:30	14u Championship: A 1 st vs B 1 st			Moore 3

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: G (12 & Under)

Field: JEJ Moore Athletic Complex

	Teams	Wins	Losses	Tie
G1	Southern Stealth (12)			
G2	Lake Country Crushers 2011 (12)			
G3	MPH Gold (12)			

Time	Team		Team	Field
8:30	Southern Stealth (12)		Lake Country Crushers 2011 (12)	Moore 3
11:00	Southern Stealth (12)		MPH Gold (12)	Moore 3
12:30	Lake Country Crushers 2011 (12)		MPH Gold (12)	Moore 3
4:45	G 3 rd Place		H 3 rd Place	Moore 1
4:45	G 2 nd Place		H 2 nd Place	Moore 4
4:45	G 1 st Place		H 1 st Place	Moore 3

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.

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Bracket: H (12 & Under)

Field: JEJ Moore Athletic Complex

	Teams	Wins	Losses	Tie
H1	Freedom 11 (12)			
H2	Hanover Hornets 2012 (12)			
H3	RVA Warriors Carino 2k11 (12)			

Time	Team		Team	Field
8:30	Freedom 11 (12)		Hanover Hornets 2012 (12)	Moore 4
11:00	Freedom 11 (12)		RVA Warriors Carino 2k11 (12)	Moore 4
12:30	Hanover Hornets 2012 (12)		RVA Warriors Carino 2k11 (12)	Moore 4
4:45	G 3 rd Place		H 3 rd Place	Moore 1
4:45	G 2 nd Place		H 2 nd Place	Moore 4
4:45	G 1 st Place		H 1 st Place	Moore 3

Tie Breaker Rules:

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Bracket: X (10 & Under)

Field: JEJ Moore Athletic Complex

	Teams	Wins	Losses	Tie
X1	Ironbridge Fillion (10)			
X2	Organized Chaos (10)			
X3	Orion Hunter Elite Marsh (10)			
X4	RVA Warriors Hinton (10)			

Time	Team		Team	Field
8:30	Ironbridge Fillion (10)		Organized Chaos (10)	Moore 1
8:30	Orion Hunter Elite Marsh (10)		RVA Warriors Hinton (10)	Moore 2
9:45	Ironbridge Fillion (10)		Orion Hunter Elite Marsh (10)	Moore 1
9:45	Organized Chaos (10)		RVA Warriors Hinton (10)	Moore 2
12:30	Ironbridge Fillion (10)		RVA Warriors Hinton (10)	Moore 1
12:30	Organized Chaos (10)		Orion Hunter Elite Marsh (10)	Moore 2
4:45	10u Championship: X 1 st vs Y 1 st			Moore 2

Tie Breaker Rules:

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Bracket: Y (10 & Under)

Field: JEJ Moore Athletic Complex

	Teams	Wins	Losses	Tie
Y1	Orion Hunter Elite Gregory (10)			
Y2	IYG Black Widows (10)			
Y3	Va Bolts (10)			
Y4	Lady Lightning Gold (10)			

Time	Team		Team	Field
9:45	Orion Hunter Elite Gregory (10)		IYG Black Widows (10)	Moore 3
9:45	Va Bolts (10)		Lady Lightning Gold (10)	Moore 4
11:00	Orion Hunter Elite Gregory (10)		Va Bolts (10)	Moore 1
11:00	IYG Black Widows (10)		Lady Lightning Gold (10)	Moore 2
3:30	Orion Hunter Elite Gregory (10)		Lady Lightning Gold (10)	Moore 1
3:30	IYG Black Widows (10)		Va Bolts (10)	Moore 2
4:45	10u Championship: X 1 st vs Y 1 st			Moore 2

Tie Breaker Rules:

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