



2010 Fast Pitch National Championship 18u

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Bracket: A (18 & Under)

Field: Princess Anne Park

	Teams	Wins	Losses	Tie
A1	Va Scrappers Austin (18)	2	2	
A2	Lady Pilots (18)	4	0	
A3	Stafford Storm (18)	3	1	
A4	Bi State Misfits (18)	1	3	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
11:30	Lady Pilots (18)	10	3	Bi State Misfits (18)	PA Red 1
1:00	VA Scrappers Austin (18)	2	3	Stafford Storm (18)	PA Red 1
2:30	VA Scrappers Austin (18)	4	5	Lady Pilots (18)	PA Red 1
2:30	Stafford Storm (18)	9	6	Bi State Misfits (18)	PA Red 2
Friday	Friday			Friday	
8:30	VA Scrappers Austin (18)	10	2	NOVA Blaze (18)	PA Red 1
10:00	Bi State Misfits (18)	10	9	NOVA Blaze (18)	PA Red 1
10:00	VA Scrappers Austin (18)	10	0	Delco Tsunami (18)	PA Red 2
11:30	Bi State Misfits (18)	1	11	VA Lady Aces (18)	PA Red 1
11:30	Lady Pilots (18)	6	1	Stafford Storm (18)	PA Red 2
1:00	Lady Pilots (18)	9	0	Va Lady Aces (18)	PA Red 1
1:00	Stafford Storm (18)	12	2	Delco Tsunami (18)	PA Red 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.
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.



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Bracket: B (18 & Under)

Field: Princess Anne Park

	Teams	Wins	Losses	Tie
B1	NOVA Blaze (18)	1	3	
B2	VA Lady Aces (18)	3	1	
B3	Delco Tsunami (18)	0	4	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
10:00	Va Lady Aces (18)	7	6	Delco Tsunami (18)	PA Red 2
11:30	NOVA Blaze (18)	10	4	Delco Tsunami (18)	PA Red 2
1:00	NOVA Blaze (18)	2	3	VA Lady Aces (18)	PA Red 2
Friday	Friday			Friday	
8:30	VA Scrappers Austin (18)	10	2	NOVA Blaze (18)	PA Red 1
10:00	Bi State Misfits (18)	10	9	NOVA Blaze (18)	PA Red 1
10:00	VA Scrappers Austin (18)	10	0	Delco Tsunami (18)	PA Red 2
11:30	Bi State Misfits (18)	1	11	VA Lady Aces (18)	PA Red 1
11:30	Lady Pilots (18)	6	1	Stafford Storm (18)	PA Red 2
1:00	Lady Pilots (18)	9	0	Va Lady Aces (18)	PA Red 1
1:00	Stafford Storm (18)	12	2	Delco Tsunami (18)	PA Red 2

Tie Breaker Rules:

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Bracket: C (16 & Under)

Field: Princess Anne Complex

	Teams	Wins	Losses	Tie
C1	Bay River Rumble (16)	2	2	
C2	Shen Valley Mavericks (16)	3	1	
C3	Frostburg Mountain Thunder (16)	2	2	
C4	Yorktown Wild Thangz (16)	0	4	

Time	Team			Team	Field
Thurs.	Thursday			Thursday	
8:30	Bay River Rumble (16)	1	11	Shen Valley Mavericks(16)	PA Red 3
8:30	Frostburg MT Thunder (16)	10	0	Yorktown Wild Thangz(16)	PA Red 4
10:00	Bay River Rumble (16)	5	7	Frostburg Mt Thunder(16)	PA Red 3
10:00	Shen Valley Mavericks (16)	14	0	Yorktown Wild Thangz(16)	PA Red4
Fri	Friday			Friday	
11:30	Frostburg Mt Thunder (16)	0	2	Lake Country Crushers (16)	PA Red 3
11:30	Yorktown Wild Thangz(16)	0	10	Fauquier Freeze White (16)	PA Red 4
1:00	Bay River Rumble (16)	2	0	Rappahannock Rapids (16)	PA Red 3
1:00	Shen Valley Mavericks (16)	1	4	West Virginia Shockers (16)	PA Red 4
2:30	Bay River Rumble (16)	11	9	Yorktown Wild Thangz (16)	PA Red 1
2:30	Shen Valley Mavericks (16)	9	1	Frostburg Mt Thunder (16)	PA Red 2

Tie Breaker Rules:

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Bracket: D (16 & Under)

Field: Princess Anne Park

	Teams	Wins	Losses	Tie
D1	Lady Pilots (16)	2	1	1
D2	VA Beach Neptunes (16)	1	3	
D3	Rappahannock Rapids (16)	0	3	1
D4	West Virginia Shockers (16)	3	1	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
8:30	Lady Pilots (16)	5	5	Rappahannock Rapids(16)	PA Red 1
8:30	VA Beach Neptunes (16)	3	4	West Virginia Shockers (16)	PA Red 2
11:30	Lady Pilots (16)	11	5	VA Beach Neptunes (16)	PA Red 3
11:30	Rappahannock Rapids (16)	2	3	West Virginia Shockers (16)	PA Red 4
Fri	Friday			Friday	
10:00	Lady Pilots (16)	1	5	Rampage (16)	PA Red 3
10:00	VA Beach Neptunes (16)	5	13	Waynesburg Thunder (16)	PA Red 4
1:00	Rappahannock Rapids (16)	0	2	Bay River Rumble (16)	PA Red 3
1:00	West Virginia Shockers (16)	4	1	Shen Valley Mavericks (16)	PA Red 4
2:30	Lady Pilots (16)	3	2	West Virginia Shockers (16)	PA Red 3
2:30	VA Beach Neptunes (16)	6	3	Rappahannock Rapids (16)	PA Red 4

Tie Breaker Rules:

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Bracket: E (16 & Under)

Field: Princess Anne Park

	Teams	Wins	Losses	Tie
E1	Rampage (16)	4	0	
E2	Waynesburg Thunder (16)	3	1	
E3	Lake Country Crushers (16)	2	2	
E4	Fauquier Freeze White (16)	1	3	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
1:00	Rampage (16)	6	3	Waynesburg Thunder(16)	PA Red 3
1:00	Lake Country Crushers (16)	3	2	Fauquier Freeze White(16)	PA Red 4
2:30	Rampage (16)	12	2	Fauquier Freeze White (16)	PA Red 3
2:30	Waynesburg Thunder (16)	2	0	Lake Country Crushers (16)	PA Red 4
Fri	Friday			Friday	
8:30	Rampage (16)	3	2	Lake Country Crushers (16)	PA Red 3
8:30	Waynesburg Thunder (16)	8	2	Fauquier Freeze White (16)	PA Red 4
10:00	Rampage (16)	5	1	Lady Pilots (16)	PA Red 3
10:00	Waynesburg Thunder (16)	13	5	VA Beach Neptunes (16)	PA Red 4
11:30	Lake Country Crushers (16)	2	0	Frostburg Mt Thunder (16)	PA Red 3
11:30	Fauquier Freeze White (16)	10	0	Yorktown Wild Thangz (16)	PA Red 4

Tie Breaker Rules:

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Bracket: F (16 & Under)

Field: Princess Anne Park

	Teams	Wins	Losses	Tie
F1	Va Classics (16)	3	1	
F2	Orion Hunter (16)	1	3	
F3	Southside Slammers (16)	3	1	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
8:30	VA Classics (16)	7	6	Orion Hunter (16)	PA Green 1
10:00	VA Classics (16)	0	12	Southside Slammers (16)	PA Green 1
11:30	Orion Hunter (16)	3	1	Southside Slammers (16)	PA Green 1
Fri.	Friday			Friday	
11:30	VA Classics (16)	14	9	VA Lady Aces (16)	PA Green 1
11:30	Orion Hunter (16)	2	5	Southside Sting (16)	PA Green 2
1:00	Southside Slammers (16)	3	1	RBI Inferno Red (16)	PA Green 1
1:00	VA Classics (16)	10	3	Southside Sting (16)	PA Green 2
2:30	Southside Slammers (16)	6	3	VA Lady Aces (16)	PA Green 1
2:30	Orion Hunter (16)	0	2	RBI Inferno Red (16)	PA Green 2

Tie Breaker Rules:

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Bracket: G (16 & Under)

Field: Princess Anne Complex

	Teams	Wins	Losses	Tie
G1	VA Lady Aces (16)	1	3	
G2	Southside Sting (16)	1	3	
G3	RBI Inferno Red (16)	3	1	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
8:30	VA Lady Aces (16)	4	2	Southside Sting (16)	PA Green 2
10:00	VA Lady Aces (16)	4	7	RBI Inferno Red (16)	PA Green 2
11:30	Southside Sting (16)	0	4	RBI Inferno Red (16)	PA Green 2
Fri.	Friday			Friday	
11:30	VA Classics (16)	14	9	VA Lady Aces (16)	PA Green 1
11:30	Orion Hunter (16)	2	5	Southside Sting (16)	PA Green 2
1:00	Southside Slammers (16)	3	1	RBI Inferno Red (16)	PA Green 1
1:00	VA Classics (16)	10	3	Southside Sting (16)	PA Green 2
2:30	Southside Slammers (16)	6	3	VA Lady Aces (16)	PA Green 1
2:30	Orion Hunter (16)	0	2	RBI Inferno Red (16)	PA Green 2

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Bracket: H (16 & Under)

Field: Princess Anne Complex

	Teams	Wins	Losses	Tie
H1	Glen Allen Blitz (16)	4	0	
H2	Culpeper Razors (16)	2	2	
H3	Bi State Misfits (16)	0	4	
H4	Richmond Freeze (16)	1	3	
H5	Va Vixens (16)	3	1	

Time	Team			Team	Field
Thurs.	Thursday			Thursday	
11:30	Glen Allen Blitz (16)	8	0	Culpeper Razors (16)	PA Green 3
11:30	Bi State Misfits (16)	0	8	Richmond Freeze (16)	PA Green 4
1:00	Glen Allen Blitz (16)	7	2	Va Vixens (16)	PA Green 3
1:00	Culpeper Razors (16)	13	3	Bi State Misfits (16)	PA Green 4
2:30	Richmond Freeze (16)	1	17	Va Vixens (16)	PA Green 3
Friday	Friday			Friday	
8:30	Glen Allen Blitz (16)	13	0	Bi State Misfits (16)	PA Green 1
8:30	Culpeper Razors (16)	7	3	Richmond Freeze (16)	PA Green 2
10:00	Glen Allen Blitz (16)	11	3	Richmond Freeze (16)	PA Green 1
10:00	Culpeper Razors (16)	1	2	VA Vixens (16)	PA Green 2
11:30	Bi State Misfits (16)	0	15	Va Vixens (16)	PA Green 3

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Bracket: J (14 & Under)

Field: Princess Anne Complex

	Teams	Wins	Losses	Tie
J1	VA Edge (13)	3	1	
J2	Mountain Thunder (14)	2	2	
J3	Lady Pilots (14)	4	0	
J4	VA Lady Aces (14)	1	3	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
8:30	Va Edge (13)	10	6	Mountain Thunder (14)	PA Green 3
8:30	Lady Pilots (14)	5	4	Va Lady Aces (14)	PA Green 4
10:00	VA Edge (13)	3	14	Lady Pilots (14)	PA Green 3
10:00	Mountain Thunder (14)	6	4	VA Lady Aces (14)	PA Green 4
Fri	Friday			Friday	
8:30	VA Edge (13)	9	2	VA Lady Aces (14)	PA Green 3
8:30	Mountain Thunder (14)	8	2	Southside Sting (14)	PA Green 4
10:00	VA Edge (13)	2	0	Southern Xplosion (14)	PA Green 3
10:00	Mountain Thunder (14)	0	8	Lady Pilots (14)	PA Green 4
11:30	VA Lady Aces (14)	4	3	Southside Sting (14)	PA Green 4
1:00	Lady Pilots (14)	2	1	Southern Xplosion (14)	PA Green 3

Tie Breaker Rules:

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Bracket: K (14 & Under)

Field: Princess Anne / City View Complexes

	Teams	Wins	Losses	Tie
K1	Southern Xplosion (14)	1	3	
K2	Southside Sting (14)	0	4	
K3	Galaxy (14)	3	1	
K4	Riptides (14)	3	1	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
1:00	Southern Xplosion (14)	11	1	Southside Sting (14)	PA Green 1
1:00	Galaxy (14)	4	7	Riptides (14)	PA Green 2
2:30	Southern Xplosion (14)	1	5	Galaxy (14)	PA Green 1
2:30	Southside Sting (14)	1	10	Riptides (14)	PA Green 2
Fri	Friday			Friday	
8:30	Southside Sting (14)	2	8	Mountain Thunder (14)	PA Green 4
8:30	Galaxy (14)	6	1	Shen Valley Mavericks(14)	City View 1
8:30	Riptides (14)	1	4	Tidewater Lady Tides (14)	City View 2
10:00	Southern Xplosion (14)	0	2	VA Edge (13)	PA Green 3
10:00	Galaxy (14)	7	0	Team Dynasty (14)	City View 1
10:00	Riptides (14)	5	0	Rampage (14)	City View 2
11:30	Southside Sting (14)	3	4	VA Lady Aces (14)	Pa Green 4
1:00	Southern Xplosion (14)	1	2	Lady Pilots (14)	PA Green 3

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 - 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.



2010 Fast Pitch National Championship 14u

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. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. PLAYERS SHOULD HAVE IDENTIFICATION AT ALL TIMES.

Bracket: L (14 & Under)

Field: City View Complex

	Teams	Wins	Losses	Tie
L1	Shen Valley Mavericks (14)	1	2	1
L2	Tidewater Lady Tides (14)	4	0	
L3	Team Dynasty (14)	0	4	
L4	Rampage (14)	1	2	1

Time	Team			Team	Field
Thurs	Thursday			Thursday	
8:30	Shen Valley Mavericks (14)	0	6	Tidewater Lady Tides (14)	City View 1
8:30	Team Dynasty (14)	4	11	Rampage (14)	City View 2
10:00	Shen Valley Mavericks (14)	11	7	Team Dynasty (14)	City View 1
10:00	Tidewater Lady Tides (14)	10	6	Rampage (14)	City View 2
Fri.	Friday			Friday	
8:30	Shen Valley Mavericks (14)	1	6	Galaxy (14)	City View 1
8:30	Tidewater Lady Tides (14)	4	1	Riptides (14)	City View 2
10:00	Team Dynasty (14)	0	7	Galaxy (14)	City View 1
10:00	Rampage (14)	0	5	Riptides (14)	City View 2
11:30	SHen Valley Mavericks (14)	7	7	Rampage (14)	City View 1
11:30	Tidewater Lady Tides (14)	10	0	Team Dynasty (14)	City View 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.
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.



2010 Fast Pitch National Championship 12u

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. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. PLAYERS SHOULD HAVE IDENTIFICATION AT ALL TIMES.

Bracket: M (12 & Under)

Field: City View Complex

	Teams	Wins	Losses	Tie
M1	Northern Neck Rage (12)	3	1	
M2	VA Legends (12)	1	3	
M3	VA Scrappers (12)	1	3	
M4	Hampton Roads Hurricanes (12)	1	3	
M5	River City Riot (12)	4	0	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
11:30	Northern Neck Rage (12)	5	3	VA Legends (12)	City View 1
1:00	Northern Neck Rage (12)	1	9	River City Riot (12)	City View 1
1:00	VA Legends (12)	10	2	VA Scrappers (12)	City View 2
2:30	Hampton Roads Hurricanes (12)	1	10	River City Riot (12)	City View 1
Friday	Friday			Friday	
8:30	Northern Neck Rage (12)	9	4	Va Scrappers (12)	City View 3
10:00	Northern Neck Rage (12)	9	5	Hampton Roads Hurricanes (12)	City View 3
11:30	VA Scrappers (12)	1	8	River City Riot (12)	City View 3
1:00	VA Legends (12)	4	15	Hampton Roads Hurricanes (12)	City View 3
2:30	VA Scrappers (12)	8	3	Hampton Roads Hurricanes (12)	City View 2
2:30	VA Legends (12)	0	13	River City Riot (12)	City View 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.
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.



2010 Fast Pitch National Championship 12u

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. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. PLAYERS SHOULD HAVE IDENTIFICATION AT ALL TIMES.

Bracket: O (12 & Under)

Field: City View Complex

	Teams	Wins	Losses	Tie
O1	Blue Ridge Sudden Impact (12)	2	2	
O2	Southside Sting (12)	3	1	
O3	Rampage (12)	4	0	
O4	Bi State Misfits (12)	0	4	
O5	Bay River Rumble (12)	1	3	

Time	Team			Team	Field
Thurs	Thursday			Thursday	
11:30	BR Sudden Impact (12)	1	3	Southside Sting (12)	City View 3
11:30	Rampage (12)	11	2	Bi State Misfits (12)	City View 4
1:00	BR Sudden Impact (12)	11	0	Bay River Rumble (12)	City View 3
1:00	Southside Sting (12)	2	3	Rampage (12)	City View 4
2:30	Bi State Misfits (12)	3	10	Bay River Rumble (12)	City View 3
Fri	Friday			Friday	
8:30	BR Sudden Impact (12)	2	4	Rampage (12)	City View 4
10:00	BR Sudden Impact (12)	14	0	BI State Misfits (12)	City View 4
11:30	Rampage (12)	4	3	Bay River Rumble (12)	City View 4
1:00	Southside Sting (12)	14	2	Bi State Misfits (12)	City View 4
2:30	Southside Sting (12)	7	5	Bay River Rumble (12)	City View 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.
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.



2010 Fast Pitch National Championship 10u

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. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. PLAYERS SHOULD HAVE IDENTIFICATION AT ALL TIMES.

Bracket: X (10 & Under)

Field: City View Complex

	Teams	Wins	Losses	Tie
X1	Southside Sting (10)	0	3	
X2	Triple Threat Lady Tigers (10)	3	0	
X3	Bay River Rumble (10)	1	2	
X4	Orion Hunter (10)	2	1	

Time	Team			Team	Field
Saturday	Saturday			Saturday	
8:30	Southside Sting (10)	1	11	Triple Threat Lady Tigers	City View 4
10:00	Bay River Rumble (10)	3	16	Orion Hunter (10)	City View 4
11:30	Southside Sting (10)	3	7	Bay River Rumble (10)	City View 4
1:00	Triple Threat Lady Tigers (10)	3	1	Orion Hunter (10)	City View 4
2:30	Southside Sting (10)	5	6	Orion Hunter (10)	City View 4
4:00	Triple Threat Lady Tigers (10)	7	3	Bay River Rumble (10)	City View 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.
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.