



Mizuno Super Showcase

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: A (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Spotsy Vipers (18)			
A2	VA SWAG (18)			
A3	VA Bat Busters (18)			
A4	Hanover Xtreme (16)			

Time	Team			Team	Field
9:00	Spotsy Vipers (18)	1	3	VA SWAG (18)	Iron 7
10:30	Spotsy Vipers (18)	0	5	VA Bat Busters (18)	Iron 7
12:00	VA SWAG (18)	0	16	VA Bat Busters (18)	Iron 7
1:30	Spotsy Vipers (18)	0	15	Hanover Xtreme (16)	Iron 7
3:00	VA SWAG (18)	0	4	Hanover Xtreme (16)	Iron 7
4:30	VA Bat Busters (18)	8	1	Hanover Xtreme (16)	Iron 7

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: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	King William Bobcats (16)			
B2	Spotsy Havoc (18)			
B3	VA Titans (18)			

Time	Team			Team	Field
9:00	King William Bobcats (16)	5	0	Spotsy Havoc (18)	Iron 8
10:30	King William Bobcats (16)	2	3	Va Titans (18)	Iron 8
12:00	SPotsy Havoc (18)	1	6	VA Titans (18)	Iron 8
1:30	King William Bobcats (16)	11	1	VA Crusaders (18)	Iron 8
1:30	Spotsy Havoc (18)	9	8	Rivanna Rebels (16)	Iron 9
4:30	VA Titans (18)	2	4	VA Rowdies Elite (18)	Iron 8

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.
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Bracket: C (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	VA Crusaders (18)			
C2	Rivanna Rebels (16)			
C3	VA Rowdies Elite (18)			

Time	Team			Team	Field
9:00	VA Crusaders (18)	4	10	Rivanna Rebels (16)	Iron 9
10:30	Va Crusaders (18)	0	10	VA Rowdies Elite (18)	Iron 9
12:00	Rivanna Rebels (16)	1	5	VA Rowdies Elite (18)	Iron 9
1:30	King William Bobcats (16)	11	1	VA Crusaders (18)	Iron 8
1:30	Spotsy Havoc (18)	9	8	Rivanna Rebels (16)	Iron 9
4:30	VA Titans (18)	2	4	VA Rowdies Elite (18)	Iron 8

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:
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 - 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.



18 & Under **Field: Harry Daniel Park at Ironbridge**

Sunday Schedule:

Time	Team			Team	Field
8:00	VA SWAG (18)	2	11	VA Titans (18)	Iron 7
8:00	Spotsy Vipers (18)	0	7	Spotsy Havoc (18)	Iron 8
8:00	VA Crusaders (18)	3	7	Hanover Xtreme (16)	Iron 9
9:30	King William Bobcats (16)	11	2	Rivanna Rebels (16)	Iron 7
9:30	VA SWAG (18)	0	14	VA Rowdies Elite (18)	Iron 8
9:30	VA Crusaders (18)	4	4	VA Bat Busters (18)	Iron 9
11:00	VA SWAG (18)	3	7	King William Bobcats (16)	Iron 7
11:00	Spotsy Havoc (18)	2	7	VA Rowdies Elite (18)	Iron 8
11:00	Hanover Xtreme (16)	2	1	VA Titans (18)	Iron 9
12:30	VA Titans (18)	9	0	Rivanna Rebels (16)	Iron 7
12:30	Spotsy Havoc (18)	10	2	Va Crusaders (18)	Iron 8
12:30	VA Rowdies Elite (18)	5	4	Hanover Xtreme (16)	Iron 9
2:00	VA Bat Busters (18)	2	4	Rivanna Rebels (16)	Iron 8
3:30	King William Bobcats (16)	2	7	VA Bat Busters (18)	Iron 7



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Bracket: D (16 & Under)

Field: Harry Daniel Par at Ironbridge

	Teams	Wins	Losses	Tie
D1	Performance FP (16)			
D2	RBI INfero Blue (16)			
D3	Rampage (14)			
D4	Va Crusaders (16)			

Time	Team			Team	Field
9:00	Performance FP (16)	5	20	RBI Inferno Blue (16)	Iron 10
10:30	Rampage (14)	15	0	VA Crusaders (16)	Iron 10
12:00	Performance FP (16)	0	12	Rampage (14)	Iron 10
1:30	RBI Inferno Blue (16)	4	3	VA Crusaders (16)	Iron 10
4:30	Performance FP (16)	6	7	Va Crusaders (16)	Iron 9
4:30	RBI Inferno Blue (16)	1	7	Rampage (14)	Iron 10
6:00	Performance FP (16)	1	13	VA Lady Aces (16)	Iron 5
7:30	RBI Inferno Blue (16)			Northern Neck Adrenaline 16	Iron 6
7:30	Rampage (14)	13	3	Lake Country Crushers (16)	Iron 5

Tie Breaker Rules:

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Bracket: F (16 & Under)

Field: Harry Daniel Par at Ironbridge

	Teams	Wins	Losses	Tie
F1	Rampage (16)	6	0	
F2	Tri City Rain (16)			
F3	Riptides (16)			
F4	Hit Ladies (16)			

Time	Team			Team	Field
9:00	Rampage (16)	11	3	Tri City Rain (16)	Iron 5
9:00	Riptides (16)	6	8	Hit Ladies (16)	Iron 6
10:30	Rampage (16)	3	2	Riptides (16)	Iron 5
10:30	Tri City Rain (16)	1	8	Hit Ladies (16)	Iron 6
1:30	Rampage (16)	10	2	Hit Ladies (16)	Iron 5
1:30	Tri City Rain (16)	4	1	Riptides (16)	Iron 6

Tie Breaker Rules:

1. Two Way Tie: Head to Head. The team that won the game between the tied teams receives the higher position.
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Bracket: G (16 & Under)

Field: Harry Daniel Par at Ironbridge

	Teams	Wins	Losses	Tie
G1	VA Lady Aces Dixon (16)			
G2	Northern Neck Adrenaline (16)			
G3	Lake Country Crushers (16)			
G4	Haymarket Bobcats (16)			

Time	Team			Team	Field
12:00	VA Lady Aces (16)	3	3	Northern Neck Adrenaline 16	Iron 5
12:00	Lake Country Crushers (16)	6	2	Haymarket Bobcats (16)	Iron 6
3:00	VA Lady Aces (16)	0	10	Lake Country Crushers (16)	Iron 5
4:30	VA Lady Aces (16)	7	6	Haymarket Bobcats (16)	Iron 5
4:30	Northern Neck Adrenaline (16)	5	3	Lake Country Crushers (16)	Iron 6
6:00	Performance FP (16)			VA Lady Aces (16)	Iron 5
6:00	Northern Neck Adrenaline (16)	9	6	Haymarket Bobcats (16)	Iron 6
7:30	RBI Inferno Blue (16)	1	8	Northern Neck Adrenaline 16	Iron 6
7:30	Rampage (14)			Lake Country Crushers (16)	Iron 5

Tie Breaker Rules:

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16 & Under **Field: Harry Daniel Park at Ironbridge**

Sunday Schedule:

Time	Team			Team	Field
8:00	Hit Ladies (16)	12	1	Haymarket Bobcats (16)	Iron 10
8:00	Tri City Rain (16)	14	9	Performance FP (16)	Iron 5
9:30	Hit Ladies (16)	12	2	VA Crusaders (16)	Iron 10
9:30	VA Lady Aces (16)	2	7	Rampage (14)	Iron 5
11:00	Riptides (16)	12	2	VA Crusaders (16)	Iron 10
11:00	Performance FP (16)	7	9	Rampage (16)	Iron 5
12:30	Lake Country Crushes (16)	3	10	Hit Ladies (16)	Iron 10
12:30	Haymarket Bobcats (16)	0	10	Rampage (16)	Iron 5
2:00	RBI Inferno Blue (16)	2	11	Lake Country Crushers (16)	Iron 7
2:00	Riptides (16)	5	4	Northern Neck Adrenaline(16)	Iron 9
2:00	Rampage (14)	10	1	Tri City Rain (16)	Iron 10
2:00	Haymarket Bobcats (16)	5	11	VA Crusaders (16)	Iron 5
3:30	Riptides (16)	9	2	RBI Inferno Blue (16)	Iron 9
3:30	Tri City Rain (16)			Northern Neck Adrenaline (16)	Iron 10
3:30	Rampage (16)	13	0	VA Lady Aces (16)	Iron 5