



The Queen of The Hill

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 and be seeded for Single Elimination Playoffs.

18u: Teams will advance to either a Gold or Silver Playoff based on Pool Play standings.

16u: Teams will advance to a Gold Playoff.

14u: Teams will advance to either a Gold or Silver Playoff based on Pool Play standings.

12u: We are using a one day format.

10u: Teams will advance to a Gold Playoff.

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:

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 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	Ironbridge 24/25 (18)			
A2	Stars Myers (18)			
A3	East Coast Titans (18)			
A4	AAFP (18)			

Time	Team		Team	Field
1:00	Ironbridge 24/25 (18)		Stars Myers (18)	Iron 5
1:00	East Coast Titans (18)		AAFP (18)	Iron 6
4:00	Ironbridge 24/25 (18)		East Coast Titans (18)	Iron 7
4:00	Stars Myers (18)		AAFP (18)	Iron 10
5:15	Ironbridge 24/25 (18)		AAFP (18)	Iron 7
5:15	Stars Myers (18)		East Coast Titans (18)	Iron 10

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 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Hit Doctor Elite (18)			
B2	Tri City Reign (18)			
B3	Rise Up Black (18)			
B4	DC Elite (18)			

Time	Team		Team	Field
9:00	Hit Doctor Elite (18)		Tri City Reign (18)	Iron 9
10:15	Rise Up Black (18)		DC Elite (18)	Iron 9
11:30	Hit Doctor Elite (18)		Rise Up Black (18)	Iron 9
1:00	Tri City Reign (18)		DC Elite (18)	Iron 9
1:00	Hit Doctor Elite (18)		Southern Storm (18)	Iron 8
2:30	Rise Up Black (18)		Lady Venom (18)	Iron 9
4:00	DC Elite (18)		Lady Venom (18)	Iron 9
4:00	Tri City Reign (18)		Havok 2024 (18)	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.
 - 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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Bracket: C (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Southern Storm (18)			
C2	Havok 2024 (18)			
C3	Lady Venom (18)			

Time	Team		Team	Field
9:00	Southern Storm (18)		Havok 2024 (18)	Iron 10
10:15	Southern Storm (18)		Lady Venom (18)	Iron 10
11:30	Havok 2024 (18)		Lady Venom (18)	Iron 10
1:00	Hit Doctor Elite (18)		Southern Storm (18)	Iron 8
2:30	Rise Up Black (18)		Lady Venom (18)	Iron 9
4:00	DC Elite (18)		Lady Venom (18)	Iron 9
4:00	Tri City Reign (18)		Havok 2024 (18)	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.
 - 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.
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Bracket: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Shen Valley Mavericks (16)			
D2	DC Elite (16)			
D3	Xplosion (16)			

Time	Team		Team	Field
11:30	Shen Valley Mavericks (16)		DC Elite (16)	Iron 7
1:00	Shen Valley Mavericks (16)		Xplosion (16)	Iron 7
4:00	DC Elite (16)		Xplosion (16)	Iron 5
5:15	Shen Valley Mavericks (16)		Virginia Intensity Blue (16)	Iron 5
5:15	DC Elite (16)		Orion Hunter Elite 08/09 (16)	Iron 8
5:15	Xplosion (16)		Ironbridge Moody (16)	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.
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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.
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Bracket: E (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
E1	Virginia Intensity Blue (16)			
E2	Orion Hunter Elite 08/09 (16)			
E3	Ironbridge Moody (16)			

Time	Team		Team	Field
11:30	Virginia Intensity Blue (16)		Orion Hunter Elite 08/09 (16)	Iron 8
1:00	Virginia Intensity Blue (16)		Ironbridge Moody (16)	Iron 8
4:00	Orion Hunter Elite 08/09 (16)		Ironbridge Moody (16)	Iron 8
5:15	Shen Valley Mavericks (16)		Virginia Intensity Blue (16)	Iron 5
5:15	DC Elite (16)		Orion Hunter Elite 08/09 (16)	Iron 8
5:15	Xplosion (16)		Ironbridge Moody (16)	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.

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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.

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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Bracket: G (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Va Vipers (14)			
G2	Va Roadrunners (14)			
G3	Williamsburg Revolution (14)			
G4	OC Elite Shifflett (14)			

Time	Team		Team	Field
9:00	Va Vipers (14)		Va Roadrunners (14)	Iron7
9:00	Williamsburg Revolution (14)		OC Elite Shifflett (14)	Iron 8
10:15	Va Vipers (14)		Williamsburg Revolution (14)	Iron 7
10:15	Va Roadrunners (14)		OC Elite Shifflett (14)	Iron 8
2:30	Va Vipers (14)		OC Elite Shifflett (14)	Iron 7
2:30	Va Roadrunners (14)		Williamsburg Revolution (14)	Iron 8

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2. Three Way Tie:

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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.

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Bracket: H (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Northern Neck Rage (14)			
H2	VA Diamonds (14)			
H3	RVA Warriors 2k10 Shultz (14)			

Time	Team		Team	Field
9:00	Northern Neck Rage (14)		VA Diamonds (14)	Iron 5
10:15	Northern Neck Rage (14)		RVA Warriors 2k10 Shultz (14)	Iron 5
11:30	VA Diamonds (14)		RVA Warriors 2k10 Shultz (14)	Iron 5
2:30	Northern Neck Rage (14)		DC Elite (14)	Iron 5
2:30	VA Diamonds (14)		TBC Havoc (14)	Iron 6
2:30	RVA Warriors 2k10 Shultz (14)		East Coast Titans (14)	Iron 10

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Bracket: J (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	DC Elite (14)			
J2	TBC Havoc (14)			
J3	East Coast Titans (14)			

Time	Team		Team	Field
9:00	DC Elite (14)		TBC Havoc (14)	Iron 6
10:15	DC Elite (14)		East Coast Titans (14)	Iron 6
11:30	TBC Havoc (14)		East Coast Titans (14)	Iron 6
2:30	Northern Neck Rage (14)		DC Elite (14)	Iron 5
2:30	VA Diamonds (14)		TBC Havoc (14)	Iron 6
2:30	RVA Warriors 2k10 Shultz (14)		East Coast Titans (14)	Iron 10

Tie Breaker Rules:

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Bracket: L (12 & Under) Field: LC Bird Complex

	Teams	Wins	Losses	Tie
L1	Prince George Royals (12)			
L2	OC Elite Bickel/Shumake (12)			
L3	Chesapeake Lightning (12)			

Time	Team		Team	Field
10:15	Prince George Royals (12)		OC Elite Bickel/Shumake (12)	LCB 4
11:30	Prince George Royals (12)		Chesapeake Lightning (12)	LCB 4
1:00	OC Elite Bickel/Shumake (12)		Chesapeake Lightning (12)	LCB 4
2:30	Playoffs: 2 nd vs 3 rd			LCB 4
4:00	1 st vs Winner of 2:30 game			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:
 - 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.



The Queen of The Hill

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Bracket: X (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
X1	Southern MD Ospreys (10)			
X2	IYG Black Widows (10)			
X3	Hornets Christian (10)			

Time	Team		Team	Field
9:00	Southern MD Ospreys (10)		IYG Black Widows (10)	LCB 5
10:15	Southern MD Ospreys (10)		Hornets Christian (10)	LCB 5
11:30	IYG Black Widows (10)		Hornets Christian (10)	LCB 5
1:00	Southern MD Ospreys (10)		Havok Caul (10)	LCB 5
1:00	IYG Black Widows (10)		Shooting Stars 2k13 (10)	LCB 6
2:30	Hornets Christian (10)		RBA 360 Keener (10)	LCB 5

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



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Bracket: Y (10 & Under)

Field: LC Bird Complex

	Teams	Wins	Losses	Tie
Y1	Havok Caul (10)			
Y2	Shooting Stars 2k13 (10)			
Y3	RBA 360 Keener (10)			

Time	Team		Team	Field
9:00	Havok Caul (10)		Shooting Stars 2k13 (10)	LCB 6
10:15	Havok Caul (10)		RBA 360 Keener (10)	LCB 6
11:30	Shooting Stars 2k13 (10)		RBA 360 Keener (10)	LCB 6
1:00	Southern MD Ospreys (10)		Havok Caul (10)	LCB 5
1:00	IYG Black Widows (10)		Shooting Stars 2k13 (10)	LCB 6
2:30	Hornets Christian (10)		RBA 360 Keener (10)	LCB 5

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.

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.