



Bring The Heat

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.

Format: Teams will play 3 pool games on Saturday to be seeded into Single Elimination on Sunday.

18u, 16u and 14u will have a Gold and Silver Division.
12u and 10u will have Gold only.

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.

Warbro Sports Complex: 3204 Warbro Road

From I-95: Take Exit 62 (Route 288). Follow Route 288 to Route 360 (Hull Street)

East. Take 360 East off of 288. Go approximately 1/4 mile and turn left onto Warbro Road. Go approximately 2 miles and the complex is on the left hand side of the road. If you run into Southside Speedway, you've gone too far.

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

SoftballNation Team and Spectator
Social Distancing and Participation Guidelines

Teams / Players: These are the current guidelines for getting back to play. This document may change and will be issued to each coach before each event.

PLEASE FOLLOW THE CDC GUIDELINES ON SOCIAL DISTANCING AT ALL TIMES. WASH YOUR HANDS OFTEN. WEAR A FACE COVERING. KEEP YOUR DISTANCE.

PLEASE NOTE: WHILE YOU MAY BE HEALTHY, THINK ABOUT OTHERS IN YOUR FAMILY WHO MAY HAVE A COMPROMISED IMMUNE SYSTEM. YOU ARE RESPONSIBLE FOR YOURSELF, BUT ALSO THE OTHERS AROUND YOU.

TO ANY AND ALL WHO ARE READING THIS. IF YOU FEEL UNCOMFORTABLE IN ANY WAY REGARDING THIS EVENT OR RETURNING TO PLAY, PLEASE DO NOT PARTICIPATE. AS A PLAYER (YOUTH OR ADULT), YOU SHOULD NOT FEEL OBLIGATED TO PARTICIPATE JUST BECAUSE YOUR TEAM MAY BE SIGNED UP. AS A PARENT, YOU ARE NOT OBLIGATED TO HAVE YOUR CHILD PARTICIPATE AND SHOULD NOT FEEL PRESSURED IN ANY WAY. FOR THE NEAR FUTURE, WE ARE URGING ALL TEAMS TO KEEP SPECTATORS TO A MINIMUM AND FOLLOW THE GOVERNOR'S RETURN TO SPORTS GUIDELINES AS WELL AS THE GOVERNOR'S OFFICE GENERAL SOCIAL DISTANCING GUIDELINES.

Prior to arriving:

All participants and spectators should take measures to keep themselves safe. Before you leave home, take your own temperature. If you have a fever or do not feel well, stay home.

Each player should bring your own water, refreshments, hand sanitizer, face covering.

Practice Social Distancing: Whenever possible, everyone should practice safe social distancing.

Practice Healthy Hygiene: Wash Your Hands Often.

While moving in and out of the team area before and after games, give the exiting team a chance to completely exit the field before attempting to enter the team area.

During The Game:

Avoid Personal Physical Contact: Whenever possible, avoid physical contact...i.e. reduce or eliminate high fiving, handshaking, fist bumping, etc.

Please do not share equipment. If equipment (such as catcher's gear) is shared, a coach must properly disinfect equipment prior to the next participant's use.

Home plate meetings will be limited to the umpire and one (1) coach from each team; all must practice social distancing.

Participants (including umpires) inside the field of play are not required to wear a face covering, but may be worn as desired.

Spread Out in the Dugout: When your team is in the dugout, please use the extended dugout area for equipment and players whenever possible. Everyone is not required to remain in the dugout. We encourage only the batters that are due up in the line-up to be in the dugout preparing. Everyone else should use the extended dugout area to keep players spread out.

When Your Team Is Not Participating: When warming up, use the designated warm up areas and maintain your social distance from teammates and other teams that may be warming up nearby.

Post-Game: In lieu of handshaking lines, each team is encouraged to congratulate the other team and show sportsmanship in their own way while maintaining their social distancing.

Please avoid gathering in the parking lots when not participating or warming up.

Spectators: Respect Social Distancing. Protect yourself and others.

Teams are encouraged to limit non-essential spectators to the fewest number possible.

Bring Your Own Seating. Bleachers will be off limits.

Concessions will be limited to drinks and pre-packaged food for now. You are encouraged to bring your own refreshments.

Anyone that may be considered medically at risk and with any underlying medical conditions should stay home. Spectators that feel sick or have a fever should stay home. Check your temperature before you leave home.

Practice social distancing.

We recommend you wear a mask at all times, but especially when you are in congested areas: like the restrooms or near or around the concession area.

Spectators should spread out and maintain social distancing from other spectators and players.

Stay off the bleachers.

Spectators should stay out of the extended team areas/dugouts.



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Bracket: A (18 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	X Zone Storm Harvey (18)			
A2	RVA Pride (18)			
A3	Va Rowdies Elite (16)			
A4	Bomb Squad (18)			

Time	Team		Team	Field
8:30	X Zone Storm Harvey (18)		RVA Pride (18)	Iron 9
8:30	Va Rowdies Elite (16)		Bomb Squad (18)	Iron 10
9:45	X Zone Storm Harvey (18)		Va Rowdies Elite (16)	Iron 9
9:45	RVA Pride (18)		Bomb Squad (18)	Iron 10
12:30	X Zone Storm Harvey (18)		Bomb Squad (18)	Iron 9
12:30	RVA Pride (18)		Va Rowdies Elite (16)	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.

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	Delaware Heart Black (18)			
B2	Sluggers FP (18)			
B3	Bayside Blues (18)			
B4	Peninsula Co Pilots (18)			

Time	Team			Team	Field
11:00	Delaware Heart Black (18)			Sluggers FP (18)	Iron 9
11:00	Bayside Blues 918)			Peninsula Co Pilots (18)	Iron 10
3:15	Delaware Heart Black (18)			Bayside Blues (18)	Iron 9
3:15	Sluggers FP (18)			Peninsula Co Pilots (18)	Iron 10
4:30	Delaware Heart Black (18)			Peninsula Co Pilots (18)	Iron 9
4:30	Sluggers FP (18)			Bayside Blues 918)	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.

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	Mounties (18)			
C2	Maryland Heat (18)			
C3	Leesburg Revolution (18)			
C4	Shockers Elite (18)			

Time	Team			Team	Field
2:00	Mounties (18)			Maryland Heat (18)	Iron 9
2:00	Leesburg Revolution (18)			Shockers Elite (18)	Iron 10
6:00	Mounties (18)			Leesburg Revolution (18)	Iron 9
6:00	Maryland Heat (18)			Shockers Elite (18)	Iron 10
7:30	Mounties (18)			Shockers Elite (18)	Iron 9
7:30	Maryland Heat (18)			Leesburg Revolution (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.

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: D (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
D1	Hit Doctor 04/05 (16)			
D2	Bay River Rumble Thomas (16)			
D3	Spotsy Slam (16)			

Time	Team			Team	Field
11:00	Hit Doctor 04/05 (16)			BR Rumble Thomas (16)	Iron 7
12:30	Hit Doctor 04/05 (16)			Spotsy Slam (16)	Iron 7
3:15	BR Rumble Thomas (16)			Spotsy Slam (16)	Iron 7
4:30	Hit Doctor 04/05 (16)			Competitive Edge (16)	Iron 5
4:30	Bay River Rumble Thomas (16)			Mid Atlantic Orioles (16)	Iron 7
4:30	Spotsy Slam (16)			Ruckus Stuckey (16)	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.
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Bracket: G (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Blue Ridge Pressure (16)			
G2	SWAT (16)			
G3	RVA Warriors Myers (16)			
G4	Va Lady Sluggers (16)			

Time	Team		Team	Field
2:00	Blue Ridge Pressure (16)		SWAT (16)	Iron 7
2:00	RVA Warriors Myers (16)		Va Lady Sluggers (16)	Iron 8
6:00	Blue Ridge Pressure (16)		RVA Warriors Myers (16)	Iron 7
6:00	SWAT (16)		Va Lady Sluggers (16)	Iron 8
7:30	Blue Ridge Pressure (16)		Va Lady Sluggers (16)	Iron 7
7:30	SWAT (16)		RVA Warriors Myers (16)	Iron 8

Tie Breaker Rules:

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Bracket: H (16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	Competitive Edge (16)			
H2	Mid Atlantic Orioles (16)			
H3	Ruckus Stuckey (16)			

Time	Team			Team	Field
11:00	Competitive Edge (16)			Mid Atlantic Orioles (16)	Iron 8
12:30	Competitive Edge (16)			Ruckus Stuckey (16)	Iron 8
3:15	Mid Atlantic Orioles (16)			Ruckus Stuckey (16)	Iron 8
4:30	Hit Doctor 04/05 (16)			Competitive Edge (16)	Iron 5
4:30	Bay River Rumble Thomas (16)			Mid Atlantic Orioles (16)	Iron 7
4:30	Spotsy Slam (16)			Ruckus Stuckey (16)	Iron 8

Tie Breaker Rules:

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Bracket: J (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
J1	Lady Black Hawks (14)			
J2	High Voltage (14)			
J3	Havok Wells (14)			
J4	Galaxy 06 (14)			

Time	Team			Team	Field
8:30	Lady Black Hawks (14)			High Voltage (14)	Warbro 1
9:45	Havok Wells (14)			Galaxy 06 (14)	Warbro 1
11:00	Lady Black Hawks (14)			Havok Wells (14)	Warbro 1
12:30	High Voltage (14)			Galaxy 06 (14)	Warbro 1
2:00	Lady Black Hawks (14)			Galaxy 06 (14)	Warbro 1
2:00	High Voltage (14)			Havok Wells (14)	Warbro 2

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Bracket: K (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
K1	Top Hand Storm Pope (14)			
K2	Culpeper Xplosion (14)			
K3	VA Rebellion (14)			
K4	Future Fast Pitch (14)			

Time	Team			Team	Field
11:00	Top Hand Storm Pope (14)			Culpeper Xplosion (14)	Warbro 2
11:00	Va Rebellion (14)			Future Fast Pitch (14)	Warbro 3
3:15	Top Hand Storm Pope (14)			Va Rebellion (14)	Warbro 1
3:15	Culpeper Xplosion (14)			Future Fast Pitch (14)	Warbro 2
4:30	Top Hand Storm Pope (14)			Future Fast Pitch (14)	Warbro 1
4:30	Culpeper Xplosion (14)			Va Rebellion (14)	Warbro 2

Tie Breaker Rules:

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Bracket: L (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
L1	IYG Black Widows (14)			
L2	Mid Atlantic Orioles (14)			
L3	Bayside Blues (14)			

Time	Team		Team	Field
8:30	IYG Black Widows (14)		Mid Atlantic Orioles (14)	Warbro 2
9:45	IYG Black Widows (14)		Bayside Blues (14)	Warbro 2
12:30	Mid Atlantic Orioles (14)		Bayside Blues (14)	Warbro 2
2:00	IYG Black Widows (14)		Hit Doctor (14)	Warbro 3
3:15	Mid Atlantic Orioles (14)		RVA Warriors MacMinn (14)	Warbro 3
4:30	Bayside Blues (14)		Va Breeze 06 (14)	Warbro 3

Tie Breaker Rules:

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Bracket: M (14 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
M1	Hit Doctor (14)			
M2	RVA Warriors MacMinn (14)			
M3	Va Breeze 06 (14)			

Time	Team			Team	Field
8:30	Hit Doctor (14)			RVA Warriors MacMinn(14)	Warbro 3
9:45	Hit Doctor (14)			VA Breeze 06 (14)	Warbro 3
12:30	RVA Warriors MacMinn (14)			Va Breeze 06 (14)	Warbro 3
2:00	IYG Black Widows (14)			Hit Doctor (14)	Warbro 3
3:15	Mid Atlantic Orioles (14)			RVA Warriors MacMinn (14)	Warbro 3
4:30	Bayside Blues (14)			Va Breeze 06 (14)	Warbro 3

Tie Breaker Rules:

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Bracket: S (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
S1	Bayside Blues (12)			
S2	Havok Fiege (12)			
S3	OC Elite Fincham (12)			
S4	Nitro Elite (12)			

Time	Team			Team	Field
8:30	Bayside Blues (12)			Havok Fiege (12)	Iron 7
8:30	OC Elite Fincham (12)			Nitro Elite (12)	Iron 8
9:45	Bayside Blues (12)			OC Elite Fincham (12)	Iron 7
9:45	Havok Fiege (12)			Nitro Elite (12)	Iron 8
12:30	Bayside Blues (12)			Nitro Elite (12)	Iron 5
12:30	Havok Fiege (12)			OC Elite Fincham (12)	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.

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.





Bring The Heat

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Bracket: T (12 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
T1	Chesapeake Rebellion Sizemore (12)			
T2	Orion Hunter Elite (12)			
T3	LC Crushers (12)			
T4	Top Hand Storm Buchanan (12)			

Time	Team			Team	Field
3:15	Chesapeake Rebellion Sizemore(12)			Orion Hunter Elite (12)	Iron 5
3:15	LC Crushers (12)			TH Storm Buchanan (12)	Iron 6
6:00	Chesapeake Rebellion Sizemore(12)			LC Crushers (12)	Iron 5
6:00	Orion Hunter Elite (12)			TH Storm Buchanan (12)	Iron 6
7:30	Chesapeake Rebellion Sizemore(12)			TH Storm Buchanan (12)	Iron 5
7:30	Orion Hunter Elite (12)			LC Crushers (12)	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.

2. Three Way Tie:

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Bracket: X (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
X1	Top Hand Storm Powell (10)			
X2	Havok Moody (10)			
X3	Lake Country Crushers (10)			

Time	Team			Team	Field
8:30	TH Storm Powell (10)			Havok Moody (10)	Iron 5
9:45	TH Storm Powell (10)			LC Crushers (10)	Iron 5
11:00	Havok Moody (10)			LC Crushers (10)	Iron 5
2:00	Top Hand Storm Powell (10)			TSI Lady Titans (10)	Iron 5
2:00	Havok Moody (10)			Bomb Squad (10)	Iron 6
4:30	Lake Country Crushers (10)			Top Hand Storm Tucker (10)	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.

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.





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Bracket: Y (10 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
Y1	TSI Lady Titans (10)			
Y2	Bomb Squad (10)			
Y3	Top Hand Storm Tucker (10)			

Time	Team			Team	Field
8:30	TSI Lady Titans (10)			Bomb Squad (10)	Iron 6
9:45	TSI Lady Titans (10)			TH Storm Tucker (10)	Iron 6
11:00	Bomb Squad (10)			TH Storm Tucker (10)	Iron 6
2:00	Top Hand Storm Powell (10)			TSI Lady Titans (10)	Iron 5
2:00	Havok Moody (10)			Bomb Squad (10)	Iron 6
4:30	Lake Country Crushers (10)			Top Hand Storm Tucker (10)	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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