



Fast Pitch Nationals (23u+)

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Bracket: A (23u+)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
A1	West End Waves (23)	1	1	1
A2	Virginia Predators (23)	1	2	
A3	Gold Coast Hurricanes (23)	3	0	
A4	Maryland Heat Team NFS South (23)	2	1	
A5	High Rollers (23)	0	2	1

Saturday Time	Team			Team	Field
9:00	West End Waves	2	1	Va Predators	Iron 8
10:30	Gold Coast Hurricanes	7	5	MD Heat MFS South	Iron 8
10:30	Virginia Predators (23)	5	1	High Rollers (23)	Iron 10
12:00	West End Waves (23)	0	8	Gold Coast Hurricanes	Iron 8
12:00	High Rollers	3	6	MD Heat MFS South	Iron 10
3:00	Central VA Blitz (23)	5	13	Gold Coast Hurricanes	Iron 10
3:00	West End Waves	5	5	High Rollers	Iron 8
3:00	Virginia Predators	4	5	MD Heat MFS South	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.

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 (23u+)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
B1	Central VA Blitz (23)	1	2	1
B2	Lady Cardinals (23)	0	3	
B3	Maryland Heat North (23)	1	1	1

Saturday Time	Team			Team	Field
9:00	Central VA Blitz	9	0	Lady Cardinals	Iron 7
10:30	Central VA Blitz	2	2	Maryland Heat North (23)	Iron 7
12:00	Lady Cardinals	0	12	Maryland Heat North (23)	Iron 7
1:30	Central Va Blitz	4	9	Firecrackers NC Wright	Iron 7
1:30	Lady Cardinals	0	12	Southern MD Ospreys	Iron 8
3:00	Central Va Blitz	5	13	Gold Coast Hurricanes (23)	Iron 7
3:00	Maryland Heat North	1	4	Central Jersey Lightning	Iron 10
4:30	Playoffs Begin				

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 (23u+)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
C1	Firecrackers NC Wright (23)	2	1	
C2	Southern MD Ospreys (23)	2	1	
C3	Central Jersey Lightning (23)	2	1	

Saturday Time	Team			Team	Field
9:00	Firecrackers NC Wright	0	4	Southern MD Ospreys	Iron 9
10:30	Firecrackers NC Wright	4	3	Central Jersey Lightning	Iron 9
12:00	Southern MD Ospreys	1	6	Central Jersey Lightning	Iron 9
1:30	Central Va Blitz	4	9	Firecrackers NC Wright	Iron 7
1:30	Lady Cardinals	0	12	Southern MD Ospreys	Iron 8
3:00	Maryland Heat North	1	4	Central Jersey Lightning	Iron 10
4:30	Playoffs Begin				

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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 - 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.



Fast Pitch Nationals (18/16)

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Bracket: G (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
G1	Hit Doctor (18)	3	0	
G2	Freedom HSL (18)	2	1	
G3	Turn 2 (16) MD	1	2	
G4	AAFP (16)	0	3	

Friday Time	Team			Team	Field
9:00	Hit Doctor (18)	8	4	Freedom HSL (18)	Iron 10
10:30	Turn 2 (16)	7	2	AAFP (16)	Iron 10
12:00	Hit Doctor (18)	10	0	Turn 2 (16)	Iron 10
1:30	Freedom HSL (18)	8	3	AAFP (16)	Iron 10
3:00	Freedom HSL (18)	7	0	Turn 2 (16)	Iron 9
3:00	Hit Doctor (18)	12	1	AAFP (16)	Iron 10
	18u and 16u Playoffs Begin Saturday				

Tie Breaker Rules:

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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.
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 - D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: H (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
H1	RVA Warriors MacMinn (16)	1	1	1
H2	Maryland Blue Jays Elite (16/18)	2	2	
H3	Top Hand Storm (18)	2	0	1

Friday Time	Team			Team	Field
9:00	RVA Warriors MacMinn(16)	11	2	MD Blue Jays Elite (16/18)	Iron 7
10:30	MD Blue Jays Elite (16/18)	7	9	Top Hand Storm (18)	Iron 7
12:00	RVA Warriors MacMinn (16)	3	3	Top Hand Storm (18)	Iron 7
1:30	MD Blue Jays Elite (16/18)	19	0	Nitro Elite (16)	Iron 7
1:30	RVA Warriors MacMinn (16)	3	6	Bayside Blues (18)	Iron 9
3:00	Top Hand Storm (18)	13	4	CO Pilots Ruehl (16)	Iron 8
3:00	Maryland Blue Jays Elite (16/18)	8	3	Carolina Dirt Devils (18)	Iron 7
	18u and 16u Playoffs Begin Saturday				

Tie Breaker Rules:

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 - D) If a three way tie still exists, tournament officials will determine positions by means of a draw.
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Bracket: J (18/16 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
J1	Bayside Blues (18)	2	1	
J2	AAFP (18)	2	1	
J3	Co-Pilots Ruehl (16)	0	3	

Friday Time	Team			Team	Field
9:00	Bayside Blues (18)	7	9	AAFP (18)	Iron 8
10:30	Bayside Blues (18)	9	5	Co Pilots Ruehl (16)	Iron 8
12:00	AAFP (18)	13	11	CO Pilots Ruehl (16)	Iron 8
1:30	AAFP (18)	5	6	Southern MD Velocity (18)	Iron 8
1:30	RVA Warriors MacMinn (16)	3	6	Bayside Blues (18)	Iron 9
3:00	Top Hand Storm (18)	13	4	Co Pilots Ruehl (16)	Iron 8
	18u and 16u Playoffs Begin Saturday				

Tie Breaker Rules:

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Bracket: K (18/16 & Under) Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
K1	Nitro Elite (16)	0	3	
K2	Southern MD Velocity (18)	3	0	
K3	Carolina Dirt Devils (18)	1	2	

Friday Time	Team			Team	Field
9:00	Nitro Elite (16)	1	5	Southern MD Velocity (18)	Iron 9
10:30	Nitro Elite (16)	0	1	Carolina Dirt Devils (18)	Iron 9
12:00	Southern MD Velocity (18)	5	3	Carolina Dirt Devils (18)	Iron 9
1:30	Maryland Blue Jays Elite (16/18)	19	0	Nitro Elite (16)	Iron 7
1:30	AAFP (18)	5	6	Southern MD Velocity (18)	Iron 8
3:00	Maryland Blue Jays Elite (16/18)	8	3	Carolina Dirt Devils (18)	Iron 7
	18u and 16u Playoffs Begin Saturday				

Tie Breaker Rules:

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Fast Pitch Nationals (14)

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Bracket: L (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
L1	Self Made Softball (14)	0	2	1
L2	Southern MD Velocity (14)	2	1	
L3	MPH Gold (14)	1	1	1
L4	Delaware Heart Black (14)	2	1	

Friday Time	Team			Team	Field
9:00	Self Made Softball (14)	8	9	Southern MD Velocity (14)	Iron 5
10:30	MPH Gold (14)	2	5	Delaware Heart Black (14)	Iron 5
12:00	Self Made Softball (14)	5	5	MPH Gold (14)	Iron 5
1:30	Southern MD Velocity (14)	7	3	Delaware Heart Black (14)	Iron 5
1:30	Self Made Softball (14)	4	7	MPH Blue (14)	Iron 6
3:00	Southern MD Velocity (14)	3	6	AAFP (14)	Iron 5
3:00	MPH Gold (14)	4	1	Northern Calvert Fury (14)	Iron 6
4:30	Delaware Heart Black (14)	10	7	Northern Calvert Fury (14)	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: M (14 & Under)

Field: Harry Daniel Park at Ironbridge

	Teams	Wins	Losses	Tie
M1	MPH Blue (14)	2	1	
M2	AAFP (14)	2	2	
M3	Northern Calvert Fury (14)	2	1	

Friday Time	Team			Team	Field
9:00	MPH Blue (14)	14	5	AAFP (14)	Iron 6
10:30	MPH Blue (14)	2	6	Northern Calvert Fury (14)	Iron 6
12:00	AAFP (14)	1	11	Northern Calvert Fury (14)	Iron 6
1:30	Self Made Softball (14)	4	7	MPH Blue (14)	Iron 6
3:00	Southern MD Velocity (14)	3	6	AAFP (14)	Iron 5
3:00	MPH Gold (14)	4	1	Northern Calvert Fury (14)	Iron 6
4:30	Delaware Heart Black (14)	10	7	Northern Calvert Fury (14)	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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Fast Pitch Nationals (12)

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Bracket: R (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
R1	Top Hand Storm (12)	2	1	
R2	Havok 2010 (12)	2	1	
R3	Starz Gold (12)	1	2	
R4	Organized Chaos (12)	1	2	

Time	Team			Team	Field
9:00	Top Hand Storm (12)	8	4	Havok 2010 (12)	Warbro 1
9:00	Starz Gold (12)	3	6	Organized Chaos (12)	Warbro 2
10:30	Top Hand Storm (12)	6	11	Starz Gold (12)	Warbro 1
12:00	Havok 2010 (12)	6	3	Organized Chaos (12)	Warbro 1
1:30	Top Hand Storm (12)	10	0	Organized Chaos (12)	Warbro 1
3:00	Havok 2010 (12)	2	0	Starz Gold (12)	Warbro 1
	12u Playoffs Begin on Saturday				

Tie Breaker Rules:

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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.
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Bracket: S (12 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
S1	Southern MD Velocity (11)	2	1	
S2	Team Va Mizuno Thomas (12)	1	2	
S3	AAFP (12)	0	3	
S4	Hornets Tharp (12)	3	0	

Time	Team			Team	Field
10:30	Southern MD Velocity (11)	12	3	Team VA Mizuno Thomas(12)	Warbro 2
10:30	AAFP (12)	1	10	Hornets Tharp (12)	Warbro 3
1:30	Southern MD Velocity (11)	10	3	AAFP (12)	Warbro 2
1:30	Team Va Mizuno Thomas (12)	0	10	Hornets Tharp (12)	Warbro 3
3:00	Southern MD Velocity (11)	0	9	Hornets Tharp (12)	Warbro 2
3:00	Team Va Mizuno Thomas (12)	8	4	AAFP (12)	Warbro 3
	12u Playoffs Begin on Saturday				

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Fast Pitch Nationals (10)

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Bracket: X (10 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
X1	MD Hustle Wilkes (10)	1	2	
X2	MPH Gold (10)	3	0	
X3	Havok Shelton (10)	3	0	
X4	Riptide (10)	0	3	

Saturday Time	Team			Team	Field
10:30	Md Hustle Wilkes (10)	2	9	MPH Gold (10)	Warbro 2
12:00	Havok Shelton (10)	20	1	Riptide (10)	Warbro 2
1:30	MD Hustle Wilkes (10)	2	5	Havok Shelton (10)	Warbro 2
3:00	MPH Gold (10)	12	2	Riptide (10)	Warbro 3
4:30	MD Hustle Wilkes (10)	12	4	Rockville Rockets Fetty (10)	Warbro 1
4:30	MPH Gold (10)	14	0	TNT Maryland (10)	Warbro 2
4:30	Havok Shelton (10)	4	1	RVA Warriors Carrino (10)	Warbro 3
6:00	Riptide (10)	5	10	RVA Warriors Carrino (10)	Warbro 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.



Fast Pitch Nationals (10)

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: Y (10 & Under)

Field: Warbro Athletic Complex

	Teams	Wins	Losses	Tie
Y1	Rockville Rockets Fetty (10)	0	2	1
Y2	TNT Maryland (10)	0	2	1
Y3	RVA Warriors Carino (10)	3	1	

Saturday Time	Team			Team	Field
10:30	Rockville Rockets Fetty (10)	6	6	TNT Maryland (10)	Warbro 3
12:00	Rockville Rockets Fetty (10)	9	10	RVA Warriors Carino (10)	Warbro 3
1:30	TNT Maryland (10)	5	11	RVA Warriors Carino (10)	Warbro 3
4:30	MD Hustle Wilkes (10)	12	4	Rockville Rockets Fetty (10)	Warbro 1
4:30	MPH Gold (10)	14	0	TNT Maryland (10)	Warbro 2
4:30	Havok Shelton (10)	4	1	RVA Warriors Carino (10)	Warbro 3
6:00	Riptide (10)	5	10	RVA Warriors Carino (10)	Warbro 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.