



The Halloween Cup 18U



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. We will also have updated information on the website tournament page.

Format: Teams will play 3 pool games and be seeded into Single Elimination Playoffs.

18u: One Playoff Division.

16u: Gold and Silver Playoffs.

14u: Platinum, Gold, Silver, Bronze Playoffs.

12u: Platinum, Gold, Silver, Bronze Playoffs.

10u: Gold and Silver Playoffs.

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.

Field Locations:

18u, 16u, 14u: Harry Daniel Park at Ironbridge: 6600 Whitepine Rd Richmond, VA 23237 LC Bird Complex: 10301 Courthouse Rd, Chesterfield, VA 23832 NOTE: 14u Playoffs will be at LC Bird Complex. 18u and 16u playoffs will be at Ironbridge.	12u: Dorey Park, Warbro Complex, Dumbarton Complex. 12u Playoffs on Sunday will be at Dorey and/or Dumbarton 10u: Warbro Complex, Dumbarton Complex. 10u Playoffs on Sunday will be at Warbro Complex. Warbro Sports Complex: 3204 Warbro Rd. 23113 Dumbarton Complex: Behind Dumbarton Elementary School. 9000 Hungary Spring Rd, Richmond, VA 23228
Costume Contests: We will award Costume Prizes at Each Location. Have Fun. Remember a player's costume may not hinder her vision or movement.	Another question is about if a player must have a number on her costume. NO. You can identify the player in the lineup by name.

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	Team Virginia Mizuno (16)	2	1	
A2	Hit Doctor (18)	2	1	
A3	RVA Pride (18)	0	3	
A4	Zero Tolerance Stringer (18)	2	1	

Time	Team			Team	Field
8:30	Team VA Mizuno (16)	4	1	Hit Doctor (18)	Iron 9
8:30	RVA Pride (18)	3	11	Zero Tolerance Stringer(18)	Iron 10
11:00	Team VA Mizuno (16)	8	3	RVA Pride (18)	Iron 9
11:00	Hit Doctor (18)	9	5	Zero Tolerance Stringer(18)	Iron 10
2:00	Team VA Mizuno (16)	5	6	Zero Tolerance Stringer(18)	Iron 9
2:00	Hit Doctor (18)	15	3	RVA Pride (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:

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	Hampton Roads Vipers (18)	2	1	
B2	Lakeshore Lightning (18)	3	0	
B3	Southern MD Velocity (18)	1	2	
B4	Extreme (18)	0	3	

Time	Team			Team	Field
3:15	HR Vipers (18)	0	7	Lakeshore Lightning (18)	Iron 9
3:15	Southern MD Velocity (18)	7	0	Extreme (18)	Iron 10
6:00	HR Vipers (18)	13	0	Southern MD Velocity (18)	Iron 9
6:00	Lakeshore Lightning (18)	7	0	Extreme (18)	Iron 10
7:15	HR Vipers (18)	7	0	Extreme (18)	Iron 9
7:15	Lakeshore Lightning (18)	16	6	Southern MD Velocity (18)	Iron 10

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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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