



The Fast Pitch Nationals

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.

THIS SCHEDULE SHOULD BE CONSIDERED TENTATIVE UNTIL THE TOURNAMENT BEGINS AND YOU RECEIVE YOUR OFFICIAL TOURNAMENT SCHEDULE. IF THERE ARE CHANGES, YOUR COACH WILL BE NOTIFIED.

OPENING CEREMONIES: THURSDAY: 11:00AM Princess Anne Athletic Complex. We will have a team parade at the complex. Teams will parade into the complex onto Green side Field 4.

Players and coaches will gather in the parking lot near the SoftballNation Trailer. They will parade down the center sidewalk onto Green Field 4 where each team will be introduced and the opening ceremonies will commence. Teams are encouraged to wear their uniforms and carry their banner if they have a team banner. We expect opening ceremonies to last 30 minutes to one hour.

Following Opening Ceremonies: Warm-Ups will begin with Pool Play starting at 1:00pm on Thursday.

Party Cruise: FRIDAY NIGHT: 7:00PM. TICKETS AVAILABLE AT THE TRAILER. \$25 PER PERSON. 1ST COME FIRST SERVE. LIMITED SPOTS.

Gift Exchange: Teams will exchange gifts with their first game opponents. We will notify you if you will exchange gifts with someone other than your first game opponent.

Rain Hotline: 804-378-2285 This line will be updated as early as possible **each** morning if there's a chance for inclement weather.

Locations:

**ALL GAMES WILL BE PLAYED AT
THE PRINCESS ANNE ATHLETIC COMPLEX.
4001 DAM NECK ROAD
VA BEACH, VA. 23456**

Tournament Information:

NOTE: Please note: NEW BAT SPECS: 1.20 BPF AND/OR any bat approved for NHSF.

2024 SoftballNation Rules: This tournament will follow the SoftballNation Rulebook.

NOTES:

Free Substitution on Defense. Teams may use any players on defense at any time. This is defense only. Umpires will only be concerned with the batting order. You must identify your pitcher and catcher in the batting order for courtesy runner purposes.

****Pool Play :** 80 Minute Time Limit. Games may end in a tie. For standings, a tie equals ½ win and ½ loss.

****Playoff Games :** 90 Minute Time Limit. (No new inning may begin after 80 Minutes unless there is a tie)

Playoffs: The highest Seeded team will have a choice of Home Team or Visitors in the playoffs.

Championship Games: 90 Minute Time Limit.

****Playoff games that are Tie Games at end of regulation or time limit:** Teams will use the International Tie Breaker rule.

****Run Ahead Rule:** 12 after 3, 10 after 4, 8 after 5.

**** NOTE: If either team is ahead by 12 or more runs at the end of the 2nd inning, that team automatically becomes the home team for the remainder of the game.**

****Courtesy Runners: *Pitchers/Catchers:** A catcher/pitcher that is on any base may be replaced as a runner, by any other player on the roster. **NOTE:** If the courtesy runner is on base and her turn at bat comes up, she's automatically out. Both players are allowed to remain in the game.

Equipment Reminder; BAT SPECS: BPF 1.20 or any bat approved for NHSF.

Format: Teams will play 3 pool games and then be seeded for playoffs. All Playoffs are Double Elimination except for the 23u+.

Pool Play on Thursday and Friday. Playoffs Begin on Saturday.

12u: Pool play will begin Friday, complete Saturday and then go to the playoffs on Saturday.

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:

**ALL GAMES WILL BE PLAYED AT
THE PRINCESS ANNE ATHLETIC COMPLEX.
4001 DAM NECK ROAD
VA BEACH, VA. 23456**

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



The Fast Pitch Nationals

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 (23U+ & Under) Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
A1	Gold Coast Hurricanes (23)			
A2	Post 11 (23)			
A3	Peninsula CO Pilots (23)			

Day	Time	Team		Team	Field
Sat.	10:30	Gold Coast Hurricanes (23)		Post 11 (23)	Green 1
Sat.	12:00	Gold Coast Hurricanes (23)		Peninsula CO Pilots (23)	Green 1
Sat.	2:00	Post 11 (23)		Peninsula CO Pilots (23)	Green 1
Sat.	3:30	Playoffs 2 nd vs 3 rd			Green 1
Sat.	5:00	1 st vs Winner 3:30 game			Green 1

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 Fast Pitch Nationals

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: B (18 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
B1	Hampton Roads Vipers Brown (18)	1	1	1
B2	Hit Doctor Elite (18)	3	0	
B3	Lady Hurricanes (18)	0	2	1
B4	AAFP (18)	1	2	

Day	Time	Team			Team	Field
Thurs	1:00	Hampton Roads Vipers Brown (18)	1	9	Hit Doctor Elite (18)	Green 1
Thurs	2:30	Lady Hurricanes (18)	1	8	AAFP (18)	Green 1
Fri	9:00am	Hampton Roads Vipers Brown (18)	5	5	Lady Hurricanes (18)	Green 1
Fri	10:30	Hit Doctor Elite (18)	3	1	AAFP (18)	Green 1
Fri	12:00	Hampton Roads Vipers Brown (18)	11	5	AAFP (18)	Green 1
Fri	1:30	Hit Doctor Elite (18)	6	4	Lady Hurricanes (18)	Green 1

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: C (18 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
C1	Southern Stealth HSU (18)	0	2	1
C2	Bay River Rumble (18)	2	1	
C3	LLG VA Holloway (18)	2	1	

Day	Time	Team			Team	Field
Thurs	1:00	Southern Stealth HSU (18)	2	9	Bay River Rumble (18)	Green 2
Thurs	2:30	Diamond Elite (16)	5	3	LLG VA Holloway (18)	Green 2
Fri	9:00	Bay River Rumble (18)	0	2	LLG VA Holloway (18)	Green 2
Fri	10:30	Va Vipers (16)	10	10	Southern Stealth HSU (18)	Green 2
Fri	10:30	Shamrocks 757 (16)	4	6	Bay River Rumble (18)	Green 3
Fri	12:00	Southern Stealth HSU (18)	2	12	LLG VA Holloway (18)	Green 2

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: G (16 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
G1	Va Vipers (16)	0	2	1
G2	Shamrocks 757 (16)	1	2	
G3	Diamond Elite (16)	3	0	

Day	Time	Team			Team	Field
Thurs	1:00	Va Vipers (16)	2	5	Shamrocks 757 (16)	Green 3
Thurs	2:30	Diamond Elite (16)	5	3	LLG VA Holloway (18)	Green 2
Fri	9:00	Shamrocks 757 (16)	3	5	Diamond Elite (16)	Green 3
Fri	10:30	Va Vipers (16)	10	10	Southern Stealth HSU (18)	Green 2
Fri	10:30	Shamrocks 757 (16)	4	6	Bay River Rumble (18)	Green 3
Fri	12:00	Diamond Elite (16)	5	0	VA Vipers (16)	Green 3

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: H (16 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
H1	Southern MD Thunder (16)	2	1	
H2	Shen Valley Mavericks (16)	1	2	
H3	PA Tigers (16)	3	0	
H4	HR Vipers Lee (16)	0	3	

Day	Time	Team			Team	Field
Thurs	1:00	Southern MD Thunder (16)	10	0	Shen Valley Mavericks (16)	Green 4
Thurs	2:30	PA Tigers (16)	12	0	HR Vipers Lee (16)	Green 4
Fri	9:00	Southern MD Thunder (16)	3	8	PA Tigers (16)	Green 4
Fri	10:30	Shen Valley Mavericks (16)	5	0	HR Vipers Lee (16)	Green 4
Fri	12:00	Southern MD Thunder (16)	7	0	HR Vipers Lee (16)	Green 4
Fri	1:30	Shen Valley Mavericks (16)	3	11	PA Tigers (16)	Green 4

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: J (14 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
J1	Chesapeake Lightning (14)	2	1	
J2	Top Hand Storm (14)	1	2	
J3	Charles City Panthers (14)	0	3	
J4	VA Rebels (14)	3	0	

Day	Time	Team			Team	Field
Thurs	1:00	Chesapeake Lightning (14)	9	8	Top Hand Storm (14)	Red 1
Thurs	2:30	Charles City Panthers (14)	0	12	VA Rebels (14)	Red 1
Fri	9:00	Chesapeake Lightning (14)	9	0	Charles City Panthers (14)	Red 1
Fri	10:30	Top Hand Storm (14)	5	10	VA Rebels (14)	Red 1
Fri	12:00	Chesapeake Lightning (14)	0	6	VA Rebels (14)	Red 1
Fri	1:30	Top Hand Storm (14)	12	5	Charles City Panthers (14)	Red 1

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: K (14 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
K1	Inferno Boggs (14)	2	1	
K2	Post 290 Bombers (14)	0	3	
K3	Lady Shores (14)	1	2	
K4	Glory Jones (14)	3	0	

Day	Time	Team			Team	Field
Thurs	1:00	Inferno Boggs (14)	11	10	Post 290 Bombers (14)	Red 2
Thurs	2:30	Lady Shores (14)	0	14	Glory Jones (14)	Red 2
Fri	9:00	Inferno Boggs (14)	16	2	Lady Shores (14)	Red 2
Fri	10:30	Post 290 Bombers (14)	3	6	Glory Jones (14)	Red 2
Fri	12:00	Inferno Boggs (14)	0	16	Glory Jones (14)	Red 2
Fri	1:30	Post 290 Bombers (14)	5	6	Lady Shores (14)	Red 2

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: L (14 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
L1	AAFP (14)	1	2	
L2	Hampton Roads Vipers Colberg(14)	2	1	
L3	Mountain Thunder 09 (14)	3	0	
L4	Va Venom (14)	0	3	

Day	Time	Team			Team	Field
Thurs	1:00	AAFP (14)	0	16	HR Vipers Colberg(14)	Red 3
Thurs	2:30	Mountain Thunder 09 (14)	16	0	Va Venom (14)	Red 3
Fri	9:00	AAFP (14)	1	17	Mountain Thunder 09 (14)	Red 3
Fri	10:30	HR Vipers Colberg(14)	12	0	Va Venom (14)	Red 3
Fri	12:00	AAFP (14)	11	7	Va Venom (14)	Red 3
Fri	1:30	HR Vipers Colberg(14)	0	10	Mountain Thunder 09 (14)	Red 3

Be sure you know what time you play on Saturday, before you leave the field on Friday.

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 Fast Pitch Nationals

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: M (12 & Under)

Field: Princess Anne Athletic Complex

	Teams	Wins	Losses	Tie
M1	AAFP (12)			
M2	Southern Stealth (12)			
M3	RVA Warriors Lowry (12)			

Day	Time	Team			Team	Field
Fri	1:30	AAFP (12)	9	9	Southern Stealth (12)	Red 4
Sat	9:00	AAFP (12)	0	20	RVA Warriors Lowry (12)	Red 4
Sat	10:30	Southern Stealth (12)			RVA Warriors Lowry (12)	Red 4
Sat	2:00	AAFP (12)			Southern Stealth (12)	Red 4
Sat	3:30	AAFP (12)			RVA Warriors Lowry (12)	Red 4
Sat	5:00	Southern Stealth (12)			RVA Warriors Lowry (12)	Red 4
Sun	9:00	2 nd vs 3 rd				Green 4
Sun	10:30	1 st vs Winner 9:00 game				Green 4
Sun	12:00	If necessary				Green 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.