2024 PLAYOFF RULES

7 INNINGS AND THERE WILL BE NO TIME LIMIT FOR PLAYOFF GAMES

SEED IS DETERMINED BY WINS/LOSS, HEAD TO HEAD, RUNS AGAINST AND COIN TOSS FROM REGULAR SEASON

HIGHER SEED FROM REGULAR SEASON HAS HOME FIELD ADVANTAGE THROUGHOUT PLAYOFFS

DATES AND TIMES ARE AT LEAGUE DISCRETION

TIE BREAKER

IN THE EVENT OF 2 TYING RECORDS THE FOLLOWING WILL DETERMINE WHO ADVANCES

- 1) HEAD TO HEAD IN THE TOURNAMENT
- 2) RUNS AGAINST IN THE TOURNAMENT
- 3) COIN TOSS

MERCY

9 RUNS AFTER 5 INNINGS AS PER REGULAR SEASON

TIES DURING A GAME

IF THERE IS A TIE AFTER 7 INNINGS:

- 1) ALL REMAINING DESIGNATED RUNNERS EXPIRE
- 2) BOTH TEAMS RECEIVE 1 DR PER INNING
- 3) IF YOU DO NOT USE THE RUNNER IN THAT INNING THEY MAY ACCUMULATE INTO THE NEXT INNING

(LEAGUE VOTE)

LINE UPS

- 1) MUST BAT 12 (IF YOU HAVE 12 OR MORE IN UNIFORM)
- 2) CAN SUB IN IF BATTING 12 OR MORE BUT MUST TAKE THAT PLAYERS SPOT
- 3) TEAMS CAN BAT LESS IF THEY CHOOSE AND OTHER TEAMS CAN MATCH

THERE WILL BE NO MERCY RULE FOR THE CHAMPIONSHIP