

# LEHIGH VALLEY COED SOFTBALL

## LEAGUE BYLAWS 2024

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## GENERAL

1. These bylaws are approved by consensus at the annual captains meeting.
2. Lehigh Valley Coed Softball will play softball in accordance with the Official Rules of Softball of USA Softball (USA, <http://www.teamusa.org/USA-Softball>). Each team captain will be provided a copy of the rule book for the current year and is responsible for having them available at games. League bylaws override any conflicting USA rules. An official list of all new USA Rule Changes for the current season can be found at <https://www.teamusa.org/usa-softball/players/-/media/628725B73B9C46F5B582BA330B457805.ashx> (note: link changes every year).
3. It is important to note that we strictly follow rules affecting game play, but do not necessarily follow non-playing rules, e.g. uniform requirements.
4. This is a no-protest league. Captains must resolve questions, disputes, and problems before play continues.
5. An executive committee is in charge of all league activities, but the general philosophy is to make decisions by consensus or majority of all team captains.
6. The league executive committee consists of 5 people chosen by consensus of all team captains. The executive committee will make high priority decisions in situations where an emergency or immediate decision is required, or the delays of enlisting feedback from all team captains is not feasible.
7. Executive Committee turnover is governed by recall, volunteerism, and consensus. At least three teams must concur to initiate a recall vote.
8. Decisions made by the executive committee require at least 3 votes to take effect. In the event of an executive committee member being disqualified and a tie vote-taking place, all team captains will be asked upon to vote, excluding the teams with executive committee members or any teams involved with the issue.
9. This is a recreational league whose purpose is to have fun. Fighting, arguing, and rude behavior will not be tolerated. Any other actions or behavior detracting from this purpose will not be tolerated.
10. Any team not following League Bylaws, ASA rules, and the general philosophy of the league can be subject to ejection from the league. If a complaint is received about a team, the team will receive a warning. Any team which consistently does not follow the rules will be ejected from the league.
11. All players at league sponsored events are expected to behave in a manner which represents the league in a positive fashion. Any team or individual who jeopardizes the league, its events, or its reputation in any way are subject to permanent ejection from the league without prior notice or warning.
12. The decision to eject a player or team from the league can be made by consensus of all captains, majority vote of all captains, or an executive committee decision.
13. Our league highly recommends players wear whatever protective equipment they feel necessary to keep themselves protected while playing in games. Whether that be mouth pieces, facemasks, shin pads, helmets or whatever other equipment you feel necessary to keep yourself safe. Everyone here is an adult and can choose what equipment they need to wear to feel protected while playing.

## **OPERATION**

- 14.** The league website, [www.lvcoedsoftball.com](http://www.lvcoedsoftball.com), is the official reference for all documents. Email is the official means of communication from the league to each team captain. The league also uses Facebook (Lehigh Valley Coed Softball).
- 15.** The league operates as a not-for-profit organization. All league expenses are completely funded by participating teams. Team registration fees are due prior to the annual captains meeting; the amount is determined annually. The non-refundable registration fees are used to purchase trophies, game balls, field permits, umpires, etc. Teams not paid in full at, or prior to, the meeting will lose their place in the league. Checks can be made payable to Lehigh Valley Coed Softball.
- 16.** All costs for field permits are shared by all teams. The league will assign a home field to every team for the season. Teams can expect to play all of their home games on their home field, although exceptions do occur. Home field assignments may vary from season-to-season.
- 17.** Fields will be made available for practices prior to the regular season. Once the regular season begins, and especially at the end of the season, teams can use an available field for practice or scrimmage. All fields are booked by the league every Tuesday and Thursday from the beginning of May until the week of the tournament weekend.
- 18.** Teams must submit a roster by April 29, 2024, followed by a roster with the number of games each player has played to this point by June 5, 2024 or after 11 games (or 50% of season complete), and a final roster with the number of games each player has played by August 1, 2023. The final roster will be used to determine eligible and ineligible players for the playoffs and tournament. Rosters must include first and last names (verifiable by legal, photo ID) as well as any nickname used in a scorebook. A player cannot be named on more than one team roster. A player must play in 8 of the 22 (36% if less than 22 games) regular season games to be eligible for all playoff and tournament games. After game 11, a player changing teams is ineligible for any and all regular season, playoff and tournament games.
- 19.** The league will supply game balls for the season, playoff games, and the entire tournament.
- 20.** Both captains are responsible for reporting game results, including the score and number of half innings played, by text message within 24 hours, to the captain selected at the captains' meeting.
- 21.** The home team captain must report cancellations and postponements. The league will reschedule all cancellations and postponements. In extreme cases it may not be possible to reschedule all makeup games. It is also possible makeup games may be rescheduled at a different field.
- 22.** Team captains must exchange written lineup cards before the game, report any substitutions in the lineup to the opposing team throughout the game, and when the game is complete the captains must sign off on the lineup cards. Line up cards need to be texted to the same number that scores are reported to immediately following the game. Both teams must send score and lineup card of the opposing team. You do not submit your own team's lineup. Coaches are to hold on to these cards for the remainder of the season. Teams failing to comply will be ineligible for playoffs and tournament and subject to removal from the league.

## **ELIGIBILITY**

- 23.** Team members must be at least 18 years of age. No one under the age of 18 may play at any time. There are no exceptions-- this is an insurance requirement.
- 24.** Players are required to read and understand the league bylaws prior to the start of the season.
- 25.** Players acknowledge that playing and attending softball games is an activity, which could cause injury. By choosing to participate in the league, players acknowledge they choose to play on their own, at their own risk, are responsible for acquiring their own insurance coverage, and hold the league harmless for injuries that may occur.
- 26.** To be eligible for the playoffs or league tournament, a player must appear on the team roster, and must have batted in 36% of all scheduled regular season games for that team, rounded down to the nearest whole number. Post-season games, including tiebreaker games, do not count. Exceptions to this eligibility rule can be made for hardship reasons with the approval of the executive committee. Challenges to player eligibility require proof of identity and a scorebook, which clearly shows a sufficient number of games played. The burden of proof is on the player/team being questioned. Other team captains may be consulted if necessary, and their input may be considered in making a final decision. After game 11, a player changing teams is ineligible for any and all, regular season, playoff and tournament games.
- 27.** Players from one team may not play for another team, except in the case where a team is short players and both captain's agree to allow a "borrowed" player.
- 28.** To be eligible for playoffs, tiebreakers, or league tournament, a team cannot forfeit more than 3 games in the regular season. A team that forfeits more than 3 regular season games will finish in last place regardless of its record and will not be entitled to a refund of any kind.

## **SAFETY**

- 29.** METAL SPIKES ARE STRICTLY PROHIBITED. If you wear metal spikes during the game, you will be immediately ejected and cannot play for the remainder of the game. Captains must report offenses to the league immediately. Subsequent offenses by a single player in a season will result in the team's forfeiture of affected games.
- 30.** FIGHTING IS PROHIBITED. Any player involved in a fight will be ejected from the current game and suspended for: one game for the first offense, remainder of the season and the tournament for the second offense, permanently banned from the league for the third offense. Captains must report offenses to the league immediately.
- 31.** No collisions are allowed on the base paths. "Take out" slides are not allowed. Fielders may not make fake tags or otherwise trick the runner into thinking they have the ball.
- 32.** No smoking or alcohol shall be in the field of play, which includes foul territory, coach's boxes, and anywhere else a ball would be considered "in play".

## GAME PLAY

33. All regular season games start at 6:15 PM, grace period of 6:30 PM. Games are now a one 9 inning game, with a mercy rule of 15 runs after 7 innings, 6 ½ innings if home team is winning, it is the captains discretion to end the game earlier if it is a blowout. (Playoff games start at 6:00 PM, however.). Both teams must share time available for batting and fielding practice prior to the game. All Playoff games will be 9 innings with a mercy rule of 15 runs after 7 innings, 6 ½ innings if home team is winning. All Tournament games will remain at 7 innings with a mercy rule of 15 runs after 5 innings, 4 ½ innings if home team is winning.
34. Game postponements must be made prior to 3:00 PM on game day by the captains involved. If the weather or field conditions are questionable, both teams must assume the game can be played as scheduled, report to the field, and make a decision at game time. A team cannot win by forfeit if they do not have enough players to field a legal team.
35. Games can only be postponed if the field is unplayable or unusable due to weather or other uncontrollable circumstances, including the presence of lightning. Games postponed for other reasons will result in a forfeit loss to one or both teams depending on the circumstances and will not be rescheduled. Games cannot be postponed because the temperature is too hot or too cold.
36. In games with official umpires, if captains ask the umpires to allow a game to continue after the umpires “call” a game for darkness, rain, or other reasons, players acknowledge they play at their own risk and by continuing to play, waive any claims against the league and the umpires.
37. The league schedules all makeup games. The home team captain must report cancellations and postponements. Both team captains must report final game scores and number of innings played.
38. Games that cannot be finished due to weather, darkness, or other circumstances will be called complete or rescheduled as a full game, not continuing from the previous game due to having different rosters from the original game. If time permits for makeup games, it will be rescheduled at this point.
39. The field uses 65-foot base paths. Field setup is as follows: front edge of pitching rubber is 53 feet from the back point of home plate; the back edges of first and third bases are 65 feet from the back point of home plate. The back corner of second base is roughly 91 feet 11 inches from home plate. A coed line in the outfield is 200 feet from home plate. The coed line should be marked with cones, chalk, or paint, on at least five points—one on each foul line, and at least three points inside the foul lines.
40. A “double first base” is required. The orange portion of the base will occupy foul territory, while the white portion of the base will occupy fair territory.
41. All plays at home plate are now force plays (no tag plays), a line must be placed between 3<sup>rd</sup> and home at 32’ 6” as a commit line, if a player passes this line they must go home (1 foot over the line commits you to home plate). The runner must touch the outside bag and the catcher/fielder must touch home plate (not the mat). If the runner touches home plate or the mat they will be called out regardless if there was a play at home plate or not. There is no sliding at home plate and the runner will automatically be called out; runner must run through side base.
42. Bases must be fastened securely with equipment in reasonable working condition.
43. Home team supplies bases, foul line markers, home plate mat (now 21” wide x 36” long), home plate, pitching rubber, and coed outfield line markers. Home team must also provide the game ball, which must be a new Trump Evil 52/300 Leather Softball or Worth Hot Dot 52/300 Leather Ball. This is a 12-inch, yellow, leather cover, red stitch, poly center, .52 COR, 300 Compression softball. For home teams that do not have their own field, the team “owning” the field will supply the equipment, if necessary, but not the game ball. It is the home team’s responsibility to repair major damage to a field prior to game time, but both teams shall share general field prep equally.
44. EACH TEAM MUST FIELD TEN (10) PLAYERS, WITH AT LEAST THREE (3) WOMEN. A minimum of eight (8) players, including two (2) women, is required to start a game. If a team is short players, there are three options:
  1. Play short, if possible, until additional players arrive
  2. Accept players from the opposing team, at the opposing captain’s discretion
  3. Forfeit the game
45. Any team consistently not playing three (3) women may be subject to suspension or ejection from the league. If a team forfeits, captains can choose to scrimmage.
46. Players arriving after a game starts cannot begin to play until the next top of an inning.
47. Teams starting a game with 8 or 9 players can only play 8 or 9 fielders respectively and must provide their own catcher.
48. A 15-run mercy rule after 7 innings, 6 ½ if home team is winning applies to all regular season and playoff games. A 15-run mercy rule after 5 innings (4½ if home team winning) applies to all tournament games.

## **UMPIRING**

- 49.** Umpires are responsible for making ALL Calls First base coach calls plays at first base. Third base coach calls plays at second and third base. A person supplied by the batting team will umpire and call balls, strikes, fouls and home plate from behind the batter. Home plate umpire can also over rule errant calls made by their first & third base umpires.
- 50.** Captains can and should overrule obviously errant calls made by their own umpires.
- 51.** There will be no arguing any calls; a close call must go to the batter or runner.
- 52.** Only regular season games are self-umpired. The league will supply outside umpires for playoff games and for the entire tournament. 1 umpire will be provided for round robin & semi-final rounds, and 2 umpires for finals.

## **PITCHING**

- 53.** Required slow pitch will have a minimum arc of six (6) feet and a maximum arc of twelve (12) feet (height above ground at home plate). If a pitch does not meet the above height restrictions, the umpire will call "ILLEGAL". The pitch will count as a ball. If the batter swings anyway, it's a live ball, whether it is a strike, foul or fair.
- 54.** Pitchers must have one foot touching the rubber when the pitch is released from the hand.
- 55.** A ball and strike will be determined by using an oversized strike mat (21"x36"), which will be placed behind home plate. If the ball hits the mat or home plate it is a strike; if the ball does not hit the mat or home plate, it is a ball. A ball that hits the black angled edge of the home plate is a strike. A close call will go to the batter, but will be determined by the umpire.
- 56.** Each inning is limited to two (2) walks without regard to who is pitching. After the second walk, the umpire will stop counting balls after ball three.
- 57.** If a pitcher chooses to intentionally walk a batter, the pitcher can inform the batter to proceed to the base. The pitcher is not required to pitch to the batter. Intentional walks count towards the 2-walk-per-inning limit.

## **BATTING**

58. The only bats which may be used are those with an approved ASA certification stamp dated 2000, 2004, 2013, or the new USA stamps, AND are not on the ASA Illegal Bats list. All unmodified, solid wood, softball bats are allowed, regardless of ASA certification. Bats that are not marked or cannot be verified to comply are illegal by any means. **\*\*\*PLEASE NOTE THIS LIST WAS UPDATED RECENTLY WITH A LOT OF EASTON BATS ADDED\*\*\*** The ASA illegal bat list can be found at <https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>
59. Batting line-ups must contain at least 10 players. No more than **6 men** can bat in a row. The maximum lineup total is 21 players.
60. Free same gender substitution is allowed, however, someone removed from the lineup can only be reinserted into their original position in the lineup.
61. Batters start with a 1-1 count in all games.
62. Males & Females foul out on a 3<sup>rd</sup> strike foul ball.
63. Any foul ball legally caught by the catcher is an out, regardless of how high the foul ball is above the ground or how many strikes are on the batter. There is no such thing as a "foul tip" in this league.
64. There is a limit of 3 home runs on fields with fences or barriers where ground rules are put into place to determine home runs.
65. Throwing the bat is prohibited. If a player throws their bat while batting, they will receive a warning. Subsequent offenses will cause the batter to be called out and the play ruled dead.
66. Bunting is no longer allowed.
67. If any ball, is untouched by a fielder and hits the batter outside of the batter's box and in fair territory, the batter is out. If any ball, is untouched by a fielder and hits the batter outside of the batter's box and in foul territory, a foul is called and, if applicable, is counted as a third strike.
68. The coed outfield line is placed 200' from home plate. ALL four outfielders must remain behind the coed line (the side opposite home plate) until the ball is hit. If a team is playing short and has less than four outfielders, all the outfielders must remain behind the coed line
69. The batting team monitors this line for violations. If less than four outfielders are behind the line when the ball is hit, the batting team can choose to take the play as it ended, or award the batter base automatically. If a team takes an automatic first base award following a violation, the effect is like that of an intentional walk.
70. A player who bats does not have to play the field. Any player who plays at least one pitch in the field must bat at least once, unless extenuating circumstances prevail.
71. Teams starting a game with 8 or 9 players can only have 8 or 9 batters respectively in the line-up.
72. Teams starting a game with only 2 women will add an additional batting position for the third woman. Until the third woman arrives, a team has three options: (a) one women bats twice in the line-up, (b) two women alternate in the third spot, or (c) the batting team can take an automatic out in the third spot.
73. Teams starting a game with 8 or 9 players can add players arriving late to the bottom of the batting line-up (except in the case where a third woman arrives late and fills the additional position already created in the batting line-up,) provided all other bylaws and rules are followed.
74. Teams starting a game with 10 or more players can add players arriving late to the bottom of the batting line-up, provided all other bylaws and rules are followed.
75. If a team loses a player and cannot fill the batting position, the team may shrink (contract) the batting lineup up to the point at which a game would be forfeited.

## **RUNNING**

- 76.** No leaving the base before the ball is hit. Each team will receive one warning for leaving the base early the first time; only one warning can be given to a team on a single pitch. After that warning, any runner leaving the base before contact will be called "Out"; more than one player can be called out on a single pitch. Any umpire on the field can make this call. This offense can only occur from the time the pitcher is ready to begin the delivery of the pitch, until either the ball touches the bat or the ball hits the ground.
- 77.** Runners approaching bases, are not required to slide. If a runner chooses to slide they must slide as safely as possible. If a runner chooses not to slide, they must get out of the fielders' way as soon as possible when it is clear they are out. The intent of this rule is to prevent injury. Collisions or sliding which in any way endangers a fielder will not be tolerated. When a runner intentionally collides with a fielder or slides dangerously, a warning will be issued to the team. Any subsequent offense by any player on that team will be an out. Flagrant or intentional acts will result in ejection from the game and may involve being suspended from future games.
- 78.** Fielders must never block bases, including home plate. Fielders may straddle, stand aside of, or stand behind, the bases, including home plate, but must give the runner a clear path to the base.
- 79.** Same-gender courtesy running is allowed for any reason. For female runners, any female on the team can courtesy run. All teams must announce their male hitters needing a runner before the game; these hitters cannot go past 2<sup>nd</sup> base; the batter must take a runner regardless of whom it is. For male runners, the courtesy runner will be the last male to have made an out, or in the event that person cannot run, then it will be the male furthest away in the batting lineup that is not currently running on the bases. If neither of those 2 males can run (last male to have made an out, or the male furthest away in the batting order that is not currently on the bases), then the runner must stay on base and run out his at bat. The only exception to this rule is if a player gets hurt during the game, but it still needs to be declared to the opposing team as soon as this happens.
- 80.** Runners must run to the orange portion of first base. The only reason they can go to the white portion is if they are rounding to go to 2<sup>nd</sup> base or the play carries the 1<sup>st</sup> baseman off the white and onto the orange to make a play (ex. errantly thrown ball that forces 1<sup>st</sup> baseman to move to the orange portion to make a play). Any and all collisions cause by the runner into the 1<sup>st</sup> baseman are an automatic out when they do not go for the orange portion of the bag and instead go to the white when there is no reason for them to go there. THIS IS A USA RULE.
- 81.** Home plate is now force plays, there is a secondary bag at home for the runner and the plate is for the catcher.



## **SEASON TIEBREAKERS**

- 82.** These tiebreakers apply to the standings, playoffs, and seeding for the tournament. The tournament has its own tiebreakers defined.
- 83.** When comparing records among tied teams, the best won-lost-tied percentage is used. Tie games count as one-half win and one-half loss.
- 84.** If regular season games that would be counted in a head-to-head tiebreaker have not been played, then the tiebreaker is applied only if the results of such games would not change the outcome of the tiebreaker. If, however, the results of such games could change the outcome of a head-to-head tiebreaker, then skip the tiebreaker step and proceed to the next step.
- 85.** Runs Allowed per Defensive Inning Ratio defined:
  1. the total number of runs given up by that team in applicable games, divided by the number of half-innings played on defense by that team in applicable games.
  2. any part of a half-inning played on defense counts as a complete half-inning for the purposes of this tiebreaker.
  3. games which are forfeit at any time before a game can be considered complete do not count in this tiebreaker.
  4. games which are forfeit but are complete by regulation will count in this tiebreaker.
- 86.** Tiebreaker 1. TIEBREAKER FOR 2 TEAMS:
  - 1a: The team with the best head-to-head record advances.
  - 1b: The team with the lowest Runs Allowed per Inning Ratio for the entire season advances.
  - 1c: Flip a coin.
- 87.** Tiebreaker 2. TIEBREAKER FOR 3 OR MORE TEAMS:
  - 2a: The team with the best combined head-to-head record among tied teams advances. If 2 teams have the same best combined head-to-head record, they advance and start at 1a. If 3+ teams have the same best combined head-to-head record, eliminate all others and repeat 2a. If you have 3+ and can no longer eliminate teams, advance to 2b.
  - 2b: The team with the lowest Runs Allowed per Inning Ratio for the entire season advances; remaining teams start over. If 2 teams have the same best ratio, they advance and start at 1a; remaining teams start over. If 3+ teams have the same best ratio, eliminate all others and repeat 2a. If you have 3+ and can no longer eliminate teams, advance to 2c.
  - 2c: Draw straws for one winner. Remaining tied teams start tiebreakers over.

## **PLAYOFFS**

- 88.** Playoff games begin at 6:00 PM and will start Tuesday, 2 weeks prior to the tournament weekend, with Thursday of tournament week as a rain date.
- 89.** The playoffs are a seeded, single-elimination event. Playoff seeding is applied only after the playoff teams are conclusively determined. When comparing records among teams, the best won-lost-tied percentage is used. Tie games count as one-half win and one-half loss.
- 90.** The 1<sup>st</sup> round of playoffs will have the 3 seed vs. the 6 seed and the 4 seed vs. the 5 seed. Higher seeds are home teams and set up the field.
- 91.** The semi-final playoff games will be setup as follows: The first (highest) seed plays the lower seed winner from the 1<sup>st</sup> round. The second seed plays the higher seed winner from the 1<sup>st</sup> round. Highest seeds are home teams and set up the field
- 92.** The league championship game will be setup as follows: The higher seed team is the home team and sets up the field

## **TOURNAMENT**

93. The format and rules for the League's Annual Tournament are published on the League's website, [www.lvcoedsoftball.com](http://www.lvcoedsoftball.com), as soon as the logistics are confirmed. Approval of these bylaws indicates general, advance acceptance of the tournament format and rules as discussed during the captain's meeting. In the event of conflicts between other versions of the tournament rules, the version on the league website shall be the sole authority.
94. The tournament is a rain or shine event. All teams must be prepared to play at all times.
95. The tournament is a two-division, round-robin with a single-elimination, four-team playoff.
96. All batters begin with a 1-and-1 count.
97. Games start immediately upon field availability. There is no grace period.
98. The higher seed will be the home team for all pool play games, except semi-finals and finals.
99. Seeding is based on the standings after all regular season games have been played, unless a predetermined date was selected at the captains meeting.
100. Bracket one consists of seeds 1, 4, 6, 7, 9, 12. Bracket two consists of seeds 2, 3, 5, 8, 10, 11.
101. The top two teams from each division advance to a single-elimination semi-final. For example: Red seed #1 plays Blue seed #2 and Red seed #2 plays Blue seed #1.
102. The league provides one USA umpire for each game, and two USA umpires for the championship game.
103. The higher seed teams are the home teams in the semi-final games. In the championship game, a 1 seed is always home against a 2 seed; but if the seeds are equal, a coin toss determines the home team.

## **TOURNAMENT TIEBREAKERS**

104. Any time a team or teams are advanced or eliminated by tiebreaker, the remaining tied teams start again from the first applicable tiebreaker rule.
105. 1st tiebreaker: combined head-to-head tourney record among tied teams.
  - 1a. if 2 teams tie for first place, the winner of head-to-head game advances as the first seed, the loser as second seed
  - 1b. if 2 teams tie for second place, the winner of head-to-head game advances as second seed
  - 1c. if 3 teams tie for first, a team that beat both others advances as the first seed, then (1b)
  - 1d. if 3 teams tie for second, a team that has beat both others advances
106. 2nd tiebreaker: rank tied teams by runs allowed per inning for combined head-to-head tournament games among tied teams. The one team with lowest ratio advances. The remaining tied teams start over.
107. 3rd tiebreaker: rank tied teams by runs allowed per inning for all tournament games. The one team with the lowest ratio advances. The remaining tied teams start over.
108. 4th tiebreaker: chance. If 2 teams remain tied, flip a coin. If 3 or more teams remain tied, draw straws.

## **TOURNAMENT RAINOUTS (SEMIFINALS AND FINALS ONLY)**

109. If for any reason the tournament reaches a point where we are at the semifinals and finals left to be played and these games become rained out, the tournament is over and know games will be played or champion decided.
110. If all pool play is complete and semi final games played and the tournament becomes rained out:
  - 1a. The championships game will be played the immediate Tuesday after the tournament weekend with the immediate Thursday as the backup day, after this the game will not be played and will go to tiebreaker criteria as follows:
  - 1b. 1<sup>st</sup> tiebreaker: Head to Head result, if both teams played each other in pool play.
  - 1c. 2<sup>nd</sup> tiebreaker: Both teams tournament record overall including semi final game (ie. 6-1 would win over 5-2)
  - 1d. 3<sup>rd</sup> tiebreaker: Rank tied teams by runs allowed per inning for all tournament games (including semifinals). The one team with the lowest ratio wins the championships

## **DOUBLE-HEADER RULES (only if rescheduling requires)**

- 111.** First game starts at 6:00 PM sharp, grace period of 6:15 PM. Games are 7 innings in length. Incomplete games will not be made up, unless time permits. Captains must manage the games to ensure both are completed. Captains can agree to play two 6 inning games at the beginning.
- 112.** All batters start with a 1-1 count for both games. 3<sup>rd</sup> strike foul outs for males & females.
- 113.** If a team does not have enough players at 6:15 PM, they forfeit one game. The second game then begins at 6:30 PM.
- 114.** If that team does not have enough players at 6:45 PM, they forfeit both games.
- 115.** To win by forfeit, you must also be able to field a legal team at the time of the forfeit.
- 116.** A 20-run mercy rule after 3 innings, 15-run mercy rule after 4 innings and 10-run mercy rule after 5 innings applies to all doubleheader games.
- 117.** All league standings are based on win percentage, not overall record because of doubleheaders. Tie games will count as a half point to each team.
- 118.** A game is complete after 4.5 innings for home team.
- 119.** If a game is tied and called due to darkness, and enough innings are completed to be a complete game, it shall be submitted as such, if teams agree to complete the game next time they meet, that is their decision (as long as time justifies during the next game).