



G22. End of Season Standings: In the event two or more teams end the season with the same number of wins and losses, the following (listed in order of importance) shall be used as a tie breaker to determine the actual standings:

1. Winner of the head-to-head meetings during the regular season. If three or more teams are tied, total head-to-head record between the tied teams will be tallied.
2. Runs scored against in the regular season head-to-head meetings
3. Total runs allowed for the regular season
4. Coin toss

G23. Tournaments: There is no 'Drop-Dead' time for tournament games. These games have no bearing on regular-season standings. First- and second-place teams will receive medals. Limits are as follows:

Pee Wee

Single-elimination

No new inning after 1:20

Pitching: Rolling 4

Notes:

Reporting scores and pitchers: Enter scores in the system like you have been doing all season. Enter the pitch count and pitcher as a note in the system. Also bring the signed pitching record to each game, opposing coaches can review before the game.

Tie-breaker: If the score is tied and the time limit for a new inning has passed (Pee wee, Minors, Majors, Babe Ruth) or the regulation number of innings has been reached (Machine Pitch), teams will employ the International Tie-Breaker. Visiting team puts on second base the player who precedes the player who is first to bat in the new inning. (Note: this is not the last recorded out. If a player is out on a fielder's choice at second base to end the inning, it's the player who hit the ball who will start the new inning at second base) The inning starts with one out, and all standard baseball rules apply until three outs are recorded. Then home team takes a turn using the same rules.

Warm-up pitches: Limit returning pitchers to 5 warm-up pitches between innings. New pitchers get 8 warm-up pitches. Limit trips to the mound to 30 seconds. Umpires will be asked to keep a close eye.



Two-out runner for the catcher: Must be employed in the tournament. Both coaches should be on the lookout to make sure the time between innings isn't slowed by catcher's putting gear on.

"Rolling" for pitching limits: Pitcher cannot exceed the rolling limit (4) in consecutive scheduled games. This is games, not days.

Examples:

Pitcher throws 2 innings in Game 1, then can throw up to 2 in Game 2.

Pitcher throws only 1 inning in Game 2, then can throw up to 3 in Game 3.

Pitcher doesn't throw in Game 3, then can throw up to 4 in Game 4.

Pitcher throws 3 innings in Game 4, then can throw only one inning in Game 5.

A plus B must be less than or equal to 4

Definition:

Single-elimination tournament = once a team loses a game they are immediately out of the tournament