

Ahwatukee Little League 2018 Local Regulations and Playoff Rules

This document provides Local Regulations, Playing Rules, Clarifications and guidelines that have been agreed upon by the Ahwatukee Little League (ALL) Board. National Little League Official Regulations and Playing Rules will be in effect, as will the published Local Rules with the following exceptions listed herein.

Objective and Format

The Objective of the season ending tournaments is to provide all players in the Major, Minors, AA, and Farm Division an opportunity to experience playoff baseball.

The format of the tournament for all divisions will be double elimination at all levels up to the Championship game, which is winner-take-all for all divisions regardless of playoff win-loss record entering the Championship game.

Time Limits, Mercy Rules, and Required Game Length for All Divisions

There are no time limits for all playoff games and there is no reverting to the score of a prior inning. Therefore, all players, managers, and coaches should endeavor to move the game along efficiently.

All games must be played through 6 complete innings, except:

- If the home team has a lead after 5.5 innings, the game is over and the home team wins.
- The 10 run mercy rule remains in effect in Majors and Minors - In Majors and Minors, if the visiting team is ahead by 10 or more runs after 4 or more completed innings, the visiting team wins, and if the home team is ahead by 10 or more runs after 3.5 or more innings, the home team wins.
- If the game is tied after 6 completed innings (regardless of how much time as elapsed), the game will continue with each extra inning played under California Rule (begin the inning with 1 out, and place on second base the player who hit the last batted out in the prior inning). Extra innings will be played until a team wins the game.

In Farm and AA, the 5 run mercy rule remains in effect (teams can score the larger of 5 runs or enough runs to take a 5 run lead), but there is no 10 run rule. All Farm and AA games must be played to 6 innings (or more if tied after 6 innings).

Majors Division

Teams will be seeded based on the final standings of the season. Standings will be based on points (2 per win, 1 per tie). In the event of a tie in the standings, tie breakers will be used in the following order: head-to-head record, average runs allowed, average runs scored.

The home team for every game will be the team with the higher seed, except that on Championship Weekend, the team emerging from the winner's bracket will be the home team.

Teams will bat 9 players with proper substitution rules (3.03) in place. Lineups must be given to the umpire at the plate meeting in accordance with rule 4.01(Green Book) and all substitutions must adhere to rules 3.03 – 3.08 (Green Book). Therefore, Rule 7.14, Special Pinch Runner, will apply. Pitch counts must be agreed to by both scorekeepers, and the winning team must submit pitch counts and game score to the Division Commissioner within 2 hours of end of game.

Per Green Book, minimum play is at least 1 at-bat and 6 consecutive outs for every player. The 11 year old pitching requirement is suspended.

Minors Division

Teams will be seeded based on the final standings of the season. Standings will be based on points (2 per win, 1 per tie). In the event of a tie in the standings, tie breakers will be used in the following order: head-to-head record, average runs allowed, average runs scored.

The home team for every game will be the team with the higher seed, except that on Championship Weekend, the team emerging from the winner's bracket will be the home team.

All games will utilize a continuous batting order. Lineups must be given to the umpire at the plate meeting. Pitch counts must be agreed to by both scorekeepers, and the winning team must submit pitch counts and game score to the Division Commissioner within 2 hours of end of game.

Minimum play is 2 defensive innings (consecutive or not) per player (no key positions required).

AA Division

Teams will be seeded based on the final standings of the season. Standings will be based on points (2 per win, 1 per tie). In the event of a tie in the standings, tie breakers will be used in the following order: head-to-head record, average runs allowed, average runs scored.

The home team for every game will be the team with the higher seed, except that on Championship Weekend, the team emerging from the winner's bracket will be the home team.

All games will utilize a continuous batting order. Lineups must be given to the umpire at the plate meeting. Pitch counts must be agreed to by both scorekeepers, and the winning team must submit pitch counts and game score to the Division Commissioner within 2 hours of end of game.

No player may sit the bench twice in a row (no key positions required). Therefore, every player must play at least 3 defensive innings per 6-inning game.

Farm Division

Teams will be seeded based on a random draw. The home team for every game will be designated on the schedule, and on Championship Weekend, the team emerging from the winner's bracket will be the home team. The home team will always occupy the third base dugout.

All games will utilize a continuous batting order. Lineups must be given to the umpire at the plate meeting.

No player may sit the bench twice in a row (no key positions required), and every player must play at least 4 defensive innings per 6 inning game.

Coach Pitch Division

There are no playoffs for Coach Pitch Division teams.

T-Ball Division

There are no playoffs for T-Ball Division teams.