

KERRISDALE LITTLE LEAGUE

MINORS PLAYOFF RULES

For Minors Playoff Games, all rules from regular season play are in effect, with the following exceptions:

- Home team to be determined by flip of coin prior to game.
- For 5th place, Bronze medal and Championship games, the home team will be determined by coin flip prior to the start of the game. Both teams will provide 2 parents for field set up, scoring and pitch counting duties.
- For the Bronze medal and Championship game, if the score is tied after 5 innings, extra innings must be played.
- Run limits will be 2-2-4-4 in the first 4 innings, but the 5th inning will be unlimited runs.
- The 15-10-8 Rule is in effect. (Rule 4.10e, also commonly known as the Mercy Rule)
- There is no time limit for playoff games. However, no additional innings can be started after 8 PM.
- The Tee will not be used in the Post season
- Runners cannot steal home.
- All pitchers must pitch from the pitching rubber at 41' or 45'. (i.e. there is no painted "rookie" line in front of the rubber). For the first 2 innings, only rookie pitchers are permitted.
- Pitchers who are aged 10 or older must pitch from 45'
- Pitchers, aged 9 or under may pitch from 41' or 45', it is expected that pitchers that pitched from 45' the majority of the season do not attempt to pitch from 41'. If a coach has an issue with where an opposing pitcher is pitching from, please have a discussion with the opposing HC.

Innings	1	2	3	4	5
Rookie Pitchers	Required	Required	Optional	Optional	Optional
Aged 9 or under	41'	41'	41' or 45'	41' or 45'	41' or 45'
10 Year-Old Pitchers	—	—	45'	45'	45'

- Back catchers must wear all catching equipment, including the catcher's mitt - fielder's gloves are not permitted.
- If a pitcher throws more than 40 pitches in a game, that player is not permitted to then assume the position of catcher in the same game. Note that this threshold

is firm and the pitcher is not allowed to cross this threshold to finish their "final batter". If the pitcher throws 41 pitches or more, they cannot catch in the same game.

- If a player catches for 4 or more innings, they cannot then assume the position of pitcher in the same game. One pitch in an inning constitutes an inning "caught". Note, warm up pitches do not count. If a coach sends a catcher out for warm up between innings but no pitch is thrown yet in that inning, the catcher can be switched out before that half inning begins.
- If a player catches for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, they cannot then return to the catcher position on that calendar day.

Additional notes:

- Call overs are no longer permitted. Only call ups may be used and availability rules continue per regular season rules.
- If the game is shortened due to poor weather or darkness, 4 innings will have to be played (3 ½ if the home team has the lead) to constitute a complete game.
- For complete rules on how to handle a game that is halted due to weather or darkness, see Rule 4.00 "Starting and Ending the Game" in the Little League Rulebook.
- **Both teams** must track pitch counts for both teams, and these numbers must be reported to the Minors Coordinators *within 3 hours of the end of the game*. Pitch counters must use the Little League pitch counting sheets located in the equipment bin. Particular attention should be given to whether or not a pitcher crosses a threshold while facing their final batter. The total number of pitches thrown should be reported as usual but when a pitcher crosses a threshold (20, 35, 50 and 65) while facing their final batter, the pitch count should be reported with an asterisk beside it and an indication of the number of pitches at the beginning of the final batter. For example, if a pitcher throws 39 pitches in a game, but started their final batter at 34 pitches, pitch count would be reported as 39* (started final batter at 34).
- Teams must report the number of defensive innings played in the game for each team. For instance, if the home team wins and doesn't bat in the bottom of the 5th inning, the away team has played 4 defensive innings and the home team has played 5. This needs to be logged and reported as it might have to be used under the tiebreaker procedures.

- After round robin play is complete, seeding will be done as per tiebreak procedures set out in the Little League Rulebook (Section III - Tiebreaker Procedures)
- *Summary of Section III - Tiebreaker Procedures*
 1. The teams advancing past pool play (round robin) will be the teams with the best won-lost records during pool play.
 2. When records are tied, the following procedures must be applied in order to determine the standings of the round robin.
 3. The first tiebreaker is head-to-head results during pool play of the teams involved in the tie.
 4. If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams involved in the tie), then the tie is broken using the Runs-Allowed Ratio (see Section IV).
- *Summary of Section IV - Runs-Allowed Ratio*
 1. For each team involved in a tie in which head-to-head results cannot break the tie because no one team defeated each of the other teams involved in the tie, the tournament director will calculate the Runs Allowed Ratio for each team. The runs allowed ratio is the total number of runs given up in all pool play games divided by the 5 innings played by that team in pool play.
 2. The Runs-Allowed Ratio is used to advance ALL teams after it is determined that head-to-head cannot be used.
 3. If, after computing the Runs-Allowed Ratio using the results of all pool play games:
 - One team has the fewest Runs-Allowed Ratio, that team advances. After one team has advanced using the Runs-Allowed Ratio, each subsequent team needed to advance is determined by the Runs-Allowed Ratio until all teams are determined and seeded.
 - If two or more teams remain tied with the same Runs-Allowed Ratio, then the Runs-Allowed Ratio must be recomputed using statistics only from the pool play games played between the teams involved in the tie. The results are used to advance ONE team, and any other ties must revert to the Runs-Allowed Ratio using all remaining teams.