

Rules for Majors Playoffs

1. Mercy rule in effect. (Rule 4.10(e)); Commonly referred to as the “Mercy Rule”
2. Every inning is an open inning (no run limits)
3. The home team will be determined by coin flip prior to the start of the game. Both teams will provide parents for field set up and scoring duties
4. Round robin games can end in a tie.
5. For semi-finals, Bronze medal game and the Championship game, if the score is tied after 6 innings, extra innings must be played. The 7th inning will be played as normal. If the score is still tied, starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
6. Both teams must report the score, pitch counts for both teams and innings on defense for both teams.
7. If after pool play, records are tied, the tiebreaker procedures as set out in the LL rule book (Current Rulebook: International Tournament Pool Play Format Section III: Tiebreaker Procedures, Section IV - Runs allowed ratio) shall be applied in order, so that the tie can be broken. These procedures also apply to determining the seeding for the elimination round.
8. Fair play rules in effect, no player can sit out two defensive innings in a row

Summary of Section III - Tie breaker 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 break tie(s). These procedures also apply to determine seeding for the elimination round (semi-finals and finals).
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 6 innings played.

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.

Frequently Brought Up Rules

1. No Balks are to be called
2. Sliding- For safety reasons, if there is even the slightest possibility of a play at second, third and especially at the plate, runners MUST slide (at home or at a base) or AVOID (basepaths), otherwise they shall be called out. There is no headfirst sliding at any bag, with the exception of returning back into the bag, or the runner is out."
 - This is a judgment call by the umpire on how to enforce 'slightest possibility of a play' and the coaches may, through proper coach-umpire called meeting, request consideration of 'slightest possibility' in the realm of reasonable that there is not a chance of a play or that the runner beats the ball easily. Since this is a judgment call by the umpire, upon proper requested coach-umpire meeting and consideration, there is no appeal beyond that level.