

League Championship and City Championship Guidelines - 2011

Recreation League Champions

Champions will be determined in each league by the overall team record at the end of the regular season. The following point system will be used to make this determination:

- a) One point will be awarded for each victory.
- b) One-half point will be awarded for each tie.

The team with the most points will be the League Champion. The team with second highest points will finish in 2nd place, etc., etc.

League Championship Tiebreaker

In the event of a tie, the following system shall be used to determine the finishing order for the league.

1. Head-to-head game record of the tied teams will be used as the first tiebreaker.
2. Team record against the next higher finishing teams will be used as the second tiebreaker.
Note: If step 2 eliminates one or more teams, then revert to Step 1 to break the tie.
Note: If step 3 eliminates one or more teams, then revert to Step 1 to break the tie.
3. Coin toss by a designated board member will be used to resolve any remaining ties.
Note: If a coin toss is necessary, there will be one coin toss only.

City Championship Tournament

1. Teams from each league (except 4U) will play in a single-elimination post season tournament to determine the City Champion for that league.
2. The team record during regular season play will determine the seeding order of teams for post-season tournament play.
3. The League Coordinator will establish (subject to board approval) the bracket for each league.
4. There is no guarantee that all teams within each league will be included in the City Championship Tournament.
5. Teams will be assigned to a tournament bracket based upon their seeding order. All leagues will use standard tournament brackets and seeding procedures. Sample brackets are provided by the league.
6. If necessary, the highest seeded team(s) may receive a first-round bye. The remaining teams will then receive their bracket positions according to seeding order.
7. The highest seeded team will be the Home team in all games, including the City Championship. Ex: if #1 seed plays #8 seed, #1 seed will be the Home team.
8. All tournament games prior to the City Championship game will be played according to the regular season inning limit or time limit for that league.
9. Run rules used during the regular season will remain in effect for all tournament games, including the City Championship Game. A team may score no more than 5 runs in any inning. There will be no "open" inning in any game.
10. If the game is tied after the regulation time limit or number of innings, extra innings will be played as necessary to resolve the tie. **Exception:** 5U will play a maximum of 2 extra innings. If still tied after 2 extra innings, the Tournament Tiebreaker will then be used to determine the winner.

City Championship Game

1. The City Championship Game for each league will be played as 6 complete innings (4 innings for 5U) with no time limit, unless terminated because of a run rule.
2. If the game is tied at the end of regulation, extra innings will be played as necessary in all leagues to resolve the tie. **Exception:** 5U will play a maximum of 2 extra innings. If still tied after 2 extra innings, the Tournament Tiebreaker will then be used to determine the winner.

5U Tournament Tiebreaker

Note: It is strongly recommended that each team supply an official scorekeeper for all 5U playoff games. This should help eliminate confusion and misunderstanding during the game. The number of defensive outs and the number of runners safely reaching third base should be totaled at the end of each inning.

These steps are to be followed in the order listed until a winner is determined. The official scorebook will be used for making all tiebreaker determinations.

1. The team which has recorded the greatest number of defensive outs will be used as the first tiebreaker.
2. The team with the greatest number of baserunners reaching third base safely will be used as the second tiebreaker.
3. Coin toss by a designated board member will be used to resolve any remaining ties.
Note: If a coin toss is necessary, there will be **only one** toss.