



ELL 2023 PLAYOFF RULES: FARM - JUNIORS DIVISIONS

Regular season rules (specific to each Division) remain in effect during the playoffs, except as modified by the rules set forth below (the “Playoff Rules”):

- **Defensive Substitutions**

- If team has 11 or more players, no one player can sit more than twice in the first 6 innings of a game (first 7 innings of a Juniors game); and never in back-to-back innings. If team has less than 11 players, the regular season substitution rule applies (i.e. no child sits out twice until everyone on the team has sat out once).

- However, if extra innings are played, beginning in the 7th inning (or 8th inning for Juniors games), sitting requirements “reset” and no one player can sit in back-to-back innings.

Example: Player A and Player B sit in the 6th inning, and players C and D sit in the 7th. Players A and B are eligible to sit again in the 8th inning, and Players C and D may sit again in the 9th inning.

- **Offense/Batting Order**

- If the two teams have a different number of players, the team with the larger number of players has the option to adjust its batting order so that each team's batting order has same number of batting positions. **Example:** Team A has 11 players, and Team B has 9 players. Team A has the option to bat only 9 players by alternating two kids in the same spot of the batting order. In this example, Team A could alternate 2 players in the No. 8 spot and 2 players in the No. 9 spot; the two players who do not bat the first time through the lineup must bat the second time through the lineup, and then must alternate with the other player in that batting position for the remainder of the game. The team with the larger number of players may choose the batting position(s) in which to alternate players – there is no requirement that the last spot or last spots be used to alternate batters. Paired players, as with all players that bat out of order, will be considered an out. **This rule does not apply if both teams have the same number of players.** If both teams have the same number of players, all players on both teams must bat every time through the lineup.

- **IMPORTANT:** For the **duration** of the playoffs, no one player can be paired twice until all players have been paired once. **Example:** Players A and B are paired in their team’s first playoff game. Players A and B cannot be paired in any game for the remainder of the playoffs until all of their teammates have been paired once.

- At the conclusion of all games in which pairings occur, each Manager (of a team with paired players) must email their Division’s Commissioner with the names of their paired players. Commissioners, by Noon the day after all playoff games that include paired players, will email their Division’s Managers with an updated list of each team’s paired players to-date.

- **Intentional Walks – allowed in Majors AND Juniors Division ONLY**

- Intentional walks are not allowed at all in Minors and Farm Divisions
- One Intentional walk is allowed per team per game. To intentionally walk the batter, the defensive manager must first announce his decision to the plate umpire. Once the award is granted, the batter will advance to first base and four pitches will be added to the defensive pitcher’s official pitch count.

- For all other pitches the catcher must line up in an appropriate position and may not line up inside the batters box. If a manager believes an intentional walk is taking place he must alert the umpire after the third pitch. If the umpire agrees with the coach then the manager of the defensive team will be ejected. If the manager does not alert the umpire after the third pitch then there is no protest allowed after that point.
- Please note: Pitching around a batter is not an intentional walk, but if the catcher is lining up every pitch outside the normal catcher's area or stepping out, then it is considered an intentional walk, when reported to the ump as outlined above.

IMPORTANT NOTES

- The rules regarding late arrivals and players leaving during the course of the game will be **strictly enforced** during the playoffs.
- All **Juniors** playoff games will consist of 7 complete innings. Extra innings will be played if necessary. Mercy Rule, as played in regular season, is the only exception.
- All **Majors and Minors** playoff games will consist of 6 complete innings. Extra innings will be played if necessary. Mercy Rule, as played in regular season, is the only exception.
- All **Farm** playoff games will end with an Unlimited Runs Last Inning, per the following guidelines:
 - At the start of the first inning that begins *after* the 1 Hour, 35 Minutes mark has been reached, "Last Inning" will be announced by the umpire and one final inning with **unlimited runs** will be played. **Example:** if the 3rd inning concludes at 1 Hour, 35 Minutes, the 4th inning will be the last inning of the game and will allow for unlimited runs. **No game may end in a tie;** all new innings that begin after 1 hour 35 minutes will be played with unlimited runs until there is a winner. In the event the game is tied after the "Last Inning," all subsequent extra innings will be played with the following additional tie-breaker rule in place: each team begins their offensive half of the inning(s) with a runner on second base and no outs. The last out from the previous inning is the runner placed on second.
 - **IMPORTANT:** Managers should discuss this information with the umpire *prior* to the start of each playoff game so there is no confusion. It is important to stress to the Umpire that Managers have to be notified *prior* to the start of the unlimited runs last inning. In the event there is a tie game after the unlimited runs last inning has been played, please emphasize that additional unlimited runs last innings will be played with the additional tie- breaker rule in place.
 - **Farm Semi-Finals and Championship Games will consist of 6 full innings.** The last inning of these games will be played with unlimited runs. In the event the game is tied after the 6th inning, all subsequent extra innings will be played with the following additional tie-breaker rule in place: each team begins their offensive half of the inning(s) with a runner on second base and no outs. The last out from the previous inning is the runner placed on second.
- **Determination of playoff seedings:** If two teams have identical winning percentages (see website standings for winning percentage), the first tiebreaker will be Head-to-Head. If that does not break the tie, Runs Allowed is next, followed by Run differential (max 8 per game), followed with a coin flip if necessary. If more than two teams have identical winning percentages, the first tiebreaker will be the winning percentage in the games involving the teams who are tied. If that does not resolve the ties, Average Runs Allowed is next, followed by Average Run differential (max 8 per game), followed with a coin flip if necessary.

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