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: average runs allowed, average runs scored. If all teams have played the same number of regular season games (i.e., no forfeits), the tie breakers equate to runs allowed, followed by 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. The tournament format is double elimination

Pinto

- All regular season international and local rules apply unless otherwise stated herein.
- No position requirements for playoff games.
- No player may sit out for two consecutive innings (No change from the regular season)
- No player may sit out for more than one (1) inning until all other players have sat out for one (1) inning. (No change from the regular season)
- An inning started before the 1:30 mark must be completed. No Drop-dead time.
- Tie game California rules come into play if the game is tied requiring a new inning to start after 1:30. This means the inning starts with 0 outs and a runner on 2B. The runner is the player who made the last <u>batted</u> out in the prior inning. Extra innings will be played until a team wins the game.
- Mercy rules apply except for the Championship games
 - o The game is over if one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.
 - o Does not apply to Championship games(s)
- Six Run rule no maximum runs applied to the stated last inning (6th) and all subsequent innings
- Each team's head coach will be responsible for submitting game results to the Division Director via a division group text thread within 2 hours. (No change from the regular season)

Mustang

- All regular season international and local rules apply unless otherwise stated herein.
- An inning started before the 1:30 mark must be completed. No Drop-dead time.
- No position requirements for playoffs
- No player may sit out for two consecutive innings (No change from the regular season)
- No player may sit out for more than one (1) inning until all other players have sat out for one (1) inning. (No change from the regular season)
- An inning started before the 1:30 mark must be completed. No Drop-dead time.
- Tie game California rules come into play if the game is tied requiring a new inning to start after 1:30. This means the inning starts with 0 outs and a runner on 2B. The runner is the player who made the last batted out in the prior inning. Extra innings will be played until a team wins the game.
- Mercy rules apply except for the Championship games
 - o The game is over if one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.
 - o Does not apply to Championship games(s)
- Six Run rule no maximum runs applied to the stated last inning (6th) and all subsequent innings
- Each head coach will be responsible for submitting game results, and pitch counts to the Division Director via a division group text thread within 2 hours. (No change from the regular season)

Bronco

- All regular season international and local rules apply unless otherwise stated herein.
- An inning started before the 1:45 mark must be completed. No Drop-dead time.
- Tie game California rules come into play if the game is tied requiring a new inning to start after 1:45. This means the inning starts with 0 out and a runner on 2B. The runner is the player who made the last batted out in the prior inning. Extra innings will be played until a team wins the game.
- Mercy rules apply except for the Championship games
 - o The game is over if one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.
 - o Does not apply to Championship games(s)
- There is no six-run limit—teams keep scoring runs until the third out ends the inning.
- Each head coach will be responsible for submitting game results, and pitch counts to the Division Director via a division group text thread within 2 hours. (No change from the regular season)