

EVANSTON

BASEBALL & SOFTBALL ASSOCIATION

www.evanstonbaseball.com

Official Rules For House Middle League

Revised April 2024

The following rules and regulations supersede the current edition of the official Illinois High School Association Rules and Regulations for baseball. The IHSA rules for baseball will apply however, in all cases not covered by the following:

Key Items

- Base Layout
 - There shall be 60 feet between bases. The distance from home to first base and home to third base shall be measured from the back tip of home plate to the far edge of the first and third base bags.
 - The distance to second base shall be measured from the 84 feet and 10 inches from the back tip of home plate.
 - Home plate to the pitching rubber. From the back tip of home plate to the front of the pitching rubber will equal a distance of 44 feet.
 - The home team is responsible for setting up the bases.
- All Bats must be stamped with the USA Baseball logo. Wood bats are also allowed.
 - Using an illegal bat (i.e., USSSA bat) will be an automatic out
- Playing time is to be distributed in a fair and equitable way meaning:
 - All players must play a minimum of two innings in an infield position.
 - No player may sit out two innings consecutively and no player shall sit out for a second inning until all players present have sat for at least one inning
- No leadoffs. Players may steal after the ball has passed the plate. Players may not steal home. Players may only steal one base at a time. If a runner steals second and advances on the throw to third, he/she must return to second or can be tagged out.
- Overthrows: An important concept for fielders to learn at the Mustang level is discipline in fielding and running. To that end:
 - Runners advance one base on overthrows that are out of bounds.
 - On overthrows from the outfield to the infield, runners may advance at their own risk until the ball is in the control of a defensive player in the infield AND the Umpire calls time.
 - On overthrows from one infielder to another infielder that stay within the field of play, the runners may only advance to the next base.
 - Runners may not advance when the ball is in the control of an infielder who is granted time by the umpire
 - The umpire's ruling on overthrows is paramount. Other than steals, players are encouraged to continue running until time is called and the umpire may send them back if they have exceeded the allowed basis on an infielder to infielder throw.
- Sliding: baserunners must attempt to avoid contact on any close plays at a base. A routine slide is deemed to be an attempt to avoid contact. No head-first sliding.
- On deck: Only one on-deck batter at a time outside the dugout. The on-deck batters should be beyond the base coach.

ARTICLE I
BENCH, FIELD & SPECTATOR CONDUCT

1. **No Smoking.** Smoking is prohibited in the area of the benches and the playing field.
2. **No Harassment.** EBSA expects and demands nothing less than exemplary conduct from all players, coaches, managers, and spectators during the entire season. Harassing the opposition or umpires by spectators, managers, coaches, or players is prohibited. Harassment or public humiliation of a team's players by a team's own manager or coach is prohibited. Offending spectators, players, managers, or coaches shall be warned once or immediately ejected, at the discretion of the umpire.
3. **No Profanity.** Use of profanity shall be grounds for ejecting a manager, coach, or player from the game.
4. **Bench Conduct.** The bench consists of players, managers, coaches, one scorekeeper, and one on deck batter. Managers and coaches shall impose bench discipline on team members at all times and restrict all players to the sideline benches except for those occupying a defensive position, any runners, the batter and the batter on deck.
5. **Excessive display of anger.** A team will receive one warning for a player exhibiting an excessive display of anger such as deliberately slamming or throwing equipment/uniform on the field OR in the dugout, while on offense or defense. A second infraction will result in possible player ejection from the game at the discretion of the umpire. If in the umpire's discretion the act endangers anyone present, a first offense may result in ejection from the game.
6. **Ejection from the game.** If an umpire ejects a coach or manager from a game, said coach or manager will automatically be suspended from participating in his/her next scheduled game. This means that said coach or manager will not be allowed in the area of the park where the scheduled game is being played. If an umpire ejects a player, that player is automatically suspended from the next game. Said player may attend the game but not participate in any way. In extreme cases of unsportsmanlike conduct by a manager or coach, the commissioner(s) can take immediate action in the best interests of the League.
7. **Spectator Conduct.** An umpire has authority to eject from the playing field any spectator or other person not authorized to be on the playing field. An umpire may ask and will receive assistance from managers and coaches involved in the game to help control spectators or team members who, in the opinion of the umpire, are interfering with the game.
8. **Umpire's Decision.** The umpire shall control the progress of the game and decisions of the umpire are final. Managers and coaches shall enforce these rules and shall help promote respect towards the umpires by coaches, players and spectators.
9. **Rule interpretation Disputes.** Only a team manager may discuss rule interpretations with the umpire. All other persons, including players and coaches, are prohibited from arguing the calls. After one warning, a player or coach may be ejected from the game for violation of this rule. Any person who comes running out of the dugout to dispute a call is subject to immediate ejection.
10. **Post-Game Conduct.** At the conclusion of every game, all managers, coaches and players are expected to line up and congratulate the opposing team for a game well-played. Managers and coaches are expected to set a positive example of good sportsmanship at all times.

11. **Refuse.** The dugouts are to be left clean and free of debris. It is the responsibility of the managers, coaches and players to remove any refuse from the dugout and playing field at the end of each game.

ARTICLE II

PLAYERS, FIELD AND EQUIPMENT

- i) **Field.** The scheduled home team is in charge of readying the field for play, setting out the bases and the pitching rubber. If it is the last game of the day on the field, the WINNING team shall put away the bases and rubber and make sure the lockbox is locked.
- i. The home team shall supply two NEW game balls provided by the EBSA, for the game.
 - ii. The home team occupies the **third** base dugout.
 - iii. Provided teams arrive early enough, the visiting team shall have the right to warm-up first on the infield using ½ half of the time before the scheduled start, i.e. within 30 minutes of the game time, the visiting team will have use of the full diamond for the first 15 minutes. The home team will have use of the full diamond for the final 15 minutes. Use good judgment and courtesy in order to start the game on time.
2. **Base Length.** There shall be 60 feet between bases.
- i. The distance from home to first base and home to third base shall be measured from the back tip of home plate to the far edge of the first and third base bags.
 - ii. The distance to second base shall be measured from the 60 foot mark on the first and third base foul lines. The point at which these two lines intersect at a right angle denotes the center point of the second base bag.
3. **Home plate to the pitching rubber.** From the back tip of home plate to the front of the pitching rubber will equal a distance of 44 feet. This distance may be adjusted by the Commissioners.
4. **Out of Bounds (Play).** Out of bounds (play) territory will be determined by the umpire and will be explained to both Managers prior to the first pitch.
5. **On Deck Circle.** On Deck Circle shall be in foul territory beyond the coaching boxes at first and third base.
6. **Uniform.**
- i. Team members must be in proper Sponsored team uniform (jersey and hat).
 - ii. No metal cleats shall be allowed.
 - iii. All shirts should be tucked in.

- iv. No jewelry is to be worn on or about the neck or wrists during play.
- v. In cold weather jackets may be worn over the jersey during play if approved by the umpire.
- vi. Pitchers and batters may not wear jackets over their jerseys during play.
- vii. Pitchers may not wear an exposed white or gray long sleeve undershirt or sunglasses.

7. Bats.

- i. All Bats must be stamped with the USA Baseball logo. Wood bats are also allowed.
- ii. The EBSA does not provide bats at the Middle League level.

8. Helmets.

- i. It is mandatory for the on-deck batters, batters, runners, retired runners, players in the coach's boxes as well as non-adult bat/ball shaggers to be wearing a batting helmet when the ball is live (IHSA).
- ii. A team warning will be issued on the first offense of a player removing their helmet while on the field of play. Subsequent violation may result in a possible penalty at the discretion of the umpire.

- 9. Catcher's helmets and mask.** While in the crouch position, any non-adult warming up a pitcher at any location shall wear an approved head protector, a mask. Males are strongly encouraged to wear a protective cup.

ARTICLE III

ORGANIZATION AND PLAYING RULES

- 1) **Rules.** All rules apply to the Day, Time and Date games are actually played regardless of when originally scheduled.
- 2) **Change Date.**
 - i) The change date will be based on the official schedule at the start of the season and will remain the same regardless of number of games actually played.
 - ii) Any games played after the change date regardless of the date originally scheduled will be subject to the "adjusted" rules where indicated.
 - iii) The **change date** for the spring 2024 season is **Monday April 29th at 12:00 midnight**. All play occurring on or after Monday April 29th through the championship game will be subject to the "adjusted" rules where indicated.

- 3) **Roster changes.** The commissioner(s) must authorize any roster changes. Any proposed alterations to team rosters must be requested from the league commissioners prior to any action being taken.
- 4) **Registration.** Each player must turn in a completed EBSA registration form and fees prior to being placed on a team.
 - i) Use of an unregistered player will result in a forfeit.
- 5) **Length of Games:** The length of a regulation game in the Middle league is 6 innings or two (2) hours, whichever comes first. The umpire may shorten or lengthen the game within their discretion provided that it does not impact other games at the same field.
 - i) No inning may start after 1hr. 45 min. from the scheduled game time
 - ii) Middle league games are intended to last 6 innings, but will be considered official after 4 innings.
 - iii) A game is official after 3½ innings if the HOME team is in the lead.
 - iv) After the 3rd and 4th innings, the managers should conference with the umpire to decide whether the 4th or 5th innings will be the last inning due to darkness, changing weather conditions etc. All attempts should be made to play the complete or official game.
 - v) If a game is ended at the two hour limit (at the umpire's discretion and conference with the managers), the game will revert back to the score at the end of the previous inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded as is when the game is called. All attempts should be made to play a complete or official game.
- 6) **Slaughter Rule.** 10 runs at the end of the 5th inning.
 - i) If in any inning after the 5th, the Visiting team acquires a lead greater than 10 runs, the game will not automatically end and the Home team shall have their turn at bat.
- 7) **At Bats per Inning.** A team's turn at bat ends when it scores 5 runs or makes 3 outs. If more than five runs score (i.e. four already scored, bases are loaded and the batter hits the ball into an outfield gap), continue the full play but only count the five runs. Having some players actively pursuing the play and some not leads to unnecessary risk of injury.
 - i) During the 6th inning, or the last inning of the game as agreed upon by both Managers and umpire or as determined by the umpire if time or weather becomes an issue, there is no limit on the number of batters or runs scored.
 - (1) In a tie game, extra innings will be the same as for the 6th or "final inning." If there is sufficient time available, otherwise it is reported by the home team as a tie

- 8) **Player Playing Time.** Playing time is to be distributed in a fair and equitable way between all players in attendance.
- i) All players must play a minimum of two innings in an infield position. Pitcher and catcher qualify as an infield position.
 - ii) No player may sit out two innings consecutively.
 - (1) No player shall sit out for a second inning until all players present have sat for at least one inning.
 - iii) All players must be in the batting order.
 - iv) Late arrivals are added to the end of the bottom of the order and shall play the field commensurate to their arrival time.
- 9) **Number of Players on the Field.** There are to be 10 defensive players on the field. There must be 4 outfielders spread across the outfield. There are to be no short-center fielders. The outfielders must be on the outfield grass at the start of each play, and before the ball is pitched.
- 10) **Lack of Players.** Notwithstanding the above, a team failing to field at least 7 players at game time will forfeit the game.
- i) If both managers and the umpire can agree, the game may still be played with the available players (or with substitutes) as scheduled with the forfeit being recorded as the official result.
 - (1) If any players are showing they are not playing the game with full intent to succeed, the game may be ended at the discretion of the umpire.
 - ii) **Substitutes.** When facing a team with fewer than 7 players, the opposing manager may if they so choose provide players from their team for a forfeit game or, so an official game can be played.
 - (1) Opposing players acting as substitutes may play only in an outfield position.
 - (2) Any player substituting for the opposing team will be automatically selected by having caused the last out in the previous half inning.
 - (3) Any player acting as a substitute shall play with full intent to succeed.
 - (4) At the discretion of the umpire, a batter runner may be called out if a substitute fails to attempt a play with intent to succeed.
 - iii) **FARM League Substitutions.** After the change date, to avoid a forfeit, a team may call players from the Farm league.
 - (1) Only second years (Second graders) are permitted to play as substitutes.

- (2) Substitute players will be permitted to play only in the outfield.
- (3) Substitute players will be added at the end of the batting order.

11) **Scorebook.** Each manager must keep an accurate scorebook.

- i) Managers shall exchange lineups prior to the start of the game.
- ii) Managers or their designate must keep track of the pitch count each inning. In addition, Managers or their designate must keep a pitch count on both pitchers and reconcile with the person keeping score for the other team to verify score after every inning and to ensure that the pitch count for each pitcher is accurate.
- iii) No protests regarding pitch count will be heard without proof of reconciliation at the end of every prior half inning.

12) **Intentional Walks.** A team may intentionally walk only one batter per game, during the 5th or 6th inning, and only if first base is unoccupied. If a manager wants to have an opposing batter intentionally walked, he will inform the umpire, who will instruct the batter to go to first base. Time is out during the intentional walk.

13) **Playing field.** Only the manager, the two allotted base coaches, and players are allowed on the field. No coach of the defensive team may be on the field. Any violation of this rule should be handled by asking the offending individual to leave the field.

14) **Running for Catcher.** With 2 outs, the catcher must be run for. With fewer than 2 outs, the catcher may be run for- but that player must start at catcher the next inning. The courtesy runner shall be the last player to have caused the last recorded out.

15) **Bunts.** Bunting is legal. If a player squares to bunt, however, they must bunt or take the pitch. If the batter takes a full or half swing, the batter is out and the play is dead.

16) **Ineligible Player.** Protest made due to use of an ineligible player or suspended coach or manager must be made to the umpire and other team manager or coach, any time before the last out of said game.

17) **Protest Procedures.** Protests shall only be considered when based on the violation or interpretation of a playing rule, or the use of an ineligible player, or the participation of a suspended coach or manager. No protest shall be considered on a decision involving an umpire's judgment. If a manager, or in the manager's absence, a coach, wishes to protest a violation or interpretation of a playing rule, said coach or manager will immediately and before any succeeding play begins, ask for time out, and will announce to the umpire and the other team manager or coach, that said game is being protested and give the reason for the protest. At this point of the protest the following steps will be followed:

- i) There will be no discussion of the protest by any participants of the game.
- ii) The umpire will mark in each scorebook, the date and time of the protest, and at what point the protest was declared.
- iii) The umpire will immediately continue the game from the point just before the timeout was called.
- iv) The protesting manager or coach will have 24 hours from the date and time recorded in the scorebooks by the umpire to separately notify the commissioner of the League

and the presidents of EBSA. Notification should be in writing and all details regarding the protest will be covered.

v) The commissioner(s) and president(s) of EBSA will make a ruling.

18) **Game Results.** Within 24 hours, WINNING managers must inform the commissioner, or his/her designate, of the results of each game.

i) Failure to report may result in recording the game as a tie.

ii) **Ties.** In the event of a tie, extra innings should be played assuming there is sufficient time available. **See Sec 3.5 Length of game.** If a game is tied at the end of the available time, the game shall be reported as a tie. There will not be a resumption of the game at a later time.

19) **Inclement Weather.** Before games, commissioners will decide whether there will be a cancellation due to rain, temperature, other inclement weather, or other unplayable conditions and inform managers. They will reschedule games as possible.

i) In the event of rain during the game, the umpire will decide on continued play.

ii) In the event of lightning, the game shall be immediately suspended and will be resumed at the spot of the suspension regardless of how many innings have been played.

iii) It is in the umpire's discretion whether to wait in a sheltered area for the all clear signal (at James Park or Robert Crown) or other appropriate time as set forth by previously enacted lightning procedures.

20) **See additional early warning system instructions for James Park and Robert Crown fields in Article V- Additional Safety Rules.**

21) **No Dropped 3rd strike.** The batter is out even if the third strike pitch is not caught.

a) **Infield Fly Rule is not in effect in Middle league.**

22) **No fake tags.** First offense will result in a team warning; subsequent offenses will be treated as an obstruction.

a) **Runners**

i) **Stealing.** NO lead offs in Middle league

(1) A runner may not begin to steal until the ball has crossed the plate.

(2) Stealing home is not allowed during any point in the season, even if the catcher makes a throw to third.

ii) **The “wall” at third.** A runner can advance home from third base ONLY:

- (1) On a batted ball in fair territory. If ball is caught, the runner has the right to "tag up" and attempt to score.
- (2) On a caught ball in foul territory and not out of bounds (play), the runner will have the right to "tag up" and attempt to score.
- (3) On an overthrow going out of bounds (play) – see III.2.2.7.
- (4) When a walk occurs with the bases loaded.
- (5) The "wall" at third will be in effect, even if it obstructs other runners, with the exception of a bases loaded walk.

b) Overthrows.

- (1) A runner may advance or will be awarded base(s) based on where runners are at the time of a throw that is overthrown and goes out of play based on IHSA rule standards.
- (2) There will be only one base on an overthrow that remains in play from an infielder to an infielder. Runners advance at their own risk. One base is defined as the base they are running to plus the next base. Runners are not allowed to score on an overthrow that remains in play, since there is a "wall" at third. On an overthrow from an outfielder, the ball remains live until time is called as noted above.
- (3) Exception: Runners may not advance on steal overthrows. If there are runners on first and third the runner on first may attempt a steal to second. Regardless of the result the runner at third may not take home on any steal attempt.

23) **3.25 Dead Ball.** A ball shall remain in play until either an umpire calls time out (or the play dead), or until a player in the infield, including the pitcher, requests time out that is granted by the umpire. If base runners remain in motion, then a time out requested by a defender will not result in a dead ball situation. A dead ball call is at the discretion of the umpire.

24) **Coaches.** During the course of the game, coaches must stay in the coaching areas, which are the areas near first and third base, and the dugouts.

- i) IHSA rules specify that base coaches may not touch runners. A coach's touch that propels or catches a player will result in that player being called out and result in a delayed dead ball

ARTICLE IV

PITCHERS AND PITCHING SAFETY

- 1) **Warm-ups.** If any player needs to warm up, that player and one additional player or adult may warm-up in the area beyond the bleachers.

- i) Pitchers must throw in the direction away from the bleachers and parallel to the foul line.
 - ii) Under no circumstances are warm-ups to be taken in the area of the backstops or bleachers.
 - iii) IV.1.3 No curveballs, screwballs, or sliders allowed. Players using or attempting to use such pitches will result in a warning and then an ejection. *The primary reason for this rule is to protect the arms of young athletes.*
- 2) **Pitch Count.** The maximum number of pitches for a single player is 40 (50 after the change date).
- 3) **Maximum pitches.** Any pitcher reaching the maximum number of pitches while facing a batter, may continue to pitch until the batter concludes their turn at bat, but may not pitch to another batter.
- i) No pitcher, regardless of age or number of pitches thrown may pitch more than six (6) consecutive outs;
 - ii) Exception: a pitcher may throw up to nine (9) consecutive outs if the game goes to extra innings.
- 4) **Rest between pitching.** Any pitcher reaching 25 pitches (35 pitches after the *change date*) in a game must have two days (48 hours) rest before pitching again. We consider the time between games played between 3:30 pm Sat. afternoon and 5:30 pm Monday to meet this requirement. However, Thursday night to Saturday day games does not meet this requirement. This rule applies to the day the game is actually played and will not be waived for makeup games (i.e. if you have a makeup game on Friday and someone pitches over the 25/35 limit, they may not pitch on Saturday regardless of when the game was originally to have been played).
- i) **Please be mindful of over pitching kids.** While the following is not a rule, it is a strong request. If a player throws the maximum number of 40 pitches on Saturday (50 after the change date), keep them to a maximum of 25 (35 after the change date) on the following Monday or Tuesday evening.
- 5) **Age of Pitchers.** All teams must utilize both 3th grade and 4th grade pitchers during the course of every game played. There are a multitude of reasons for this rule and therefore it will be enforced and may not be adjusted or eliminated in part or in whole in any way.
- 6) **9 Year Olds Pitching.** From opening date through the Change Date (see 3.2) you must get 3 outs from pitchers born after July 15, 2014 before the end of the 4th inning. After the Change Date, you must get 6 outs from pitchers born after July 15, 2014 before the end of the 4th inning. 5 "charged" runs in one inning will constitute 3 outs.
- 7) **Visits to the playing field/mound.** Any manager or coach who goes onto the field twice in one inning to talk to a player, will be required to remove the pitcher from the mound.
- i) Each Manager is allowed three (3) defensive conferences in a 6 inning game. After the third charged conference, the pitcher shall be removed as pitcher for the duration of the game. A conference is not charged if the pitcher is removed prior to accumulating the three conferences. (IHSA)

- ii) Each Manager is allowed a maximum of one (1) offensive conference per inning (IHSA). Communications with batters should be done through signals or when the batter is on-deck.
- iii) EXCEPTIONS-
 - (1) For injury/safety.
 - (2) The opposing Manager/Coach calls time out for a conference.
- 8) **No return to the Mound.** A pitcher, who has been removed from the mound, but remains in the game at a different position, will not be allowed to return to the mound.
- 9) **Hit Batter Limit.** You must remove a pitcher after hitting 3 batters.
- 10) **Balk Rule.** No balks are called in Middle League

ARTICLE V ADDITIONAL SAFETY RULE

- 1) **Slide to avoid contact.** Base runners must avoid contact with fielders. A “routine” slide will be deemed to be an attempt to avoid contact.
 - i) If the runner fails to slide and significant contact is made, the runner will be declared out.
 - ii) If in the umpire's judgment, the runner's contact was flagrant or was with intent to injure the fielder, the runner will be ejected from the game.
 - iii) **Head first slides:** Only feet first slides are allowed on a ball in play or a steal attempt. A head first slide is not allowed and will result in the runner being called out. Exception to this rule is: when the runner has missed or passed a base on their feet first slide attempt, they can dive back to the base head first.
- 2) **Throwing Bats.** Any batter throwing their bat, either accidentally, or with intent in anger, will receive one TEAM warning. A second infraction by the same team will result in an out. Intentionally thrown bats are subject to possible called outs and/or ejection on the first offense at the discretion of the umpire.
- 3) **On-Deck Circle.** The on-deck batter should be positioned and time swings to avoid injury.
- 4) **Lightning warning system in select Evanston parks.**
 - i) The City of Evanston's Recreation Division installed lightning prediction and warning systems at James Park and Robert Crown Park in spring 2007.
 - ii) The warning system measures the surrounding atmosphere's electrostatic energy and warns of an impending lightning strike. If you are in the area of the warning system and conditions favorable to the creation of lightning have been detected, you will hear one 15-second blast of the horn and a strobe light will begin flashing. This signals that you must immediately seek an appropriate, safe shelter. The strobe will continue flashing until safe conditions return.

- iii) You may resume activities only after three 5-second blasts of the horn are sounded and the strobe light stops flashing.
- iv) If you remain outdoors after the warning is issued, you are putting yourself at serious risk.
- v) The system will operate from 9 am to 10 pm seven days a week from April through November.

5) **Additional Lighting Procedures - the 30-minute rule.** The lighting warning system does not need to activate for the 30-minute rule referenced below to take effect. Umpires have been instructed to follow the 30-minute rule regardless of other "all clear" signals.

- i) When Thunder is heard or a cloud to ground lightning bolt is seen, the storm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
- ii) 30-Minute rule- Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
- iii) Any subsequent thunder or lightning after the beginning of the 30-minute count reset the "clock" and another 30-minute count should begin.

6) **Shelter information.** Not all parks have shelter for heavy weather or large groups.

- i) **James Park.** Use the Levy Center as a primary shelter, if the field house is open, it may also be used as a shelter. DO NOT use the metal canopy in the concourse as shelter during lighting events.
- ii) **Robert Crown.** Use the Robert Crown Center. All players are required to stay under the covered area by the main entrance if not inside the building.
- iii) **Foster.** If open, use the Fleetwood-Jourdain Center.

7) **Additional Information:**

Park Ranger Phone Number: (for questions about lights) 847-875-3447

Levy Center Phone Number: 847-448-8250 (They can also turn on lights.)

NOTES: _____

ARTICLE VI
THE PLAYOFF TOURNAMENT AND POST SEASON

- i) Playoffs
- ii) All regular season rules apply throughout the championship game unless specifically stated otherwise.
 - (a) 6.2.1.1 Time limits: The standard time limits apply during the play-in round and the first full round on Saturday. For all other rounds, the games are extended but no new inning may start after 8:00pm.
- iii) The playoffs are a single bracket, single elimination tournament.
- iv) Every team in the Middle league will participate in the end of season playoff tournament.
- v) No player substitutions are permitted in the playoffs.

vi) Seeding

- (1) Teams will be seeded based on their win percentage.
- (2) Seeding will take place after the second to the last originally scheduled regular season game.

vii) Tied Standings. Ties will be broken in the following manner

- (1) **Two team tie.** When two teams are tied in the standings, the following procedure will be used (in the following order until the tie is broken):
 - 1. Won-lost results of head to head competition between the two tied teams.
 - 2. Won-lost record of the two teams versus the No. 1 seed using common opponents only (and proceeding through the last or final seed if necessary).
 - 3. A coin flip by the commissioner(s).
- (2) **Three or more team tie.** When three or more teams are tied in the standings, the following procedure will be used (in descending order until the tie is broken): Once and if the tie has been reduced to two teams, the two-team tiebreaker procedure as stated in 6.2.6.1. above will be used.
 - 1. Won-lost results of head-to-head competition between the tied teams.
 - 2. If all teams are common opponents: Total won-lost percentage of games played among the tied teams.
 - 3. Won-lost percentage of the tied teams versus the No. 1 seed and proceeding through the last or final seed, if necessary, using common opponents only.

4. If three or more teams still are tied, the commissioner(s) will conduct a draw.

viii) **Game balls.** Throughout the tournament, each team will bring ALL unused game balls to each playoff game. Following completion of the game, the eliminated team will surrender any unused balls to the winning team to be used for the remainder of the playoffs.

2) **Equipment.**

- i) Following completion of your last game (elimination from the playoffs), the Manager is responsible for making arrangements with the commissioner(s) to return the equipment.

- (1) If your team's equipment is going to be used for summer or fall ball, notice must be given to the commissioner(s).

- (2) If possession of your team's equipment is going to be passed to another manager/coach for summer or fall ball, notice must be given to the commissioner(s).

- ii) The equipment bag should be emptied, cleaned of trash, and personal belongings, and shaken out to remove dirt.

- iii) Equipment should be cleaned off and packed back into the bag.

- b) One (1) set rubber bases (3 bases, one rubber, one home plate)
- c) Two (2) Catchers chest protectors
- d) Two (2) Catchers helmets
- e) Two (2) Sets shin guards
- f) One (1) Catcher's mitt (if the team had one)
- g) One (1) Equipment bag

- 3) **Trophies and Souvenirs.** At the Middle league level only the first and second place teams receive trophies. Other souvenirs or participation awards vary year to year and have generally not been provided at the Major league level.