

RULE 18: End of Season Tournament:

1. All Teams will be scheduled to play in the End of Season Tournament.
2. Teams must play their tournament games with only the legal players on the roster of their last 2 regular season games.
3. No “pick up” players may be used during the tournament.
4. All regular season games not completed before the tournament will result in split points, or ties.
5. No protest permitted for Rule 16.1.a after the last out of the game. Any protest for this issue must be made before or during the game with the tournament official. All results are final after the last out of the game.
6. Seeding into the tournament will be based on regular season’s final standings as reported on www.teamsideline.com/kyle. When a tie exists the tie-breakers will be as indicated on www.teamsideline.com/kyle but in general will be in this order:

- 1> Winning Percentage
- 2> Head-To-Head
- 3> Head-To-Head Differential
- 4> Total Runs For
- 5> Total Runs Against
- 6> Total Runs Differential

7> Lowest Number of Forfeits 8> Coin Toss

7. Each game will be 40 minutes long, finish the inning as needed, or 6 innings whichever comes first. If the home team is ahead after time has expired, the game will end after the visiting team has completed its top-half of the inning. Plate umpire will keep official game time unless time is kept by tournament officials.

8. In all tournament play the higher seeded team (as shown on www.teamsideline.com/kyle) in the tournament will be the home team. This replaces the coin flip that was previously used.

9. Each Team shall be ready to play 30 minutes before scheduled game time. Each team shall be warmed up and ready to play when umpire calls for “Coaches”.

10. Tie at end of regulation will be played out in **“Progressive International Tie Breaker”**. a. The first extra inning, the offensive player that kicked last during the previous inning starts off on second base for each team. The second extra inning, the last 2 offensive kickers start out on 2nd and 3rd Base for each team. The third and all subsequent extra innings, the last 3 offensive kickers start out on each base for each team until a team has won.

b. During these PITB extra innings, all kickers will start with a 1 Ball and 1 Strike count

11. Run Rule 5.10.d. of 10 runs after 3 innings and 8 runs after 4 innings will be in effect.

12. ~~Home Team will be determined before each game with a coin flip.~~

13. “If Game” occurs when the undefeated team in the winner’s bracket loses to the once-defeated team in the loser’s bracket in the Championship Game. The “If Game” will be played by these rules: a. Home Team will be the team that was the visitors during the previous Championship Game – teams reverse Home-Visitors for this game eliminating the need to flip;

b. Game will start when umpires call “Play Ball”, approx 5 minutes at conclusion of previous game;

c. Game shortened to 4 innings or 45 minutes, which ever comes first;

d. All innings played in “If Game” will use the base runners as described in Rule 18.10.a. and pitch count as described in Rule 18.10.b. of “Progressive International Tie Breaker”. The first inning base runner will be the last person listed on the line up.

14. Awards will be determined by the League Committee before the season starts based on number of teams. Awards not picked up after 30 days from end of season will not be handed out.

15. When rain-outs or poor field conditions occur during the End of Season Tournament, the PARD League Office and/or Tournament Director will schedule make up games as follows: a. Shorten game time/innings; or

b. Re-arrange game times for same weekend as scheduled; or

c. Play games during the following week as field schedule permits; or

d. Play games on the following weekend as field schedule permits; or

e. Call off tournament and present awards/trophies based on season standings with remaining teams in un- finished tournament.