

Playoff rules and modifications:

1. All general rules applied with addition to ones below
2. Games are only 1 hour long with a hard stop on the clock. Teams will be able to warmup in the cages 30 minutes before game time.
3. First two rounds higher seed is the away team, remaining rounds flip a coin at beginning of game.
4. Play till the clock ends and it's a hard stop only allowing the final at bat to end. Cannot be a walk.
5. A new inning will not start under the 6:00 minute mark. If you are in the bottom of the 4th and the home team goes ahead one run and there is 5 minutes and 59 seconds on the clock when the 3rd out is registered, the game is over. If there is 6:01 when the 3rd out is registered they away team gets to hit. If 3 outs are registered quickly, the home team can hit until the time runs out according to rule 4.
6. Tie breakers are ended with a relay race
 - a. 3 players from each team are selected
 - b. Away team sets the order their run and the home team can match it
 - c. Players run from first base starting line off the drop of umpire's hat to a cone at a set distance in the field. They must grab the ball off the cone and sprint back across the first base line. Whichever team wins 2 of 3 moves on. Umpire discretion. If there's another tie, one match of tug of war will dictate the winner no matter what the # of players are on each team. Therefore, its an advantage to have more players at this point.
7. Pitches can throw 3 innings at all age levels