

Wake County Club Baseball League

2025 Rules and Regulations

Last Revised March 20, 2025

Changes and clarifications from 2024 appear in Blue.

I. Player Eligibility

Eligibility to play in the Wake County Club Baseball League is determined by four separate criteria:

- A. **School Eligibility** – the school that a player attends.
- B. **Grade/Age Eligibility** – the current grade level and age of the player.
- C. **Career Eligibility** – the history of the player's participation in the league.
- D. **Academic Eligibility** – the player's performance in the classroom.

These criteria are described below.

A. School Eligibility

All players in the Wake County Club Baseball League must play for the school that they attend, with the following exceptions:

1. Middle School Partnerships

WCCBL recognizes the same Middle School Partnerships recognized by the Wake County Public School System:

If you attend...	You are eligible to play WCCBL at...
Centennial Campus Magnet Middle School	Dillard Drive Middle School
Hilburn Academy	Leesville Middle School
Moore Square Magnet Middle School	Ligon Magnet Middle School
Wake Young Men's Leadership Academy	Oberlin Middle School

2. Private School, Charter School, and Home-Schooled Students

Any student residing in Wake County that attends a charter school or private school that DOES NOT have a baseball program, is eligible to try out and play for the team that is their Wake County Public School System Base School Assignment. All Home-Schooled students that reside in Wake County are eligible to try out and play for the team that is their Wake County Public School System Base School Assignment. Private, Charter, or Home-Schooled students that do not attend school or reside in Wake County CANNOT play in the Wake County Club Baseball League.

The WCPSS Base School assignment is defined by the [Address Lookup Tool](#) on the WCPSS website. There is only one Base Middle School defined per address. If the student's Base School assignment does not have a club baseball program, then that student is NOT eligible to play in the league. Students CANNOT play at any of the Application Schools that are returned by the Address Lookup Tool.

A WCCBL team can have at most a total of 2 Charter, Private, or Home-Schooled players on their roster. For example, a roster may have 1 player from a charter school and 1 Home-Schooled player, but then would be prohibited from including any additional Charter, Private, or Home-Schooled players on their roster.

3. Non-Participating Schools

The following table lists the Wake County Public School System middle schools that do NOT currently participate in the Wake County Club Baseball League. If you attend a non-participating school, you are not eligible to play in the WCCBL. Specifically, if you attend any WCPSS non-participating school, you are NOT eligible to play for any other school that does participate in the WCCBL. Parents and students that attend non-participating WCPSS schools are urged to form a club baseball program at their school and join the WCCBL. The deadline for applications to join the WCCBL is December 15th of each year in order to play in the WCCBL season that begins the following March. Please [Contact Us](#) for helpful information on forming a club baseball program at your school.

WCPSS Non-Participating Schools		
Carnage Middle School	East Millbrook Middle School	Rolesville Middle School
Carroll Middle School	Neuse River Middle School	Wendell Middle School
East Garner Middle School	River Bend Middle School	Zebulon Middle School

B. Grade/Age Eligibility

1. Varsity Division

All varsity players must be in the 7th or 8th grade, and must not turn 15 on or before August 31 of the current school year. **Exception** – For those schools without a JV team in the WCCBL, a maximum of two 6th graders may be assigned to the varsity team. These 6th graders must not turn 14 on or before August 31 of the current school year.

2. JV Division

All JV players must be in the 6th or 7th grade, and must not turn 14 on or before August 31 of the current school year.

Note: The WCPSS school year runs from July 1 to June 30.

C. WCCBL Career Eligibility

Career eligibility in the WCCBL is determined by the grade level reported to the league in the player's first year of participation in the league. Players first reported as 6th graders are eligible to participate in the league for a period of three (3) consecutive seasons. Players first reported as 7th graders are eligible to participate in the league for a period of two (2) consecutive seasons. Players first reported as 8th graders are eligible to participate in the league for one (1) season.

Finally, in some cases, North Carolina middle school students may be permitted to play on a high school athletic team. Any player that plays on a high school team is ineligible to play in the WCCBL.

D. Academic Eligibility

A player should have a minimum 2.0 GPA in the first semester to participate. The league will not monitor nor enforce academic eligibility. The league will rely on coaches to monitor academic achievement, and enforce this rule.

II. Game Eligibility

- A. If an ineligible player is used for either one (1) at bat or one (1) defensive out, the game will be forfeited by the team in violation. The head coach will be suspended for two (2) games. A second infraction by the same team/coach will result in the coach's suspension for the rest of that season. If a third infraction occurs the board will reserve the right to suspend all league activities for the entire team for the current season as well as future seasons.
- B. A complete roster of players including name, date of birth, grade and uniform # will be submitted to the website administrator, in the format specified by the website administrator, at least one week prior to the start of the regular season. Rosters that include charter, private, or homeschooled players must identify those players, list their address on the roster form, and retain proof of residency (e.g. a utility bill). The league will not ask for proof of residency unless a player's eligibility is challenged.
- C. New players may be added to rosters for a period of 14 days after the first regularly scheduled game of the season. A team that wishes to add a new player must submit an updated roster to the website administrator. New players become eligible to play immediately following the submission of the updated roster to the website administrator. The website administrator will confirm the date/time of submission of updated rosters to anyone who inquires.
- D. Players listed on a school's WCCBL Varsity roster are not permitted to play for the school's WCCBL JV team.
- E. If a varsity team has less than 10 players to start a game, the varsity team may temporarily "call up" 7th graders from the JV team in order to field a team of no more than 10 players to play the game. 6th graders are not eligible to be called up to a varsity game. The varsity team may not call up any more players than the number needed to field a team of 10 players. JV players called up to a varsity team are not eligible to pitch in a varsity game. The coach must inform the opposing coach of the names/numbers of any JV players that were called up for the game.

III. Rules of Play

Games will be played utilizing NFHS Rules (Official rulebooks available [here](#)) with the following changes and clarifications to the specific cited rules:

Rule 1: The home team is responsible for providing game baseballs. The league will supply umpires for all scheduled games, including makeup games.

Either team may report the line score on the league's website following the completion of a game. Both teams are responsible for recording the number of innings pitched, and the number of pitches thrown for each of their pitchers on the league's Website.

When the final score is recorded as it was at the end of the Last Completed Inning (see [Rule 4-2-4](#)), any pitches thrown in an incomplete inning must be included in the recorded pitch counts.

The score and pitching stats must be reported within 48 hours (2 days) following the start of the game, or before the start of their next game, whichever occurs sooner. Failure to do so will result in the following penalties:

- A. First Offense – Written warning from the league.
- B. Second Offense – Head coach is suspended for one game.
- C. Third and Subsequent Offenses – Unreported game will be declared a forfeit for the opponent AND the **head coach will be suspended for one game.**

Rule 1-2-1 (JV Division Only): The diamond shall be an 80-foot square.

Rule 1-2-11 (JV Division Only): The distance between the nearer edge of the pitcher's plate and the rear tip of home plate shall be 54 feet.

Rule 1-3-1: Game Baseballs must have the NOCSAE and NFHS authenticating marks. The home team will provide at least four (4) new baseballs to the Plate Umpire at the meeting held at home plate prior to game start. Coaches and umpires should concur on use of supplied baseballs.

Rule 1-3-4: Baseball Bats

A. Bat Barrel Diameter – Bats with barrels ranging from $2\frac{1}{4}$ " to $2\frac{5}{8}$ " in diameter are permitted.



B. Drop Weight – The drop weight of a baseball bat is the difference in measurement of the length (inches) and weight (ounces) of a bat. Coaches should use best judgment and insure that players are using an appropriate Drop Weight as related to their size and strength.

1. **JV Division** – All metal and composite bats must have a Drop Weight between **-3** and **-10** to be authorized for play in the JV Division of the WCCBL.

2. **Varsity Division** – All metal and composite bats must have a Drop Weight between **-3** and **-5** to be authorized for play in the Varsity Division of the WCCBL.

B. Bat Certification

1. All Adult (-3 Drop Weight) metal and composite bats must feature the BBCOR certification mark (see below) to be authorized for play in the WCCBL.
2. All Youth (Drop Weight between -5 and -10) metal and composite bats must feature the USABat certification mark (see below) to be authorized for play in the WCCBL.
3. Solid, one piece wood bats may be used with or without a certification mark.

BBCOR	USABat
	

Rule 1-5-4 Penalty: If a player is found not to have the required protective equipment while playing, they will be removed from the playing field by the umpiring crew until equipment can be implemented.

Rule 2-33-1: Speed-Up Rule. A team at-bat may forgo their remaining outs in an inning by simply notifying the plate umpire of their intention to do so during any dead ball. For each out that is surrendered, the next batter in the lineup is recorded as an out. Upon notification, the half inning is immediately over, the defensive team leaves the field, and the team at-bat takes the field.

Case Example

In the top of the 7th inning, with 12 minutes remaining before the 2-hour time limit is reached, and the game tied 1-1, the leadoff hitter (batting 4th in the lineup) hits a home run, giving the away team a 2-1 lead. In an attempt to secure a win by completing the 7th inning before the 2-hour time limit is reached, the coach of the team at-bat notifies the umpire that he wishes to forgo his 3 remaining outs. The 5th, 6th, and 7th batters in the lineup are recorded as outs, and the game enters the bottom of the 7th inning.

Rule 3 (JV Division Only): All players on a JV roster that are in attendance must play in JV games.

Exception 1. Obviously an injured player is not required to play; however, if an injured player is able to play the field but unable to bat, or unable to play the field but able to bat, he will be allowed to play the field or bat according to his injury. Umpires and opposing coaches must be informed of any player whose play is limited due to injury.

Exception 2. If a player is suspended from a game due to a disciplinary action imposed by his coach, he must appear at the game, be in uniform, and sit on the bench. Umpires and opposing coaches must be informed prior to the game of any players being disciplined in such a manner.

Any attempt to abuse either of the two exceptions above in order to gain a competitive advantage will not be tolerated, and may result in a forfeit. Remember this is an instructional league.

In any game where a team plays at least 4 defensive innings, all eligible players must play at least 2 defensive innings. In any game where a team plays at least 3 defensive innings, all eligible players must play at least 1 defensive inning.

Rule 3-1-2: When a pitcher is replaced on a field that uses portable mounds, and bans the use of cleats on those mounds, teams may (but are not required to) use a free substitution so as not to delay the game. If the replacement pitcher is playing another position on defense, he may be substituted for, and the game allowed to continue while the replacement pitcher changes shoes. The substitution is a free substitution and will not count in the enforcement of the substitution rules. If the original pitcher pitches to more than 2 batters before being replaced by the replacement pitcher, the free substitution shall revert to a regular substitution, subject to all substitution rules.

Rule 3-1-3: Substitutions

- A. JV Division** – Players may be substituted freely on defense, with the exception of the pitcher who may not return to the mound once he is removed from the mound. The continuous batting order (see Rule 3-1-7) must be maintained throughout the game.
- B. Varsity Division** – Starters may be withdrawn from the game and re-entered once. Once a pitcher has been relieved on the mound, he may not return to the mound at any time during the game.

New Rule 3-1-7: Batting Lineup

- A. JV Division** – JV teams must utilize a continuous batting order. All eligible players shall be included in the batting order and shall bat in their turn. If a player becomes injured and is unable to bat because of his injury, or if a player leaves the game early for any reason other than an ejection, the next scheduled batter bats without penalty. If a player is ejected, the player may no longer bat, and an out shall be called each time that player is scheduled to bat.
- B. Varsity Division** – Varsity teams may elect to bat 9 players, 10 players (utilizing an EH), or use a continuous lineup.
 - 1. 9 Player Lineup.** A Varsity team may bat 9 players in accordance with NFHS rules. The 9 player lineup may include a designated hitter (DH) in accordance with NFHS rules.
 - 2. 10 Player Lineup.** A Varsity team may elect to bat a tenth player, known as the extra hitter (EH). The use of the extra hitter must be declared at the time of lineup exchange prior to the start of the game. Once a team elects to use an extra hitter, that team must bat ten players for the duration of the game. If a team chooses not to use the EH, the

team must bat nine players for the duration of the game. The extra hitter is treated as if it were a defensive position, that is:

- a. The EH can be exchanged with any defensive player at will without costing a substitution. Such exchanges must not alter the position of the players in the batting order.
 - b. The starting EH may be withdrawn and re-entered once, provided the player occupies the same spot in the batting order, just as any other starter.
3. **Continuous Lineup.** Varsity teams are encouraged to bat 9 players (in accordance with NFHS rules) or 10 players (as permitted by the EH rule above), but teams may elect to include all eligible players in the batting order (continuous batting order). When using a continuous batting order, if a player becomes injured or ejected, or leaves the game for any reason and can no longer bat, an out shall be called each time that player is scheduled to bat. Coaches must inform the umpires and the opposing coach prior to the start of the game of their intention to use a continuous batting order.

Rule 3-2: Only one coach may be outside the dugout and on the field at any given time when the ball is in play. First and third base coaches are excluded when their team is on offense. Only head coaches may approach the umpire to discuss a game situation.

Rule 3-3: Any coach or player ejected from a game is suspended for the remainder of that game as well as the following game. Email and/or phone notification must be made to the league's Board of Directors within 24 hrs of the game's end by both coaches and both umpires. All ejections may be appealed to the board. To appeal an ejection, notify the board within 24 hours of the game's end. If an ejection is appealed, the one game suspension is deferred while the board considers the reports of the umpires and coaches. The board may vote to reaffirm or eliminate the suspension. The ruling of the board is final.

Rule 3-3-1p: Tobacco products of any kind are strictly prohibited from the fields or dugouts. No exceptions. First offense is ejection and immediate removal from premises. Second offense is season suspension and team forfeiture of the current game.

Rule 3-4-1: Charged Conferences

- A. **JV Division** – Each JV team, when on defense, may be granted not more than one charged conference per pitcher per inning without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. A request for time for this purpose shall be made by a coach, player, substitute or attendant. Time granted for an obviously incapacitated player shall not constitute a charged conference. **Penalty** – For a second conference in the same inning while the same pitcher is on the mound, the pitcher shall be removed immediately.
- B. **Varsity Division** – A Varsity team gets 3 charged conferences per 7 inning game, and one charged conference per extra inning. Every conference thereafter results in the removal of the pitcher. Any conference where the pitcher is removed does not count toward the team limit.

Rule 4: All games that are postponed must be rescheduled by the league's Schedule Coordinator and reported to the league's Website Administrator.

Rule 4-1-1: Prior to the start of the game, the Field Administrator shall decide whether the grounds and other conditions are suitable for starting the game. If no Field Administrator is available, the determination shall be made by the home team coach. After the game starts, the umpires are sole judges as to whether conditions are fit for play, unless the game is stopped earlier by the Field Administrator. If a game is not started, umpires are due 1/2 of their fee. Once a game is started, the umpires are due their full fee.

Rule 4-1-3: Each team must begin the game with a minimum of eight (8) players. If a team begins the game with eight players, an automatic out is **not** incurred following the at-bat of the 8th position in the batting lineup - just proceed to the top of the lineup. *If a team begins the game with eight players, and a ninth player shows up, that player may be inserted into the lineup, batting in the ninth position, without penalty.*

Rule 4-2-1: A regulation game consists of 7 innings or until a time limit is reached. In games with a 2 hour time limit, no new inning shall begin after 1 hour, 50 minutes of play, and play is halted after 2 hours of play. See Rule 4-2-4 for game resolution when a time limit is reached.

Exception 1 – There are no time limits for games at high school fields (unless agreed to pregame) or at USA Baseball.

Exception 2 – Games that are suspended, then resumed after a brief weather delay may waive the no new inning limit and play with no restrictions up to the 2-hour time limit, whereupon coaches must choose to resume the game at a later date or resolve the game under Rule 4-2-3.

Rule 4-2-2: The 10 run rule is adopted (10 run lead after 4 ½ or 5 innings). If the game remains tied after the completion of seven (7) innings, extra innings will be played as follows:

A. Beginning in the top of the 8th inning, and in each half-inning thereafter, the team at-bat will place a runner on 2nd base, with no outs, to begin the half-inning. The runner placed on 2nd base is the last completed plate appearance from the previous inning.

B. Play continues in this manner until a winner is determined or the time limit exceeded.

Rule 4-2-3: A non-regulation game suspended for any reason (weather, light failure, etc) may be completed at a later date upon mutual agreement of the two teams, but must be resumed from the point of suspension with the same batting order and lineup at the moment of suspension, as if the game had never stopped. *If a player in the lineup when the game was suspended is not available when the game is resumed, he must be replaced using the normal substitution rules prior to the start of the resumed game.* Pitchers who had pitched and were replaced in the game prior to suspension may not take the mound again when the game resumes, and the pitcher of record is limited to the pitch count limitations as defined in rule 6-1-6 (the sum of his pitch counts in the suspended game and the resumed game may not exceed his limit). Note that pitchers are still subject to their mandatory rest limits, such that if at the time when the game is resumed the pitcher of record is within a mandatory rest period based on his most recent appearance on the mound, he must be replaced upon the resumption of the game.

If the two teams cannot agree on whether or not to resume a suspended game, then the game is resolved as follows:

A. If 4 innings (3 ½ with the home team ahead) have been played, the game is official.

B. The team that is behind may concede the game to the team that is ahead.

C. If less than 4 innings (3 ½ with the home team ahead) have been played, and the team that is behind does not concede, then the board will make the final decision on if/how to proceed.

Rule 4-2-4: When the 2-hour time limit is reached, the current batter is allowed to finish his at bat, provided he has already faced at least one pitch. The game is called upon the completion of the at-bat.

If the game is called when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the Last Completed 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 recorded as when the game is called.

Games that are called when the 2-hour time limit is reached, are considered complete and

regulation, even if less than five innings have been played, unless the game was suspended under Rule 4-2-3 and coaches mutually agree to complete the game at a later date.

Rule 6-1-6: Pitching Restrictions

A. Maximum Pitch Count

1. **JV Division** – No pitcher may throw more than eighty-five (85) pitches in one day. A pitcher may complete the plate appearance in which his 85th pitch occurs.
2. **Varsity Division** – No pitcher may throw more than ninety-five (95) pitches in one day. A pitcher may complete the plate appearance in which his 95th pitch occurs.

B. Mandatory Rest Period

A mandatory rest period is imposed based on the number of pitches thrown in a day:

Pitches Thrown	Required Rest Calendar Days
20 or less	0 days
21 – 35	1 day
36 – 50	2 days
51 – 65	3 days
66+	4 days

The Required Rest Period is calculated in Calendar Days, not 24 hour periods. The rest period begins at midnight of the day on which the player last pitched, and concludes at midnight following the required number of calendar days.

Each team is responsible for maintaining the pitch counts of their own pitcher. Teams are encouraged to maintain a pitch count of opposing pitchers, but the official count is the one maintained by the pitcher's own team. Scorekeepers from each team should periodically check with each other to verify that their pitch counts are in sync with each other – especially as any pitcher nears the pitch limit.

If a pitcher throws one pitch to a new batter after reaching his pitch limit, then he is in violation of Rule 6-1-6. Upon discovery of any violation of the Rule 6-1-6 by either coach, the pitcher shall immediately be replaced, i.e. he cannot complete the plate appearance of the current batter. The resulting penalty shall be a one game suspension of the head coach, AND the pitcher is not eligible to pitch in the next game in which he would normally be eligible to pitch. Note that a postponed or canceled game cannot save the coach/player from serving a penalty imposed by the violation of Rule 6-1-6.

DoubleHeaders

When a team is scheduled to play two games in the same calendar day, any eligible pitcher may pitch in both games of the doubleheader, provided that:

- A. He is not already participating in a mandatory rest period from a previous outing.
- B. His combined pitch count in both games of the doubleheader does not exceed the Maximum Pitch Count.
- C. A new mandatory rest period is imposed based on the combined pitch count in both games of the doubleheader. See Case Examples.

Case Examples

- I. A player throws 50 pitches in a game starting at 9:00am on Saturday, and requires 2 days of rest. His rest days are Sunday and Monday, so he cannot pitch again until Tuesday.
- II. On Saturday, a player throws 20 pitches in Game 1 of a doubleheader, and 35 pitches in Game 2. Based on a combined pitch count of 55 pitches, his mandatory rest period is 3 days (Sunday, Monday, and Tuesday), and he cannot pitch again until Wednesday.
- III. A Varsity player starts Game 1 of a doubleheader on Sunday and throws 60 pitches before he is removed. Later on the same day, he enters Game 2 of the doubleheader as a relief pitcher, and his 35th pitch brings the count to 1-1 on the current batter. He has reached the maximum Varsity pitch count of 95 pitches (60+35) in one day; however he is permitted to complete the plate appearance of the current batter. His mandatory rest period is 4 days, and he is not eligible to pitch again until Friday.
- IV. A JV team has games scheduled on the following dates: April 1, April 3, April 5, April 12, and April 14. In the game on April 1, a player throws 85 pitches, and continues on to pitch to new batters following his 85th pitch, and is in violation of Rule 6-1-6. The head coach is suspended for the game on April 3. Because of the mandatory rest period required for throwing 66+ pitches, the player is not eligible to pitch in the games on April 3 and April 5. The player would normally regain his eligibility for the game on April 12; however, because of the penalty imposed for the violation of Rule 6-1-6, the player is not eligible to pitch on April 12, and does not become eligible to pitch until the game on April 14.

Rule 6-2-4 (JV Division Only): Each pitcher shall be given one balk warning per game and instructed as to his infraction. Each subsequent balk by the same pitcher for the rest of the game will be a balk and the runners shall advance.

Case Examples

- I. *Pitcher A* starts the game. In the 2nd inning he balks. The umpires will call a balk and give *Pitcher A* a warning and instruction on what he did wrong. Play resumes with no runners advancing. In the 3rd inning the *Pitcher A* balks for the second time. A balk violation is called, he receives instruction, and all runners advance one base. From the second violation forward, the normal balk rule will be applied for *Pitcher A*.
- II. *Pitcher B* relieves *Pitcher A* in the 3rd inning. He balks. *Pitcher B* gets the benefit of a warning and instruction with no runner advancement. In the 5th inning *Pitcher B* balks for the second time. He then gets instruction and the rule applies as it is written with the base runners advancing.

Rule 7-3-6: If a whole bat is thrown and hits any other player, coach, umpire or spectator, the ball is dead immediately, **and the umpire will rule based on the severity of the thrown bat:**

Incidental If the thrown bat lightly contacts another person, the batter is out, the runners return to their bases, and the batter is allowed to remain in the game.

Blatant If the thrown bat severely contacts another person, but does not otherwise injure that person, the batter is out, the runners return to their bases, and the batter is ejected from the game.

Flagrant If the thrown bat makes violent contact with another person, causing an injury to that person, the batter is out, the runners return to their bases, and the batter is ejected from the game and suspended from the next game.

Batters must control their bats.

Rule 10-1-1: Courtesy Runners. At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher of record, i.e. the last pitcher or catcher to play defense. In the top half of the first inning, courtesy runners may be used for the pitcher or catcher that starts in the bottom half of the first inning. **With two outs, courtesy runners MUST be used for both the pitcher and catcher.** Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

Any player who violates the courtesy-runner rule is considered to be an illegal substitute. Should an injury, illness or ejection occur to the courtesy runner, another courtesy runner for the pitcher or catcher may run. The courtesy runner is selected as follows:

A. JV Division

1. The player making the last out previous to, or during, the plate appearance of the pitcher/catcher shall serve as the courtesy runner. In the case of a double play or other multiple out scenario, the player put out last shall be the available courtesy runner.

B. Varsity Division

1. The courtesy runner must be selected from the substitute players who have not yet participated in the game. Players who have participated in the game in any capacity are ineligible to serve as courtesy runners. **Exception** – if there are no available courtesy runners, the player making the out previous to, or during, the plate appearance of the pitcher/catcher shall be available as a courtesy runner. In the case of a double play or other multiple out scenario, the player put out last shall be the available courtesy runner.
2. The same individual runner may not be used as a courtesy runner for both positions (pitcher and catcher) during the game.
3. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half-inning. **Exception** – If an injury, illness or ejection occurs and no other substitutes are available, the courtesy runner may be used as a substitute.

IV. Postseason Playoffs

The Varsity Division and the JV Division will each conduct a postseason playoff to determine a League Champion. The number of teams that qualify for the postseason, and the format of the postseason playoff will be determined by the Board of Directors each season, and communicated to all teams prior to the start of the season.

If teams are tied for a playoff spot, the tie is broken by a set of tie breaking rules. The tie breaking rules are applied, either to determine which teams qualify for the playoffs, or to determine seeding in the playoff system. The rules below are applied in order until the tie is broken. If three teams are tied for one playoff spot and the third team is eliminated at any step, the tie breaker reverts to step one for the remaining two teams. If multiple playoff spots are at stake, the rules are applied in order until the first team qualifies, then the process is restarted for the remaining teams. The Tie Breaking Rules are as follows:

1. Head-to-head (best won-lost-tied percentage in games between the teams).
2. Best overall won-lost-tied record. This tiebreaker is used if, and only if, the teams have played the

same number of games; otherwise, proceed to Tie Breaking Rule 3.

3. Best won-lost-tied percentage in common games (games played against the same opponents).
4. Strength of Schedule (the combined won-lost-tied percentage of all the teams that a team has played against).
5. Best Net Runs (runs scored minus runs allowed) in common games. A team's Net Runs is calculated by adding together the run differential in each common game. For the purposes of this rule, the maximum run differential in any one game is ± 10 .

Case Example

Team A and *Team B* are tied for a playoff spot. During the regular season, *Team A* beat *Team C* by a score of 26-2, and *Team B* beat *Team C* by a score of 11-4. When calculating Best Net Runs, *Team A*'s run differential vs *Team C* is +10, and *Team B*'s run differential vs *Team C* is +7.

6. Best net runs (runs scored minus runs allowed) in all games. A team's Net Runs is calculated by adding together the run differential in every game. For the purposes of this rule, the maximum run differential in any one game is ± 10 .

Case Example

Team A and *Team B* are tied for a playoff spot. During the regular season, *Team A* beat *Team C* by a score of 7-4, and *Team B* lost to *Team D* by a score of 13-2. When calculating Best Net Runs, *Team A*'s run differential vs *Team C* is +3, and *Team B*'s run differential vs *Team D* is -10.

7. Coin Toss.