



Playoff Rules & Regulations

Macomb Township Little League

51194 Romeo Plank Rd. #306 | Macomb, MI | 48042 | www.mtlb.org

- Higher seeds are always the Home Team.
- All Pitch count rules apply for the entire playoffs.
- All teams must use a Continuous Batting order like in the regular season.
- Players arriving late will be added to the bottom of the batting order & must play 6 consecutive outs.
- All Pitch count rules apply for the entire playoffs.
- All teams must use players on your roster. (No Borrowed Players). If a team has less than 8 players at the start of the game or during the game a forfeit victory will be awarded to the other team. If a team has less than 8 players at the start of the game a 10-minute extension will start at game time and after 10 minutes if a team does not have 8 players to start the game they will forfeit to the other team.
- If a Manager or Coach takes any action that results in making a travesty of the Game they will forfeit the game.
 - (Time Delays included) a game is suspended by darkness or rain the game will re-start at the exact same spot including time, if players are missing their spot in the batting order will be condensed (No Out) if players come to the re-start that were not present they will be added to the bottom of the line up.
- Regulation Games consist of 7 Innings (Intermediate & Seniors) and 6 Innings in the other Divisions.
- USA stamped bat. BBCORE stamped bats for Intermediate and Seniors.
- Mercy Rules Apply to all Games: Majors, Intermediate and Senior Divisions
 - If after three (3) innings [Intermediate (50-70) Division/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.



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- If after four (4) innings [Intermediate (50/70) Division/Senior League: five innings], three and one-half innings [Intermediate (50/70) Division/Senior League: four and one-half innings] if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

- Absolute Drop Dead time ACP.
 - Time Limits one (1) hour and thirty (30) minute time limit will be imposed on all Playoff games. No inning will start after this time. If drop dead time occurs the score reverts back to the last completed inning.
 - EXCEPT for the Championship Game. No Time Limit on Championship Games.
- Absolute Drop Dead time Minors and Majors.
 - Time Limits Minors & Majors: A one (1) hour and forty (45) minute time limit will be imposed on all Playoff games. No inning will start after this time. If drop dead time occurs the score reverts back to the last completed inning.
 - EXCEPT for the Championship Game. No Time Limit on Championship Games.
- Absolute Drop Dead time Intermediate and Seniors.
 - Time Limit: No new inning will start after 2 hours. Drop-dead time of 2 hours and 15 minutes. No inning will start after this time. If drop dead time occurs the score reverts back to the last completed inning.
 - EXCEPT for the Championship Game. No Time Limit on Championship Games.