



**DMLL AAA DIVISION
POST SEASON PLAY**

**RULES FOR DETERMINING POST SEASON QUALIFIERS
RULES OF PLAY FOR POST SEASON**

I. AAA Division Championship Series

American League Champion v. National League Champion

The DMLL AAA Division Champion shall be determined by a best two out of three game **AAA Division Championship Series** between the American League Champion and the National League Champion. This series shall be played at the conclusion of the regular season and immediately following completion of the American League Championship Tournament and National League Championship Tournament (as defined in Section II, below).

- A. The home team for the AAA Division Championship Series shall be determined as follows:
1. The team with the better overall winning percentage in the regular season shall be the home team for games 1 and 3 and the visitor in game 2.
(Winning percentage is calculated as follows: total # of wins / total games played.
Tie games count as 0.5 wins for this calculation)
 2. In the event neither team has a better overall winning percentage in the regular season, the winner in head to head play shall be home team for games 1 and 3 and the visitor in game 2.
 3. If for any reason head to head play does not break this tie then the home team for games 1 and 3 shall be determined by a coin toss before game 1.

II. League Championship Tournaments

Triple Elimination Tournament Format

The American League Champion and the National League Champion shall each be determined by league wide championship tournament.

- A. At the conclusion of the regular season, there will be a triple elimination tournament in each of the American League (the "American League Championship Tournament") and National League (the "National League Championship Tournament") to determine the respective League Champions.
- B. All teams in each of the American and National Leagues shall play in their respective League Championship Tournaments.

C. The seeding for these tournaments shall be determined as follows:

1. Teams will be seeded by regular season winning percentage (i.e. the team with the best overall record in winning percentage will be the first seed).
Winning percentage is calculated as follows: total # of wins / total games played.
Tie games count as 0.5 wins for this calculation.
2. If two teams have the same regular season winning percentage the following tie breakers will apply in descending order:
 - Head to head play
 - Intra-league record (winning percentage of games played against other teams within a teams own league)
 - Total Runs allowed during the regular season
 - Total Runs scored during the regular season
 - Coin toss
3. If three or more teams are tied for the same regular season winning percentage the following tie breakers will apply in descending order:
 - Intra-league record (winning percentage of games played against other teams within a teams own league)
 - Total Runs allowed during the regular season
 - Total Runs scored during the regular season
4. If teams are still tied after applying all tiebreakers then the Division Coordinator shall supervise a blind draw that will result in remaining teams being designated to their respective seeding.

D. The home team in each of the League Championship Tournament games shall be determined as follows:

1. The team with the higher ranked seeding at the start of the tournament shall be the home team.

III. Postseason Tournament Rules

All Postseason games will be played according to the current DMLL AAA Regular Season Rules of Play unless specifically noted in the following.

- A. During league pre-season, regular season and post-season games pitchers must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days and one game of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days and one game of rest must be observed.
 - If a player pitches 41 - 50 pitches in a day, two (2) calendar days and one game of rest must be observed.
 - If a player pitches 36 - 40 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required.

- B. A player may not pitch in more than one game in a day. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- C. "Bat around" rules will apply throughout the tournament.
- D. A 10 run mercy rule will be in effect. The losing team must bat at least four times.
- E. There will be a 5 run rule limit per inning. The 6th inning and any extra innings will not have a run rule limit.
- F. Tie games will be continued. Any tie games that are suspended because of darkness will be scheduled to complete prior to advancement to the next tournament game.
- G. During tournament play each team will field 9 players. The outfielders shall be positioned on the outfield grass (generally at least 25 feet behind the bases unless outfield is in to prevent a run when the game is on the line) to prevent them from interfering with the infield positions and plays in the infield.
- H. Outfielders may not be positioned to create a rover immediately behind 2nd base.
- I. Every player must play, at least, every other inning defensively. There is no minimum infield play requirement.
- J. Teams must start and finish the game with 9 players per the little league rules. Failure to do so will result in forfeit of that game
- K. Teams are expected to enter the tournament with their roster at full strength (i.e. 12 players) unless otherwise authorized the DMLL Board of Directors
- L. Teams with only 8 or 9 active players available from their regular roster at game time may bring up 1 player from a lower division team to play in that specific game, for a maximum of 10 active players at game time. The player brought up to play cannot pitch.
- M. Discipline and good sportsmanship shall be maintained at all times. This applies to dugouts as well as stands. Managers are responsible for the conduct of players, coaches, and parents/fans. If a manager, coach, spectator, or player is ejected from a game, he/she must immediately leave the playing and spectator areas. Failure to do so will result in a forfeit. Ejection from a game will result in suspension from the remainder of the tournament.

Home Team:

- The home team will prep the field and put all equipment out including bases, etc.
- The home team will occupy the first base dugout.
- The home team supplies at least three game balls.
- The home team will keep the official scorebook.
- The home team will designate an official pitch count recorder who is responsible for maintaining the official pitch counts for all pitchers
- The home team manager is responsible for imputing the official score, pitch count, and player absences upon being prompted to do so by an email that is sent out

by the league.

Visiting Team:

- The visiting team will be responsible for the field breakdown, putting all equipment away, repairing holes on the pitching mound, repairing the batters' box, and cleaning up trash.
- The visiting team will occupy the third base dugout.
- The visiting team should supply at least two game balls as backup.
- The visiting team will keep a scorebook for itself.
- The visiting team will keep a pitch count for all pitchers.

IV. Coast Cities Tournament

DMLL will send three teams from each of the American League and National League to represent DMLL in the Coast Cities Tournament. The three teams from each league will be determined as follows:

- The team that wins the League Championship Tournament will represent DMLL as the 1st seed.
- The team that loses to the League Champion in the final game of the League Championship Tournament will represent DMLL as the 2nd Seed.
- The team that wins the final game of the consolation bracket of the League Championship Tournament will represent DMLL as the 3rd Seed.