

XVIII. PLAYOFF RULES

All Rules and Regulations described herein and in the USSSA rules apply to Playoffs unless otherwise noted below. During playoffs, teams from the same division who play on different nights come together to compete in an overall divisional playoff. As a result, these teams will be scheduled to play on nights that are different from their regular night of play.

A. Game Format

1. Games will be seven (7) innings with 70-minute time limit. No new inning will begin after 65 minutes.
2. Championship games will be (7) innings with a 90-minute time limit. No new inning will begin after 85 minutes.
3. Playoff games cannot result in a tie. Additional innings therefore must be played, regardless of time limit, until a winner is determined
4. There will be a 5-minute grace period for all games. This 5 minute grace period, if used, will be taken off the original 70 minutes.
5. Play time will be officially tracked by using game-play timers.
6. Double elimination format – Home team will be decided by a coin flip at all games except for the championship game, where the undefeated team will be the home team.
7. Single elimination format – Home team will be decided by a coin flip at all games

B. Complete Game

1. A game is considered to be a complete game when it has reached:
 - a) Sixty (60) minutes OR
 - b) Five (5) complete innings OR
 - c) Four and one-half (4 ½) innings (*if home team is ahead at that point*) regardless of time remaining.

C. Qualification

1. Divisions with 3 or less teams: All teams advance to playoffs.
2. Divisions with 4 teams: The top 2 teams advance to playoffs.
3. Divisions with 5 or 6 teams: The top 3 teams advance to playoffs.
4. Divisions with 7 or 8 teams: The top 4 teams advance to playoffs.
5. Divisions with 9 or 10 teams: The top 5 teams advance to playoffs.
6. If the total number of teams, across all nights of play, in any given league, amount to 4 or less teams, all teams in that league will advance to playoffs.

D. Playoff Seeding

1. Final standings regulate playoff seeding and will be determined by the best record, based on overall points. (See Standings section)
2. When determining playoff seeding for combo-leagues, a team's overall points will only be compared to the overall points of the other teams in their league level.
 - a) Therefore, teams competing in “combo-leagues” will be in competition only with the teams of their level when determining playoff seeding.
 - Example: In an 8-team C/D combo-league containing 3 C-teams and 5 D-teams, all 3 C-Teams and the top 3 D-teams will advance to their respective playoffs.

E. Tie-Breaker Process

- a) If two teams are in a tie with equal overall points
 - The team with the best overall record in games among the two tied teams, based on points, will finish higher in the final standings.
 - If still tied, the team with the highest run differential (maximum 12 per game) in games among the two tied teams will finish higher in the final standings.
 - If still tied, the team with the least overall runs allowed in the season will finish higher in the final standings.
 - If still tied, a coin flip will determine which team finishes higher in the final standings, unless this eliminates a team from playoffs, at which point an elimination game will be played, with the winner of that game finishing higher in the final standings.
- b) If there is a tie between three or more teams
 - The team with the best overall record in games among all the tied teams, based on points, will finish higher in the final standings.
 - If no one team has more points than all the other tied teams (as determined in the previous step), the team with the highest run differential (maximum 12 per game) in all games among the tied teams will finish higher in the final standings.
 - If no one team has a higher run differential than all the other tied teams (as determined in the previous step) the team with the least overall runs allowed in the season will finish higher in the final standings.
 - If no one team has the least overall runs allowed in the season (as determined in the previous step) the team with the least forfeits will finish higher in the final standings.
 - Each time a team is determined to finish higher in the standings, the tie-breaker process starts over again with all remaining tied teams.
 - If at any time during this process, the number of tied teams is reduced to only two (2), the tie breaker process reverts to the two-team process above.

F. Rosters & Line-up Cards

1. Special “Playoff” Line-up Cards must be used for all playoff/championship games. Managers may obtain their line-up card from the scorekeeper prior to their game.
 - a) These line-up cards must be filled out completely and signed by each player prior to being turned into the scorekeeper.
2. Roster checks will be conducted:
 - a) Throughout all playoff games at random.
 - b) Prior to the start of all Championship games for Single Elimination Playoffs and prior to the start of Semi-Final and Championship Games for Double Elimination Playoffs.
3. The Game time will not start until the roster check is completed for both teams.
4. Players must show I.D. immediately upon request. Players that do not produce a valid photo I.D. will not be allowed to play in the playoff game(s).
5. Players must be officially rostered, meet all eligibility rules as stated herein AND
 - a) In a 10 to 12 game season:
 - Players must have played in three (3) regular season games
 - b) In a 7 or 8 game season:
 - Players must have played in two (2) regular season games
6. The League reserves the right to forfeit any game(s) in which an ineligible player participates, including after the game has ended.

G. Flip-Flop Rule

1. The “Flip-flop” rule will take effect in games where the home team is down by a run differential of 12 or more
 - a) At the conclusion of the 4th inning OR
 - b) At the conclusion of any inning after the 55-minute, but before the 65-minute mark.
2. When team’s flip-flop the home-team “flips” and becomes the visiting-team and bats at the top of the next inning.
3. If they do not score enough runs to reduce the run differential to less than 12, the game is over.
4. If they do score enough runs to reduce the run differential to less than 12, the original visiting team becomes the home-team and, time permitting, the game is to continue until the run differential is once again 12 or more or time has expired.

H. Run Rule

1. A 12-run rule after five (5) innings will apply to all playoff games. Unless flip-flop rule has been implemented.

I. Protests

1. Protests during playoffs must be verbally filed with the scorekeeper and umpire prior to the last out being recorded:
 - a) Protesting Manager must then immediately file a written protest with Field Supervisor which must include the \$50 protest fee.
 - b) The Supervisor/League Director will then research the incident and rule on the specific rule(s) in protest. If the protest is upheld, the \$50 protest fee will be returned. If the protest is disallowed, the fee will not be refunded.
 - c) Any continuation game resulting from a protest will be played from the point in time when the umpire and scorekeeper were verbally notified of the protest by the manager/captain and before the next scheduled playoff game.
 - d) Protest for ineligible player will result in a forfeit if player is found ineligible.

J. Ejections

1. Any player, manager or coach ejected from a playoff game is, at a minimum, automatically suspended for their next game regardless of team.
2. If a player, manager or coach is ejected for drinking or possessing alcohol during the game they are automatically suspended for their next two (2) playoff games regardless of team.
3. Further penalties may be imposed on the ejected individual(s) and/or team upon review of the ejection reports by the league director.
4. Ejected individuals may not play/participate in any game, for any team, until the suspension has been lifted.
5. Managers, coaches and players should contact a League Field Supervisor or the League Director to confirm the ejected individual’s eligibility prior to their next game following their automatically suspended games.
6. Ejected players, manager and coaches must leave the field of play (including in and around the dugout).
7. Ejected individuals, who interfere, in any way, with games in progress, will be required to leave the premises immediately. Failure to do so will result in more disciplinary action.

XIX. PLAYERS CODE OF CONDUCT

City of Concord Parks and Recreation Department Adult Sports Code of Conduct			
<p>The City of Concord is committed to providing safe and enjoyable programs in a family-friendly environment. Participants of the City of Concord Adult Sports Program are all held to standards of behavior that are detailed in our Rules and Regulations.</p> <p>The Code of Conduct is in effect before, during and after all games. Umpires, Field Supervisors and League Directors are responsible for enforcing all standards.</p> <p><i>This document is a guideline and the League Directors have the authority to change or modify the offenses and penalties as needed.</i></p>			
EJECTION FOR FOLLOWING OFFENSE:	MINIMUM PENALTY IMPOSED	MAXIMUM PENALTY IMPOSED	PROBATION
Fighting or physical attack of another player, spectator or official	2 game (week) Suspension	Player/Team lifetime suspension from City sponsored Adult Sports Programs	1 month to lifetime
Verbal Abuse, Threats or Trash Talk	1 game (week) Suspension	Player/Team lifetime suspension from City sponsored Adult Sports Programs	1 month to lifetime
Rough Tactics	1 game (week) Suspension	Player/Team suspension 1 year	1 month to lifetime
Refusal to obey or questioning official's decision by participant other than manager.	Player/Team Written Warning	Lifetime suspension from City sponsored Adult Sports Programs	1 month to lifetime
Throwing Equipment	1 game (week) Suspension	Player/Team suspension 1 year	1 month to lifetime
Consuming or being in possession of any alcoholic beverage or cannabis during game	2 game (week) Suspension	Player/Manager/Team suspension 1 year	1 month to lifetime for Player/Team/Manager
Possession of illegal substance in or near fields, before, during or after games	4 game (week) Suspension	Player/Manager/Team suspension 1 year	1 month to lifetime for Player/Team/Manager
Appearing on field at any time under the influence of alcohol or drugs.	2 game (week) Suspension	Player/Manager/Team suspension 1 year	1 month to lifetime for Player/Team/Manager
Profane, vulgar, or obscene language	Player/Team Written Warning	Player/Team suspension 1 year	1 month to lifetime
Use of Illegal/Altered Equipment	1 game (week) Suspension. Equipment in question banned from play.	Player/Team suspension 1 year	1 month to lifetime
<p>Verbal warnings will not be issued. Team Managers are responsible for the actions of participants at all times during City of Concord programs. The term "participant" includes players, managers, coaches and spectators. Offenses will be reviewed by League Directors and written notice will be forwarded to team manager as quickly as review and investigation allow.</p> <p>*Players caught participating when they are ineligible are subject to suspension and may have to appear before the League Committee for re-instatement. Penalties and sanctions may also be issued to Managers and/or teams for allowing ineligible or non-rostered players to participate in their game(s). Listing/playing a non-rostered or ineligible player during a game may result in a forfeit.</p> <p><u>All suspensions, unless otherwise noted, will be comprised of all City teams regardless of the night of play.</u> Written notice of appeal must be received within 30 days of issuance and include any supporting documentation.</p>			