

Playing Rules: Coastal, International, Atlantic, and Southern – Spring 2025

(NOTE – – Order of precedence, Local Rules and Administration Rules, followed by Dizzy Dean then Official Little League Rules (OLLR) apply

Category	Coastal League (Machine Pitch)	Atlantic and International League (Machine Pitch)	Southern League
Game Length	<ul style="list-style-type: none"> • Normal Length. Except as provided below, no inning starts 1:45 after game start. An inning is deemed to start as soon as the last out in the preceding inning is called by the umpire. Once started, innings are completed unless the winning team has been determined (a minimum of 3 ½ innings are required to be a complete game). Tie games are permitted; however, a tie may go into extra innings provided the 7th or any subsequent extra inning starts prior to 1:35 minutes after game start, at the discretion of the coaches. No inning may start after 9:30 pm. • Playoff Games. The 1:45 and 1:35 time limits are waived for championship games. For all other playoff games, no inning may start 1:45 after game start unless the teams are tied. If the two teams are tied or if the game is not a regulation game (See OLLR 4.10 - 4.11) when time has expired, play will continue until (1) the minimum number of innings to constitute a regulation game have been completed (i.e. 4 complete innings or 3 ½ complete innings if the home team is ahead) and (2) the game is decided by one team having more runs than the other. (Exceptions: (1) No inning of any game, including a championship game, may start after 9:30 p.m. (2)) When two or more playoff games are on the same field, no inning of a game may start 1:45 after game start, unless the teams are tied, in which case no inning may start 2:00 after game start. In either case (1) or (2) where play in a tied playoff game, including a championship game, is suspended due to a time limit, the game will resume the following day, or the first available day thereafter, from the exact point at which play was halted. Pitching and substitution rules will be the same as those that would apply for any game that is halted due to weather, light failure or curfew and resumed on a subsequent date.) Games that are resumed on a subsequent day will be played until (1) the minimum number of innings to constitute a regulation game have been completed (i.e. 4 complete innings or 3 ½ complete innings if the home team is ahead) and (2) the game is decided by one team having more runs than the other. • Start Times. The official game start time will be set by the home plate umpire while meeting with both teams' managers at home plate for the beginning of the game. • Slaughter Rule. If a team is ahead by 5 or more runs at the end of 5 or more complete innings, game is over (4.5 innings if Home Team is leading). 	<p>Same as Coastal except:</p> <ul style="list-style-type: none"> • Normal Length: International League: No inning starts 1:30 after game start Atlantic League: No inning starts 1:15 after game start. Atlantic League Playoffs:(1) No inning of any game, including a championship game, may start after 9:30 p.m. (2)) When two or more playoff games are on the same field, no inning of a game may start 1:15 after game start, unless the teams are tied, in which case no inning may start 1:30 after game start. • Slaughter Rule If either team is ahead by 9 or more runs at the end of 4 innings (3 ½ if the home team is ahead, the game is over (game outcome is determined because of the 4 run/inning scoring limit). 	<p>Same International except:</p> <ul style="list-style-type: none"> • Normal Length. No inning starts 1:00 after game start.

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Pitching Machine/Tee	<ul style="list-style-type: none"> • Setup. Home team is responsible for setup and storage of machine. • Operation. Machine will be operated by coach of the team that is batting. That coach may not instruct or coach players once the ball is in play. Coach shall make every effort to not interfere with the ball while in play. The ball is in play upon being placed in the machine. Pitching Machine Target Speed – 42mph • Inoperable. If the machine is inoperable for any reason, the game is treated as if it were postponed due to inclement weather. • Pitcher. Fielder playing the pitcher position stands to the side of the machine with at least one foot in the turf areas on either side of the mound • Batted Ball Hits Machine. Batted ball hits machine, cord, or coach ruled a ground rule single and play is dead. All runners advance one base, whether or not forced. 	<p>Same as Coastal except:</p> <p>International: Pitching Machine Target Speed – 37 mph</p> <p>Atlantic: Pitching Machine Target Speed – 34 mph</p>	<p>Same International except:</p> <p>Batting Tee.</p> <ul style="list-style-type: none"> • Set up by the home team. • The Tee is placed on the plate prior to each batter coming to the plate. • As soon as the batter hits the ball, the Plate Umpire removes the Tee from the plate so that it will not obstruct a play at the plate. • Coach pitch will occur, no later than, after Spring Break; 3 pitches and then, if no contact, hit off Tee
Batting	<ul style="list-style-type: none"> • Batting Order. All members of a team will be in the batting order. Late arrivals are to be added at the end of the order. The batting order must have at least 8 spots. All members of a team will be in the batting order. Late arrivals are to be added at the end of the order. If a team has only 7 players available at any time during the game, the open spot in the batting order will be an automatic out whenever it is the open spot's turn at bat. • Pitch Count. A batter is automatically out after 3 swinging strikes or 5 total pitches unless the 3rd swinging strike or the 5th pitch, and any subsequent pitch, is fouled off. • Called Strikes. No called strikes. • Walks. No walks or bases awarded to batters who are hit by the pitch. • Scoring Limit. No more than 4 runs per inning may be scored. • Bunts. Not allowed. A bunt counts as a foul ball, including being out on the 3rd strike. • Batted ball in dirt. A ball that fails to reach and remain further than the infield grass in front of home plate is considered a foul ball. • Helmets. All helmets are required to have a cage or C-flap. 	<p>Same as Coastal except:</p> <ul style="list-style-type: none"> • Pitch Count. A batter is automatically out after 3 swinging strikes or 6 total pitches unless the 3rd swinging strike or the 6th pitch, and any subsequent pitch, is fouled off. • Called Strikes. If a batter takes 4 consecutive pitches without swinging, a strike is called. 	<p>Same as International except:</p> <ul style="list-style-type: none"> • No strike outs or swinging strikes. • A batter may be positioned at plate by the Manager or Coach.

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Base Running	<ul style="list-style-type: none"> • Containment: Containment shall occur when: a) a batted ball that does not leave the infield is in the hand of an infielder (P, C, 1B, 2B, SS, or 3B), or b) a batted ball that has left the infield is returned and is in the possession of any player inside the infield. The "infield" for purposes of Containment is the entire area that is not outfield grass and shall include the foul territory on the infield side of the two lines that extend from the outfield grass cut to the fence. When containment occurs, the umpire should so indicate by raising his hand, but this does not stop the play. Upon containment, the runner(s) may proceed no further than to the next base plus one. All runners are at risk of being put out until play is called. A runner who is contained but keeps running can be thrown out. After the play is over, the umpire will return any runners who were not put out to the correct base. • Stealing. Stealing is permitted if the pitch gets out of the 9' catcher's circle. No more than 3 bases may be stolen in an inning. Leadoffs are not permitted; however, a runner may leave the base (i.e. "push off") when the pitch has crossed home plate. Nevertheless, a runner may not break into a run in order to advance to the next base until the ball gets outside the 9' catcher's circle. No runner may advance beyond the "attempted base" on any errant throw that is made in an effort to throw out a runner on an attempted steal. Further, no runner may steal on an errant throw back from the catcher to the pitcher. Under no circumstance may a runner steal home. • Double 1st Base. OLLR 7.15 applies. The orange base is in foul territory and shall be touched by the runner advancing from home to first base. (Exception: On extra base hits or other balls hit into the outfield where there is no chance for a play being made at first base, the runner may touch either the white or orange base first.) The white base shall be in fair territory and shall be touched by the fielder making a play at first base. The batter/runner will be called out if, on his way from home to first, he does not first touch the orange base. A play at first shall be called safe if the fielder touches only the orange base in attempting to make a put-out at the base. Once the batter first touches the orange base, it is no longer in play and he must occupy the white base for all other purposes. • Courtesy Runner. A Manager may use a "courtesy runner" when for a runner who is to be the catcher in the next half inning when there are 2 outs. The Courtesy Runner must be the runner who made the last out. • Coaches Interferences: Coaches cannot touch a player or interfere with play during ongoing play. If rule violated, it is an automatic out and it is dead ball play as of time of player contact or interference. • Obstruction. OLLR definition applies. 	<p>Same as Coastal except:</p> <ul style="list-style-type: none"> • Containment: Containment occurs when: a) a batted ball that does not leave the infield is in the hand of an infielder (P, C, 1B, 2B, SS, or 3B), or b) a batted ball that leaves the infield makes contact with the ground or with any player inside the infield upon being thrown back in from the outfield. Upon containment, the runner(s) may proceed no further than to the next base. Note: Containment does not occur when a fielding error on a batted ball permits the ball to leave the infield and go into the outfield. • Stealing. Not permitted. • No Courtesy Runner 	<p>Same as International except:</p> <ul style="list-style-type: none"> • No runner may leave the base until the ball is hit. If a runner leaves too soon, all outs made on a play will count and the batter must bat again, unless he was out on the play. • Obstruction. Unlike Coastal and International, where the OLLR definition of "obstruction" applies, obstruction occurs when any fielder deliberately interferes with a runner. The fielder will receive a warning, and all runners will receive an extra base on any subsequent violation.

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Fielding	<ul style="list-style-type: none"> • Players. <ul style="list-style-type: none"> • Outfielders - Four outfielders shall be used for a total of 10 players. All outfielders will be located in the center of the green circle mats until the ball is put into play or crosses home plate. Outfielders cannot make a play in the Infield including tagging a base or tagging a runner, nor can they contain a ball in the Infield for the purpose of the "Containment" rule. • Infielders – Infielders (1B, 2B, SS & 3B) must all be on the infield dirt before each pitch is delivered until the ball is put into play or the ball crosses home plate. • Pitcher – Pitcher is allowed to tag home plate for a force out <u>once per inning, and can not make any unassisted outs other than this one out except for pop up/line drive catch</u> • Rotation. There is free substitution of players on defense. Players must start at least every other game. In games lasting 5 innings or more, each player must play at least 2 innings in the infield (defined as C, P, 1B, 2B, 3B, or SS). At least one of those innings shall be during the first three innings of the game. No player shall sit out more than one inning in a game until all players have sat out one inning. No player may play more than 3 innings at any one position. No player shall play more than 2 innings in the infield during the first 3 innings of the game. • To have recorded a played inning for any of the league participation rules, a player must start and end the inning in the field (in the infield for leagues requiring infield play), and not spend any time on the bench during that inning • Infield Fly Rule. Not called. 	<p>Same as Coastal except:</p> <ul style="list-style-type: none"> • Players. 5 outfielders for a total of 11 players will play defensively. They must be equally spaced and located in the center of the green circle mats. • A player is limited to 1 inning per game at catcher • Throwing. If a ball is intentionally rolled to any base by a fielder, the runner is automatically safe at the base to which he was advancing, even if the fielder picks up the ball and forces or tags the runner. The pitcher may not make an unassisted put out at any base other than home. • All players must play P, 1B, 2B, 3B, or SS at least 1 inning in the first 3 innings. 	<p>Same as International except:</p> <ul style="list-style-type: none"> • Players. All players play in the field. An infield consisting of a P, 1B, 2B, 3B, and SS and optionally a C is positioned. All remaining players are put in the outfield. They must be equally spaced and equally distanced from the infield dirt in green circle mats • Rotation. No player may play more than 2 consecutive innings in either the infield or the outfield. A player cannot play the same position for more than 2 innings. • Throwing. If a ball is intentionally rolled to any base by a fielder, the runner is automatically safe at the base to which he was advancing, even if the fielder picks up the ball and forces or tags the runner. The pitcher may not make an unassisted put out at any base other than home.
Safety Rules	<ul style="list-style-type: none"> • Sliding: The runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. <ul style="list-style-type: none"> • A runner does not have to slide at home plate, but must attempt to avoid a tag only if the player at the plate has ball in hand and is awaiting a tag. • A runner does not have to avoid a fielder if they do not have the ball awaiting a tag. • Head first sliding is NOT allowed and will result in an automatic out. For avoidance of doubt, players are NOT permitted to dive back to a previous base . • Bat Throwing. A player who throws the bat unintentionally will be warned by the umpire. If that player subsequently throws the bat, he will be called out. The defensive manager has the option of accepting the results of the play or calling the batter out and the play being dead. Players who throw the bat intentionally are out and receive no warning. • Catcher's Mitts. Use of Catcher's mitts by catchers is recommended but not mandatory • Catcher's Masks. All catcher's masks must have a dangling throat protector • Batting. Only the current batter is allowed to take warm-up swings. No other player may swing a bat. • Batting Safety – No player may swing a bat unless they are: <ul style="list-style-type: none"> • At the plate taking their turn in the lineup. • Bats should not be in the hand of the on-deck batter until he/she is leaving the dugout for their at bat. • In a batting cage with a parent in the cage (no kids should be throwing batting practice). • Helmets. All helmets are required to have a cage or a C-flap. • Fake Bunt / Swing Rule: A Fake Bunt and then Swing in ANY LEAGUE is NOT ALLOWED! Batters may not fake a bunt, pull back and swing away as this presents a safety issue. Any batter performing a fake bunt and slash play will be called out and the ball will become dead without allowing any base runners to advance. 	<p>Same as Coastal except:</p> <ul style="list-style-type: none"> • International League uses RIF 5 balls 	<p>Same as International except:</p> <ul style="list-style-type: none"> • Collision Rule. Any runner who runs upright into a fielder shall be automatically out unless the umpire rules there was no way the runner could have avoided the collision. • Southern League uses RIF 1 balls • Catcher's mitts are optional. • Catcher's masks do not have to have a dangling throat protector

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Special Rules	<ul style="list-style-type: none"> • Forfeits. Game is forfeited if a team does not have 8 players at the start of the game. If neither team has 8, then both forfeit. Managers may not agree to cancel or reschedule a game. A manager may notify the League Director if an organized school or religious function will result in fewer than 6 players from the team roster being available for the game. Such games will be rescheduled. • Call-overs. A manager may arrange for the temporary movement of one or more players from the list of eligible call-over players from the same league, but only if necessary, to enable his team to have up to 10 players at the start of the game. A roster player of a team that arrives after a game has started will be treated as a late arriving player and added to the end of the batting order, and any call-over players that are already in the line-up pursuant to this rule will remain in the line-up for the duration of the game. Any player called over on a temporary basis during the season must not bat in front of any roster player in the batting order except for late arriving roster players and may only play the minimum number of infield innings per the respective league rules. A player will not be allowed to play in any game as a call-over player if it would result in that player missing a game played by his/her own team. A player may only miss a practice to play in a game as a call-over player with the approval of such player's manager or coach of record. When the game to which a player is being called over precedes his/her regular league game, participation in the call-over game: (1) shall only take place with the approval of such player's manager or coach of record; and (2) shall be limited as requested by the call over player's manager or coach of record, including the duration of his participation and the positions played in the call over game. • Call Overs for Playoff games: Number of call-overs per team is 2. Accordingly, team with 6 can call over to 8 (take out for missing 9th spot, but avoid forfeit) and team with 7 can call over to 9. <ul style="list-style-type: none"> • League specific participation rules apply. • Player(s) being called over is determined by LD. Call over will be decided in effort to make as equitable a replacement of missing roster player as possible by taking tournament team rankings and draft positions into account. • If regular player shows up late to game, call-over is removed and replaced in order by regular player. In cases where 2 players are called over, LD determines which call-over coincides with which roster player. • Coaches are not involved in any call-over decisions. Coaches let LD know at least 24 hours ahead of time regarding need for call-over(s). • Coaches. One defensive coach is permitted on the field and must be within arm's reach of the dugout gate. • Readiness. Both teams must be ready to play within 3 minutes of the last out of the prior half inning. Penalty to batting team is an out. Penalty to fielding team is player who made last out is awarded 1st base. Umpire is not required to enforce this rule, but it is available if there is a lack of effort in having team ready. • Umpires. The league will assign teams to be responsible for providing the Base Umpire for games other than their own. The duty is the responsibility of the Manager or Coach of Record. The home team provides the Plate Umpire. 	<p>Same except:</p> <ul style="list-style-type: none"> • Coach on field. No more than 2 defensive coaches may be stationed in foul territory, one down each outfield line • Umpires. The home team supplies the Plate Umpire and the visiting team supplies the Base Umpire. 	<p>Same except:</p> <ul style="list-style-type: none"> • Readiness. Rule not applicable. •

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Category	Rule
Duty Officers	<ul style="list-style-type: none"> • Duty Officers are assigned to be present at Murphey Candler Park when practices and games are scheduled. Duty Officers are MCB Directors who are delegated the authority to enforce these rules and handle all matters arising at the park. • Weather. The Duty Officer may postpone practices and games because of weather or field conditions before a game starts. Once a game has started, the decision on playing conditions rests with the Game Umpires; however the Duty Officer may still postpone practices and games for weather conditions park wide. • Safety. Duty Officers may suspend or terminate play because of unsafe weather conditions (i.e. lightning/thunder). Any game in progress at that time will be treated as a game that was called by the Game Umpires for inclement weather for purposes of whether the game is complete, suspended, or replayed; however the Duty Officer may still postpone practices and games for weather conditions park wide. • Temperature. During the pre-season practices, Duty Officers will declare the park closed whenever the temperature drops below 40° F.
Umpires	<ul style="list-style-type: none"> • Umpire-In-Chief. This person is the MCB Director responsible for the supervision of all umpires at the park. The Umpire-In-Chief (as well as any other Director including the Duty Officer) may not overrule Game Umpires or otherwise intercede in a game in progress except upon invitation of the Game Umpires. • Game Umpires. Two umpires must work every game unless the managers of both teams agree to proceed with one. • Plate Umpire. He is the Umpire-In-Chief for the game and in full control of the game as provided in OLLR (EXCEPTION- Coastal, where this role is filled by the field/base umpire or a board member is filling role). This includes the authority to eject players, managers, coaches, and spectators from the game, the field, the stands or even the park if necessary to ensure the orderly conduct of the game. Other responsibilities include those in OLLR 9.00 and: <ul style="list-style-type: none"> • Starting and finishing time for the game • Expiration of game time limits • Acceptability of equipment used in games • Number of warm-up pitches in excess of 4 between innings or for new pitchers. • Whether a player is in uniform. • Whether a game is to be called on account of darkness, inclement weather, or field conditions once it has started • All judgment calls • The Plate Umpire's decision in these matters is final and not subject to protest.
Protests / Disputes	<ul style="list-style-type: none"> • Discussions. One Manager or Coach may, after timeout is called and with the permission of the Plate Umpire, approach either umpire for purpose of discussing a disputed call. The discussion must be mild and brief. • Protests. If a Manager believes a Game Umpire has misinterpreted a playing rule (as opposed to judgment calls, equipment, field conditions, and the like), he has the right to protest the Umpire's decision. He must announce his intention to protest before the next pitch is thrown. Protest Resolution. Umpires shall halt play and try to resolve the protest with the Duty Officer and both Managers. If agreement is reached, the protest shall be considered withdrawn, even if the ruling is later determined to be incorrect. If the facts are agreed to but agreement cannot be reached, the Duty Officer shall halt play for up to 10 minutes and contact at least two members of the Protest Committee for a spontaneous ruling. If a decision is reached in this manner, it will be final, even if it later proves to be erroneous. If the above steps fail to yield a resolution, the game shall proceed under protest. The protesting Manager must, within 24 hours of the completion of the protested game, submit the protest in writing or via email to the League Director, or if unavailable, the President or Executive Vice President. The League Director (or President or EVP) will note the time and date received and the name and team of the person submitting the protest. It will then be referred to the Protest Committee for action. The Protest Committee will obtain any needed information from the Game Umpires and opposing Manager and render a written decision within 7 days. Copies of the decision will be provided to Managers, Game Umpires, and the MCB President for his permanent records. • Protests for Lineup Infractions. If a Manager believes a line up infraction has occurred, he/she must submit that protest to the League Director the day the game with the infraction is played. It is strongly suggested that if an infraction is noticed before an inning starts, or with time to correct the infraction, the manager of the noticing team communicate directly (without causing attention) with the manager of the team making the infraction. It is also strongly suggested that teams swap lineups pregame so that notations can be made as changes occur.
Coaches	<ul style="list-style-type: none"> • Conduct. All persons serving in these roles must agree to be bound by the terms of the MCB Code of Conduct. No Manager or Coach shall use tobacco, alcohol, or any illegal or controlled substance at or near the fields or dugouts. No Manager or Coach shall engage in any conduct deemed inappropriate or detrimental to any player, coach, manager parent, or MCB during any practice or game. This would include profanity, physical intimidation, or any other conduct in the judgment of the Umpire or Board of Directors deemed inappropriate. If such action occurs during a game, the umpire may issue a warning and shall take such action as necessary to stop the inappropriate conduct including ejection of any person from the game site or Murphey Candler Park. MCB reserves the right to take further additional action as deemed necessary for the well-being of the park. • Certification. Manager and Coaches-of-Record must have completed the background checks • Dugout Coaches. No more than 4 adults may work a game. In order to be in the dugout at any time, an adult must be registered with MCB as a Manager, Coach-of-Record, or Assistant. The League Director will use the MCB Directory as the exclusive guide to Managers and Coaches unless informed otherwise in writing prior to a given game by the Manager. (EXCEPTION: A team parent may also be in the dugout in the Coastal, International, Atlantic and Southern leagues). At least 1 adult must be in the dugout at all times. • Base Coaches. Base coaches may be adults who are registered Managers or Coaches. Any player serving as a base coach must wear an NOCSAE-approved helmet. • Injury Timeouts. No Manager or Coach may set foot in fair territory during the course of the game except during a timeout called by an umpire due to an injured player or to operate the pitching machine.

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Players	<ul style="list-style-type: none"> • Proper Uniform. Players must be in complete uniform in order to play in a game. Complete uniform shall mean MCB issued caps, jerseys, and socks for their team along with baseball pants, supporter and cup, and sneakers or rubber cleats (large, hard plastic cleats on baseball shoes are not permitted at games or practices). Buttons must be buttoned, shoelaces tied, and shirts tucked in. Undershells are permitted but no jewelry or any metal objects may be worn. Pitchers: See OLLR 1.11 and 1.15. When catching, players in all leagues other than Southern must wear a supporter and cup in games and at practices. A player may use his own batting helmet, provided it is NOCSAE approved and Atlantic through Coastal League helmets must have either C-Flap or a wire face mask. Atlantic and Southern (T-Ball) League may use a standard helmet without a wire face mask or C-Flap. Players may be removed from the game for violations of the uniform rule at the discretion of the Plate Umpire. Managers may not reduce a player's playing time for violation of this rule without prior permission from the Player Agent. MCB uniforms may be worn only for games (this rule does not apply to caps). • Conduct. The intentional throwing of a bat, glove, helmet, or any other equipment on the field or in the dugout area shall be grounds for immediate ejection from the game. Players may not intentionally distract or interfere with a player on the field or engage in any other un-sportsmanlike activity. The Umpire may eject a player for violations. The Umpire's judgment is final as to intention. • Discipline. Managers may petition the League Director to suspend minimum playing time rule for disciplinary reasons.
Practices	<ul style="list-style-type: none"> • Meetings. Limited to 3 per week except as noted in the Administrative Regulations, except for Southern League which is limited to 2 per week. A meeting or event is a game, practice, or any other assembly involving one or more managers or coaches and more than 4 players. No additional practices, meetings, or other events at MCB. For clarification purposes, a coach may not require an additional organized meeting/event and a meeting is not pick-up or neighborhood ball or other <i>ad hoc</i> play. Deviations from this rule must be approved by the League Director in advance. • Game Practices. Teams may not assemble prior to 45 minutes before the scheduled start of a game. NO pregame infield is allowed to be taken prior to any game by any team.
Batting Cages	<ul style="list-style-type: none"> • Coastal Cage (Two cages located behind Coastal Field usage by the two teams scheduled to play the next game on the Coastal Field.) • International Cage (The Single cage adjacent to International Field) The cage will be used on a "sharing time" basis by the two teams scheduled to play next game on International Field. The visiting team shall have the cage first and then relinquish the cage to the home team 25 minutes prior to the scheduled game time.
Score-keepers	<ul style="list-style-type: none"> • Each team provides its own scorekeeper. Score sheets shall be available for inspection by the League Director.
Tie Breakers	<ul style="list-style-type: none"> • Tie Breaker for Playoff Seedings • Winning percentage • Head to head • If more than 2 teams tied <ul style="list-style-type: none"> • i. If same amount games against each other – record against other teams in tiebreaker • ii. If different amount of games – then move to next tiebreaker – lowest average runs against • Lowest average runs against