

7th / 8th grade

2021 WWBL GAME SCHEDULE

5/3/2021

Day	Date	Time	Visitor	Home	Field
Mon	17-May	6:00	NR White	Hudson Navy	Hudson Town Hall
Mon	17-May	6:00	Prescott Cardinals	NR Black	NR Hatfield 1
Tue	18-May	6:00	NR Black	Hudson Gray	Hudson Town Hall
Wed	19-May	6:00	CSCR Blue	Prescott Cardinals	Prescott HS #3
Wed	19-May	6:00	Hudson Gray	Somerset Red	Somerset
Thu	20-May	5:30	Somerset Black	NR White	NR Hatfield 1
Thu	20-May	7:15	Hudson Gray	NR Orange	NR Hatfield 1
Mon	24-May	6:00	Hudson Gray	Hudson Navy	Hudson Town Hall
Mon	24-May	6:00	RF Blue	NR Black	NR Hatfield 1
Tue	25-May	6:00	NR White	RF Blue	RF Middle School
Wed	26-May	6:00	NR Black	CSCR Blue	CSCR JV Field
Wed	26-May	6:00	NR Orange	Prescott Cardinals	Prescott HS #3
Wed	26-May	6:00	Hudson Navy	Somerset Red	Somerset
Thu	27-May	5:30	Somerset Red	NR White	NR Hatfield 1
Thu	27-May	7:15	CSCR Blue	NR Orange	NR Hatfield 1
Thu	27-May	6:00	Somerset Black	Hudson Gray	Hudson Town Hall
Thu	27-May	6:00	Hudson Navy	RF Blue	RF Middle School
Mon	31-May		MEMORIAL DAY		
Tue	1-Jun	6:00	NR White	Hudson Gray	Hudson Town Hall
Tue	1-Jun	6:00	Somerset Red	RF Blue	RF Middle School
Wed	2-Jun	6:00	Somerset Black	CSCR Blue	CSCR JV Field
Wed	2-Jun	6:00	NR Orange	Somerset Red	Somerset
Thu	3-Jun	5:30	Prescott Cardinals	NR White	NR Hatfield 1
Thu	3-Jun	7:15	NR Orange	NR Black	NR Hatfield 1
Thu	3-Jun	6:00	CSCR Blue	Hudson Navy	Hudson Town Hall
Mon	7-Jun	6:00	Hudson Navy	NR Black	NR Hatfield 1
Mon	7-Jun	6:00	RF Blue	CSCR Blue	CSCR JV Field
Tue	8-Jun	6:00	Hudson Gray	RF Blue	RF Middle School
Wed	9-Jun	6:00	NR Orange	Hudson Navy	Hudson Town Hall
Wed	9-Jun	6:00	NR White	CSCR Blue	CSCR JV Field
Wed	9-Jun	6:00	Somerset Red	Prescott Cardinals	Prescott HS #3
Wed	9-Jun	6:00	RF Blue	Somerset Black	Somerset
Thu	10-Jun	5:30	NR Black	NR White	NR Hatfield 1
Thu	10-Jun	7:15	Somerset Black	NR Orange	NR Hatfield 1
Thu	10-Jun	6:00	Prescott Cardinals	Hudson Gray	Hudson Town Hall
Thu	10-Jun	6:00	CSCR Blue	Somerset Red	Somerset
Mon	14-Jun	6:00	Somerset Red	NR Orange	NR Hatfield 1
Mon	14-Jun	6:00	Prescott Cardinals	CSCR Blue	CSCR JV Field
Mon	14-Jun	6:00	NR White	Somerset Black	Somerset
Tue	15-Jun	6:00	Somerset Black	Hudson Navy	Hudson Town Hall
Wed	16-Jun	6:00	CSCR Blue	Hudson Gray	Hudson Town Hall
Wed	16-Jun	6:00	RF Blue	Prescott Cardinals	Prescott HS #3
Wed	16-Jun	6:00	NR Black	Somerset Red	Somerset
Thu	17-Jun	5:30	Hudson Gray	NR Black	NR Hatfield 1
Thu	17-Jun	7:15	NR Orange	NR White	NR Hatfield 1
Thu	17-Jun	6:00	Hudson Navy	RF Blue	RF Middle School

Fri	18-Jun	5:30	All Star Game Practice		Hudson Town Hall
Sat	19-Jun	8:00	All Star Game		Star Prairie

Day	Date	Time	Visitor	Home	Field
Mon	21-Jun	6:00	Prescott Cardinals	NR Orange	NR Hatfield 1
Mon	21-Jun	6:00	RF Blue	CSCR Blue	CSCR JV Field
Mon	21-Jun	6:00	Somerset Black	Somerset Red	Somerset
Tue	22-Jun	6:00	NR Orange	Hudson Gray	Hudson Town Hall
Tue	22-Jun	6:00	Prescott Cardinals	Somerset Black	Somerset
Wed	23-Jun	6:00	Somerset Red	Hudson Navy	Hudson Town Hall
Wed	23-Jun	6:00	NR White	RF Blue	RF Middle School
Wed	23-Jun	6:00	NR Black	Prescott Cardinals	Prescott HS #3
Wed	23-Jun	6:00	Hudson Gray	Somerset Black	Somerset
Thu	24-Jun	5:30	CSCR Blue	NR Black	NR Hatfield 1
Thu	24-Jun	7:15	Hudson Navy	NR White	NR Hatfield 1

Mon	28-Jun	6:00	RF Blue	NR Orange	NR Hatfield 1
Wed	30-Jun	6:00	Hudson Navy	Prescott Cardinals	Prescott HS #3
Wed	30-Jun	5:30	CSCR Blue	Somerset Black	Somerset
Wed	30-Jun	7:15	NR White	Somerset Red	Somerset
Thu	1-Jul	6:00	RF Blue	NR Black	NR Hatfield 1
Thu	1-Jul	6:00	Somerset Red	Somerset Black	Somerset

Fri 2-Jul 4th of July Weekend
Mon 5-Jul 4th of July holiday observed

Wed	7-Jul	6:00	Hudson Navy	Hudson Gray	Hudson Town Hall
Wed	7-Jul	6:00	NR Orange	CSCR Blue	CSCR JV Field
Wed	7-Jul	6:00	Somerset Black	Prescott Cardinals	Prescott HS #3
Thu	8-Jul	5:30	NR Black	NR Orange	NR Hatfield 1
Thu	8-Jul	7:15	Hudson Gray	NR White	NR Hatfield 1
Thu	8-Jul	6:00	Prescott Cardinals	Hudson Navy	Hudson Town Hall
Thu	8-Jul	6:00	Somerset Red	RF Blue	RF Middle School

Mon	12-Jul	6:00	NR Black	Hudson Navy	Hudson Town Hall
Mon	12-Jul	6:00	RF Blue	NR Orange	NR Hatfield 1
Mon	12-Jul	6:00	Prescott Cardinals	Somerset Red	Somerset
Tue	13-Jul	6:00	Hudson Gray	RF Blue	RF Middle School
Tue	13-Jul	6:00	NR Black	Somerset Black	Somerset
Wed	14-Jul	6:00	Hudson Navy	CSCR Blue	CSCR JV Field
Wed	14-Jul	6:00	NR White	Prescott Cardinals	Prescott HS #3
Wed	14-Jul	6:00	NR Orange	Somerset Black	Somerset
Thu	15-Jul	6:00	Somerset Red	Hudson Gray	Hudson Town Hall
Thu	15-Jul	5:30	Somerset Black	NR Black	NR Hatfield 1
Thu	15-Jul	7:15	CSCR Blue	NR White	NR Hatfield 1

Mon 19-Jul through Sat. 24-Jul END OF YEAR PLAYOFFS

2021 Western Wisconsin Baseball League Rules

The Western Wisconsin Baseball League (WWBL) is a league for players in a recreational program, but is considered on par with the "A" level of traveling baseball. The "A" level is defined as: *An intermediate level essentially designed to be a developmental league to provide a competitive experience until they are ready to advance to a higher competitive level.*

The following basic rules and regulations will govern play in the Western Wisconsin Baseball League. Except for the modifications below, the league will follow the National Federation High School League (NFHS) rules. A copy of the High School rules can be found at www.hudsonboosters.org under the "[Baseball / WWBL](#)" link.

WWBL e-mail address: wwbleague@yahoo.com

WWBL web page: www.hudsonboosters.org – "Baseball tab / WWBL tab"

2021 Covid-19 prevention rules can be found on the [hudsonboosters.org](http://www.hudsonboosters.org) – "Baseball tab / WWBL tab"

EQUIPMENT

- Metal spikes are allowed
- Bats - bats with a length/weight ratio of -4 and higher must have either the 2012 USSSA 1.15 BPF or USA Baseball stamp. Bats with a drop of minus 3 (-3) must have either the BBCOR .50 or USA Baseball stamp.
 - Small barrel bats (2 1/4" barrel)Unlimited length/weight ratio
 - Maximum diameter at the thickest part: ... 2 3/4" barrel
 - Maximum length/weight ratio for big barrel bats (mimics both the MBL and MYAS bat standards)
 - USA bats cannot have a length/weight ratio over -11 for bats with greater than 2 ¼ barrel
 - USSSA bats cannot have a length/weight ratio over -10 for bats with greater than 2 ¼ barrel
 - In length: 36" or less
 - All wooden bats are legal
 - It is strongly recommended that any new bats purchased by either your association or by individual players conform to the new USA Baseball standards.
- **Chest Protector: The new NOCSAE stamp on the catcher's chest protector is not required, but highly recommended.**

FIELD DIMENSIONS

- Base lengths 75-80 feet (recommended distance is 80 feet)
- Pitching distances 52-54 feet (recommended distance is 54 feet)

FIELD LOCATIONS

- Directions to the WWBL fields can be found at:
 - www.hudsonboosters.org – Baseball / WWBL

PLAYER ELIGIBILITY

- Each community will decide whether to use age or grade for determining participants in this league
 - Age: Cannot reach 15th birthday prior to **Aug 1st** of the current year.
 - Grade: Must be in grade 8 or lower at the beginning of the season.
- Special circumstances can be considered. For example, a home-schooled player who is in the 9th grade academically but meets the age criteria can petition the home association. Forward special circumstances to the league administrator.

USING NON-ROSTERED PLAYERS

- On a single game basis, special circumstances can be used to supplement a team's roster. Coach must contact the other coach to inform them that a supplemental player is needed.
 - Fill in players should not be rostered on a traveling team, but if that's your only option, you must notify the other coach of that fact.
 - Fill in players are not allowed to play in a game if there are 9 available rostered players.
 - Fill in players are not allowed to pitch or catch during the game.

GENERAL RULES

- Except for the modifications below, the league will follow the **National Federation High School League (NFHS)** rules.
 - A copy of the High School rules can be found at www.hudsonboosters.org under the “**Baseball / WWBL**” link
- Game consists of 7 innings.
- Game time limit
 - No new inning can begin **2 hr. 15 min.** after the start of the game
 - Start of game begins when the home team takes the field at the top of the 1st inning, not the first pitch.
 - Both teams must agree upon start time.
 - Home team keeps official clock and gives the umpire time updates.
- 2-Games scheduled at same field with different starting times
 - Game 1 starts at 5:30
 - No new inning can begin on or after 7:15.
 - Game 2 starts at approximately 7:15
 - Teams should arrive at 7:00 in case the 1st game ends sooner than 7:15
 - Can play until 2 hr. 15 min. time limit is reached.
- Games can be started and played if each team has at least 8 players.
 - If agreed to by the head coaches, players from one team may play defense on the opponent’s team so that each team has 9 fielders.
- If the score is tied at the end of the game (7 innings or Time Limit)
 - Extra innings will be allowed based on weather conditions and sunlight. (Umpire’s decision) Do not risk injury due to darkness.
- The 10-run rule will take effect after 4 ½ innings if the home team is ahead, and after 5 innings if the visiting team is ahead.
- If the game is called for any reason after 4 ½ innings and the home team is winning, or 5 complete innings, the game is considered complete.
 - Games called before that time are incomplete games, and will need to be rescheduled unless the coaches agree that it is a complete game.
- If the game is called for any reason in mid-inning, the score will revert to the score at the end of the last completed ½ inning.
 - Exception: If the home team has scored enough runs to tie or go ahead in the ½ inning that has been called, the score of the game will be the score when the game was called.
- Hosting team is responsible for providing an umpire.
 - If the Home team has to play on a different community’s field, then the hosting community must supply umpire.
 - Only one umpire need be scheduled for each game.
- Each team must supply 1 new game ball for each game
- Home team shall keep the official scorebook. It is recommended both teams reconcile their scorebooks after every inning.
 - In case of a dispute, the home team’s scorebook will be the one to determine the final score.
- Continuous batting and free substitution will be used. (See pitching restrictions)
 - All rostered players in attendance must be in the batting lineup and play at **least 3 innings in the field.**
 - Playing time exemption will be allowed for shortened games due to weather or the 10-run rule.
 - If a team has more than 14 players on their roster, they may “trim” their roster to 14 players for an individual game.
 - Players cannot be “trimmed” in consecutive games. (Includes Playoff games)
 - Coach must keep a record of what players were trimmed for each game, and should be available to the opposing coach. (This becomes more important in the play offs)
 - If a player is injured during the game, simply collapse the batting order. There is no automatic out for his batting place in the original lineup. If the player returns, simply reinstate him in the original batting order.
 - If a rostered player is sitting out because of the “trim” rule, insert that player into the batting order for the injured player.

BASE RUNNING:

- A player may lead off and steal at any time.
- A runner will be called out for:
 - Running out of the baseline to avoid a tag out
 - Exception for running out of the baseline to avoid contact with a defensive player who does not have possession of the ball and is blocking the direct line to the base.
 - Hurdling over an offensive player unless the player is prone on the ground (kneeling is not prone)
 - Making contact with a fielder coming into a base or home without sliding (No contact, no penalty)
 - Interfering with a defensive player trying to field a hit ball
 - Being hit with a batted ball before a defensive player has a chance to field the ball
 - A head first slide, except when returning to a base or in a rundown play.

- Courtesy runners:
 - The last batted player to be put out will be allowed to run for:
 - The player who will be the catcher in the **next** defensive half inning.
 - An injured player.
- If the ball goes **out of bounds** (over/behind the fence, behind the backstop, etc.), the runners are awarded 2 bases from the start of the play.
 - If the overthrow is from the infield, all runners will advance 2 bases from the base they occupied when the ball was hit.
 - (e.g.) Runner on 1st base, ball hit to the SS. SS throws the ball over the 1st baseman's head and it goes out of bounds. Runner on 1st is awarded 3rd base, Batter/runner is awarded 2nd base.
 - If the overthrow is from the outfield, runners may advance 2 bases from the last base they occupied when the throw by the outfielder was made. (start of play).
 - (e.g.) If a runner on 1st base has touched 2nd base before the throw by the outfielder that goes out of bounds, the runner is awarded Home. If the runner on 1st base has not touched 2nd base before the throw by the outfielder, the runner is awarded 3rd base.

PITCHING

- A player may pitch a maximum of 4 innings per game and a maximum of 12 innings per week.
 - One pitch in an inning constitutes an inning pitched.
 - Restrictions may be modified for the end of year tournament.
 - Once a player has been removed from pitching, that player may only reenter once as a pitcher in a normal 7-inning game.
- If a game goes into extra innings, pitchers are allowed an extra 2 innings and a single re-entry.
- Between inning pitching restrictions
 - For a pitcher's 1st inning, the pitcher is allowed 8 warm up throws, including the throw to 2nd base.
 - For a mid-inning replacement, the pitcher is allowed 8 warm up throws if they have not pitched previously in the game.
 - Succeeding innings, including re-entry, the pitcher is allowed 5 warm up throws including the throw to 2nd base.
 - If catcher is delayed in getting to warm up the pitcher, have a coach or another player assigned to catch warm ups until the catcher is ready. If a non-catching player is warming up the pitcher, he must be wearing a catcher's mask.

COACHES

- Each coach must register their team via e-mail to the WWBL e-Mail address (wwbleague@yahoo.com) by May 15th
- Information required for each coach or Team Manager assigned to a team:
 - Team name (Include community e.g.: Hudson Navy)
 - Coach(es) name
 - Coach(es) e-mail(s)
 - Every team **MUST** have an e-mail contact. If the coach does not have/use e-mail, then another coach or parent on the team should be the designated e-mail contact for that team.
 - Coach(es) Primary phone
- A coach's list will be sent to each coach via e-mail address plus be posted on the WWBL website.

COACH/PLAYER/SPECTATOR BEHAVIOR

- Any player, coach or spectator ejected from a game will be removed from the vicinity of the ballpark immediately.
 - Failure to comply with the ejection in a timely manner will result in the game being forfeited.
- Any player or coach ejected during a league game will be immediately suspended for the next played game.
 - The umpire and/or association that ejects a participant must inform the association of the ejected participant and the WWBL Administrator via email at wwbleague@yahoo.com
 - A hearing may be scheduled with the home association/community to determine the future of the player, coach or spectator that was ejected.
 - The decision on reinstatement back into the league by the home association/community will be upheld by the WWBL Committee.
- A second game ejection will result in suspension from the remainder of the team's regular season and playoff games. Please keep in mind that you are participating in youth baseball. Therefore, unsportsmanlike conduct will NOT be tolerated.

STANDINGS (found at the Baseball/WWBL page on the Hudson Booster web site.

- Each team will receive 4 points for a win, 2 points for a tie and 1 point for a loss.
- Teams tied in the standings will be placed by the following precedence:
 1. Head-to-Head competition
 2. Best winning percentage (games won divided by games played)
 3. Least runs allowed head-to-head
 4. Best positive run differential in all games played

REPORTING SCORES

- The **winning team is responsible** for reporting game scores.
 - In the event of a tie, the Home team will report the score.
- Scores should be reported no later than the Saturday of the current week.
- Current standings will be available on the Hudson Booster website (www.hudsonboosters.org) and be e-mailed to the registered coaches or team contacts.
- To report a score, send an e-mail to: wwbleague@yahoo.com. Include the following information:
 - Game date,
 - Winning team and score
 - Losing team and score
 - e.g. 6/14, Hudson Navy 6, New Richmond Black 5
- Games that are not played will not count for tournament seeding
 - Make every effort to reschedule.
 - Exception for not being used for All Star and Tournament seeding is a game being “Awarded” because of an administrative decision.
 - Game score will be reported as 7-0

RAIN-OUT OR RESCHEDULE PROCEDURES

- In the event that a field is unplayable due to weather or a game needs to be rescheduled, the home team coach must:
 - Notify the other coach as soon as the decision is made. This should be done as soon as possible
 - Home team coach is responsible to reschedule the game. Both coaches must agree on a specific date.

LIGHTNING RULE

- When thunder is heard within 30 seconds of a visible lightning strike, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play for 30 minutes and take shelter immediately.
- Any subsequent thunder or lightning after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.
- If a game cannot resume because of weather, don't even try. Safety is always your first priority and erring on the side of caution is never an error.

SCHEDULE INFORMATION

DIVISIONS

The WWBL will have 2 divisions, the American and National which will be used for the All-Star game and the End of Year tournament seeding purposes. Teams will play against teams from both divisions and all games will count towards division standings.

American Division

Hudson Navy
New Richmond White
Somerset Red
Prescott Cardinals
River Falls Gold

National Division

Hudson Gray
New Richmond Black
New Richmond Orange
Somerset Black
CSCR Blue

SCHEDULES

- Each team will be scheduled for 16 games
 - An attempt will be made to schedule each team to play twice per week, but because of field or date restrictions that may not be possible.
- If you need to reschedule a game, both coaches must agree on a specific date. Home team will be responsible for field and umpire.
 - Double headers may be scheduled if teams play each other twice.
 - Double header games will be 5 innings and should be scheduled earlier than 6:00 to get both games in on the same night.
- Home team determined by schedule, not by playing site.
- All games up to the seeding cut-off date will be used for tournament seeding. Games played after that date will count for final Divisional standings.

WESTERN WISCONSIN BASEBALL LEAGUE ALL STAR GAME

GENERAL

- National and American division teams made up of players from each team in the division.
- Practices will be held at the **Hudson Town Hall Lower field**.
- Game to be played at 8:00 on the Star Prairie field.
 - Rain date will be Sunday, time TBD

PLAYER SELECTION

- All Star rosters to be 13 players.
- Each team/association can determine how players are selected, but they should be the best (better) players on each team. It should be considered an honor to be selected. Do not want a “random draw”.
 - Both Divisions will supply the following number of players:
 - 1st, 2nd, and 3rd place teams at cut-off will supply 3 players; all others select 2 players (13 per team)
- Need to ensure each team is staffed with adequate pitching
 - Teams allowed 3 players must select at least 1 player who has pitched during season.
- Selected players will:
 - Need to commit to attend this game. If they cannot, then the team must select alternates.
 - Be expected to participate in both a Friday practice and Saturday Game.
 - Friday Practice schedule:
 - American Div. All Stars: 5:30 – 7:00
 - National Div. All Stars: 7:00 – 8:30
- Coach of each team must send the following information to wwbleague@yahoo.com:
 - Team (e.g., River Falls Gold)
 - Players Names
 - Players e-mail and phone #
- Information will be sent to Divisional All-Star team coaches so they can contact players about Friday practice and Saturday game.

COACH SELECTION

- The Head coach of the team in 1st place within their division on the Week 4 standings will be assigned to coach the Divisional Team
 - If that coach cannot commit to the game, then the coach of the 2nd place (or succeeding places) will be named as Head coach.
- The Assistant coaches will be the head coaches of the other teams in the division.

UNIFORMS

- Jersey - Each player will receive an All-Star jersey at the Friday practice
- Hats and Pants – Use their regular team hats and pants

END OF YEAR PLAYOFFS

PHILOSOPHY

The end of year tournament philosophy is that this is a “new season” where all teams start with a 0 – 0 record. The regular season standings are used for seeding purposes, but other than that, they have no bearing on the play offs, including tie-breakers.

FORMAT:

- Format will be Pool Play followed by a Final 4 bracket tournament
 - Division placement will not be a factor in pool assignment. (A pool could consist of teams from both the American and National divisions)
 - All teams are guaranteed 2 games.
- Seeding for the playoffs will be determined based on the league standings at the **end of week 7**)
 - Top 2 teams in each division will be seeded in pool play.
 - Filling the rest of the pools will be done in order to equalize the pools as closely as possible and giving each team a game at their home field.

- The teams with the best records in each pool will advance to bracket play.
- All bracket games will be played at the Star Prairie field.
- 1st – 3rd place trophies will be awarded from bracket play.

TOURNAMENT RULES

- Unless otherwise specified, rules will be same as during the regular season.
- All players must have played in at least ½ of the teams WWBL regular season games to be eligible to participate in the end-of-year playoffs
 - Exceptions will be made for players who missed during the season because of injury.
- Tournament games cannot end in a tie.
 - If a tournament game is tied at the end of the 7th inning, the following tie-game procedures will be used:
 - The player that who had the last official at-bat for the last out in the previous inning will be placed on 2nd base to start each half of the 8th inning and each consecutive half-inning needed to complete the game.
- Pitchers are limited to 4 innings per game with one re-entry and no weekly inning count.
 - Pitchers will be allowed 2 extra innings (6 innings total per game) and a single re-entry in the event of a game going into extra innings.
- No new inning may start 2 hours 15 minutes after the start of the game.
- Home team is decided by a flip of a coin before each playoff game.

TOURNAMENT RESPONSIBILITIES

- Hosting community must supply umpires for tournament games.
- All disputes must be resolved at the game, there is no protest mechanism.
- Winning team in Pool games must report the game score to wwbleague@yahoo.com the same night as the game or early the next morning.
 - You can call-in your score to 651-442-4438. Leave score on answering machine if not picked up

POOL PLAY TIE BREAKERS

- Tie breakers ONLY APPLY if teams are tied for 1st place at the end of Pool Play.
- If multiple teams are tied at the end of pool play, then the tie breakers may be used to determine pool 1st and 2nd place, and then re-applied to determine 1st place.
- Pool tie breakers in order of precedence:
 1. Head to Head game.
 2. Total runs allowed in pool play
 3. Total runs scored in pool play
 4. Coin flip

Example: 3 team pool, all 3 teams have a 1-1 record

Game 1 A=5, B=4 Team A: 1 – 1 Allowed 10 runs in pool play

Game 2 A=3, C=6 Team B: 1 – 1 Allowed 7 runs in pool play

Game 3 B=6, C=2 Team C: 1 – 1 Allowed 9 runs in pool play

- Cannot use “head to head” tie breaker, all 3 teams are 1-1

- The “Runs allowed” tie breaker eliminates team A (highest # of runs allowed) and leaves teams B & C

- Re-apply tie breakers and team B is pool 1st place due to head to head win over team C.

RAIN OUT RULES

Below are the scenarios when a game gets called because of weather or darkness:

- The game is considered **FINAL** if:
 - 5 or more innings completed and the teams have had the same number of at-bats.
 - 4 ½ innings have been completed and the Home team is ahead at the time the game was called.
 - 5 or more innings have been completed and the teams have not had the same number of at-bats
 - the score will be that of the **LAST COMPLETED INNING** unless the Home team is ahead at the time the game was called.
- The game is considered **POSTPONED** and must be completed if:
 - The game is called before 5 completed innings (or 4 ½ if Home team is ahead at the time the game was called)
 - The postponed game will start with the score at the **LAST COMPLETED ½ INNING**
 - The lineup and pitcher do not have to be the same as when the original game was called.
 - Pitchers will have 4 innings allowed and 1 re-entry in postponed game.
 - 1st rained out game, play Thursday at originally scheduled field
 - 2nd rained out game, play Friday on originally scheduled field
 - In either scenario, If the scheduled field is unavailable, move the game to the other team's field