

SCHEDULE AND RULES

SCHEDULE

Saturday, April 9, 2022

9.15 am - 9.30 am	Introduction and First Pitch		
9.30 am - 11.00 am			
Game 1	SCC Challengers	vs.	Inglorious Batters
11.30 am - 1.00 pm	(starts around half an hour after Game 1 ends)		
Game 2	Hengelo Giants	vs.	MBSV Wildcats
1.30 pm - 3.00 pm	(starts around half an hour after Game 2 ends)		
Game 3	Inglorious Batters	vs.	MBSV Wildcats
3.30 pm - 5.00 pm	(starts around half an hour after Game 3 ends)		
Game 4	SCC Challengers	vs.	Hengelo Giants

Sunday, April 10, 2022

10.00 am - 11.30 am			
Game 5	SCC Challengers	vs.	MBSV Wildcats
12.00 pm - 1.30 pm	(starts around half an hour after Game 5 ends)		
Game 6	Inglorious Batters	vs.	Hengelo Giants
2.00 pm - 3.30 pm	(starts around half an hour after Game 6 ends)		
Final	TBD	vs.	TBD
4.00 pm - 4.30 pm	Victory Ceremony and Farewell		



RULES

A. Points

1. 2 points will be awarded for a win.
2. 3 points will be awarded for a win within Mercy Rules.
3. 1 point will be awarded to each team if the game ends in a tie.

	Challengers	Ing. Batters	Giants	Wildcats	Total Points
Challengers	xxx				
Ing. Batters		xxx			
Giants			xxx		
Wildcats				xxx	

The two teams with the highest total points score will advance to the final.

B. Duration

1. The duration of a game is 90 minutes or 5 innings.
2. 5 minutes before time expires, no new inning will be started.
 - a) *Exception: If the game is tied, a new inning will be played.*
3. If the home team leads 5 minutes before time expires, the bottom-half of the inning will not be played.
4. Should 90 minutes expire and an inning is in progress, that inning or half-inning will be completed.
5. If the game is tied after 90 minutes or 5 innings, one extra-inning will be played.
 - a) *Each team starts the extra-inning with a runner on second base.*
 - b) *Should the game remain tied after the extra-inning, that game will be counted as a tie.*
 - a. *Exception: In the final, the game will continue until there's a winner.*
6. Mercy Rule: 10 runs after at least 3 innings.

C. Road Team / Home Team

1. Before each game (except in the final), a coin toss will decide which team starts on defense and is therefore designated the home team.
2. In the final, the team with the most points from the preliminary round will be the home team and starts on defense.

Tie-breakers, if both teams in the final have the same amount of points:

- a. *Winner from the game in preliminary round*
- b. *Coin toss, if the previous game ended in a tie*

D. Miscellaneous

1. Shoes with metal-cleats are not allowed during game play.