

# COOPER CITY OPTIMIST BASEBALL

## Playoff and Championship Game Rules

Updated 5/1/26

All games will be played according to Cooper City Optimist Official Playing Rules with the following exceptions:

1. All divisions will be a double elimination format. Dates & Times are always subject to change with 2-hour notice.
2. All games must end with one team being declared the winner.
3. Normal time & inning limits apply. EXCEPTION: Championship Games – see below.
4. Requests to reschedule games will not be entertained. Games will only be rescheduled in the event of inclement weather or if field conditions prevent the game from safely being played. CCO Baseball will only consider coaching conflicts in cases where a registered Head Coach is on the roster of 2 or more CCO Recreational Baseball teams when assigning game dates and times.
5. 10U & up:
  - a. Any pitch count violations will be suspension of the Head Coach for the remainder of the Playoffs, an automatic forfeit of the game, and the disqualification of the pitcher for the remainder of the playoffs to play the pitcher position.
  - b. No Scheduling considerations for pitching divisions shall be made. Plan accordingly. There is a possibility of 3, 4, or 5 games in the 7-day pitching window. The 6-Day pitching window rules remain in effect.
6. 8U: Only registered coaches for the 8U team, or a Coach registered in another age division at CCO but not on another 8U team, can pitch for that 8U team in the playoffs.
7. All Levels: all bats shall be inspected prior to the start of the game by the umpires to ensure compliance with the current Drop Rules. See CCO Baseball Official Rule Book.
8. There may be Playoff Practices at the Cooper City Sports Complex scheduled by the league. Practices on the Master Schedule has priority for use for their scheduled time. All other unscheduled field space is considered first-come first-serve.
9. Players pulled for illness (not injury) will be counted as an out only once in the game, and cannot return to the game. Players pulled for a **pre-existing injury** that did not occur during the game **WILL** be counted as an out if it occurs during the game, and cannot return to the game (Pre-existing injuries: were deemed player can play if they play 1 pitch in the game). Players pulled for **an in-game injury** that occurred during the game during a baseball play **WILL NOT** be counted as an out if it occurs during the game, and cannot return to the game. **An in-game injury must be declared by either 1) an apparent to all injury which resulted in additional stoppage of play, or 2) to BOTH the home plate umpire AND opposing Head Coach before the next pitch is thrown.** Player has one-half inning to return if their batting spot has not been skipped. In all instances substitution rules must be adhered to, but the time sat during an injury will not count as a second substitution for forfeit purposes. In any case, the out shall be for the next scheduled at-bat. Use of a courtesy runner is not allowed unless player is removed entirely from the game and shall be the last batted out. 10U & Up Exception: Rule is void if any batter is intentionally walked by the defense at any point after the illness or injury withdrawal, and before the automatic out occurs.
10. If a regulation game is called due to weather with the score tied and one (1) or more innings has been completed beyond; four (4) innings in a six (6) inning game or innings (4) innings in a seven (7) inning game, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.
11. All games that for any reason cannot be declared a regulation game shall be a suspended game. A suspended game, when resumed, will resume from the exact point of suspension. An official scoresheet shall be completed, signed, and submitted for the activity of the game up to the time of the suspended

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- game for use upon resumption of the game. Additionally, the Home Team Head Coach shall submit images of the home-team scorebook to the division coordinator signed by both Head Coaches.
12. **Tie-Breaker System for Play-Off games only (Non-Championship Games):** If a play-off game is tied **before the time limit has elapsed**, a normal extra inning(s) is played. **After the time limit has elapsed**, the "Kansas City" tie-breaker rule will go into effect. The "Kansas City" tie-breaker will be used until the tie is broken and the game is complete. In the "Kansas City" tie-breaker new innings will start as follows:
- Runner on 2<sup>nd</sup> base (Last batter that completed a full at-bat in the previous inning), and Inning begins with one (1) out.
  - If after one (1) whole extra inning have been played without a winner being declared, the "Cooper City" tie-breaker will be used. All future innings will begin with bases **EMPTY (UPDATED 5/1/25)** and Inning begins with two (2) outs.
13. **Championship game protocols:**
- Spring:
    - No Time Limits.
    - No Mercy Rule shall be implemented.
    - Inning run limits:
      - 6U, 8U, & 10U: From the 6<sup>th</sup> inning onward, there will be no run limits per inning ("no run limit" inning). Rotation/Substitution Rules still apply through the 6<sup>th</sup> inning. Starting in the 7<sup>th</sup> inning all rotation rules are suspended, except for no player may sit 2 consecutive innings.
      - 12U & HS: From the 7<sup>th</sup> inning onward, there will be no run limits per inning ("no run limit" inning). Rotation/Substitution Rules still apply through the 6<sup>th</sup> inning. Starting in the 7<sup>th</sup> inning all rotation rules are suspended, except for no player may sit 2 consecutive innings.
    - Extra innings: All extra innings will start with bases loaded and no outs. The 3 batters before the leadoff batter for the inning will be placed on the bases. Most recent on 1<sup>st</sup> base, 2<sup>nd</sup> most recent on 2<sup>nd</sup> base, 3<sup>rd</sup> most recent on 3<sup>rd</sup> base.
14. The Coaches Code of Conduct will be strictly enforced. Umpires have been advised to adhere to our ZERO TOLERANCE policy. **No warnings are required to be issued**. In the event a coach is ejected from a play-off game the coach will be suspended for the remainder of the playoffs and not allowed within the fences of the park. If a coach is ejected from any Playoff Game that coach must appear in front of the Disciplinary Review Committee before he can resume the position of a coach in any future season.
15. The Parents/Spectator Code of Conduct will be strictly enforced. Umpires have been advised to adhere to our ZERO TOLERANCE policy. **No warnings are required to be issued**. In the event a parent is ejected from a play-off game the parent will be suspended for the remainder of the playoffs and not allowed within the fences of the park. If a Parents/Spectator is ejected from any Playoff Game that Parents/Spectator must appear in front of the Disciplinary Review Committee before he can re-enroll their child in any future season.
16. Weeknight Games: The winning team must turn in game sheet no later than 10:00 PM (ten) on same date game is played. Game Sheets must be posted to the GroupMe group for your division.
17. Weekend Games: The winning team must turn in game sheet no later than 2 hours after your game has finished on the same date game is played. Game Sheets must be posted to the GroupMe group for your division
18. The home team will be the higher seeded team in all play-off games, except for the game when only 2 teams remain, and 1 team already has a loss. In that game the team with 0 losses will be the home team. If the team with 1 loss wins that game, then another game to determine the tournament winner will be

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played as per the published Bracket schedule. In that final game (when each team has 1 loss) the higher seeded team will be the home team.

### 19. Appeals:

- a. Managers or coaches contemplating a protest on violations of playing rules on the field of play must notify the head umpire immediately of the desire and before the next pitch. Managers and coaches can file protests as per league rules found in Section 10 of the Cooper City Optimist Baseball Official Playing Rules. **The only difference is the protest must be addressed before the next pitch. Note Section 10E: \$200 cash fee to protest in a playoff game. GAME CLOCK DOES NOT STOP.**
- b. The head umpire will contact the league representative present at the Sports Complex at that time to issue a ruling on the protest. The time clock does not stop for protests regardless of the length of time it takes the league representative to issue his/her ruling.
  - i. Order of Seniority:
    1. Current CCO Baseball Commissioner (all divisions)
    2. Previous CCO Baseball Commissioner (all divisions)
    3. Umpire Coordinators (Adult and/or Youth)
    4. Division Coordinator of age division of game
    5. Division Coordinator of another division
  - ii. If the above Commissioner/Coordinator has a child in the division, they may not participate in protest determinations (even if they have been eliminated or not.)

### 20. Farm-up Rule modification:

- a. Maximum 1 (one) Farm-up player allowed in Playoffs.
- b. **Must be declared at home plate meeting before game to all umpires and opposing head coach.**
- c. **Spring: a player who has been chosen for a summer all-star team may not be farmed up.**
- d. If a team is playing with a Farm-up Player, all players must play in the outfield once before a player may play in the outfield a second time.
- e. A Farm-up player will only be allowed to be a Farm-up player in 1 playoff game for the duration of the playoffs.

### 21. ORDER OF RULE PRIORITY

- a. Cooper City Optimist Baseball Playoff and Championship Game Rules posted in Coaches Corner
- b. Cooper City Optimist Baseball Official Playing Rules posted in Coaches Corner
- c. USSSA Official Baseball National By-Laws & Rules posted in Coaches Corner
- d. Official Rules of Major League Baseball 2021 Edition posted in Coaches Corner