

Lightning Games/Standings Tiebreakers (Rock Hall (A) Division only)

- Rock Paper Scissors for home and away in Round 1
- Last kicker in lineup begins on 2nd.
- OT rules: 1 pitch per kicker. See Rule 4.5.
- Team in the lead at the end of first inning wins Round 1. For Round 2, switch home and away teams. Last kicker of previous inning starts on 2nd. Next in lineup is first kicker.
- If tied, go to inning 2, and so on. Last kicker of previous inning starts on 2nd. Next in lineup is first kicker.
- When clock hits 30 minutes, the current inning is the final inning (we finish that inning).
- Team that wins the most Rounds earns 2 points in overall standings. (Regulation games are 3 points.)
- To determine playoff seeding, standings will be based on point percentage rather than points. For 6 teams, that will be the percentage of points earned out of a possible 13 points (e.g., 6/13, 8/13, etc.). For Petty (which is playing one extra game), that will be the percentage of points earned out of a possible 16 points (e.g., 6/16, 8/16, etc.). The top seed will get a bye in the first round of the single elimination playoffs on Sunday.
- First tiebreaker for Sunday seedings is number of Rounds won in Lightning games. Ties count as half a win (1 for Lightning, 1.5 for regular). Other tiebreakers will remain the same as set forth in the rules, except that we would use win percentage rather than just wins as the next tiebreaker (and runs allowed per game rather than total runs allowed as a later tiebreaker) due to the imbalanced schedule.