

Bronco Playoff 2024

Top Two Teams advance to Finals

Upper

			G1	G2	G3	Total
A	Dark Green Titans	2-1-0	21	5	10	36
B	Royal Blue	2-1-0	7	9	5	21
C	DH1 Tigers	2-1-0	7	7	16	30
D	Golden Eagles	0-3-0	8	9	17	34

Runs Allowed

Top Two Teams advance to Finals

Lower

			G1	G2	G3	Total
E	Navy Blue Seals	0-2-0	15	24		39
F	Maroon Cardinals	3-0-0	14	6	11	31
G	Black Cougars	0-2-0	15	16		31
H	DH2 Royals	2-1-0	10	18	10	38

Runs Allowed

Playoffs

Mon 6/17

Moe 7	A	vs	B	7-21
Moe 6	C	vs	D	8-7

Playoffs

Wed 6/19

Moe 7	A	vs	D	9-5
Moe 6	B	vs	C	7-9

Moe 6	E	vs	F	14-15
Moe 6	G	vs	H	10-15

Moe 7	E	vs	H	18-24
Moe 6	F	vs	G	16-6

*All teams are affected by forfeits. Adjustments for Runs Allowed and adjustments for standings will be updated after pool play.

Playoffs

Mon, 6/24

Moe 7	A	vs	C	16-10
Moe 6	B	vs	D	17-5

Moe 7	E	vs	G	
Moe 6	F	vs	H	11-10

Championships - (Top 2 teams from each pool)

Wed, 6/26

Upper Championships

Moe 7	A	vs	B	6 PM
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Finals Pool 1

Lower Championships

Moe 6	H	vs	F	6 PM
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Finals Pool 2

Best record in Pool is home team for championships

- Rain Outs will be made up on next available date, no exceptions.

- Home team will be better seed. Identified in Orange.

- Home Field, not necessarily home team sets up bases. Teams work together to get bases set up.

- Only players approved by the commissioner are eligible for replacement, unauthorized players will disqualify a team.

- 3 Warm up pitches between innings, no Infield practice between innings.

- teams will have 90 seconds to get their teams on the field.

- Each half inning begins when 3rd out is made in the previous inning or maximum batters per inning.

- 2:15 hour time limit from 1st pitch of the game, finish the inning. Mercy Rule is in affect

- If a team is deemed to be stalling the umpire may declare extra time to finish the game.

- Pitching: 4 innings per game, no max for the week.

- Teams are allowed 7 runs max per inning. 6 inning or greater unlimited runs.

Email scores to gcyabaseball@gmail.com

1. Overall record.

Once the first tire breaker between three teams is determined, start over with tie breaker rules for the final two teams.

2. Head to head.

3. Least runs allowed.

4. Run differential between tied teams

5. Least runs allowed in first game

6. Coin Flip