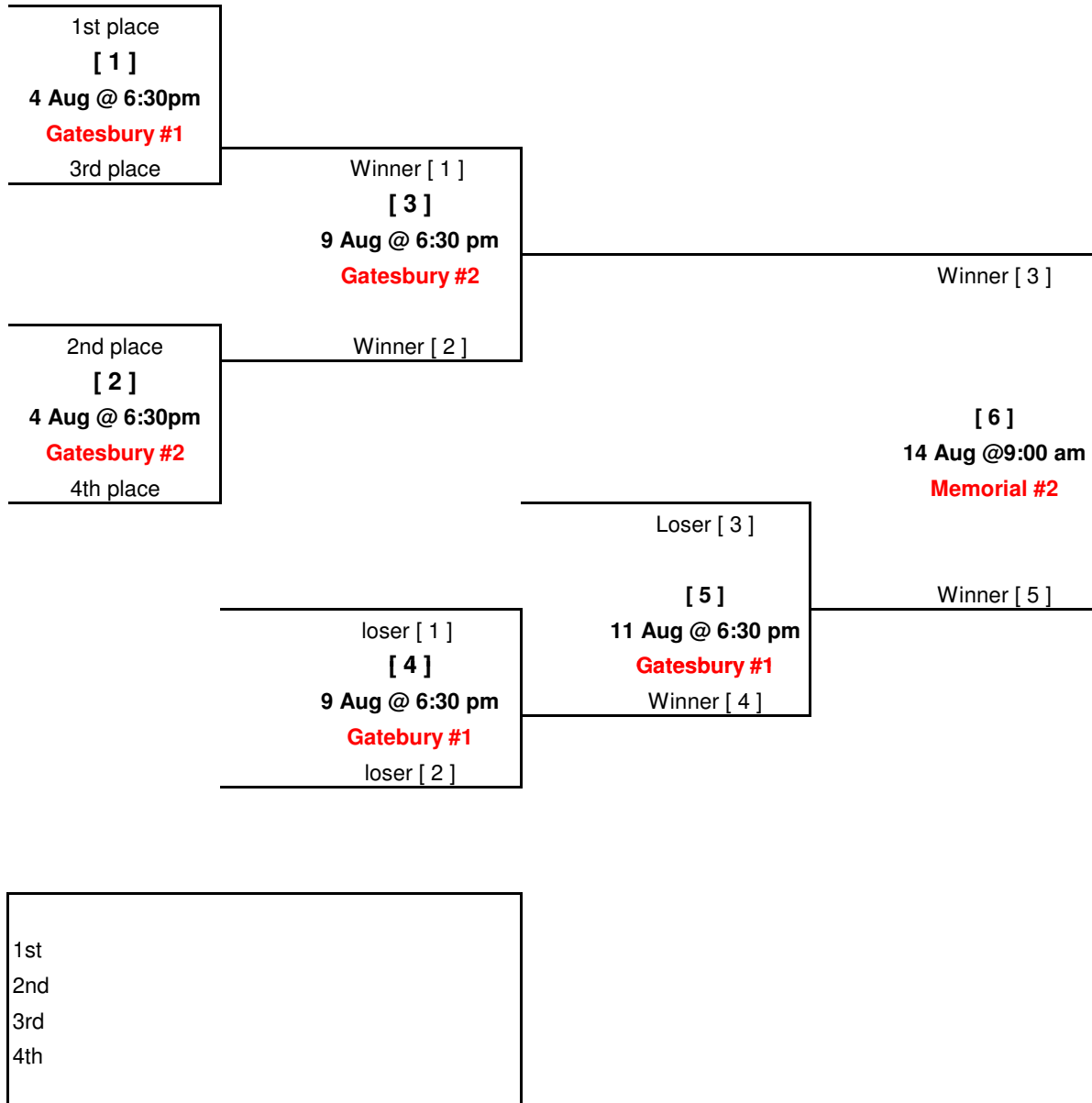


4 Team Playoff

Grasshopper

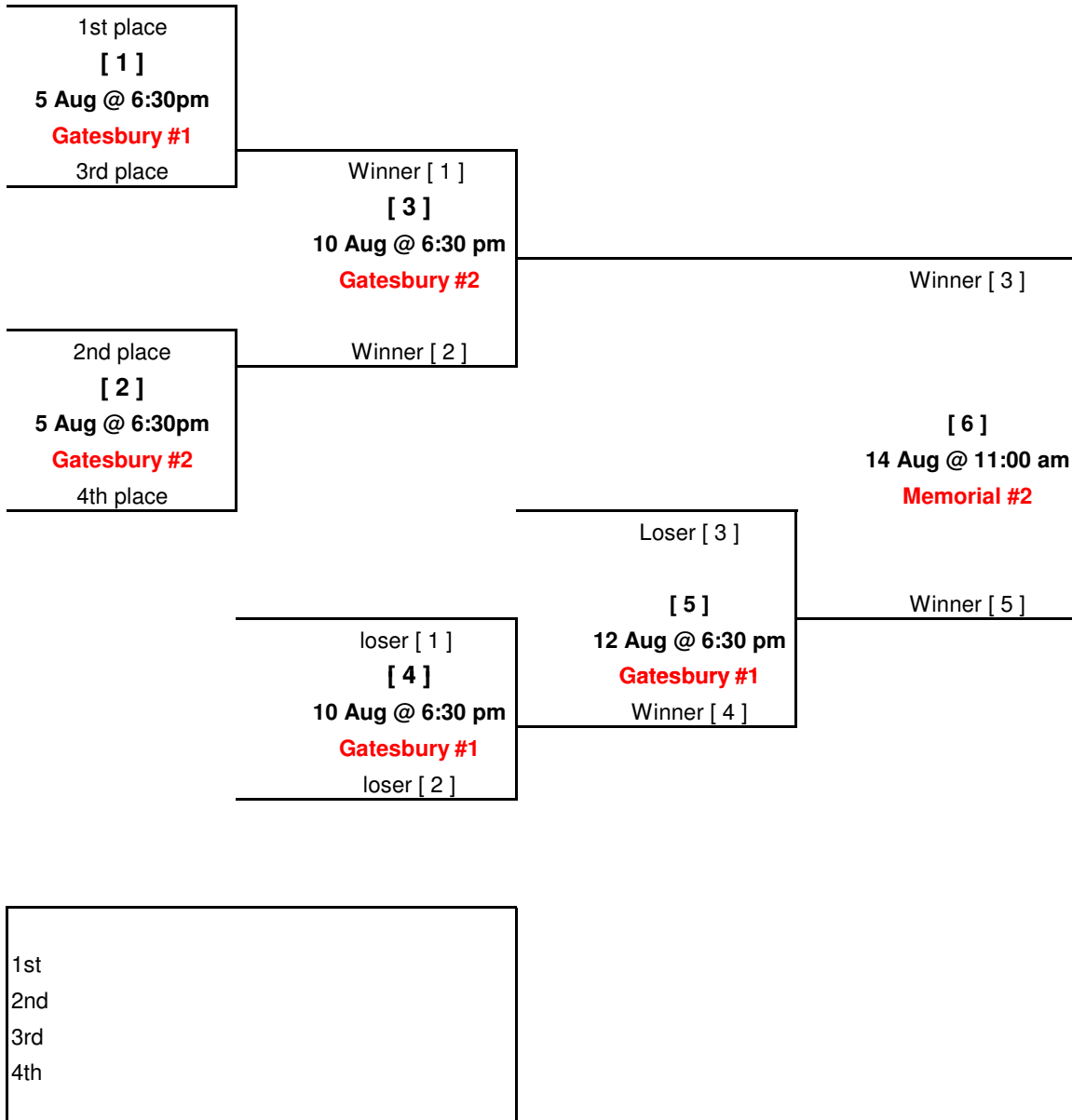


RULES:

- 1 All teams guaranteed 2 games
- 2 Double Knockout format - Sudden death final game
- 3 Games have curfews
 - a. 6 innings max for Grasshopper (no new inning after 75 minutes of play)
 - b. 6 innings max for Rookieball & Mosquito (no new inning after 90 minutes of play)
 - c. Any inning in progress at curfew must be completed, unless home team is winning
 - d. Tied games at curfew or after 6 innings will play an extra "international tiebreaker inning"
- 4 Championship games cannot end tied

5 Team Playoff

Rookieball

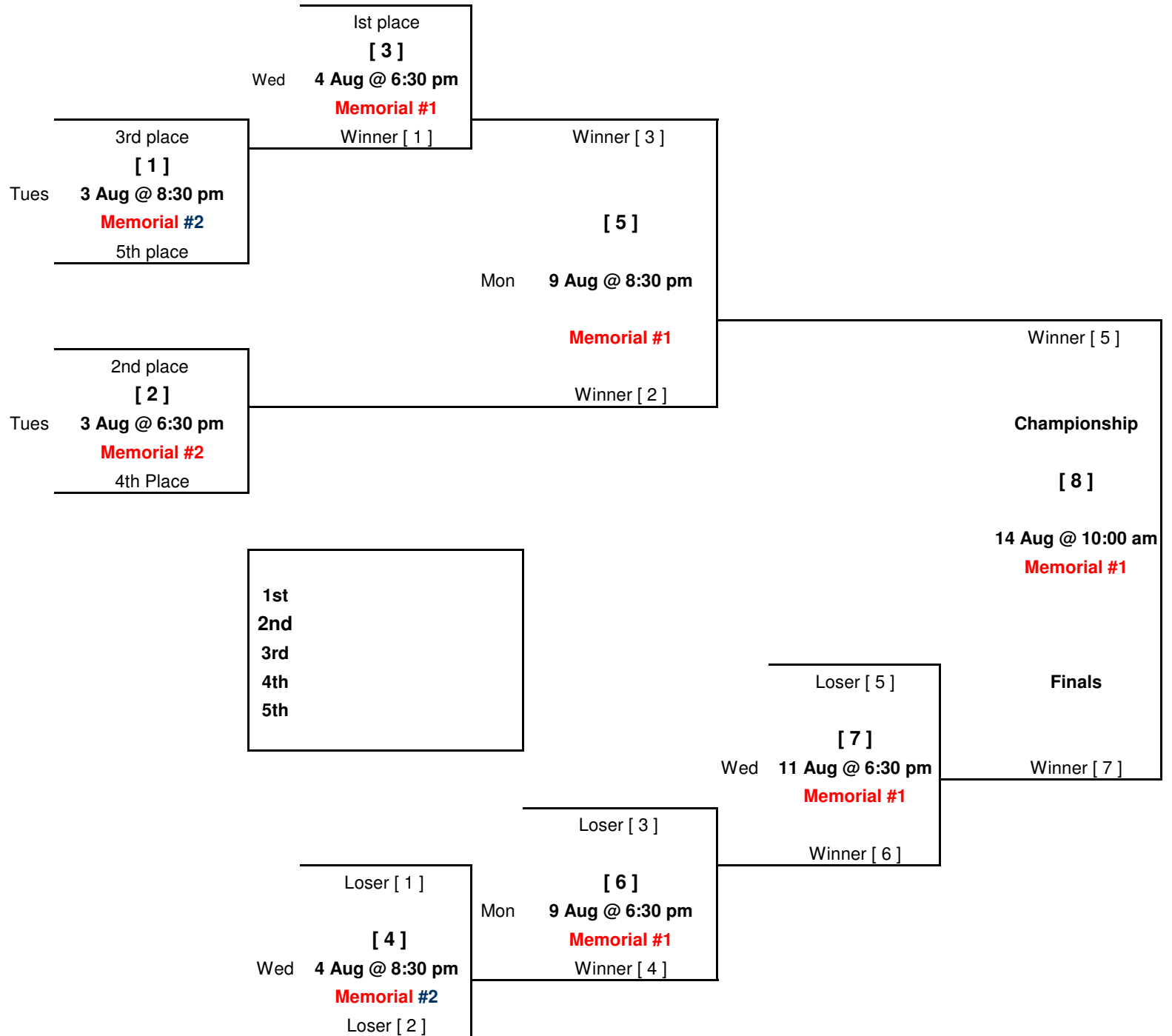


RULES:

- 1 All teams guaranteed 2 games
- 2 Double Knockout format - Sudden death final game
- 3 Games have curfews
 - a. 6 innings max for Grasshopper (no new inning after 75 minutes of play)
 - b. 6 innings max for Rookieball & Mosquito (no new inning after 90 minutes of play)
 - c. Any inning in progress at curfew must be completed, unless home team is winning
 - d. Tied games at curfew or after 6 innings will play an extra "international tiebreaker inning"
- 4 Championship games cannot end tied

5 Team Playoff

Mosquito



RULES:

- 1 All teams guaranteed 2 games
- 2 Double Knockout format - Sudden death final game
- 3 Games have curfews
 - a. 6 innings max for Grasshopper (no new inning after 75 minutes of play)
 - b. 6 innings max for Rookieball & Mosquito (no new inning after 90 minutes of play)
 - c. Any inning in progress at curfew must be completed, unless home team is winning
 - d. Tied games at curfew or after 6 innings will play an extra "international tiebreaker inning"
- 4 Championship games cannot end tied