

MMRSL League Structure 2017 Season			
Tier 1	Tier 2	Tier 3	Tier 4
Master Batters	Comets	Diamond Giants	Pirates
Phantoms	Deadlast	Who's On First?	Softserve
Jackrabbits	Balls & Dolls	Slippery Penguins	Polk High
Crush	Dark Horses	Sharks	I'd Hit That
Titans	Riding the Pine	Aim For The Bushes	Basic Pitches
Where My Pitches At?	Red Birds	Totally Clean	The Extras
Brampton 77's			
Ball Busters			

Notes:

- * No games on long weekends
- * All nights are doubleheaders, the home team listed on the schedule is home team for the first game and is the away team for the second game.
- * The home team is responsible for putting the bases and pylons down. Visiting team bring bases as back-up.
- * The home team for each game is responsible for providing a new and a used ball (SPN Hot Dot) prior to the start of the game. Visiting team bring balls as back-up.
- * Games are 75 minutes long with no new inning to start after 65 minutes. Please hustle on and off the field.
- * If you are planning on using a spare player you must notify the league president and vice president as soon as possible prior the start of your game.
- * Please announce to the umpire and to the opposing team rep if you are using a spare player prior to the start of your game. Failure to follow the spare player protocol may result in your team defaulting the games in which the spare player was involved.
- * Roster freeze date is July 12. No players may be added to your roster after this date.
- * The MMRSL Executive can made changes to the Tier structure.
- * The playoff structure will differ dependent on the number of teams in your respective tier.