



## THE RAZORBACKS UNLIMITED FORMAT

### DRAFT RULES

- Teams are redrafted each matchup, which means you see the best players battling with and against each other in different combinations. All active players from the roster will be on one of the competing teams. Razorbacks Unlimited consists of three matchups taking place on Oct. 19, Oct. 24 and Oct. 26. The drafts will consist of a snake draft meaning the last pick in the first round will have the first pick in the second round and vice versa. Each team may pick up to 1 pitcher-only and 1 pitcher-utility. They do not have to be selected in any specific order. Each team will also have to carry a minimum of four eligible hitters.

### The top point earner from the previous week will have their choice of 3 things:

- (1) Draft order position, (2) Half-Inning they want to hit in (Top: Bat 1st, Middle: Bat 2nd, or Bottom: Bat Last), and (3) Uniform Color. The next highest point earner will also choose those 3 things from the remaining 2 choices. The last captain will receive the leftover choices in all 3 areas.

### How the defensive lineup will be determined:

- The coach of the team that is set to hit next (after the end of that 3 outs) will control the defensive lineup for those 3 outs. That coach will pitch 1 of their pitchers (unless they have reached their pitching out maximum) and will set the rest of the defensive lineup. You can use the other teams pitchers if your pitcher(s) have reached their maximum innings. So in the top of the 1st the middle of the 1st coach will set the defense. In the middle of the 1st the bottom of the 1st coach will set the defensive lineup.

### GAME MINIMUMS

- (1) Each team will submit a batting order at the start of the game. The batting order can only be changed at the start of each game. The batting order must contain all members of each team except non-hitting pitchers.
- (2) Each pitcher must throw a **minimum** of 12 outs in the double-header. Each pitcher on her team must throw a **maximum** of 18 outs in the doubleheader.
- (3) Every member of each team that is not a pitcher only must play a minimum of 4 innings per night defensively.

### GAME RULES

- (1) You must follow the batting order, and each hitter has to run for themselves when on base.
- (2) Defensive substitutions are free to be made at the end of any inning.
- (3) Pitching substitutions can be made at any time, even in the middle of an inning.
- (4) Each game will be either 4 innings or 1 hour and 45 minutes drop-dead and revert back to the last complete inning.

## HOW WE SCORE

### WIN POINTS

- Win points are all about the team's performance. They accumulate during both individual innings and overall game wins. Each inning is worth +10 points and overall games are worth +15 points. If an inning is tied, the points roll over to the subsequent inning.

### GAME MVPS

- After each game, the players and coaching staff vote for players who they feel had standout performances.

These points will be added to the player's individual total. **Points are awarded as follows:**

LEVEL 1 MVP: +10 points

LEVEL 2 MVP: +5 points

### INDIVIDUAL POINTS

- The final component of points is individual points. Position players and pitchers earn points based on their performance.

#### Individual Offensive Points:

- Home run +14
- Triple +11
- Double +8
- Single +5
- HBP +4
- Walk +3
- Stolen Base +2
- Non-Sacrifice Out -1
- Caught Stealing -5

#### Individual Pitching Points:

- Each Out Made +3
- Each Non-Intentional Walk or HBP -3
- Each Earned Run Allowed -10

#### Individual Fielding Points:

- Each Put Out Recorded +1
- Each Assist Credited With +2
- Each Passed Ball Allowed -3
- Each Error Committed -5

### EXAMPLES

- If a batter goes 3-for-5 with two singles and a home run but is caught stealing, they will be awarded 17 points: 5 (S) + 5 (S) + 14 (HR) - 1 (OUT), - 1 (OUT), - 5 (CSB) = 17 points
- If a pitcher throws 1 2/3 innings and allows one earned run, they would earn 5 points: (5 x 3) - (1 ER x 10) = 5 points

## THE LEADERBOARD

As the season progresses, we keep a running leaderboard that counts points for each athlete individually. You can see the leaderboard change constantly throughout the game as athletes make plays. At the end of the fall, the athlete who sits atop the leaderboard is the champion. The margin can be very small, one play can determine the difference between first and second place. Every moment matters.