



RIIL 2021 Softball Cover Sheet
Alignment for one year only

Please Note: The use of four divisions during the 2021 spring season is due to the effects of COVID-19 this school year and is not precedent setting for the future.

Division I (11 teams):

La Salle	Cumberland
Coventry	Pilgrim
Moses Brown	North Providence
North Kingstown	Cranston West
East Providence	St. Raphael
Chariho	

Schedule: **Play every team in D1 once (10 games) and a duplicate vs. teams within your regional pod.**
Game Cap of 16.

Pod 1: Chariho, Coventry, NK, Pilgrim- 13 league games.
Pod 2: Cranston West, EP, LSA, MB - 13 league games.
Pod 3: Cumb, SRA, NP - 12 league games.

Playoffs: Teams must complete 9 games to be eligible for the post-season.
Top-11 teams seeded by winning percentage will qualify for the playoffs.
Single Elimination in Preliminary Round
 6 hosting 11
 7 hosts 10
 8 hosts 9
Single Elimination in Quarterfinal Round
Double Elimination beginning in Final Four

Division II (16 teams):

NORTH

Scituate
North Smithfield
Johnston
Smithfield
Tolman
Mount St. Charles
Woonsocket
Lincoln HS

SOUTH

Westerly
Prout
Barrington
South Kingstown
St. Mary Bay View
Rogers
Portsmouth
Toll Gate

Schedule: Play every team in sub-division twice (14 games, no crossovers).

Game cap of 16.

Playoffs: Teams must complete 9 games to be eligible for the post-season.

Top-6 teams in each sub-division seeded by winning percentage will qualify for the playoffs.

Teams will be slotted within their sub-division.

Single Elimination in Preliminary Round

N3 hosts S6, S3 hosts N6

N4 hosts S5, S4 hosts N5

Single Elimination in Quarterfinal Round

Double Elimination beginning in Final Four

Division III (12 teams):

Davies
Tiverton
Ponaganset
Narragansett
Burrillville
Middletown

Wheeler
Exeter/West Greenwich
Cranston East
Mt. Hope
West Warwick
East Greenwich

Schedule: Play every team in D3 once (11 games) and a duplicate vs. teams within your regional pod.

13 league games. Game Cap of 16.

Pod 1: Burrillville/Davies/Ponaganset

Pod 2: Cranston East/Wheeler/Mt. Hope

Pod 3: Middletown/Tiverton/Narragansett

Pod 4: East Greenwich/Exeter West Greenwich/West Warwick

Playoffs: Teams must complete 9 games to be eligible for the post-season.
Top-10 teams seeded by winning percentage will qualify for the playoffs.
Single Elimination in Preliminary Round
 7 hosts 10
 8 hosts 9
Single Elimination in Quarterfinal Round
Double Elimination beginning in Final Four

Division IV (10 teams):

Division A

Block Island
Classical
Juanita Sanchez
Paul Cuffee
Hope

Division B

Central Falls
Mt. Pleasant
Central
Shea
Times 2

Schedule: Play every team in sub-division twice and every team in the other sub-division once.
13 league games. Game cap of 16.

Playoffs: Teams must complete 9 games to be eligible for the post-season.
Top-4 teams in each sub-division seeded by winning percentage will qualify for the playoffs.
Teams will be slotted within their sub-division and cross over in playoffs.
Single Elimination in Quarterfinal Round
 A1 hosts B4
 B1 hosts A4
Double Elimination beginning in Final Four

Season Dates

First Day of Practice: Monday, April 26th
First Day of Possible Games: Friday, May 7th.
Last Day of the Regular Season: Saturday, June 12th.
Post-Season Ends: Sunday, June 27th.
Last possible date for Spring Sports: Wednesday, June 30th.

Playoff Seeding Tie Breakers:

- If there is a tie between two teams:
 1. Head-to-head record.
 2. Quality wins vs. higher ranked team in your sub-division (must be a common opponent)
 3. Quality wins vs. higher ranked team in the division (must be a common opponent)
 4. Defensive runs against vs. common opponents (per game cap of 10 runs)
 5. Average defensive runs against in all league games (per game cap of 10 runs)
 6. Coin flip

- If there is a tie between more than two teams:
 - When breaking ties between more than one team, a single team will advance
 1. Pool record between all tied teams.
 2. Quality wins vs. higher ranked team in your sub-division (must be a common opponent)
 3. Quality wins vs. higher ranked team in the division (must be a common opponent)
 4. Defensive runs against in pool (per game cap of 10 runs)
 5. Defensive runs against vs. common opponents (per game cap of 10 runs)
 6. Average defensive runs against in all league games (per game cap of 10 runs)
 7. Coin flip