

2024-2025 ACAA Baseball

NORTH REGION	
AREA 1 – Play your area team twice and then you must schedule:	
Cornerstone-R	@ Clay County
Tabernacle	vs Clay County
Pineview	@ Clay County
AREA 2– Play your area team twice and then you must schedule:	
Clay County	vs Cornerstone-R / @ Tabernacle/ vs Pineview

s.

SOUTH REGION	
AREA 1 – Play your area team twice and then you must schedule:	
Brooklane	vs. Russell / vs. Tuscaloosa / @ Victory-C
Eastwood	@ Russell / @ Tuscaloosa / vs. Victory-C
Success	vs. Russell / vs. Tuscaloosa / @ Victory-C
Victory-M	@ Russell / @ Tuscaloosa / vs. Victory-C
AREA 2 – Play your area team twice and then you must schedule:	
Russell	@ Brooklane/vs. Eastwood / @ Success / vs. Victory-M
Tuscaloosa	@ Brooklane/vs. Eastwood / @ Success / vs. Victory-M
Victory-C	Vs Brooklane/@ Eastwood / vs. Success / @ Victory-M

Playoff Structure

The top two schools from each area will advance to a sub-state round, with the number one hosting the number two from the opposite area. The winners of the four sub-state games will advance to the Final Four in Hueytown hosted by Brooklane. The ACAA Softball Final Four will be a double elimination.

Area rankings are determined by area record. In the event of a tie, the two teams over-all regional record will be looked at. In the event the records remain tied then head-to-head play will be used, using runs scored minus runs allowed in games played.

NOTE:

- A minimum of two umpires should be used for each ACAA sanctioned game.
- Teams participating in post-season tournament play may be assessed a fee to cover tournament expenses.
- Refer to the ***National Federation Rules Book*** for general rules and note **any rule changes**.
- Athletic Calendar: Download from the ACAA website and mark important dates to remember.
www.alabamachristianathletics.com

Double Header – If a double header is required due to weather cancellations, the 2nd game should be a full-length game and Home/Visitor should change on the score board, giving each team opportunity for last bat.