FOR 7 INNING GAMES

"Sliding Scale" Team Rating "Differential" Between Teams	Rating Levels	Equalizer Runs, etc., To Be Received by the Lower Rated Team	Equalizers are based on 7-inning games which typically only go 5 innings
0.0 -- 0.49	1	0 *	* In order to calculate the final equalizer, 1st compare each of the two teams' numeric ratings. Second, adjust the equalizer to be provided, up…or down, based on whether, or not, there is a 5 year difference in the two teams age classification (i.e., 50, to 55, etc.). If the age difference is 10 years, then move up, or down, 2 rating levels to determine the final equalizer.
0.5 – 0.99	2	3 *	
1.0 – 1.49	3	5 *	
1.5 – 1.99	4	1 RUN PER INNING *	
2.0 -- 2.99	5	1 RUN PER INNING, plus an additional defender *	
3.0 or more	6	* Runs per inning--1,2,1,2,1,2,1--plus an additional defender	* In the 2 equalizer run innings, the 1st run will be automatic; the 2nd one will have to be earned (last batter from previous inning placed on 2nd base, and has to be scored). All runs to be earned in 1 equalizer innings.

FOR 9 INNING GAMES

"Sliding Scale" Team Rating "Differential" Between Teams	Rating Levels	Equalizer Runs, etc., To Be Received by the Lower Rated Team	Equalizers are based on 9-inning games which typically only go 7 innings
0.0 -- 0.49	1	0 *	* In order to calculate the final equalizer, 1st compare each of the two teams' numeric ratings. Second, adjust the equalizer to be provided, up…or down, based on whether, or not, there is a 5 year difference in the two teams age classification (i.e., 50, to 55, etc.). If the age difference is 10 years, then move up, or down, 2 rating levels to determine the final equalizer.
0.5 – 0.99	2	4 *	
1.0 – 1.49	3	7 *	
1.5 – 1.99	4	1 RUN PER INNING *	
2.0 -- 2.99	5	1 RUN PER INNING, plus an additional defender *	
3.0 or more	5	* Runs per inning--1,2,1,2,1,2,1,2,1--plus an additional defender	* In the 2 equalizer run innings, the 1st run will be automatic; the 2nd one will have to be earned (last batter from previous inning placed on 2nd base, and has to be scored). All runs to be earned in 1 equalizer innings.

The team rating differential is part of a flexible "sliding scale". See examples below:

Team Rating	vs	Team Rating	Team Classifications	Team Rating Differential	7-Inning Game Equalizer	9-Inning Game Equalizer
5.19	vs	4.90	High Silver vs. Mid-Silver	0.29	0	0
4.70	vs	4.20	Mid-Silver vs. Mid-Silver	0.50	3 runs	4 runs
6.90	vs	5.85	Low Gold vs. High Silver	1.05	5 runs	7 runs
6.50	vs	4.50	Low Gold vs. Mid Silver	2.00	1 run per inning, plus additional defender	1 run per inning, plus additional defender
4.05	vs	3.85	Mid-Silver vs. Low Silver	0.20	0	0
5.93	vs	3.23	High Silver vs. Low Silver	2.70	1 run per inning, plus additional defender	1 run per inning, plus additional defender
2.91	vs	2.37	Bronze vs. Bronze	0.54	3 runs	4 runs
7.16	vs	5.54	High Gold vs. High Silver	1.62	1 run per inning	1 run per inning

PRECIOUS METAL TEAM RATING COLORS WITH CORRESPONDING NUMBER RANGES

Platinum			"HGH" Silver		
10.00	⇔	8.01	6.00	⇔	5.01
"HGH" Gold			"Mid" Silver		
8.00	⇔	7.01	5.00	⇔	4.01
"low" Gold			"low" Silver		
7.00	⇔	6.01	4.00	⇔	3.01
			Bronze		
			3.00	⇔	1.00