

# PERFECT GAME RULES

revised 10/7/2020

**Coaches:** Be sure you are aware of all rules and rule changes. Perfect Game reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.

## IMPORTANT RULES and INFORMATION

**1. TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!!!!** If this happens, we will take the second-place team out of the pool or the next best team. The Tournament Director will rule in the fairest possible way.

**Pool Play:** 14u Games are 1 hour 45 minutes; 11-13u Games are 1 hour 40 minutes; 9-10u Games are 1 hour 30 minutes; 6-8u games are 70 minutes. No inning can start after the time limit. Time will be kept by a PG Field Director or the Field Umpire. For each team's pool games the home team will be predetermined.

A tie is equal to a ½ win and ½ loss for each team.

**Championship Round/Playoffs:** Championship Games are no Time Limit. This rule is subject of change by the Tournament Director. The home team in Championship Play will be the higher seed except when there is no seeding. When there is no seeding, the home team will be determined by a coin flip. This is the case even if the schedule says otherwise.

No two teams from the same organization will match-up in their first playoff game unless the game is affected by a bye (Applicable to brackets with 9+ teams).

### Extra Innings

- Tie Breaker, last 3 outs on base with 1 out.
- Balk is the MLB ruling (NOT a dead ball)

The base runners will be placed as follows:

- o Last hitter from previous inning @ 1st Base
- o Hitter before him in the lineup @ 2nd Base
- o Hitter before that in the lineup @ 3rd Base
- o Normal substitution rules apply to these runners.
- o The hitting team will start the inning with one out.
- o Play continues until one team is ahead at the end of an inning.

**13U-14U:** Championship games will be played with regular extra innings through the 9th inning. Starting in the 10th inning the last three hitters from the previous inning will load the bases.

**9U-12U:** Games will be played with regular extra innings through the 8th inning. Starting in the 9th inning, the last three hitters from previous inning will load the bases

Time limits will apply for Semi-final games respective to each age group.

**2. Forfeits:** All games must be started with at least 9 players. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the

average runs scored for the winning team to 0 for the losing team. Only the Head Director can call a forfeit

**3. Taking Infield:** No infield will be allowed during the tournaments.

**4. Mercy Rules:** 9U-12U 15 after 2, 12 after 3, 8 after 4. 13U-14U 15 after 3, 12 after 4, 8 after 5.

**5. Trips to the mound:** The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.

• Hitting lineup: You may bat 9,10,11 players or your roster. You must declare at the start of the game.

**6. In case of rain:** All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament web site when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. All coaches should make sure the tournament committee has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures (listed below).

**7. Stop in Play:** If a game is stopped, the game must start within 1 hour of the stop in play. If games are not resumed, they will become suspended or called official. Games called by umpires that cannot be resumed within 1 hour will be considered an official game, if 4 innings have been completed, or 3 1/2 innings if the home team is ahead (13U-14U: after 5 innings or 4 1/2 if the home team is ahead). After 4 complete innings, a tie score will be recorded a tie in pool play. The tournament director can extend the 1 hour if there are extenuating circumstances, i.e. lightning detector, working on fields, etc. A suspended game will resume where the game was halted. In the event play is stopped for any reason before or during the Championship round, first place, second place, third place, etc. will be awarded based on PG Seeding and Tie Breaker Rules.

**8. Protests:** Judgment calls and pitching limitations are not eligible for protest. Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

**9. Roster and Roster changes:** All players should be listed on the official roster. If a player is listed on more than one roster, the player listed will make a decision as to which roster he is legally on. This decision is up to the individual player. No player can appear in a tournament game for more than one team. If there are multiple events going on at one time players are permitted to play for one team in each event if so desired; pitching limitations still apply to the player. Age divisions within a tournament count as separate events.

o The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements

o A player who is in violation of the age eligibility shall be considered an illegal player.

o If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in the same tournament, the team is subject to forfeit. The first team a player participates for is their official team. \*This does not apply to Pitch Smart violations.

o Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted.

Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such document can be produced.

**10. Scoring:** We recommend that all teams (home and visitor) keep a scorebook. The official scorebook and lineup card for the game will be kept by tournament staff, in case of emergency where staff cannot keep book the home team will be the official scorer. In a situation in which tournament staff and the home team are unable to score the visitor would become the official book. All subs should be reported to the umpires. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.

- o Line up cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time. Line up cards are to be given to the official scorekeeper before the home plate meeting.

**11. Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

- o Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or following a game played under the authority of Perfect Game. Assault on an official is a felony in some states.
- o Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
- o Any player, coach, manager, sponsor, fan, spectator, director, or officer who engages in physical fighting.
- o Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
- o Destruction of property or abuse or failure to pay.
- o Competing under an assumed, false and/or altered name.
- o Tournament hosts have the authority to eject a player, fans, or team anytime during a tournament of committing any of the above listed offenses.
- o A player, spectator, fan or coach ejection carries removal from that game only.
- o Any spectator, coach, manager, or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.
- o Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament committee reserves the right to remove teams from playoff contention.

**12. Bat Specifications:**

9U-12U: BPF 1.15, and USA bats are legal for use.

13U (AA, Open, and Major) -8, -5, or -3 bats allowed

14U (Open Division and 14 Major Division) -3 BBCOR bats ONLY

14U (AAA) -5 and -3 bats ALLOWED

14U (AA ) -5 and -3 bats ALLOWED

**13. Pitching:** The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. The 3B to 1B pickoff move is legal. Also, in the windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.

- o Ages 9-14

Each Player is allowed 24 outs over a 3 day period. If you pitch more than 9 outs in a day you are required 2 days' rest.

- o 9-12u: Daily max is 18 outs

- o 13 & 14u: Daily max is 21 outs.

- o 100 Pitch max per 3 days

- o You can pitch in more than one game in a day if you do not exceed your daily limits

#### **14. Pitching Violations:**

o Manager is ejected for the weekend, replace the pitcher, not a forfeit.

**15. Courtesy Runners:** Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game. Additionally, if a team is batting their entire lineup, then they will be able to use last batted out.

**16. Not covered in the Rules:** In the event any item is not covered in these rules or NFHS rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

#### **17. Field Dimensions**

- o 9U-10U: Games will be played on 46x65 fields.
- o 11U-12U: Games will be played on 50x70 fields.
- o 13U: Games will be played on 54x80 fields.
- o 14U: Games will be played on 60x90 fields.

#### **18. Seeding and Tie Breaker Rules.**

The event director has the right to activate pool and/or organization protection for playoff seeding.

1. Pool play overall record (winning percentage)
2. If two teams are tied – Head to Head winner
3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
4. Least total runs allowed in pool play.
5. If still tied – Total runs scored in pool play
6. If still tied – Total runs allowed subtracting game with most runs allowed in pool play
7. If still tied – Total runs allowed minus two games with most runs allowed in pool play
8. If still tied – Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games
9. Second place teams will always be taken ahead of 3rd place teams for wild cards, 3rd place ahead of 4th place, etc.

#### **COACH PITCH SPECIFIC RULES**

8.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

8.02 Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

8.03 Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.

8.04 Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

8.04.A The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.

8.04.B The pitching coach shall not verbally or physically coach while in the pitching position

8.04.C The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule 8.04.C Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.

Rule 8.04.C Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

8.05 Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.

8.06 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a

warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.

8.07 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.

8.08 The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule 8.08 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 8.08 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

8.09 Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

8.10 The Infield Fly Rule shall not be in effect at any time.

8.11 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

8.11.A Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.

Rule 8.11.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.12 Teams may use free substitution on defense, but the batting order shall remain the same.

8.13 Bunting shall not be allowed.

8.14 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

8.15 A player may only be Intentionally Walked once per game by announcement from the defensive team.

8.16 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

8.17 A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

8.18 A team may score a maximum of seven (7) runs per inning.

8.19 The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

8.20 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 8.20 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

8.21 When a batted ball hits the Pitching Coach, the following shall apply:

8.21.A If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

8.21.B If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.