



2018 Tournament Playing Rules (PGBA, PG Super25 and Richmond County) (Updated 5/22/2018)

Coaches: Be sure you are aware of all rules and rule changes. Perfect Game and/or Richmond County Tournaments 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

- 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:** All Pool Play games will be played with a strict 1 hour, 45 minute time limit for 9U-12U and two hour time limit for 13U-17U. No inning can start after the time limit. Time will be kept by the home plate umpire. For each team's pool games, the home team will be predetermined. All pool games that are tied after 6 innings or the 1 hour, 45 minute time limit for 9U-12U and 7 innings or the 2 hour time limit for 13U-17U will be recorded a tie. A tie is equal to a ½ win and ½ loss for each team. Time limits are not drop dead; no new inning can start after the time limit has been reached.
- Championship Round/Playoffs:** No two teams from the same organization will match-up in the first round of the playoffs unless the game is affected by a bye (applicable to brackets with 9+ teams). After Round 1, no switches will be made. 1 hour, 45 minute time limit for 9U-12U; 2 hour time limit for 13U-17U will be used in all games except the Championship game. In the Championship game there is no tie-breaker. This rule is subject to change. Note: For PG Super25 events only, there is no time limit in either the semi final or championship games.

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. Tie Breaker: If after 6 innings or 1 hour, 45 minutes for 9U-12U and 7 innings or 2 hours for 13U-17U, the two teams are still tied the following tie breaker rules will go into effect except for the Semi-Finals and Championship Game. The last three hitters from the previous inning will load the bases.

The base runners will be placed as follows:

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

If tied after regulation, the semi-finals and championship game 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.

4. **Forfeits:** All games must be started with at least 9 players. A game can be finished with 8 players. Once a team establishes it has 8 players it must finish the game with 8 players. The player leaving the original lineup cannot return and his spot in the hitting lineup will be recorded as an out. Any intentional forfeit will 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. **The tournament committee will decide when a forfeit is declared.**

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

6. **Mercy Rules:**
9U-12U: 15 after 2, 12 after 3, 8 after 4;
13U-17U: 15 after 3, 12 after 4, 8 after 5.

7. **Trips to the mound:** The pitcher must be replaced on the 2nd trip to the mound in any inning.

8. **Hitting lineup:**
9U-12U: Can consist of 9, 10 or 11 players, or teams are permitted to bat their entire lineup. If a team chooses to bat their entire lineup and a player is forced to leave the game, the spot in the hitting lineup will be recorded as an out..
13U-17U: Can consist of 9, 10, or 11 players.
Once the first pitch is thrown, the lineup is locked and must stay with the same number of batters for the entire game. The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card. The EH and XH is the same as any position on the field as far as substitutions are concerned. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed at P/DH on the lineup card.

9. **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. 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).

10. **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 5 innings have been completed, or 4 1/2 innings if the home team is ahead. After 5 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.

11. **Protests:** 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 a game, or before umpires leave the field if after a game.

12. **Roster and Roster changes:** All players should be listed on the official roster. Playing a non-roster player could result in a forfeit. 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.
 - The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements.
 - A player who is in violation of the age eligibility shall be considered an illegal player.
 - 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.

- 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. Driver's License is permitted. For events classified by graduation year, transcripts from a player's most recent academic semester shall be in the possession of their team manager.

13. **Scoring:** We recommend that all teams (home and visitor) keep a scorebook. All subs should be reported to the umpires. To eliminate scoring disputes, scorekeepers should check with the other coaches and umpires during and after the game. Lineup cards must be carefully filled out with the player's first name, last name, position, and accurate jersey number. All substitutes should be listed with accurate jersey numbers. Failure to produce a complete lineup card can result in games not starting on time. Lineup cards are to be given to the official scorekeeper before the home plate meeting.
14. **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 as listed below.
- Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during or immediately following a game.
 - Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director or associate officer with physical harm.
 - Any player, coach, manager, sponsor, fan, spectator, director or officer who engages in physical fighting.
 - Using unsportsmanlike conduct or abusive language, symbol tactics or derogatory or unbecoming acts.
 - Destruction of property or abuse or failure to pay.
 - Competing under an assumed, false and/or altered name.
 - Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.
 - A player, spectator, fan or coach ejection carries removal from that game only.
 - Any spectator, coach, manager or player who is ejected from the second time during the tournament will be eliminated from participating for the remainder of the tournament.
 - Any event that results in physical altercation (before, during or after a game) could result in forfeit for both teams. The tournament committee reserves the right to remove teams from playoff contention.
15. **Bat Specifications:**
- PG WWBA - Wood bats only. Must be composed of one single piece of wood. Current legal composite bats are listed online under the "Bat Restrictions" tab of the PG event page.
 - 14U-17U (PG only) – All teams must use BBCOR -3 bats that are legal according to the National High School Federation. Wood bats are also allowed. Note: Some 17U PG tournaments will be wood bat only. Please check the rules for your specific event.
 - 14U-17U (RC only) – Wood bat only. All bamboo and wood composite bats allowed.
 - 13U (All) - Metal bat. All bats must have branding, label, or stamp proving BPF 1.15 or BBCOR on it. There is a length to weight ratio maximum of -5 (5 ounces). No larger than 2 5/8 barrel. NO WOOD BATS.
 - 9U-12U (All) – Metal bat. All bats must have a branding, label or stamp proving BPF 1.15. NO WOOD BATS. Bats bearing the new USA Bat standard stamp are allowed however are not required.
 - Check the current list of banned bats as posted by Perfect Game
16. **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. **Enforced Pitching Limitations** – All PGBA and PG Super25 events will follow PitchSmart Guidelines. See specific tournament Pitching Rules for additional information.
17. **Courtesy Runners:** Courtesy runners are allowed for the Pitcher and Catcher only. Courtesy runners must be a valid substitute, and no player can be a courtesy runner twice in one inning. The same substitute cannot run for more than one position (pitcher or catcher) in the same game. If a team is batting their entire roster, last batted out CANNOT be used.

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

19. **Field Dimensions:** As determined by age group.

- 9U-10U – 46 x 65
- 11U-12U – 50 x 70
- 13U-17U – 60 x 90

20. **Seeding and Tie Breaker Rules.**

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. 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.

Perfect Game Super25 Roster Rules

Team and Individual Player Eligibility

1. A team may not be composed of more than the allotted eligible players
 - 9U-12U - 17 eligible players
 - 13U-14U - 20 eligible players
 - 15U-17U - 25 eligible players
2. The tournament director may manage or coach in any tournament in which he also serves as the tournament director or host. There shall be a separate tournament director and protest committee selected to handle all rule problems within the tournament.
3. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the eligibility requirements.
4. Teams can replace players that cannot come to the National Championship due to extenuating circumstances (i.e., injury, family conflicts, etc.)
5. Any team qualifying for the Super25 National Championship must have a minimum of 11 players. If a team qualifies with less than 11 players, they will be allowed to add players until they reach 11 total players:
 - a. A qualifying team will have the ability to change their roster. 60% of the roster must remain the same for the National Championship.
 - b. Teams can add 6 players to their roster after qualifying for the National Championship. These players can be from any region, given they still only have 3 players from outside of the region/bordering regions on their roster, and given the roster still stays within the maximum number of players allowed per team. These additional players can be added after adjusting the roster for rules 4, 5 and 5a.
6. Teams from every region are eligible to play in all of the Super Qualifiers.
7. Super Qualifier tournament event champions receive a berth to the current season's National Championship. Champions must confirm attendance at the National Championship immediately following the tournament.
8. Perfect Game decides the Champion on incomplete Regional and/or Super Qualifier.