

Official Rules & By-Laws (Last updated: 4/28/2016)

Perfect Game Super25 Rules

2015-2016 Championship Season

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Rule 1.00 Perfect Game Super25 Participation

1.01 Players may play in an older age tournament

1.02 A player can play on only one National Championship team in the same age bracket; however, a player can play on an additional team in an older age bracket if he also qualified with that team and the events are not at the same time.

Rule 2.00 Team and Individual Player Eligibility

2.01 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: 22 eligible players

2.02 Age Eligibility: A player's age on May 1st of the season will dictate his age group for that season. A player can always play up in age divisions. For ages 14U-17U, graduation year can also be used.

2.03 A 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.

2.04 The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements as set forth in Rule 2.02.

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

2.06 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.

2.07 In each age division, all participating players in Perfect Game Super25 events shall have photocopies of their original birth certificates in the possession of their team manager. Electronic copies of ID documents are accepted. Failure to have a copy of a birth certificate upon demand will result in suspension for the remainder of the event until such document can be produced. Driver's License is permitted.

2.08 A team must have 100-percent of its roster from its home area, region or bordering regions. A California, Florida, or Texas team is from either the North or South region of its state.

2.08.1 Residency Requirements will be the sole discretion of Perfect Game. The state the player attends high school in will determine his region eligibility; with exception of boarding schools. Each case will be handled on an individual basis by the PG Super25 National Office. The National Office will make the fairest ruling possible, and that ruling will be final. Perfect Game Contact: bbarth@perfectgame.org

2.09 Teams must use the same roster for the National Championships that they used to qualify with at the Regional or Super Qualifier. Teams are able to replace players lost to injury or other conflicts that prohibit them from participating in the National Championship, but they must keep the same number of players from the qualifying roster. All player replacements must be approved by Perfect Game. Perfect Game Roster Contact: bbarth@perfectgame.org

2.09.1 Any team qualifying for the Super25 National Championships 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.

2.10 A team qualifying in the fall will have the ability to change its roster. Sixty-percent of the fall roster must remain the same for National Championship in all age divisions.

2.11 A team may only play in regional tournaments from its home region or bordering regions. Teams from every region are eligible to play in all of the Super Qualifiers.

2.12 Florida State and Texas State Regionals are only open to teams from within that state.

2.13 Regional and 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. If a team is already registered for the BCS or other PG core event that is paired with the Super25 National Championship, they will be automatically transferred over from that event.

2.13.1 Perfect Game decides the Champion on incomplete Regional and/or Super Qualifier.

Rule 3.00 Ejection Rules

Ejection offenses include:

3.01 Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game played under the authority of Perfect Game.

3.02 Players, coaches, managers, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.

3.03 Any player, coach, manager, sponsor, director or officer who engages in physical fighting.

3.04 Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

3.05 Destruction of property or abuse or failure to pay.

3.06 Receiving money directly or indirectly for playing on a team and/or based on athletic performance.

3.07 Competing under an assumed, false and/or altered name.

3.08 Use of any illegal equipment, substance, or falsification of any kind.

3.09 Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.

3.10 A player or coach ejection carries removal from that game only.

3.11 A coach or manager who is ejected for the second time in a specific tournament is suspended for the rest of the event.

Rule 4.00 Playing Field and Equipment

4.01 The playing field should be laid out according to age specific dimensions. The field must have a protected player dugout.

Super25 National Championships will be played at the following distances:

- 9U: 46x60
- 10U: 46x60; Regional Directors can choose to play their events at 46x65
- 11U-12U: 50x70
- 13U: 60x90; Regional Directors can choose to play their events at 54x80
- 14U-17U: 60x90

4.02 Metal Bat Tournaments

- 9U-12U: Metal bat. All bats must have a branding, label, or stamp proving BPF 1.15. NO WOOD BATS
- 13U: Metal bat. All bats must have a branding, label, or stamp proving BPF 1.15 or BBCOR on it. There is length to weight ratio maximum of -5 (5 ounces). NO WOOD BATS
- 14U-18U: Metal bat. All teams must use BBCOR -3 bats that are legal according to the National High School Federation. Wood bats are also allowed.

4.03 Blank number is considered number 0. Only customary baseball shoes shall be worn by any and all players. Regular metal cleats are NOT allowed in age divisions 9U-11U. No cleats of any kind allowed on temporary mounds.

Rule 5.00 Official Playing Rules

5.01 The Official Playing Rules of Perfect Game Super25 will follow National Federation Rules with the exceptions being contained in this document.

5.02 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.

5.03 Pool Play: All Pool Play games will be played with a strict 1 hour 45 min. time limit for 9U & 10U, 1 hour 45 min. time limit for 11U & 12U, and 2 hour time limit for 13U & 14U. No inning can start after the time limit. Time will be kept by the PG Field Director. 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 min. time limit for 9U-12U and 7 innings or the 2 hour time limit for 13U & 14U will be recorded a tie. A tie is equal to a ½ win and ½ loss for each team.

5.04 Championship Round/Playoffs: No two teams from the same organization will match-up in the first round of the playoffs. After Round 1, no switches will be made. 1 hour 45 min. time limit for 9U & 10U, 1 hour 45 min. time limit for 11U & 12U, and 2 hour time limit for 13U & 14U will be used in all games except the Semi-final and Championship games. In the Semi-finals and Championship game there is no tie-breaker. This rule is subject to change. 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 hours 45 min. for 9U-12U and 7 innings or 2 hours for 13U & 14U the two teams are still tied the following tie breaker rules will go into effect except for the Semi-final and Championship Games. 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.

5.05 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 can not 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.**

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

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

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

5.09 Hitting lineup: **9U-12U:** Can consist of 9, 10, or 11 players; or teams are permitted to bat their entire line up. **13U-17U:** Can consist of 9, 10, or 11 players. The lineup 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.

5.10 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).

5.11 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 can not 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.

5.12 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 game, or before umpires leave field if after a game.

5.13 Roster and Roster changes: 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.

5.14 Scoring: We recommend that all teams (home and visitor) keep a scorebook. The actual scorebook of the game will be kept by tournament staff, in case of emergency where staff can't keep book the home team will be the official scorer. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.

5.15 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. Any coach or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.

5.16 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. Please refer to Pitch Smart guidelines for pitching limitations.

5.17 Enforced Pitching Limitations: All PGBA Red events will strictly follow the Pitch Smart guidelines. All other PGBA events are not required, but strongly encouraged. Non-PGBA Red events may also choose to follow the Pitch Smart guidelines and enforce them as a rule.

Pitching Limitations

<http://m.mlb.com/pitchsmart/pitching-guidelines/>

Enforcement of the Pitching Limitations

- Pitch counts will be tracked via Gamechanger (Run by PG & the Official book)
- Teams are encouraged to keep their own pitch counts of both teams pitchers
- If a pitcher is in question it will take a protest, during the game and while the pitcher is throwing, to decide if hes is legal or not.
- Once a pitcher reaches his daily maximum limit, he must be removed from the game. If a pitcher reaches the maximum limit of pitches in a game during a batter's plate appearance, the pitcher may continue in the game until such plate appearance or the inning ends (i.e. by a third out made by catching a runner stealing), whichever comes first. There is no team penalty for this, but the pitcher must adhere to prescribed pitch counts for the remainder of the event.
 - PG Scouts will try to remind the coaches when a player is 20 pitches form his daily limit, and when he reaches the daily limit that he must be removed.

If a pitcher throws a pitch in a game sooner than the mandatory days rest, he becomes an illegal player. If the opposing Head Coach protests the illegal player, the game will be deemed a forfeit. Head Coaches are responsible for knowing the mandatory days rest for their pitching staff.

5.18 Not covered in the Rules: In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

5.19 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.