Baseball Championship Series Finals Playing Rules

- **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. All games except the CHAMPIONSHIP game will be played with a strict two hour time limit. No inning can start after two hours. Time will be kept by the umpires and staff. For each team's pool games the home team will be predetermined.
2. All pool games that are tied after 7 innings or the 2 hour time limit will be recorded a tie. A tie is equal to a ½ win and ½ loss for each team.
3. **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! In case of forfeit the winning team will be awarded a winning score of the average runs they scored in all of their pool games vs. "0" runs allowed. The losing team will be recorded a 10-0 loss. Any intentional forfeit will result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on intentional 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! **Note:** Any team not on the field and prepared to start the game, at game time will give cause for immediate forfeit.
4. **Taking Infield:** Due to possible time constraints, before game infield will be allowed only when time allows for it. If time allows, teams will be allowed to take infield. It is possible teams will be allowed to take a very short infield in some cases if time allows, but the games must remain on schedule. If fields are soft and/or soggy infield may not be allowed due to facility requests.
5. **Mercy Rules: 1.** The game will end if the visiting team is behind by 12 or more runs after 3 ½ innings or the visiting team is ahead by 12 or more runs after 4 complete innings. **2.** The game will end if the visiting team is behind by 8 or more runs after 4 ½ innings or the visiting team is ahead by 8 or more runs after 5 complete innings. 15 run rule after 3 innings as well.
6. **Trips to the mound:** The pitcher must be replaced on the 2nd trip to the mound in any inning.
7. **Hitting lineup:** Can consist of 9 or 10 batters. The lineup must stay with either 9 or 10 batters (whichever is used) for the entire game. The 10th hitter if used will be designated as an EH on the lineup card.
8. **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 at the site when it becomes available. **Note:** No special requests will be honored if rescheduling becomes necessary. All coaches should make sure they have the tournament phone numbers to call for information. If games are cancelled Pool winners and championship qualification will be determined by the tie breaking procedures (listed below). 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 using the tie breaker rules **(see tie breaker rules below)** In case of weather problems. Games called because of rain by umpires that can not be resumed within 1 hour will be considered complete after 5 innings or 4 1/2 innings if the home team is ahead. After 5 complete inn. a tie score will be recorded a tie in pool play.
9. **Protests:** Protests will be heard and ruled on by the tournament committee. The team protesting must make a 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.
10. **Regional Qualifiers:** All teams will have a Regional Home. A team can play in a qualifying event outside their region, but must play in at least one event in their home region.
11. **Roster and Roster changes: Teams that are participating in the BCS Finals, may add up to 3 players.** Teams may change their rosters up until they start their first game. After that time there will be no 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.
12. **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.
13. **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.
14. **Bat Specifications**: There are no bat restrictions in ages 12-14. In ages 15-18 we will use -3 weight differential.
16. Finals and Open Finals Lodging: All teams coming to the Open and BCS Finals must stay in a hotel that Perfect Game has secured.
17. 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!
18. TIE BREAKER RULES

Pool Play- If the score is tied after 7 innings or 2 hour time limit the game will be recorded a tie for both teams.

System used for advancing and seeding out of pool play.

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

Championship Play

1. 2 hour time limit will be used in all games except the Championship game.
2. Flip for home team.

TIE BREAKER RULES (for Playoffs only)

1. If after 7 innings the two teams are still tied the following tie breaker rules will go into effect except for the Championship Game.
2. 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.

- **National High School Federation Baseball Rules apply in all other cases**

18. AGE DIVISIONS

After extensive research and input from several sources, Perfect Game USA has decided to change their age limits for their tournaments. Starting in June 2006 the age requirement will be **born on/after May 1**. In the past, it has been born on/after August 1. This coincides with several other organizations, including USA Baseball. This is an either/or age limit. A player either graduates in the given year **OR** he was born on/after May 1 of the given year. This mean that there could be a 2005 graduate playing this coming summer in the BCS 18U Finals, IF his birthday is on/after May 1, 1987.

The following chart will help you determine which age group your team falls into:

18U	Born on/after May 1, 1987	Graduates in 2006
17U	Born on/after May 1, 1988	Graduates in 2007
16U	Born on/after May 1, 1989	Graduates in 2008
15U	Born on/after May 1, 1990	Graduates in 2009
14U	Born on/after May 1, 1991	Graduates in 2010
13U	Born on/after May 1, 1992	Graduates in 2011
12U	Born on/after May 1, 1993	Graduates in 2012