Perfect Game Super25 Tournament Playing Rules (Ages 9U-13U)

Coaches: Be sure you are aware of all rules and rule changes. Perfect Game Super25 staff reserves the right to amend rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.
(Updated 4/1/2014)

1. Teams Eligibility: Age 9-12 seventeen (17) eligible players, Age 13 twenty (20) eligible players. Coaches or Managers are not included. Manager, coaches, business manager and/or scorekeeper may not exceed 4 total.

2. Age Eligibility: A player's age on April 30 of the season or Graduation Class appropriate (9u-13u) will dictate his age group for that season. Players can always play up in age brackets. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they met the requirements. 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 offending player will be suspended from play for the remainder of the tournament in any age bracket. Upon the 2nd offense appropriate action up to and including suspension of offending team and coaches to further participation in future PG events may be taken.

3. Ejections: A player ejection carries removal from that game and the next game. A coach or manager ejection carries removal from that game only.

4. Bat Specifications: The official bat shall be constructed of wood or aluminum or any other material or combination of materials as approved by the National Federation of High Schools. [In age brackets 9U-13U, there will be no bat restrictions. In the 15U and 16U age brackets, bats may have no more than a minus three (-3) length to weight ratio] BBCOR – this may also apply to 14U players. 17U will use wood bat only.

5. Uniforms & Gear: Official uniforms must be complete with matching team jerseys with numbers that are non-duplicating. Only customary baseball shoes shall be worn by any and all players. Regular metal cleats are allowed in all age brackets 13U and older. Managers and coaches must wear a matching baseball hat and shirt with team insignia. Managers and coaches may wear athletic type shorts. Catcher's requirements are the use of a catcher's mitt, chest protector, leg guards, protective cup, and catcher's helmet with face mask and throat guard. Offensive players are required to wear a double ear cover batter's helmet whenever at bat, on deck, base running, or base coaching.

6. Time Limits: For ages 9U-12U a 1 hour and 45 minute time limit or six (6) innings played will be used on all pool play games. No new inning can start after 1:45 hours. Ages 13U a 2 hour time limit or seven (7) innings played will be used on all pool play games. Tied games in pool play at the completion of a game time limits shall be recorded as ties. If game time still exists there will be extra innings played. In bracket play, tied games will be completed to determine a winner. No tie-breakers will be used.

7. Hitting Lineup: Extra hitter (EH) batting ten (10) players in the line-up may be used in the age levels 9U-17U. Designated hitter (DH) may be used in all age levels (9U-17U) according to **College DH Rule**. No courtesy runners allowed for ages 9U-13U.

8. Run Rules: 15 after 3 innings, 12 after 4 innings, 8 after 5 innings. The home team will not bat once the run rules has been acquired, if ahead.

9. Complete & Suspended Games: A game affected by but not limited to the weather, run rule, light failure, darkness (on fields without lights) or time limits, shall be considered a complete game after four (4) complete innings or three and a half (3 ½) if the home team is ahead in ages 9U-12U. 13U will be considered after five (5) or 4 1/2 innings. A game which is stopped after the 4/5th inning, but not in a complete inning, reverts back to the last completed inning. Suspended games of a complete inning (1) will resume from the point of suspension. Games with less than one (1) inning will start over.

10. Forfeits: Schedules game time has a 15 minute grace period. If a team is unable to start with nine (9) players, the game will be recorded as a forfeit and the offended team will be awarded a 7-0 win.

11. Pitching Limitations and Trips to the mound:
Three day events – 10 innings maximum
Four or Five day events – 14 innings maximum
National Championship – 16 innings maximum
There will be a maximum of seven (7) innings in a game in all age brackets. When a pitcher throws five (5) plus innings in a day or consecutive days that pitcher must have two (2) days rest.. The pitcher must be replaced on the 2nd trip to the mound in any inning.

12. Protests: Protests of official playing rules must only be submitted to the tournament director with a $100 cash protest fee. The official rules of protesting a game also must be adhered to for the protest to be considered. If the protest is upheld, the protest fee will be returned.

13. Starters Re-entry and Intentional Walks: Starters may re-enter the game one time, however they must re-enter in the same place in the batting order. Substitutes may not re-enter the game. Intentional walks at 9U-13U age levels, the pitches must not be made.

14. Field Dimensions: Ages 9U-10U will be played on 46 x 65 fields. Ages 11U-12U will be played on 50 x 70 fields. Age 13U will be played on 54 x 80 fields.

15. Seeding and Tie Breaking Procedure: All PG Super25 events are as followed:
1. Head-to-head (In a 3 way tie, if one team defeated the other two in the tie, they advance)
2. Runs allowed (1st criteria in three-way tie in pool play if rule 1 is not met)
3. Run differential
4. Average runs per inning in pool play games
5. Coin flip

16. 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!