



2017 Tournament Playing Rules (PGBA, PG Super25 and Richmond County)

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

- 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.
- 2. 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.
- 3. 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 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. 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 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.

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. **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.
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 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.
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:** 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.
13. **Scoring:** We recommend that all teams (home and visitor) keep a scorebook. To eliminate scoring disputes, scorekeepers should check with the other coaches and umpires during and after the game.

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. 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.

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.

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 events will follow PitchSmart Guidelines. See specific tournament Pitching Rules for additional information.

17. **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!

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

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

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.