



Perfect Game New England Youth Tournament Rules (9u-14u)

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 Tournament Play. National High School Federation Baseball Rules will be enforced with the following exceptions for all age levels.

1. Youth Bat Specifications:

When a batter is pronounced out for violation of bat rules, the defense may take the penalty or the result of the play.

9U-11U:

Metal/Composite bat

All bats must have a branding, label, or stamp proving USSSA BPF 1.15 Certification.

9U-11U: USSSA BPF 1.15 Bats (any drop is allowed), USA Bats (any drop is allowed), -3 BBCOR Bats or Wood Bats are also allowed

12U: USSA BPF 1.15 (-5 Bats are not allowed for this age level all other drops are allowed). USA Bats (any drop is allowed), -3 BBCOR Bats or Wood Bats are also allowed.

13U:

Metal/Composite bat

All bats must have a branding, label, or stamp proving USSSA BPF 1.15 Certification.

13U: USSSA BPF 1.15 Bats (-5 Bats only, all other drops are not allowed). USA Bats (-5 only, all other drops are not allowed). -3 BBCOR Bats or Wood Bats are also allowed.

14U:

-3 BBCOR Or Wood Bats are allowed

Updated Bat Rules 10.28.2024

Please see updated highlighted bat rules below. Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used in Perfect Game Leagues and its Affiliate Events.

Example of stamp is attached. USA, BBCOR, and Wood Bats are also Allowed.

Safety and integrity of the game are two major factors at Perfect Game events, and with the implementation of the following changes, we are taking the next steps in providing an updated and premier experience on the baseball field. While these bats are currently still certified by their manufacturers, performance of these bats over the extended life span continues to become increasingly unsafe for our participants.

Effective April 8, 2024, the following bats may not be used in the Perfect Game League or events:

- - 2015 Demarini CF7 (-5)
 - 2015 Easton XL1 (-5)
 - 2016 Demarini CF8 (-5)
 - 2016 Demarini CF8 (-8)
 - 2016 Demarini CF8 (-10)
 - 2017 Demarini CF Zen Balanced (-8)**
 - 2017 Demarini CF Zen SL 2 3/4" (-10)**
 - 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
 - 2017 Demarini CF Zen - Balanced (-5)
 - 2017 Demarini CF Insane - Endloaded (-5)
 - Louisville Slugger Blue Meta Composite (33/30 model only)
 - 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
 - (Easton) Ghost X (30/20 only - USA Baseball Marked)
 - 2022 Stinger Missile 2 - (33/30 model only)

****Re-tooled models of these bats may be used in Perfect Game play. Once returned from the manufacturer, these bats will have updated model numbers and**

new orange end cap and stickers indicating the corrected performance standards.

Additionally, for further clarity, Perfect Game has lifted its previous ban of the Easton Hype Fire -5 bat and, effective August 15th, 2024 all years and models will be approved for Perfect Game play outside of a 12U event.

2. Pitching Regulations:

Balk Rule

The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. A called balk will remain a LIVE ball. The balk is not considered an automatic dead ball.

The fake to third and throw to first play remains LEGAL for PG Youth Events in New England for 2026. 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.

PERFECT GAME PITCHING RULES



Below is the maximum number of pitches allowed per day in Perfect Game tournaments. Players will be required to rest said number of calendar days when reaching pitch limit. Official pitch counts are tracked by PG Field Scout unless communicated otherwise. Teams are encouraged to also track their pitch counts for both teams. Limits apply to specific tournament age division, not player age. (i.e. 15-year-old player in 17U tournament will go by 17U requirements.)

Age	Daily Pitch Max	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-80	81+

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.

If a pitcher is brought into a game sooner than the mandatory calendar days' rest, he becomes an ineligible player. According to NFHS Rule 3.1.1: An ineligible player on defense shall be replaced immediately upon discovery by the umpire or either team. Once discovered by teams, umpires, or PG Staff, the umpire & Official Scorekeeper will confirm eligibility with Tournament Headquarters. If deemed ineligible, team will have the opportunity to remove player from game. The replacement pitcher will be allowed adequate time to warm up.

A pitcher is only allowed to pitch in one game per day unless pitcher throws 20 or fewer pitches in first game. In that case, pitcher may pitch in 2nd game of day. Pitch totals for both games combined will require prescribed daily limits and required rest. No Pitcher is allowed to pitch 3 games in one day.

No pitcher is allowed to pitch 3 days in a row regardless of pitch counts.

Age	Daily Pitch Max	Required Rest (Pitches)				
15-16	95	<i>0 Days</i>	<i>1 Day</i>	<i>2 Days</i>	<i>3 Days</i>	<i>4 Days</i>
		1-30	31-45	46-60	61-75	76+

0

= Required Rest

Players that pitched in a PG event up to 4 days before this event.

RR

= Required Rest

3. Pitching Violations:

The pitcher must be replaced on the mound immediately upon notice of a violation, not a forfeit.

4. Game Procedure:

Field Dimensions

- 9U-10U: All games will be played on 46x60 fields (Closed Bases).
- 10U Super NIT, Super 25 & NE World Series: All games will be played on 46x65 fields.
- 11U-12U: All games will be played on 50x70 fields.
- 13U-14U: Games will be played on 60x90 fields.

TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!

If this happens, 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:

- Game times may vary by state or region. Directors reserve the right to adjust game lengths to benefit the event. Directors will rule in the fairest way possible.
- 9u-12u: Games are 1 hour 40 minutes or 6 innings
- 13u-14u: Games are 1 hour 50 minutes or 7 innings
- 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.
- A tie is equal to a ½ win and ½ loss for each team.

Championship Round/Playoffs:

- Applicable to Red Events only: No two teams from the same organization will match-up in their first playoff game unless the game is affected by a bye (Applicable to brackets with 9+ teams).
- Championship Games are no Time Limit if time allows.
- 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.
- Director reserves the right to enact pool protection at their discretion. If two teams have previously matched up in pool play, lower seeds may be switched to provide teams with new opponents for the first round of bracket play.

Extra Innings

- Texas Tie Breaker, last 3 hitters on base with 1 out.
- 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.

13U-14U:

Championship games 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 with 1 out.

9U-12U:

Championship games will be played with regular extra innings through the 8th inning. Starting in the 9th inning the last three hitters from the previous inning will load the bases with 1 out.

5. Forfeits:

A team should do everything within their power to start the game with 9 eligible players. Should a team not be able to begin with 9 players a game may begin with 8 players with the 9th lineup spot being an automatic out. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. *A Team that intentionally forfeit/ their pool play games, they will NOT be allowed to participate in playoffs, subject to director discretion.* 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 1 run per inning, based on the age group. Only the Head Director can call a forfeit.

6. Taking Infield:

No infield will be allowed during the tournaments.

7. Mercy Rules:

9U-12U

- 15 after 2
- 12 after 3
- 8 after 4

13U-14U

- 15 after 3
- 12 after 4
- 8 after 5

8. Equipment:

Metal cleats cannot be worn for divisions 12U and younger. Metal spikes may be worn in divisions 13U and older.

Any player catching must wear all necessary protective gear including a catcher's helmet with a facemask, throat guard (separately attached or built in), chest protector, chin/leg guards, and an athletic supporter. Note: Players in 12U and younger divisions

must wear a catcher's helmet that fully covers both ears.

Electronic Communication Devices: Adoption of NCAA Pitchcom Protocols - The use of exclusively one-way electronic communication devices that transmit pre-recorded message(s) or signals for the purpose of relaying the pitch or play call from the dugout to the field (to the pitcher or other defensive or offensive players) is permitted. The use of an in-ear communication device with direct or live audio remains restricted to the defensive position of catcher.

9. Trips to the mound:

The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the mound.

10. Lineups:

Hitting Lineup:

- You may bat 9,10,11 players or your roster.
- You must declare at the start of the game, and once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed.
- May start game with 8 players, 9th player spot is an out when he comes up in lineup.
- DH Allowed
- The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card.
- The EH and XH may bat at any spot in the order.
- 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 a P/DH on the lineup card.
- Team can bat its entire lineup.

Roster Batting Rules

- Injury
 - Batter: If a batter cannot fulfill his time at bat due to injury or illness, that player will be eliminated from that entire game. His spot in the batting order will be an automatic out each time.
 - Runner: If a runner cannot continue his time on the bases, that player will be substituted under the Courtesy Runner rule for Roster Batting. He will not be allowed to participate in the remainder of the game. His spot will be an automatic out.
- Ejection or Injury

- A player ejected while roster batting will result in the team losing that player for the entire game. His spot in the batting order WILL BE AN AUTOMATIC OUT EACH TIME.
- Courtesy Runner – Roster Batting
 - The Courtesy Runner shall be the player making the last batted out.

11. 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. Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. 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).

12. Stop in Play:

If games are not resumed within one hour of stoppage, the tournament director reserves the right to continue the game, and shorten the time limit or consider the game an official game based on the required innings played. If 4 innings have been completed, or 3 1/2 innings if the home team is ahead (13U-14U: after 5 innings or 4 1/2 if the home team is ahead). After 4 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.

13. Protests:

Judgment calls are not eligible for protest. Protests for pitching limitations are permissible for non-DiamondKast events only. Protests will be heard and ruled on by a 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.

14. Roster and Roster changes:

All players must be listed on the official roster prior to the teams first scheduled game. 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, including separate age groups. Once the player has appeared in a game, the player may NOT participate with another team in the same weekend, regardless of age division or classification. This INCLUDES separate PG tournaments. However, once a player's team is eliminated from a tournament, they may join a different team in a different event starting the next day.

- 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 ANY PG tournament in the same weekend, the team is subject to forfeit. The first team a player participates for is their official team. *This does not apply to Pitch Smart violations.
- *Once a player's team is eliminated from a tournament, that player may begin a new tournament the following day. Pitching limitations are still in effect. Per pitching rules, players must adhere to the days rest requirements. Players must still be rostered prior to the teams first pitch of each respective event.*
- 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 for the team or individual. Driver's License is permitted. For events classified by graduation year or grade level, transcripts/report card from a players most recent academic semester shall be in the possession of their team manager.

15. Scoring:

We recommend that all teams (home and visitor) keep a scorebook. The official scorebook and lineup card for the game will be kept by tournament staff, in case of emergency where staff cannot keep book the home team will be the official scorer. In a situation in which tournament staff and the home team are unable to score the visitor would become the official book. All subs should be reported to the umpires. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.

- Lineup cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys 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.

16. 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. Such behavior shall include but not limited to:

- 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. Assault on an official is a felony in some states.
- 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 for 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 a forfeit for both teams. Tournament committee reserves the right to remove teams from playoff contention.
- Any participant that is ejected by an umpire after a contest is completed must sit the next scheduled game. If it is the last game of the tournament the offender may be required to sit the first game of the next tournament that the team plays in.

17. Courtesy Runners:

Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game. Additionally, if a team is batting their entire lineup, the courtesy runner will be the last batted out. If the last batter not on base is unavailable (i.e., he is the catcher or pitcher), the designated runner will roll back until such time as a possible substitute can be found.

18. Legal Slide:

A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground prior to contact with the fielder. If a runner slides head first, the runner's arm/arms and torso must be on the ground prior to contact with the fielder.

19. Jumping Over A Fielder:

A runner leaving his feet to avoid a fielder that is either in possession of the ball or in the act of fielding is illegal. The ball is dead and the runner is called out. No runners may advance from the last base legally occupied at the time of the illegal act. The runner does not have to contact the fielder and the fielder does not have to control the ball for this to be considered an illegal act.

20. Officials:

Perfect Game shall utilize officials who are registered with Perfect Game and administer the contest in accordance with Perfect Game rules and expectations.

21. Seeding and Tie Breaker Rules:

1. Pool play overall record (winning percentage)
2. If ONLY two teams are tied based on winning %, and those teams played head to head, winner will be higher seed.
3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
4. Least 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. ***Tiebreaker rules will only advance one team at a time. If 3 teams are 2-1, the tiebreaker will only advance 1 team. The remaining 2 teams will revert back to the top tiebreaker to determine who advances.***

22. Slash Bunting:

- 9u-12u: Slash Bunting is illegal. If a batter makes contact on a slash bunt, he will be automatically out.
- 13u-18u: Slash Bunting is legal.

23. Not covered in the Rules:

In the event any item is not covered in these rules or NFHS rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

14U Division

Players born on/after May 1, 2011 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 8th grade who turn 15 years old before May 1st, 2026.

13U Division

Players born on/after May 1, 2012 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 7th grade who turn 14 years old before May 1st, 2026. However, those players must be born on/after January 1, 2012 to be eligible.

12U Division

Players born on/after May 1, 2013 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 6th grade who turn 13 years old before May 1st, 2026. However, those players must be born on/after January 1, 2013 to be eligible.

11U Division

Players born on/after May 1, 2014 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 5th grade who turn 12 years old before May 1st, 2026. However, those players must be born on/after January 1, 2014 to be eligible.

10U Division

Players born on/after May 1, 2015 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 4th grade who turn 11 years old before May 1st, 2026. However, those players must be born on/after January 1, 2015 to be eligible.

9U Division

Players born on/after May 1, 2016 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 3rd grade who turn 10 years old before May 1st, 2026. However, those players must be born on/after January 1, 2016 to be eligible.