



Youth Baseball Rules Addendum *with* PG Charlotte amendments

Updated 2/1/26

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.

If there is a contradiction with language found in any printed copy of this addendum and the version most recently updated online, the online version shall supersede.

- 8U Coach Pitch, Machine Pitch, and Kid Pitch specific rules begin on Page 12

*** When playing up an age division AA and AAA teams may play in any classification (AA, AAA, Major, Open)*

Major Teams playing up an age division MUST play at least AAA or Major or Open.

Major teams are NOT eligible to play AA when playing up an age division.

*EX: 13 Major may ONLY play 14 AAA, 14 Major, and 14 Open ***

1. Youth Bat Specifications:

Penalties for illegal bats will be assessed as per the NFHS rule book. 1st violation - Batter is pronounced out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game. 2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

Red flag events will follow the following rules however event directors reserve the right to modify rules as needed in the best interest of the event. Directors will always rule in the fairest possible way. For White or Blue flag events please check the bat restrictions tab per event.

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 and its Affiliate Events.

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

6U-11U National	12U National	13U PG Charlotte	14U-18U PG Charlotte
<p>Metal/Composite bat</p> <p>USABat, BBCOR and Wood bats are also allowed.</p> <p>6U-11U All Divisions- -12,-10,-8,-6,-5,-3</p> <p>Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used in Perfect Game and its Affiliate Events.</p> <p>Please see the specific event home page for the bat type being used.</p>	<p>Metal/Composite bat</p> <p>USABat, BBCOR and Wood bats are also allowed</p> <p>Effective August 15th, 2024, Perfect Game will not allow the use of any (-5)USSSA BPF 1.15 Certified bat in a 12U event.</p> <p>12U All Divisions- -12,-10,-8,-6,-3 BBCOR</p> <p>Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used in Perfect Game and its Affiliate Events.</p> <p>Please see the specific event home page for the bat type being used.</p>	<p>Metal/Composite bat</p> <p>13U Major/ Open: -5 or -3</p> <p>Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used in Perfect Game and its Affiliate Events.</p> <p>USABat, BBCOR and Wood bats are also allowed.</p> <p>Please see the specific event home page for the bat type being used.</p>	<p>Metal/Composite bat or Wood bat.</p> <p>Length/weight ratio must be -3 and stamped BBCOR.</p> <p>Wood bats must be composed of a single piece of wood.</p> <p>Please see the specific event home page for the bat type being used.</p>

The following are the only wood composite bats allowed:

Rawlings

- 5150 Composite Pro Wood WC5150
- Big Stick R243CH
- Big Stick R243CS
- VELO Composite Wood R110CV
- VELO Composite Wood R110CH
- VELO Composite Wood R110CR
- VELO Composite Wood Y151CV
- Rawlings Composite 243MBS
- Rawlings Composite 243CUS
- Rawlings Composite 110CMB
- Rawlings Composite Y151CB
- Rawlings Maple/Bamboo Composite 271 MBC
- Rawlings Maple/Bamboo Composite SL151G

Baum

- AAA Pro Maple Baum Bat (Gold & White editions)
- AAA Pro Ash Baum Bat (Gold & White editions)

DeMarini

- The Woods 2026 (Model Code: WDC-26P & WDC-26B)
- Louisville Slugger RA13 Wood Composite (Model Code: RA13N)
- Models: D243, D271, I13, D110

MacDougall

- PowerWood

Marucci

- AP5 Hybrid Pro Model

Pinnacle Sports/BamBooBat

- All models 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 Perfect Game 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.

ALTERED BATS:

DEFINITION OF AN ALTERED BAT

“A bat which has been subjected to change in its physical makeup outside the original manufacturers product”

At any point, a Perfect Game Director or UIC may request to inspect a bat that is at a Perfect Game sanctioned event. If the owner/user refuses to allow the requesting body to inspect the bat the owner/user accepts an automatic three-year suspension from Perfect Game sanctioned events. Alternatively, the owner/user can allow the bat to be inspected so a conclusion can be formed as to whether the bat was altered.

The owner/user of the bat have the responsibility of having knowledge whether a bat is altered.

DAMAGED, WORN, OR ILLEGAL SUBSTANCE ON BATS:

Bats that are damaged in any way, including but not limited to cracked, warped, missing a knob/cap, having a rattle, etc. are not legal for Perfect Game sanctioned events.

Bats may not have any certifying markings or graphics worn off the bat. Bats that have certifying or identifying markings worn off the bat shall be removed from play.

No substance shall be added to the bat barrel. The barrel of the bat and all identifying marks or graphics shall be free of any foreign obstruction. If a foreign substance is discovered as being used or identifying marks on the bat are not visible the bat shall be removed from play.

2. Youth 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. 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.

Daily Limits

- 7U-8U: Daily max is 15 outs **OR** 50 pitches.
- 9U-10U: Daily max is 18 outs **OR** 75 pitches.
- 11U-12U: Daily max is 18 outs **OR** 85 pitches.
- 13U-14U: Daily max is 21 outs **OR** 95 pitches.

The pitcher may finish the batter upon reaching the daily pitch count limit. I.E. A 13U pitcher begins the batter at 94 pitches he may finish the current hitter then must be removed from the game.

Event Limits

- 7U-14U: Each Player is allowed 24 outs over a 3-day period.
- If a player records more than 9 outs in a day, they are required 2 days rest.
- 100 Pitch maximum over 2, 3 or 4 day events
- 140 Pitch maximum over 5+ day events
- Players can pitch in more than one game in a day if they do not exceed daily limits.

The pitcher may finish the batter upon reaching the event pitch count limit. I.E. A 13U pitcher begins the batter at 99 pitches he may finish the current hitter then must be removed from the game.

Once a player has been removed from pitching they may not return to the mound in the same game.

No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.

No pitcher shall appear in three games in the same day, regardless of pitch counts.

The definition to be utilized for the purpose of the pitching restrictions for end of a day shall be any time of night or day that the facility is closed and teams have a break in playing prior to the next days games.

Pitchers who record outs or pitch in a game that is forfeited will still have those outs/pitches counted toward their limitations.

3. Pitching Violations:

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

After 2nd protested or discovered pitching violation in the same event, head coach is ejected for the remainder of the event.

4. Game Procedure:

Field Dimensions

- 9U-10U: All games will be played on 46x65 fields.
- 11U-12U: All games will be played on 50x70 fields.
- 13U-18U: All 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.
- 8U Games are 6 innings – 1 hour 15 minutes
- 9U-12U Games are 6 innings – 1 hour 40 minutes
- 13U-18U Games are 7 innings – 1 hour 50 minutes

- No new inning can start after the time limit
- Time will be kept by the umpire OR DiamondKast scorer
- For DiamondKast scored games, home teams in pool games will be predetermined.
- A tie is equal to a ½ win and ½ loss for each team.

Championship Round/Playoffs:

- Time limit for rounds prior to championship game remain the same as pool play
- 8U Championship Games are 6 innings – 1 hour 30 minutes
- 9U-12U Championship Games are 6 innings – 2 hours
- 13U-18U Championship Games are 7 innings – 2 hours
- 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).
- 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.

Consolation Games:

- 9U-18U Consolation Games are 1 hour 30 minutes

Extra Innings

- Texas Tie Breaker, last 3 hitters on base with 1 out.
- Balk is the MLB ruling (NOT a dead ball)
- 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.

9U-18U:

Gold Championship games will be played with regular extra innings through the time limit. If time has expired, the last three hitters from previous inning will load the base 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:

6U-8U

- 20 after 3
- 15 after 4
- 8 after 5

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 3 innings have been completed, or 2 ½ innings if the home team is ahead in 8U-12U game, that game will be considered official. If 4 innings have been completed, or 3 ½ innings if the home team is ahead in 13U-18U game, that game will be considered official

. 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. In DiamondKast scored games, the official scorebook and lineup card for the game will be kept by tournament staff. In a situation 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 PLUS suspension for one 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. Suspension may be rescinded or expanded depending on severity of situation and after review by event officials.
- 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.

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. Second place teams will always be taken ahead of 3rd place teams for wild cards, 3rd place ahead of 4th place, etc.

22. 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!

8U Specific Tournament Rules on next page

8U Tournament Rules:

8U Kid-Pitch Tournament Rules

- Teams may start and end a game with no less than 8 players. A team will take an out in the absent 9th spot.
- No leadoffs.
- No stealing home. A runner starting a play at 3rd base may ONLY advance home on a batted ball or when forced home by a walk, hit batter, or another force play (bases loaded).
- Walks are considered a "Dead Ball" situation, meaning the batter may only take 1st base and any forced runners may only advance one base.
- A runner starting from 1st or 2nd Base may advance home as a batted ball continuation of a play (there is not a mandatory ""red light"" at 3rd Base for a play in motion).
- A RUNNER STEALING FROM 2ND TO THIRD BASE MAY NOT ADVANCE TO HOME ON AN OVERTHROW BY THE CATCHER. HE MUST STAY AT 3RD BASE. Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter).
- Batter may not run on dropped 3rd strike.
- ONE Successful bunt per inning. No "butcher boy" allowed (Show bunt, pull back to swing).
- No balks.
- No infield fly rule.
- 7 run limit per inning, until the last inning (unlimited runs), which will be declared with less than 15 minutes on the clock at the start of the new inning. This will allow both teams to have a fair and even shot at getting unlimited runs in their last at bat.

Perfect Game Machine Pitch Specific Rules, Field Set Up and Guidelines

Field Set up

- Pitching Machine: The front leg shall be set at a distance with the FRONT LEG of forty-two (42) feet from the rear point of home plate. This will make the machine at 44 feet
- Recommended pitching machine speeds: 38 M.P.H. – 44 M.P.H.
- Bases: Bases will be set at 60 feet
- Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

Playing Rules

1. Time limit for all games is 1 hour and 20 minutes. Time begins after the 1st pitch. Time limit could change in case of tournament interruptions. All teams should be prepared to start their game up to 10 minutes early in case we are ahead of schedule. (This will help the tournament keep on time)
2. Run spreads for all games: 12 runs after 3 innings; 8 runs after 4 innings.
3. Roster Batting will be required during the ENTIRE tournament. Regardless of the number of players you have.
4. Teams may start and end a game with no less than 8 players. A team will take an out in the absent 9th and 10th position each time they are due at bat.

5. For all Pool Play games- Home team will be determined by coin flip. In Bracket Play games, the higher seeded team will be home. In the event during bracket play that both teams are seeded the same, we will have coin flip. Dugouts are not assigned.
6. Each batter will receive a max of six pitches or three swinging strikes. Pitches that are deemed unhittable by the umpire will not be counted. If a player fouls off the 6th pitch it will be recorded as an out.
7. Team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
8. The infield fly rule and dropped third strike rule shall not be enforced.
9. Teams may play with 10 players on defense, 4 outfielders. The outfielders must remain behind the baseline until the ball is put into play.
10. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. When a runner stands off a base and "jukes" or "fakes" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
11. A player may only be Intentionally Walked once per game by announcement from the defensive team.
12. No runner may leave base until the ball has been hit. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
13. Teams may bunt a maximum of two (2) times per inning. Fake bunts shall be prohibited. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch. A batter who swings after showing bunt shall be called out and no runners may advance.
14. A courtesy runner for catcher may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
15. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded one base, with each runner advancing one base. A batted ball that hits the person feeding the machine shall be ruled the same as the ball hitting the pitching machine.
16. The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. First Offense: Warning--- Second Offense: Removal of the player from the pitching position for the remainder of the game

6U-8U Tournament Rules:

Perfect Game Coach Pitch Specific Rules, Field Set Up and Guidelines

Field Set Up

- Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.
 - The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.
 - The pitching coach shall not verbally or physically coach while in the pitching position

- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
- Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.
- Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

Playing Rules

1. Teams may start and end a game with no less than 8 players. A team will take an out in the absent 9th and 10th position each time they are due at bat.
2. Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
3. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
4. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders must remain in the outfield prior to the pitch being thrown.
5. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
6. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
7. The Infield Fly Rule shall not be in effect at any time.
8. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
9. Teams may use free substitution on defense, but the batting order shall remain the same.
10. Bunting shall not be allowed.
11. The batter shall receive six (6) pitches or three (3) swinging strikes. *If the batter fouls off 6th pitch, the batter continues to bat until a strikeout, or a ball put in play.*
12. A player may only be Intentionally Walked once per game by announcement from the defensive team.
13. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
14. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
15. A team may score a maximum of seven (7) runs per inning.
16. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
17. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
18. When a batted ball hits the Pitching Coach, the following shall apply:
 1. If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 2. If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.