

Be sure you are aware of all rules and rule changes. Perfect Game and its regional and local affiliates reserve 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 Machine Pitch Specific Rules](#)
- [8u Kid Pitch Specific Rules](#)
- [6U/7U/8U Coach Pitch Specific Rules](#)

*** 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-12U	13U	14U-18U	15U-18U
<p>Metal/Composite bat</p> <p>All bats must have a branding, label, or stamp proving USSSA BPF 1.15 Certification.</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>Metal/Composite bat</p> <p>All bats must have a branding, label, or stamp proving USSSA BPF 1.15 Certification, and length/weight ratio vary by division.</p> <p>USABat, BBCOR and Wood bats are also allowed.</p> <p>13U: -5 or -3 BBCOR</p> <p>Please see the specific event home page for the bat type being used.</p>	<p>Metal/Composite or Wood bat</p> <p>Please double check your events specific bat restrictions as some events have stricter bat restrictions.</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> <p>14U: -3 BBCOR</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

- 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 is responsible for having knowledge whether a bat is altered.

The penalty for use of an illegal bat will follow the guidelines as set for by NFHS.

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:

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. If a balk is called and an otherwise legal pitch is made, if the batter runner reaches first base and all other runners advance at least one base beyond the base they occupied at the time of pitch, the balk is ignored.

Per NFHS Rules, a pitcher while in contact with the pitcher's plate may feint to third base. Therefore, the fake to third and throw to first play remains LEGAL for PG Youth events.

While pitching from the windup position, requiring his pivot foot not be parallel with the pitcher's plate, a pitcher is permitted to have his non-pivot 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. Violations of pitching rules may not be protested and will not result in a team's forfeiture of a game. If a team is discovered at any time to be a habitual offender of pitching rules violations, PG, its affiliates, and its local directors reserve the right to suspend the offending team's head coach, at the discretion of the director.

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: Games will be played on 54x80 or 60x90 as specified per event
- 14U: All Core events (Red Flag) will be played on 60x90

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.
- 13-18u Games are 1 hour 50 minutes, except where determined to be longer in high school style tournaments
- 9-12u Games are 1 hour 40 minutes
- 6-8u games are 75 minutes.
- No new inning will be started once the time limit has expired. The current inning must be completed unless the home team is ahead.
- Time will be kept by the PG Field Director or by the umpires if no director is assigned to the game.
- For each team's pool games the home team will be predetermined.
- Pool games may end in a tie. A tie is equal to a ½ win and ½ loss for each team.

Championship Round/Bracket Play:

- Applicable to Red Events only: No two teams from the same organization will match up in their first playoff/bracket game unless the game is affected by a bye (Applicable to brackets with 9+ teams).
- All Championship Games for 9-18U will have a 2 hour time limit. Time limit for 8U championship games will be 1 hour 30 minutes. Bracket games leading up to the championship game will be played under the same time limits stated under Pool Play.

- The home team in all bracket and championship games 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

- Once time has expired in any bracket or championship game, the Texas Tie Breaker rule will be utilized for each inning until the game is complete. The last 3 batters will be placed on base in order as they appear on the batting lineup, with 1 out recorded to begin the inning.
- The base runners will be placed as follows:
 - Last batter from previous inning will be placed on 1st Base
 - The batter before him in the lineup will be placed on 2nd Base
 - The batter before that in the lineup will be placed on 3rd Base
 - Normal substitution and courtesy runner 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 or until the Home team gains the lead.

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 may be finished with 8 players. If there are no eligible subs a player leaving the original lineup due to injury or illness will be recorded as an out until he is able to return. Any intentional forfeit could 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. Only the Head Director may rule a forfeit.

6. Taking Infield:

No team will be permitted to take infield on any game field at any point during the tournaments.

7. Mercy Rules:

9U-12U	13U-18U
<ul style="list-style-type: none">• 15 after 2	<ul style="list-style-type: none">• 15 after 3
<ul style="list-style-type: none">• 12 after 3	<ul style="list-style-type: none">• 12 after 4
<ul style="list-style-type: none">• 8 after 4	<ul style="list-style-type: none">• 8 after 5

8U rules stated under applicable rules below.

8. Equipment:

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

Any player playing the position of catcher 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. Catchers at all age levels must use a legal catcher's mitt. (Additional comment: only a first baseman may use a first baseman's mitt during game play.)

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, one-way 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 removing 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:

Batting Lineup:

- Each team may bat 9, 10, or 11 players or bat all players on their roster (i.e. Roster Batting).
- Each team must declare its batting lineup at the start of the game. Once the first pitch has been thrown the lineup is locked, and the number and order of batters may not be changed, subject to these Rules.
- A team may start game with 8 players, in which case the 9th batting position will be ruled an out each time it comes up in lineup.
- A DH is permitted per NFHS, which includes the option of using either the traditional DH or the Player/DH rules.

- If the Player/DH rule is used, the Player/DH position is restricted to the starting pitcher.
- A team may provide a courtesy runner for the Player/DH while on base.
- The 10th or 11th batter, if used, will be designated as an EH and XH on the lineup card, respectively.
- The EH and XH may bat at any spot in the order.
- The EH and XH may substitute freely into defensive positions without altering the batting lineup (i.e. free defensive substitutions within the batting lineup).

Roster Batting Rules (batting a continuous lineup)

- Injury
 - Batter: If a batter cannot fulfill his time at bat due to injury or illness, his spot in the batting order will be an automatic out each time it comes up until that player can return.
 - Runner: If a runner is unable to continue his time on the bases due to injury or illness, a Courtesy Runner may be entered to run for the injured or ill player under the courtesy runner rules for Roster Batting. However, the injured or ill player will not be allowed to participate in the remainder of the game, and his spot in the batting order will be an automatic out for the remainder of the game.
- 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 for the remainder of the game.
- 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 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 cannot be resumed within 1 hour will be considered an official game, if 4 innings have been completed, or 3 1/2 innings if the home team is ahead (13U-18U: 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 not permissible. Protests will be heard and ruled on by a tournament committee. The team protesting must make cash payment of \$100 to the site director 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 team's 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

- 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 an event (Age division that the player participated in) concludes, a player may go play for a different team in a different tournament, as long as the tournaments do not overlap. (Championship game of first tournament must be complete prior to first pitch of second tournament) This player will not be considered an illegal player since the events do not overlap.
- 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, but in case of emergency where staff cannot keep a 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 game, the visitor will 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 and turned provided to the opposing team and game officials prior to beginning each game. 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.
- If a game score card is kept by the game officials, a representative from each team must sign the game card, agreeing to the score and all pitching results recorded on the game card. This game card will become the official scorebook for purposes of recording the final score and pitching results.

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, fan, or team anytime during a tournament for committing any of the above listed offenses.
- A player, spectator, fan or coach ejection carries removal from that game as well as a minimum one-game suspension to be served during the team's very next game.
- 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 serve a minimum one-game suspension during 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 may be used for the Pitcher or Catcher at any time but must be an eligible substitute. In addition, the same substitute may not run for more than one position (Pitcher or Catcher) in the same game. 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, is the catcher, or is the pitcher, the courtesy runner will be the next available runner in the batting lineup. If at any time it is discovered an illegible courtesy runner is in the game, the courtesy runner must be replaced by either the proper runner or an eligible courtesy runner.

18. Legal Slide:

A legal slide can be either feet first or head first. If, while in the act of sliding, contact with a fielder is unavoidable and a runner slides feet first, at least one leg and buttock shall be on the ground prior to contact with the fielder. If contact is unavoidable and 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 acquired 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. NFHS rules apply for a runner avoiding a defensive player while lying on the ground.

20. Officials:

Perfect Game shall whenever possible 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 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. 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 Tournament Rules:

8U Kid-Pitch Tournament Rules

- Runners may not lead off base.
- Runners may steal but may not leave base until after the pitch crosses home plate: 1st Offense = Dead Ball / warning; 2nd and following Offenses = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter).
- 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). (example: R1 steals 2nd base; catcher's throw in attempt to retire R1 at 2nd base goes into the outfield; R1 then advanced to 3rd base then to home. This is legal.)
- A RUNNER STEALING FROM 2ND TO THIRD BASE MAY NOT ADVANCE TO HOME ON AN OVERTHROW BY THE CATCHER. HE MUST STOP AT 3RD BASE. (example: R2 steals 3rd base; catcher's throw in attempt to retire R2 at 3rd base goes into the outfield; R2 must STOP at 3rd base; he is not allowed to advance home on the overthrow at 3rd base.)
- 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).
- Base on Balls will be awarded under a "Dead Ball" situation, meaning the batter may only take 1st base and any forced runners may only advance one base. Any unforced runners may not advance.
- Batter may not run on dropped 3rd strike. The batter is out and does not have the right to advance to first base.
- ONE Successful bunt is allowed per inning. No "butcher boy" will be allowed (Show bunt, pull back to swing).
- No balks.
- No infield fly rule.
- No team will be allowed to score more than seven (7) runs per inning for the entirety of the game.
- Game play shall continue until either of the following has occurred: A)6 innings have been played or the Home team is ahead after 5-½ innings; B)1 hour 15 minutes have been played from the official game start time and both teams have batted an even number of times or the visiting team has completed their at bat and the home team is ahead; or C)one team is mathematically eliminated (i.e. 15 runs after 4 innings or 8 runs after 5 innings) and both teams have batted an even number of times or the visiting team has completed their at bat and the home team is ahead.

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.
 - The pitching coach shall keep one foot on or within the pitcher's circle while delivering the pitch.
 - The pitching coach shall not verbally or physically coach while in the pitching position
 - Once the ball has been put in play, the pitching coach shall position himself so not to interfere with the defensive team on any possible play.
 - Penalty: If a pitching coach violates this rule after the ball is pitched, the umpire shall immediately call time and interference shall be called. All baserunners will be returned to the base they occupied at the time of pitch unless forced. Any out made on the play will stand. If, in the umpire's judgement, any additional out could have been made had the interference not occurred, the umpire may also rule the additional runner(s) out.
 - 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. Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
2. The catcher shall receive the pitch in the catcher's box in a normal baseball manner.
3. 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.
4. The defensive player listed as pitcher must have at least one (1) foot on or inside the pitching and shall not leave this position until the ball is hit.
 - a. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - b. Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

5. While on defense, a team may have a maximum of two (2) coaches outside the dugout. The defensive coaches must remain in dead ball territory on their team's side of the field.
6. The Infield Fly Rule shall not be in effect at any time.
7. 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.
 - a. Teams may start a game with nine (9) players. The tenth (10th) positions in the batting order shall be declared an out each turn at bat.
 - b. A team may not start the game with only eight (8) players. Not having nine (9) players to start a game will result in a forfeit.
 - c. Approved Ruling: A tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
8. Teams may use free substitution on defense, but the batting order shall remain the same.
9. Bunting is prohibited.
10. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes unless the 6th pitch is hit foul. The batter may foul off the "last pitch" as many times as he can and will remain at bat until put out or struck out.
11. A player may only be Intentionally Walked once per game by announcement from the defensive team.
12. Runners shall not lead off or steal bases. A runner shall be called out for leaving the base before the ball is hit.
13. A courtesy runner for the catcher of record only 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.
14. A team may only score a maximum of seven (7) runs per inning.
15. Game play shall continue until either of the following has occurred: A) 6 innings have been played or the Home team is ahead after 5-½ innings; B) 1 hour 15 minutes have been played from the official game start time and both teams have batted an even number of times or the visiting team has completed their at bat and the home team is ahead; or C) one team is mathematically eliminated (i.e. 15 runs after 4 innings or 8 runs after 5 innings) and both teams have batted an even number of times or the visiting team has completed their at bat and the home team is ahead.

16. The umpire shall call “Time” when, in his or her judgement, no runners are attempting to advance and/or the ball is controlled on the infield by the defensive team. The intent of this clarification is to aid in stoppage of play when a typical baseball play, played at higher levels, would normally cease. “Time” does not have to be called by the defense for the purpose of this rule.

Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

17. When a batted ball hits the Pitching Coach, the following shall apply:

- a. 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.
- b. 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.