

Official PGBA Southwest Events Rules & By-Laws

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2019 Summer/Fall Season

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The Official playing rules of Perfect Game Baseball Association (PGBA) Southwest Events will follow the National Federation Rules, with the exceptions and variations contained in the document.

Rule 1.00 Participation

1.01 All players must be listed on the official roster prior to the start of the tournament. Players may play in an older age tournament.

1.02 A player may play on only one team in a tournament. If there are multiple events going on at one time, players are permitted to play for one team in each event if so desired; pitching limitations still apply to the player.

Rule 2.00 Team and Individual Player Eligibility

2.01 A team may not be comprised of more than the allotted eligible players:

- 7U-12U: 20 max eligible players
- 13U-14U: 25 max eligible players

2.02 Age Eligibility: A player's age on May 1st of the season will dictate his age group for that season. A player can play up in age divisions.

2.03 The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements as set forth in Rule 2.02.

2.04 A player who is in violation of the age eligibility shall be considered an illegal player.

2.05 If any time during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in the same tournament, the team is subject to forfeit. The first team a player participates for is their official team.

2.06 Photocopies of player's original birth certificates must be in the possession of their team manager. Electronic copies of ID documents are acceptable. Failure to have a copy of a birth certificate upon demand will result in suspension for the remainder of the event until such document can be produced.

Rule 3.00 Playing Field and Equipment

3.01 The playing field should be laid out according to the following age specific dimensions:

- 7U-8U CP: 40 x 60
- 9U-10U: 46 x 65
- 11U-12U: 50 x 70
- 13U-17U: 60 x 90

3.02 Bat Specifications

- 9U-12U: Metal bat. All bats must have a branding, label, or stamp proving BPF 1.15. USA Bat, BBCOR and Wood bats are allowed.
- 13U: Metal bat. All bats must have a branding, label, or stamp proving BPF 1.15 or BBCOR on it. There is length to weight ratio maximum of -5 (5 ounces). Wood bats are allowed.
- 14U: Metal bat. All teams must use BBCOR -3 bats that are legal according to the National High School Federation. Wood bats are allowed.

3.03 Cleats: Metal cleats are NOT allowed in age divisions 7U-12U. No cleats of any kind allowed on temporary mounds.

Rule 4.00 Official Playing Rules

4.01 The Official Playing Rules of Perfect Game Southwest Events will follow National Federation Rules with the exceptions being contained in this document.

4.02 Game Time/Length: Starting time is forfeit time, unless a delay is created by the tournament director. Scheduled games can start up to 30 minutes early if the previous game ends early. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available. A regulation game consists of six innings for 7U-12U and seven innings for 13U-14U.

4.03 Home Team: Home team will be determined in Pool Play by a coin toss at the plate meeting and higher seed in Bracket Play.

4.04 Pool Play: All Pool Play games will be played with a strict 1 hour 45 minute time limit for 9U - 12U, and 1 hour 50 minutes time limit for 13U & 14U. No inning can start after the time limit. Game time will be kept by the umpires. All pool games can end in a tie. A tie is equal to a ½ win and ½ loss for each team.

4.05 Bracket Play: All Bracket Play games will be played until a winner is determined.

Tie Breaker: The following tie breaker rules will go into effect after the time limit is exceeded. The last three hitters from the previous inning will load the bases.

The base runners will be placed as follows:

- Last hitter from previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

4.06 Forfeits: Any intentional forfeit will result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team. The tournament committee will decide when a forfeit is declared.

4.07 7U-8U CP Rules: Each batter is allowed six pitches or three strikes. The ball must be put in play after the sixth pitch or the batter is out. No bunting – players must take a full swing. There is a maximum of 7 runs allowed per inning. The game is over when the one of the teams is mathematically eliminated from scoring enough runs to win or tie the game. Runners are allowed to leave the base after the pitch crosses the home plate. The coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. Courtesy runners for the catcher is mandatory with two outs. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called when the lead runner stops attempting to advance or no defensive play is imminent. Infield fly rule is not in effect.

4.08 Taking Infield: No infield will be allowed during the tournaments.

4.09 Mercy Rules 7U-12U: 15 after 3, 8 after 4. **13U-14U:** 15 after 3, 12 after 4, 8 after 5.

4.10 Trips to the mound: The members of the coaching staff can make one mound visit per pitcher per inning. The pitcher must be replaced on the 2nd trip to the mound in any inning.

4.11 Hitting lineup: 7U-12U: Can consist of 9, 10, or 11 players; or teams are permitted to bat their entire line up. **13U-14U:** Can consist of 9, 10, or 11 players. The lineup must stay with the same number of batters for the entire game. The 10th and 11th hitter if used can be designated as an EH and XH on the lineup card.

4.12 Courtesy Runners: Courtesy runners are available for both the pitcher and the catcher and may be used at any time. The courtesy runner will be the last recorded out. The same player cannot run for the pitcher and catcher in the same inning. REMINDER: This rule was modified to speed the progression of the game.

4.13 Slide Rule: Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder/catcher. A runner who jumps over a fielder/catcher will be called out whether or not contact was made. Malicious contact shall supersede all obstruction penalties.

Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.

4.14 Intentional Walk: An Intentional Walk may be issued upon announcement from either the pitcher or catcher without throwing pitches. The same batter can only be intentionally walked once per game.

4.15 In case of rain: All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament web site when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. All coaches should make sure the tournament committee has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures (listed below).

4.16 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:

- For a six (6) inning game, if three (3) innings have been played or if the home team has scored more runs after two and one half (2 1/2) innings the game shall be declared a complete game. In bracket play if a game is tied after 4 or more innings, the score will revert back to the previous inning. If still tied, the game will be a suspended game.
- For a seven (7) inning game, if four (4) innings have been played or if the home team has scored more runs after three and one half (3 1/2) innings the game shall be declared a complete game.

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.

If games cannot be completed for any reason before or during the Bracket Play, first place, second place, third place, etc. will be awarded based on PG Seeding and Tie Breaker Rules.

4.17 Protests: Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

4.18 Roster and Roster changes: If a player is listed on more than one roster, the player listed must 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.

4.19 Scoring: All 9u-14u teams are required to provide an official team scorer. The home team will be the official scorer. In case of a dispute the home book will take priority. Line up cards must be fully filled out with players first name, last name, and accurate jersey number. Line up cards are to be exchanged between managers before or at the plate meeting.

4.20 Sportsmanship: In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior. Any coach or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.

4.21 Pitching: Balks are enforced in 11U-14U without warning. In age 9U-10U, a first warning will be given. MLB rules will be used for all balks. The 3B to 1B pickoff move is allowed.

Pitching restrictions: Each player can pitch up to six (6) innings through the first four (4) games. Starting with the team's fifth game, EACH player will gain an additional inning of pitching PER GAME thereafter. (Ex: 12U Player A has pitched four innings though four games. During the fifth game Player A would be eligible to pitch three (3) more innings). There is no limit to the number of appearances a pitcher can make per tournament, as long as they are within the limits stated above.

One pitch = one inning. As soon as a pitcher toes the rubber and throws one warm up, that counts as one inning pitched. Any violation of the pitching rules will result in automatic forfeit.

4.22 Not covered in the Rules: In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final.

4.23 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. Run differential (Max of 7 runs per game)
5. Total runs allowed in pool play.
6. Total runs scored in pool play
7. Total runs allowed subtracting game with most runs allowed in pool play
8. Total runs allowed minus two games with most runs allowed in pool play
9. Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games
10. Second place teams will always be taken ahead of 3rd place teams for wild cards, 3rd place ahead of 4th place, etc.

Rule 5.00 Sportsmanship

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Ejection offenses include but are not limited to:

5.01 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.

5.02 Players, coaches, managers, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.

5.03 Any player, coach, manager, sponsor, director or officer who engages in physical fighting.

5.04 Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

5.05 Destruction of property or abuse or failure to pay.

5.07 Competing under an assumed, false and/or altered name.

5.08 Use of any illegal equipment, substance, or falsification of any kind.

5.09 Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.

5.10 A player or coach ejection carries removal from that game. If warranted, the offending party can be suspended for the rest of the event at the discretion of the Umpire/Tournament Director.

5.11 Any coach, manager, sponsor or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field for the remainder of the game. Any player ejected may be confined to the dugout at the discretion of the Umpire/Tournament Director. **If necessary, a team may be forced to forfeit a game and be removed from the tournament, if the ejected party does not leave the field in an appropriate, timely manner.**

Rule 6.00 Refund/Rain-out Policy

6.01 If a team withdraws from a tournament 5-days prior to the start of the tournament, then the full entry fee can be transferred to another PGBA Southwest tournament. That credit will be valid 1 year from the original payment date.

6.02 If a team withdraws from a tournament after the schedule has been published, there will be no refund.

6.02 No refunds on spectator entry fees.

6.03 Rain-Out Policy - By playing in our events you agree to this policy:

1. 0 Games Played - 100% Credit
2. Any portion of 1 Game played - 75% credit
3. 1 Complete Game Played - 50% credit
4. 1 Complete game played and any portion of 2nd game played - 25% credit
5. 2 Complete Games played - No credit will be issued.
6. No rain checks on gate fees will be issued.