

## Perfect Game Baseball Championship Series Rules

### National Federation Baseball Rules will be enforced with the following exceptions.

1. All games except the CHAMPIONSHIP game will be played with a strict two hour time limit. No new inning can start after two hours. Time will be kept by the umpires and staff. The new inning starts when the last out is made.

For example, if the last out of the 5th inning is made at 1:59, the 6th inning shall be played. For each team's pool games the home team will be predetermined. In the CHAMPIONSHIP game, teams will continue normal innings until the game is completed.

2. **Forfeits:** All games must be started with at least 9 players. A game can be finished with 8 players. Once a team establishes it has 8 players it must finish the game with 8 players. The player leaving the original lineup cannot return and his spot in the hitting lineup will be recorded as an out!

4. **Taking Infield:** Pre game infield will not be allowed before any of the games for the 13U and 14U BCS Northeast Qualifiers.

#### 5. **Mercy Rules: 15/3, 12/4, 8/5**

**A.** The game will end if the home team is ahead by 15 or more runs after 2 ½ innings or the visiting team is ahead by 15 or more runs after 3 complete innings.

**B.** The game will end if the home team is ahead by 12 or more runs after 3 ½ innings or the visiting team is ahead by 12 or more runs after 4 complete innings.

**C.** The game will end if the home team is ahead by 8 or more runs after 4 ½ innings or the visiting team is ahead by 8 or more runs after 5 complete innings.

6. **Trips to the mound:** The pitcher must be replaced on the 2nd trip to the mound in any inning.

7. **Hitting lineup:** Can consist of 9 or 10 batters. The lineup must stay with either 9 or 10 batters (whichever is used) for the entire game. The 10th hitter, if used, will be designated as an EH on the lineup card.

10. Games stopped because of rain that cannot be resumed within **1 hour** will be considered complete after 5 innings or 4 1/2 innings if the home team is ahead.

11. **Scoring:** The actual scorebook of the game will be kept by PG staff, in case of emergency where staff can't keep book the home team will be the official scorer.

13. **Ejections:** Coaches ejected must sit out the remainder of that game and also the following game. Players ejected must sit out the remainder of that game, but will be able to play the next game.

14. **Bats:** There will be no restriction on bats in the 13U or 14U age divisions. In ages 15U, 16U, 17U, and 18U, players must use -3 bats in accordance with high school rules.

15. **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!

#### **TIE BREAKER RULES –POOL PLAY**

If the score is tied after 7 innings or 2 hour time limit the game will be recorded a tie for both teams.

#### **CHAMPIONSHIP PLAY**

1. 2 hour time limit will be used in all games except the Championship game.
2. Higher seed will be the home team. If both teams are seeded the same, then a coin flip will be used to determine the home team.

#### **TIE BREAKER RULES - PLAYOFFS**

1. If after 7 innings the two teams are still tied the following tie breaker rules will go into effect **except for the Championship Game.**
2. 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.