

Tournament rules

Entry Fee Includes the following:

- 1.) 3 game minimum
- 2.) Umpires
- 3.) Insurance (Team insurance not required)
- 4) A Dozen of game balls

Tournament Format: 3 Game Guarantee -Top Seeded play another games

Age Cutoff Date: 5/1/2014

Entry Deadline: a week before the event date

Event Awards: 1st place Team Trophy and individual medals

Perfect Pitch and Swing Baseball Rules

Unless noted prior to the event, MLB rules are in effect.

1. Age Requirement: May 1 will be the designated date to determine ages. Photocopies of birth certificates will be required upon request.

If a player's age is challenged, his team must show acceptable proof of age to the opposing team. **Copy of birth certificate and school photo of player, attached to the player eligibility form** must be present with the coach at all times. An illegal player will result in a loss of that game and any he has participated in. If photo's and birth certificates are not present at the time of question, they must be presented by the end of the game. Failure to do so will result in a forfeit. If a player is not in roster, he is illegal.

2. Roster rules are as follows:

Unlimited roster, but need to submit the roster prior to the tournament. Only the players on the roster could play.

3. Game Time: Starting time is forfeit time, unless otherwise arranged. Game starts at completion of coin toss.

4. Home Team: Determined by coin flip in pool play, in playoff rounds the better seeded team will be given choice of home/visitor. Home team is required to keep the official book.

5. Player Minimum: A team can start with a minimum of 8 players but cannot finish with less. They will take outs in vacated batting positions unless it is caused by an injury exist.

6. Championship Games: No time limit.

7. Pitching Rules:

Although we encourage the team to allow pitchers enough rest, it is totally up to the coaches to decide the pitching arrangement. If we notice one particular pitcher is pitching a lot of innings within the tournaments, we may ask coaches to submit a written note from the parents permitting his son or daughter to pitch in such a manner.

*Eight warm-ups to start, five thereafter.

8. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. NO PREGAME INFIELD!!

9. Metal cleats are allowed for 13U and up.

10. Uniforms: Unique numbers mandatory – matching uniforms recommended. Coaches need not be in uniform. – Exceptions could be made upon request.

11. Adverse Weather: The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament. The team will be communicated prior to their game for the rain cancellation, etc.

12. Decisions: The Tournament Director shall have final decision on all tournament questions.

13. Refund Policy: There are NO cash refunds. Refunds will be given in the form of EVENT CREDIT. There can be a \$100.00 administration fee charged for complete rain outs; 1 game played = 50% of entry fee; 2 or more games played = no refund. All teams accept this policy upon entering.

14. No Show: Teams that no-show will forfeit their entry fee and may be subject to suspension from competition in Perfect Pitch and Swing events for up to 2 years of play.

15. All age groups can have an EH (Extra Hitter) if they choose to bat more than 9 players. Both a DH and EH may be used at the same time. Teams may also choose to bat their entire roster and have free defensive substitution. An out will be recorded if any batting spot is vacated during the course of the game and no eligible substitute is available. However, if it is caused by an injury the opponent coach could forgo this rule. An EH is considered a position player and can enter the game defensively at any time, while staying in the same spot in the batting order.

16. Courtesy Runners: If you have a substitute, that player will be a courtesy runner otherwise the last batted out will run for the Pitcher or Catcher.

17. Visits to the mound: As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound thereafter will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). No restrictions on visits per inning.

18. Catchers are permitted to wear two piece catch helmets. No extra chin guard is required.

19. Absolutely no tobacco products allowed on the field of play. This includes coaches.

20. Player/Coach/Spectator Ejections. All ejections carry a mandatory 1 game suspension regardless of the offense. If a spectator is ejected, they will be removed from the premises and unable to return for the remainder of the event. If a coach gets ejected, they will be sent to the parking lot, and will serve their one game suspension during the next scheduled game for their team. If a player gets ejected from the game, they will serve the remainder of that game in the confines of the dugout and will serve their one game suspension during their next scheduled game. The ejected player may not enter the field of play for any reason until the game is completed. This rule is strictly enforced and will not be waived.

DIMENSIONS AND RUN RULES

8u and 9U - 40' pitching**60'bases**1 hr 45 min**6 innings**15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.

10u - 46' pitching 60 or 1 hr 45 min 6 innings 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

11u, 12u ** - 50' pitching**70' bases**1 hr 45 min**6 innings** 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

13u**60'6" pitching**90' bases**2 hrs **7 innings** 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

14u**60'6" pitching**90' bases**2 hrs **7 innings** 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

15u, 16u, 18u**60'6" pitching**90' bases**2 hrs **7 innings** 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

All Championship Games: no time limit, PPS Tournament Tie-Breaker rule is in effect.

With regards to the time limit. It is NOT a drop dead time limit. No new inning can start after the time limit has been reached. If the home team is up to bat and is winning the game when the time limit expires the game will end at the point of time expiration. If you start an inning before the time limit, you must finish it. Time starts at the completion of the coin toss @ Ground Rules. The umpire is the only one that keeps the official clock. As soon as the 3rd out is recorded in the bottom half of the inning, the next inning officially starts. If there is still time left when the third out is recorded, the next inning will be played.

All POOL PLAY will be able to end in ties. If the time limit expires at the completion of an inning and the game is tied, the game will be recorded as a tie. If all innings allocated are completed regardless of time remaining and the game is tied, it will be recorded as a tie.**

Seedings are determined by the following:

1- A team's overall record

2- If two teams have identical records and have not played one another head to head run differential will determine high seed.

3- If three or more teams are tied with identical records run differential will serve as the first tie breaker to determine seedings. Head to Head will not be used in this case.

*** If run differential is identical between the tied teams the next tie breaker will be least runs allowed. The team that allowed the least amount of total runs in their pool play games will receive the higher seed.

*** If least runs allowed is identical between the tied teams, most total runs scored will determine the higher seed. The team that scored the most runs in their pool play games will receive the higher seed.

***If the teams are still tied with identical most runs scored, the team with the best "last actual deficit" in their most recently completed game will determine the higher seed.

***If the last actual deficit is tied a coin flip will decide the higher seed.

PPS Bat Rules.

8U-11U tournaments use "Little League Approved" bats and 11U 50/70 -12U 50/70 tournaments allows "Little League Approved" bats and -5 and heavier double barrel bats. 13U and up tournaments only allows BBCOR bats and woods.

22. If a player's age is challenged, his team must show acceptable proof of age to the opposing team. Copy of birth certificate and school photo of player, attached to the player eligibility form must be present with the coach at all times. An illegal player will result in a loss of that game and any he has participated in. If photo's and birth certificates are not present at the time of question, they must be presented by the end of the game. Failure to do so will result in a forfeit. If a player is not rostered he is illegal.

Runners cannot intentionally barrel over a catcher or fielder. Slide or avoid rules apply. If so, the player can be ejected in the view of the umpire

Rosters must be completed on official roster form only. No rosters, no games. The official roster has to be submitted by the first game. From that point all rosters will be frozen.

Batting Out of Turn: If a player bats out of turn it can be caught at any time of the at bat. The player is an automatic out. If the player is not caught before the next hitter receives a pitch then the out of turn hitter's at bat is not affected.

2012 8U through 12U 46/60 League Specific Rules

1. Little League and equivalent rules apply.
2. Stealing bases...8U/9U can steal 2nd and 3rd, but the runner cannot advance on an overthrow from the catcher. In a 1st and 3rd situation when the throw goes to second or any other play the runner from 3rd cannot advance. If a pickoff attempt is made on the runner on 3rd and the throw gets away, the runner still cannot advance. 10-12U...all bases can be stolen after the pitch crosses the plate.
3. 5 Run Inning Cap applies to the 8U/9U. Once the 5th run of the inning is scored the inning comes to an end. That is waived for the final inning.
4. No balks will be called.
5. A minimum of 8 players needs to start and finish a game. If a team goes down to 8 from 9 the 9th is an automatic out.
6. If a runner leaves a base early, the first time is a warning and dead ball, runner returns to the base he came from. Second time, the runner is out and the ball

- is dead. This is one warning per team not per player.
7. Head first sliding is allowed at all bases.

11U 50/70 & 12U 50/70 through 18U League Specific Rules

1. Major League Rules apply.
2. Games start at various times to be arranged by home team.
3. All starters may re-enter once.
4. A minimum of 8 players needs to start and finish a game. If a team goes down to 8 from 9 the 9th spot is an automatic out.
5. Balks are enforced, no warnings.
6. Pitchers cannot return to the mound once they have been removed.