



PERFECT GAME

SOFTBALL

2026 PG SEC REGIONAL SOFTBALL OFFICIAL RULEBOOK

PERFECT GAME SOFTBALL REGIONAL ADMINISTRATION TEAM

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Any rules not addressed below will be followed in accordance with NFHS rules.

PERFECT GAME SOFTBALL DIVISIONS OF PLAY:

Sec 1. Teams may register under one of the following classifications of divisions of play:

A Division

B Division

C Division

Sec 2. Age Divisions of play shall range from 8U to 18U.

8U, 10U, 12U, 14U, 16U, 18U

AGE DIVISION CUTOFF (AGE RESTRICTIONS):

THERE ARE NO BIRTHDATE OR GRADE EXEMPTIONS TO THE AGE RULE BELOW.

Sec 1. Players' age born on or after September 1 will be eligible to play in that age division in that fall and the spring/summer of the next calendar year to August 31.

EXAMPLE: *A player turns 12 years old on September 1st. That player will be considered 12 until August 31 of the following calendar year.*

Note: You may also check with the Perfect Game age calculator which is located on the top of the tool bar on the tournament schedule page. You may also find the Perfect Game age calculator on the lower right of each individual tournament sign up page.

ROSTERS:

Sec 1. All players must be listed on your online PG roster prior to the start of the tournament. Each player on roster needs to be clicked on and "added to tournament roster" before the start of the tournament. Any player with a red flag under their name will be ineligible until parents complete emailed paperwork. All players must complete NSID age verification. Coaches and parents will no longer be required to have birth certificates; all players will have their age verified prior to stepping on the field. Failure to submit roster could result in forfeit. If you need help with your roster or age verification, please contact your regional director or Mary Williams at 910-709-9484.

Sec 2. If a player is listed on two rosters in the same weekend, the team they enter a game with first is who they are tied to until completion of tournament. A player will be allowed to play in two separate one-day tournaments, such as a complete tournament on Saturday and a separate one-day tournament on Sunday (most seen in rainouts). A player will NOT be allowed to play in a PG one day tournament on Saturday and join a different team to compete in a PG two-day tournament on Sunday.

INSURANCE:

Please upload your insurance policy on your team page on the PG website prior to first tournament. Coaches do not need to bring a copy or check in upon arrival. If your insurance is through another sanction, please add Perfect Game as an additional insured (this is free) and upload this PDF.

POOL PLAY:

All Pool Play games will be played with a 60-minute time limit, finish the inning. For each team's pool games, the home team and visiting team will be predetermined on the PG website and DiamondKast. Each team will get one home and one away pool game. All pool games that are tied after the 60-minute time limit will be recorded a tie. A tie is equal to a ½ win and ½ loss for each team.

CHAMPIONSHIP/BRACKET PLAY:

75-minute time limit will be used in all bracket games except the Championship games. Championship games will be 90 minutes finish the inning, unless both coaches agree at home plate conference to play a 75-minute game. If both coaches do not agree, Championship game will be 90 minutes, finish the inning, This rule is subject to change at the discretion of the tournament director in the event of inclement weather. In the event of inclement weather and games are reduced to drop dead times, there will be no revert back rule and score will stand as it.

The home team in Bracket Play will be the higher seed, EXCEPT in a two-day tournament. In a two-day tournament, the team that is undefeated will be home team, regardless of higher seed. When both teams are the same seed in different pools, Coin Flip will decide Home Team. Tie Breaker: If after 7 innings or the time limit has expired, the two teams are still tied the following tie breaker rules will go into effect except for the Semi-final and Championship Games. The base runners will be placed as follows:

POOL PLAY SEEDING:

Sec 1. Teams will not be allowed to switch seeding in pool play games – even if all teams are in agreeance, no exceptions.

Sec 2. Seeding will be determined in the following order: If ONLY TWO teams are tied 1-1, then head-to-head, record, runs allowed, runs scored. If there are MORE than two teams with a 1-1 record, the following order will be used to determine seeding: record, runs allowed, runs scored. If two teams are tied across the board, tournament director will flip a coin with both coaches to determine higher seed.

CLEATS:

Sub a. Players in the 14U age division and older may utilize metal cleats.

Sub b. Players in the 12U age division and younger must utilize molded cleats only.
Metal cleats are not permissible.

FACEMASK/MOUTHPIECE:

Facemasks and mouthpieces are optional for players; however, Perfect Game highly recommends the use of a mouthpiece and/or facemask.

SLIDING:

There is no rule against head-first sliding/diving to any bag, including home base. There is also no rule requiring players to slide, but they must avoid malicious contact.

BUNT/PULL BACK:

Players ARE allowed to show bunt and pull back in all age groups, except 8u.

GHOST BATS:

All Ghost bats are allowed in Perfect Game Softball unless otherwise listed on the USA Illegal bat list.

FIVE-MINUTE OR LESS RULE:

When the game timer reaches five minutes or less in all bracket and championship games, any time-out, pitching change, or attempt to delay the game in umpire's discretion will result in the clock being stopped until game is ready to be restarted. This will be in effect for any time-out, pitching change, or delay during this five-minute period to promote fairness and respect for the game.

INTERNATIONAL TIE-BREAKER RULE (ITB):

- Normal substitution rules apply to these runners.
- The hitting team will start the inning with no outs.
- With last completed at bat on Second Base

Play continues until one team is ahead at the end of an inning.

IF GAME RULES FOR TWO DAY TOURNAMENTS:

In the event the undefeated team loses to their opponent in a two-day tournament championship game, teams will NOT play a full complete game or go directly into ITB rules. The game will end; teams will create new lineups, flip for home team and play one inning as normal. If there is a team ahead after the one inning they are declared tournament winners. If teams are tied after one inning, game will go into ITB rules until winner can be declared.

PROTESTS:

Sec 1. Teams will only be allowed to protest RULES AND TIME, but NOT judgement calls. Protests for rules MUST be made before the next pitch is thrown. Protests regarding game time must be made to director prior to your team leaving the dugout.

Sec 2. Teams wanting to protest must have \$100 in cash or venmo to stop the clock. The umpire is REQUIRED to stop the clock. If umpire refuses to stop the clock & game, please call Mary

Williams at 910-709-9484 prior to your pitcher throwing her next pitch or your batter stepping back into the batter's box.

Sec 3. Once clock is stopped, director comes to the field, if not already there. We will use this rulebook, or NFHS rules, to determine the correct rule application. If coach is correct in their protest, **THEY WILL RECEIVE THE \$100 BACK**. If the umpires are correct in their rule application, the protesting team will lose their \$100.

SHORT-HANDED RULE:

Sec 1. Teams must have at least 8 players to start a game but must take an out in 9th spot.

Sec 2. Teams cannot fall below 8 players to finish a game.

Sec 3. If a team starts a game with 9 players but falls to 8 players due to injury/sickness, and no eligible subs are available, team will take an out the first time around. After this out, the player is removed from lineup and team continues with 8 players without penalty on offense. Under this rule, the player is NOT allowed to return to the hitting lineup.

- If injured/sick player wants the possibility to return to hitting lineup for the current game, the team must take an out each time she comes to bat.

DEFENSE

ELECTRONIC COMMUNICATION:

One-way electronic communication devices will be allowed. Please see below for rules pertaining to electronic communication on both offense and defense.

Defense:

An exclusively one-way electronic communication device may be used by the defense to relay a pitch or play from the dugout to the field. An in-ear audio earpiece device may only be worn by the catcher, but a digital transmission watch/wristband style may be worn by any player on defense.

Offense:

One-way exclusive electronic communication devices may be used by the offense to relay plays from playing field to offensive players. Only wristband style devices are allowed.

No in-ear or helmet devices are allowed. Offense Coach may use while coaching first and/or third base.

PENALTY: If at any time a team is found guilty of misuse of electronic devices for cheating purposes the Head Coach will be ejected from the tournament. If misuse continues, the whole team could face ejection based on tournament director's discretion.

SUBSTITUTIONS:

Teams will be allowed free substitutions for defensive players. A substitute must be reported if entering the batting lineup.

DEFENSIVE CONFERENCES:

There shall be only three charged conferences in both pool and bracket games without penalty. On the 4th conference charged and each conference after, the pitcher shall be removed.

INTENTIONAL WALK:

A batter may be walked without throwing any pitches to the batter. At any time before or during an at bat the defensive coach, catcher or pitcher may ask the home plate umpire to award the batter first base. No pitches have to be thrown.

RUN RULE:

12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings

BATTING

LINEUP:

Sec 1. All teams must provide a written copy of their lineup to both their opponent and the home plate umpire. Lineup shall contain at minimum, the player's first or last name, jersey number, and position. This is essential for accurate DiamondKast stats. Please do not write player's nickname on the lineup card in place of their name.

Sec 2. Teams may bat up to their full roster in both pool and bracket play.

Sec 3. All players listed outside of the 9 listed positions, shall be listed as EP (extra player).

Sec 4. DP/Flex IS allowed.

- Under the traditional batting option teams may utilize the Designated Player (DP)/Flex option. Teams must declare their batting option at the pre-game meeting.
- The Designated Player (DP) is the player who is initially listed on the lineup card in the batting order and not on the defensive lineup.
- The Flex is the player who is initially listed in the last spot on the lineup card who may play defense at any position and may only enter the game on offense in the designated player's spot in the batting order.
- The DP position will stay in the same batting position in the lineup for the duration of the game.
- The DP and the Flex may both play defense at the same time. However, the DP and the Flex can never play offense at the same time.

- The player in the DP spot is charged with a substitution only when she is removed from the batting order and the player in the Flex position is charged with a substitution only when she is no longer playing defense.
- The DP position may be substituted at any time and any number of times by either a legal substitute or the player in the flex position.
 - If the DP re-enters or a substitute enters for the DP and the Flex was occupying the DP's batting position the Flex can either return to the Flex position and play defense or leave the game if the DP plays defense for the Flex.
 - If the player in the Flex position assumes the DP's spot in the batting order and plays both offense and defense the lineup is reduced by one and the game may legally end with one less player in the lineup.
 - The Flex position may move in and out of the DP's spot in the batting order and back to the Flex position any number of times and it does not count as a substitution for the Flex.
 - The DP may play defense at any position.
- The Flex position may be substituted at any time and any number of times by either a legal substitute or the player in the DP position. The player in the DP position may play offense and defense for the Flex and return to playing offense only or play defense for an EP any number of times and it does not count as a substitution for the DP.
- The starting DP reentering or a substitute DP entering the game must be placed in the DP's position in the batting order. The player may either play offense only for the Flex or play defense at any position for the Flex or an EP.
- The starting Flex reentering or a substitute Flex entering the game may either be placed in the Flex position in the last spot in the line up and play defense only or be placed in the DP's position in the batting order and play both offense and defense. If placed in the DP's position in the batting order the player currently in the DP's position will be withdrawn from the game.

COURTESY RUNNER:

The offensive team may utilize a courtesy runner for the pitcher and/or catcher of record at any point after the pitcher and/or catcher attain a base except by substitution. Teams are not required to use last recorded out or sub.

Sec 1. ANYONE on roster may run for the pitcher & catcher.

Sec 2. If the runner on base comes up to bat while she is still on base, the base she is occupying is OUT and she will resume her place in batter's box.

Sec 3. Team will not be able to sub for the courtesy runner after 1st pitch is completed to avoid an out.

UNSPORTSMAN CONDUCT

EJECTIONS:

Sec 1. The ejected participant is suspended for the current game and one additional game. The ejected participant is not permitted to sit in the stands, dugout or general locality of the next game. A second ejection will result in removal of tournament. Tournament director has the

discretion to remove any participant who, in their discretion, is a danger, threat, or out of line to the extent of needing to be removed for the remainder of the tournament.

Sec 2. Any participant who leaves their side of the field to start a fight, brawl, or altercation shall receive no warning, and will be immediately removed from the remainder of the tournament. Participant risks being banned from Perfect Game tournaments for the remainder of the year.

Sec 3. Any participant who is determined to have been involved in provoking a physical fight, throwing a punch, or making contact with any other participant (not in self-defense) will be ejected from the tournament and banned from Perfect Game tournaments for the remainder of the year.

Sec 4. Any physical contact or derogatory language used towards officials will result in immediate ejection for the remainder of the day and result in a possible ban from future tournaments. Please remember all umpires are human.

AWARD PRESENTATION:

Failure to participate in the awards ceremony, unless due to weather, will result in trophies being withheld from team. This conduct will be deemed unsportsmanlike conduct and will be subject to additional penalties or suspensions at the director's discretion.

RAINOUTS

Sec 1. If the tournament cannot continue due to rain, the director shall determine winners based on pool seedings if only pool play has been completed. If every team has not played at least one bracket game, tournament director will use pool seedings to determine winners. **In the event of this, winners will not be determined by each individual bracket but rather in the order of the seeding.**

EXAMPLE: There are 20 teams in the tournament. The tournament consists of four brackets, a gold, silver, bronze and copper. Awards will not be awarded to top seeds in each bracket because this will allow teams who are 0-2 to take home trophies over teams that are 2-0 in gold or 1-1 in silver. In the effort of fairness, awards will be given out to the top seeds. Because four brackets call for 4 first place and 4 second place trophy sets, seeds 1-4 will receive first place awards and seeds 5-8 will receive second place awards.

Sec 2. If all teams have completed at least one bracket game, teams who have been eliminated will remain eliminated and awards will be given based on seeding in each bracket. In the event a bracket has four teams, and the one seed has already lost out to the four seed, the one seed will remain eliminated. If the two seed vs the three seed game is at least 2 complete innings, that game will be determined as complete and the winner of that game will be awarded first place, while the fourth seed in the championship game will be awarded second place. If the game between the second and third seed is unable to be completed, those two teams will be awarded first and second place- regardless of the fact that the fourth seed as beat the one seed making it to the championship game.

COMPLETE GAME STATUS:

In the event of inclement weather, a game will be considered complete if at least two and a half innings have been completed and home team is ahead. If only two innings have been completed and the run differential is greater than 8, the game will be considered complete in the event of rain.

ARTIFICIAL NOISE MAKERS

Artificial noise makers such as cowbells are NOT permitted during play. Music speakers are allowed, but profanity will not be permitted.

8U COACH PITCH RULES

Games times for 8u are the same as the age groups above.

Sec 1. The coach/pitcher must pitch from the pitcher plate or behind the pitcher plate. The Coach pitcher cannot take steps toward the batter and leave the pitcher plate. The Coach Pitcher shall not move past the 35 feet minimum. If pitching from 35' the Coach Pitcher should be in contact with the 35' pitching rubber. (No walking toward the batter to throw the pitch and not being in contact with the pitching rubber) **PENALTY:** For not being in contact with the rubber when pitch is released: 1st time will result in warning and the 2nd time, the coach is confined to the dugout.

Sec 2. All coaches must pitch underhand. Underhand includes the normal softball windmill pitch.

Sec 3. The player/pitcher must have one foot inside pitching circle and must be even with or behind the 35' pitching rubber at the batter's contact, providing the batter is not bunting.

PENALTY: if seen by umpire: It will be considered a delayed dead ball, and the offensive team can either take the result of the play or batter will receive first base. If player is bunting the player pitcher can leave the circle early.

Sec 4. Each player gets five pitches or three swings unless the last pitch/swing is fouled off. There will be no walks or free bases. Players may continue to foul balls past the 5th pitch. If a player bunts on the 5th pitch and it is foul she is OUT. There will be NO INTENTIONAL WALKS.

Sec 5. Once the ball is batted the coach must move to the nearest sideline opposite of the way the batted ball goes until all play is dead. Any delay, interference, or obstruction by a coach will be ruled upon by the umpires. On bunts only, the coach pitcher must take a knee in the pitcher circle. A ball that strikes the adult coach pitcher is dead and all runners return to original base regardless of if the coach pitcher attempts to move or not. IF A COACH PITCHER INTERFERES WITH THE RUNNER OR FIELDER BASED ON THE UMPIRES' JUDGEMENT THEN IT WILL BE DEADBALL, EVERYONE GOES BACK TO THEIR BASE AND IT COUNTS AS A PITCH ON THE HITTER. When a batted ball hits the coach pitcher regardless of if the coach pitcher attempts to move or not. ALL runners, AND the batter return. The pitch is a no pitch, and it does not count for or against the batter. The count returns to the count before that pitch and all runners return to the bag they were at prior to that pitch.

Sec 6. EACH TEAM MAY ONLY SCORE A MAXIMUM OF FIVE RUNS FOR THE FIRST INNING.

Sec 7. For the 2nd 3rd, 4th, and 5th innings, the leading team may always be able to score 5 runs even though the lead could be greater than 5 runs. The team that is behind when batting after the first inning, may always be able to even up the score, and score 5 additional runs, this applies to the 2nd, 3rd, 4th, 5th innings only. The 6th inning or any additional innings played are unlimited scoring innings. If time has expired and you must use the International Tie Breaker Rule then it is unlimited scoring regardless of the inning.

Sec 8. ALL PLAYERS ON YOUR TEAM MUST BAT IN THE LINEUP. NO HITTING SUBS ALLOWED. The setting out of players for games is classified as UNSPORTSMANLIKE CONDUCT. Violation of this rule may result in ejection of head coach from the event.

Sec 9. Coach Pitch uses 10 players on defense. You must have at least eight (8) players to start or finish a game, or it will be ruled a forfeit. V. If a team has less than 9 players in the batting lineup, then the rule below is applied. TEAMS WITH 8 PLAYERS BATTING, THE 9th BATTER WOULD BE CALLED OUT DURING HER TIME AT BAT.) In the case that a player is hurt or sick and cannot take her position in the batting order, then her spot will be ruled an out, but she may return to the game at any time she is able. If the player is unable to return to the game, then her spot would not be an out but cannot return to the game.

Sec 10. Bunting is permitted, but fake bunts will not be allowed. A player showing bunt may not fake bunt and swing to hit the ball. **PENALTY:** BATTER IS OUT, AND THE BALL IS DEAD. Slap Bunting is allowed if it is not a show bunt and swing.

Sec 11. Batted balls, unless they are called foul by the umpire, are live and in play until the defense stops the progress of all runners. Time will be called by the umpire when the defensive player has possession of the ball in advance of the lead runner. If runner is more than halfway to the next base when time is called, the runner will be awarded to next base. If they are not halfway to the next base when time is called, they will be returned to the previous base safely. The ball is dead until the next batter.

*******Taking the ball to the circle DOES NOT STOP THE PLAY.**

Sec 12. The coach pitcher is limited to instructing the batter only. The coach pitcher may not instruct the base runners. **Penalty:** 1st time- warning, 2nd time- confined to dugout

Sec 13. Ten players will play when a team is in the field. All Players must play every other inning while in the field. Defensive substitutions may occur at the coach's discretion; the defensive rule still applies. Only six infielders may be used. Four outfielders will be used. Outfields must play at least 30' Feet behind the base paths. Teams that start with less than 9 players must field a full infield.

Sec 14. Outfields can make plays on the infield. (run and tag runners between bases or step on bases for outs) The catcher must be properly equipped. The catcher must play her position herself

no more than six feet from home plate at the start of the pitch. Pitcher may field the ball and run to tag a runner that is running home or she may touch home plate. The catcher does not have to make the 1st attempted play at home.

Sec 15. An Imaginary safety line will be 30 feet from home plate. No player may be inside of the safety line on contact of a batted ball. This is a hitting rule only and does not apply to the Bunting Rule. In bunting situation, the defensive players may charge at the sign of a bunt and be inside of the 30 feet imaginary line on contact. **PENALTY: BATTER WILL BE AWARDED FIRST BASE.** Test way to make sure this doesn't happen is tell your infielders not to come closer than the 35' pitching rubber.

Sec 16. There is no infield fly rule.

Sec 17. All runners shall be in contact with their bases and shall not leave their bases until the ball crosses the plate. If a runner leaves the base before the ball crosses the plate, the umpire shall signal to indicate the violation at the time it occurs. The runner is out and removed from the base upon leaving the base early.

Sec 18. Offensively, only base coaches and the coach pitcher will take positions on the playing field during a game. **THE COACH/PITCHER IS NOT ALLOWED TO INSTRUCT BASE RUNNERS.** (Penalty: 1st time-Warning, 2nd time-Confined to Dugout) The pitcher coach can instruct hitter from circle before she bats. One offensive trip conference per inning to the plate and on the 2nd trip coach will be confined to dugout. All other instructions will be from the circle. One trip conference per inning regardless of pitcher coach or base coach.

Sec 19. Defensively, a coach may be positioned on each foul line halfway from the outfield fence and third base. The outfield coach is confined to coaching the outfielders only. A coach in violation of the coaching box rule will be confined to the dugout in violation of this rule. At no time may the coach step onto the playing field except in case of obvious injury. (This is an umpire judgement call)

Sec 20. Base Coaches may not have physical contact with runners while the ball is alive and in play. Penalty is runner is out. 1 Timeout per inning Defense or Offense.

