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2019

13U VIRGINIA SUPER QUALIFIER

APRIL 26-28 | VIRGINIA SPORTS COMPLEX | RUTHER GLEN, VA



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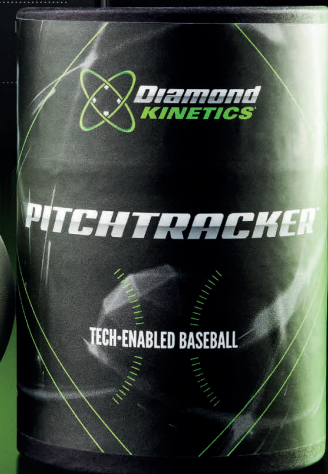
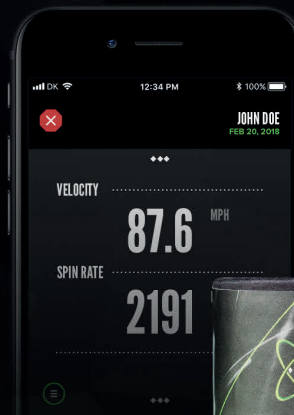
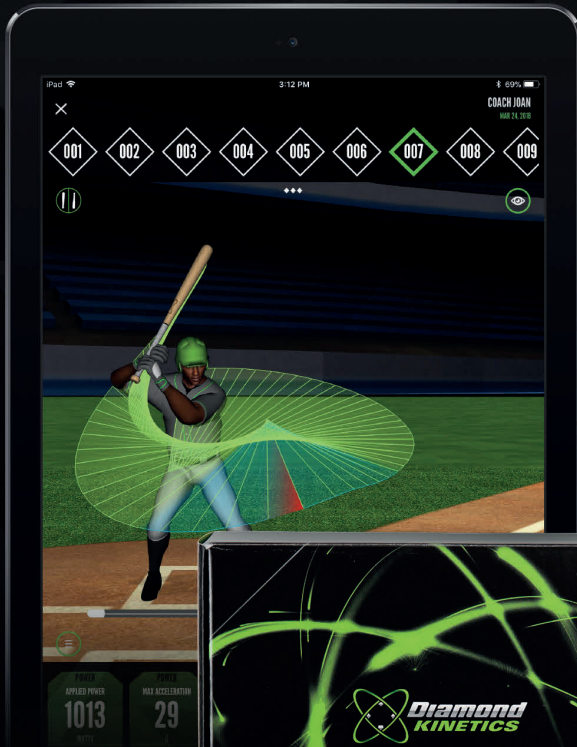
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2019 PG Super25 13U Virginia Spring Super Qualifier Schedule

Saturday, April 27

Gm	Time	Teams	Location
1	8:30 AM D	V New Bern Flames H Mid-Atlantic Orioles Mcknight	Field 5 @ Virginia Sports Complex
3	8:30 AM D	V Frederick Hustlers H Stars Baseball Steinberg	Field 7 @ Virginia Sports Complex
2	9:00 AM C	V Mid-Atlantic Orioles Keen H Stars Baseball 13u Weaver	Field 6 @ Virginia Sports Complex
4	9:00 AM A	V Stars Baseball Tallent H Calvert Tide Green	Field 8 @ Virginia Sports Complex
5	10:50 AM D	V Mid-Atlantic Orioles Mcknight H Little Caesars	Field 5 @ Virginia Sports Complex
7	10:50 AM B	V Canes 13U NOVA - Rowling H Mid Maryland United	Field 7 @ Virginia Sports Complex
6	11:20 AM C	V Stars Baseball 13u Weaver H Keystone State Bombers	Field 6 @ Virginia Sports Complex
8	11:20 AM A	V Calvert Tide Green H Team Dirty South Venom	Field 8 @ Virginia Sports Complex
9	1:10 PM D	V Stars Baseball Steinberg H New Bern Flames	Field 5 @ Virginia Sports Complex
11	1:10 PM B	V Richmond Braves 13U Powers H Canes 13U NOVA - Rowling	Field 7 @ Virginia Sports Complex
10	1:40 PM C	V Keystone State Bombers H Mid-Atlantic Orioles Keen	Field 6 @ Virginia Sports Complex
12	1:40 PM A	V Team Dirty South Venom H Stars Baseball Tallent	Field 8 @ Virginia Sports Complex
13	3:30 PM D	V Little Caesars H Frederick Hustlers	Field 5 @ Virginia Sports Complex
14	3:30 PM B	V Mid Maryland United H Richmond Braves 13U Powers	Field 7 @ Virginia Sports Complex

Sunday, April 28

Gm	Time	Teams	Location
15	8:30 AM Playoffs Round 1	V Seed #5 H Seed #4	Field 5 @ Virginia Sports Complex
16	8:30 AM Playoffs Round 1	V Wild Card H Seed #3	Field 6 @ Virginia Sports Complex
17	9:00 AM Consolation	V TBD H TBD	Field 7 @ Virginia Sports Complex
18	9:00 AM Consolation	V TBD H TBD	Field 8 @ Virginia Sports Complex
19	10:50 AM Semifinals	V Winner of Game #15 H Seed #1	Field 5 @ Virginia Sports Complex
20	10:50 AM Semifinals	V Winner of Game #16 H Seed #2	Field 6 @ Virginia Sports Complex
21	11:20 AM Consolation	V TBD H TBD	Field 7 @ Virginia Sports Complex
22	11:20 AM Consolation	V TBD H TBD	Field 8 @ Virginia Sports Complex
23	1:10 PM Championship	V Winner of Game #20 H Winner of Game #19	Field 5 @ Virginia Sports Complex

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Calvert Tide Green

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Andrew Warner	1B			R/R	2023		
2	Andrew Warner	1B	5-10	150	R/R	2023	Calvert	St. Leonard, MD
3	Ryan Moran	SS	5-7	150	R/R	2023	Patuxent	Lusby, MD
3	Ryan Moran	SS			R/R	2023		
4	Jared Harry	3B			R/R	2023		
4	Jared Harry	3B	5-3	130	R/R	2023	Great Mills	Lexington Park, MD
7	Johnathon Ferrante	RH P	5-11	130	R/R	2024		Huntingtown, MD
7	Johnathon Ferrante	RH P			R/R	2024		
8	William Hagan	OF			R/R	2024		
8	William Hagan	OF	5-6	108	R/R	2024	Patuxent	Lusby, MD
10	Wyatt Rickwood	C			R/R	2023		
10	Wyatt Rickwood	C	5-5	125	R/R	2023	Patuxent	Port Republic, MD
11	Trevin Sauls	OF	5-3	125	R/R	2024	Calvert	Port Republic, MD
11	Trevin Sauls	OF			R/R	2024		
12	Brandon Jefferson	2B			R/R	2024		
12	Brandon Jefferson	2B	5-5	125	R/R	2024	The Bullis	Owings, MD
23	Asa Locks	C	5-6	120	R/L	2023	Patuxent	Lusby, MD
23	Asa Locks	OF			R/L	2023		
24	Jamison Bates	1B			R/R	2023		
24	Jamison Bates	1B	5-8	148	R/R	2023	Huntingtown	Huntingtown, MD
27	Cole Roschel	2B			R/R	2024		
27	Cole Roschel	2B			R/R	2024		
34	James Pease	RH P			R/R	2024		
34	James Pease	RH P	6-1	170	R/R	2024	Chopticon	Mechanicsville, MD
42	Logan Hastings	SS	4-10	85	R/R	2024	Huntingtown	Huntingtown, MD

Frederick Hustlers

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Aiden Dubetsky	SS	5-0	115	L/R	2024	Urbana	Holborn Pl, MD
3	Aidan Simmons	OF	5-0	100	R/L	2024	Walkersville	Federick, MD
4	Ryan Jones	C	5-8	135	R/R	2024	Littlestown	Littlestown, PA
7	Fredy Diaz	SS	5-0	115	R/R	2024	Frederick	Middletown, MD
9	Andrew Raymond	3B	5-5	115	L/R	2024	Middletown	Middletown, MD
11	Oliver Ellison	SS	5-8	135	R/R	2024	Brunswick	Brunswick, MD
13	Jaxson Wood	1B	5-9	150	R/R	2023	Middletown	Frederick, MD
15	Riley Smith	OF	5-7	136	R/R	2023	Urbana	Urbana, MD
19	Ryan Maxey	3B	5-6	130	L/R	2023	Walkersville	Woodsboro, MD
20	Andrew Purcell	C	5-5	180	R/R	2024	Urbana	Frederick, MD
22	Logan Malachowski	OF	5-9	145	R/R	2024	Catoctin	Emmitsburg, MD
42	Landon Castor	3B	5-11	175	R/R	2023	Glenelg	Mount Airy, MD

Canes 13U NOVA - Rowling

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Andy Fronczek	OF	5-7	140	L/L	2024	Undecided	Annandale, VA
4	Dane Morrow	SS	5-5	125	L/R	2024	Severna Park	Millersville, MD
5	John DiMarsico	1B	5-6	130	L/L	2024	Severna Park	Severna Park, MD
7	Luke Craddock	1B	5-4	140	R/R	2024	Kettle Run	Warrenton, VA
9	Mason Graves	3B	5-9	160	R/R	2023	Battlefield	Haymarket, VA
10	Andrew Cortor	C	5-7	120	R/R	2024	Hayfield Secondary	Ft Belvoir, VA
13	Ernie (Ej) Hankerson Jr.	3B	5-6	135	R/R	2023	Calvert Hall College	Baltimore, MD
15	Evan McArtor	OF	5-8	140	R/R	2024	John Champe	Aldie, VA
27	Tyler Rowling	2B	5-3	100	R/R	2024	Paul VI Catholic	Aldie, VA
28	Antonio Senatore	SS	5-0	100	R/R	2024	South County Secondary	Fairfax Station, VA
31	Dylan Choi	OF	5-8	122	R/R	2023	Freedom	Chantilly, VA
34	Brayden Mann	C	5-5	120	R/R	2025	Warhill	Williamsburg, VA
42	Aidan Rojas	OF	5-6	135	R/R	2023	Patriot	Nokesville, VA
44	Harry Rathbun	SS	5-5	110	R/R	2023	Mount Hebron	Ellicott City, MD

Keystone State Bombers

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Ethan Beck	OF	5-6	130	R/R	2024	Lancaster Catholic	Lititz, PA
2	Trey Eckman	RH P	5-8	135	R/R	2024	Manheim Twp	Lancaster, PA
4	Luke Landis	RH P	5-2	100	L/R	2024	Conestoga Valley	Leola, PA
5	Levi Hackman	SS	5-3	110	R/R	2024	Lancaster Catholic	Columbia, PA
9	Kevin Eden	OF	4-10	85	L/R	2024	Twin Valley	Morgantown, PA
10	Owen Fisher	C	5-5	110	L/R	2024	Conestoga Valley	Lancaster, PA
11	Nolan Book	SS	5-4	125	R/R	2024	Manheim Central	Manheim, PA
13	Bryce Avery	2B	5-1	105	L/R	2024	Penn Manor	Lancaster, PA
14	Nathan Wingenroth	OF	5-7	130	R/R	2023	Lancaster Catholic	Manheim, PA
22	Ben Connors	OF	5-4	126	R/R	2024	Manheim Twp	Lancaster, PA
24	Brendan Kapczynski	1B	5-9	150	R/R	2024	Ephrata	Akron, PA
25	Josh Zimmerman	RH P	5-6	162	R/R	2024	Warwick	Lititz, PA
27	Ryan Turner	OF	5-1	108	R/R	2024	Manheim Twp	Lititz, PA
30	Andrew Flury	C	5-1	125	R/R	2024	Manheim Twp	Lancaster, PA

Little Caesars

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
3	Nate Kocik	C	5-6	120	R/R	2023	Grosse Pointe South	Grosse Pointe, MI
4	Amare Snowden	LHP	5-11	155	L/L	2023	Roseville	Roseville, MI
5	Joey Michelotti	SS	5-5	120	R/R	2024	Grosse Pointe South	Grosse Pointe Farm, M
6	Oliver Service	OF	5-8	145	R/R	2023	University Liggett	Detroit, MI
6	Jarren Purify	3B	5-8	140	R/R	2023	University Liggett	Detroit, MI
11	Brady Baalaer	C	5-10	135	R/R	2024	L'Anse Creuse North	Macomb, MI
20	Khamari Anderson	RH P	6-0	170	R/R	2023	University Of Detroit	Detroit, MI
24	Blake Ilitch	RH P	5-7	140	S/R	2024	University Liggett	Harper Woods, MI
29	Brandon Newland	RH P	5-9	125	R/R	2024	Bloomfield Hills	Bloomfield Hills, MI
30	Hunter Belanger	3B	5-10	175	S/R	2024	Grosse Pointe South	Grosse Pointe Farm, M
35	Austin Cicerone	SS	5-10	125	R/R	2023	Troy	Troy, MI
48	Jack Lynch	RH P	5-10	115	R/R	2023	Grosse Pointe South	Grosse Pointe Park, M

Mid Maryland United

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Dominic Moats	SS	5-9	170	R/R	2024	Waynesboro Area	Waynesboro, PA
2	Ajonte Bullock	OF	5-11	145	R/R	2024	Gettysburg Area	Gettysburg, PA
4	Jacob Hnath	SS	5-6	126	R/R	2024	Gov. Thomas Johnson	Frederick, MD
6	Gavin Hughes	2B	5-2	105	R/R	2023	Walkersville	Walkersville, MD
8	Garrett Worth	OF	5-7	135	R/R	2024	Catoctin	Sabillasville, MD
21	Joseph McMannis	RH P	6-0	180	R/R	2023	Catoctin	Emmitsburg, MD
23	Braden Manning	RH P	5-6	105	R/R	2023	Gettysburg Area	Fairfield, PA
35	David Shipton	C	5-0	92	R/R	2024	Catoctin	Thurmont, MD
37	Daniel Orr	SS	5-1	110	S/R	2024	Gov. Thomas Johnson	Frederick, MD
44	Connor Roddy	3B	5-2	113	R/R	2024	Gov. Thomas Johnson	Frederick, MD
45	Dawson Kehr	SS	5-9	140	R/R	2024	Broadfording Christian	Hagerstown, MD
77	Peyton Castellow	OF	4-9	75	L/L	2023	Catoctin	Thurmont, MD

Mid-Atlantic Orioles Keen

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Shayne Lawlor	OF	4-9	90	L/L	2024	Atlee	Mechanicsville, VA
3	Tommy Dean	OF	5-5	118	R/R	2024	Godwin	Richmond, VA
4	Ezell DeLoach	2B	4-11	103	R/R	2024	Glen Allen	Glen Allen, VA
8	Jacob Kinney	1B	5-8	155	R/R	2024	Hermitage	Richmond, VA
10	Aidan Dickerson	RH P			R/R	2024		
11	Braxton Bourne	2B			R/R	2024		
12	Aven Stevens	3B	5-9	178	R/R	2024	Atlee	Mechanicsville, VA
13	Connor Smith	OF	5-4	120	R/R	2024	Godwin	Henrico, VA
28	Ryder Duncan	RH P	5-6	113	R/R	2024	Patrick Henry	Ashland, VA
32	Phillip Seidenberg	C	5-6	160	R/R	2024	Godwin	Richmond, VA
33	Ryan Tucholka	C	5-2	125	R/R	2024	Godwin	Henrico, VA
34	Caleb Dillon	OF	5-4	110	R/R	2024	Deep Run	Glen Allen, VA
35	Jett Algeier	RH P	5-5	110	R/R	2024	Randolph Henry	Charlotte Court Ho, V
49	Seth Jones	SS			R/R	2024		

New Bern Flames

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Cody Callahan	OF	5-6	120	L/L	2024	North Brunswick	Winnabow, NC
3	Carter Champey	RH P	5-4	125	R/R	2024	New Bern	New Bern, NC
9	Brad Hopkinson	1B	5-1	120	R/R	2024	New Bern	New Bern, NC
10	Bryan Garner	OF	5-6	130	L/R	2023	West Carteret	Newport, NC
11	Ricky Cooke	LHP	5-9	130	R/L	2023	West Craven	Vanceboro, NC
14	Ethan Ipock	RH P	5-6	150	L/R	2024	West Craven	New Bern, NC
15	Ryland Howell	OF	5-6	108	R/R	2024	West Carteret	Newport, NC
19	Landon Elks	C	5-8	150	R/R	2023	D H Conley	Greenville, NC
21	Wilson Webber	OF	5-6	115	R/R	2023	West Craven	Cove City, NC
24	Daylinh Nguyen-Brown	SS	5-4	110	R/R	2023	D H Conley	Winterville, NC
34	Hunter Pope	SS	5-8	130	L/R	2023	Arendell Parrott Acade	Snow Hill, NC

Team Dirty South Venom

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
0	Edward Brinkman	OF	5-7	125	R/R	2024	Fredericksburg Christi	King George, VA
2	Evan Meier	OF	5-8	145	R/R	2023	West Point	West Point, VA
4	Roddrey McWilliams	OF	4-10	78	R/R	2025	Varina	Sandston, VA
7	Ashton Smith	SS	5-4	140	S/R	2023	Hickory	Chesapeake, VA
9	Joey Masiak	1B	5-10	140	R/R	2023	Walsingham Academy Upp	Saluda, VA
10	Blake Bowmer	3B	5-6	120	R/R	2023	Warhill	Williamsburg, VA
12	Ethan Minter	LHP	5-11	165	L/L	2024	Thomas Dale	Chester, VA
14	Colin Bunch	RH P	5-5	125	L/R	2024	King George	King George, VA
15	Will Wyles	OF	5-11	135	R/R	2023	Walsingham Academy Upp	Williamsburg, VA
17	Gunnar Healy	OF	5-6	120	L/L	2023	Gloucester	Gloucester, VA
22	Davis Neighbor	SS	5-8	150	R/R	2024	Walsingham Academy Upp	Williamsburg, VA
25	Joseph Helmsderfer	2B	5-4	115	R/R	2023	Menchville	Newport News, VA
27	Brayden Heath	C	5-6	130	R/R	2023	New Kent	New Kent, VA
32	Chase Swift	OF	5-5	118	R/L	2024	Thomas Dale	Chester, VA
34	Luke Harlow	2B	5-3	99	R/R	2024	Jamestown	Williamsburg, VA

Perfect Game Pitching Rules



- Below is the maximum number of pitches allowed per day in Perfect Game tournaments. Players will be required to rest said number of calendar days when reaching pitch limit. Official pitch counts are tracked by PG Field Scout unless communicated otherwise. Teams are encouraged to also track their pitch counts for both teams. Limits apply to specific tournament age division, not player age. (i.e. 15-year-old player in 17U tournament will go by 17U requirements.)

Age	Daily Pitch Max	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-80	81+

- Once a pitcher reaches his daily maximum limit, he must be removed from the game. If a pitcher reaches the maximum limit of pitches in a game during a batter's plate appearance, the pitcher may continue in the game until such plate appearance or the inning ends (i.e. by a third out made by catching a runner stealing), whichever comes first. There is no team penalty for this, but the pitcher must adhere to prescribed pitch counts for the remainder of the event.
- If a pitcher is brought into a game sooner than the mandatory calendar days' rest, he becomes an ineligible player. According to NFHS Rule 3.1.1: *An ineligible player on defense shall be replaced immediately upon discovery by the umpire or either team.* Once discovered by teams, umpires, or PG Staff, the umpire & Official Scorekeeper will confirm eligibility with Tournament Headquarters. If deemed ineligible, team will have the opportunity to remove player from game. The replacement pitcher will be allowed adequate time to warm up. A pitcher is only allowed to pitch in one game per day unless pitcher throws 20 or fewer pitches in first game. In that case, pitcher may pitch in 2nd game of day. Pitch totals for both games combined will require prescribed daily limits and required rest.
- No pitcher is allowed to pitch 3 days in a row regardless of pitch counts.

Youth Rules

IMPORTANT RULES and INFORMATION

1. **TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!!!!** If this happens we will take the second-place team out of the pool or the next best team. The Tournament Director will rule in the fairest possible way.
2. **Pool Play:** All Pool Play games will be played with a strict two-hour time limit. No inning can start after two hours. Time will be kept by the PG Field Director. For each team's pool games, the home team will be predetermined. All pool games that are tied after 7 innings or the 2-hour time limit will be recorded a tie. A tie is equal to a ½ win and ½ loss for each team.
3. **Championship Round/Playoffs:** No two teams from the same organization will match-up in their first playoff game, unless the game is affected by a bye (Applicable to brackets with 9+ teams). 2-hour time limit will be used in all games except the Semi-final and Championship games. This rule is subject to change. The home team in Championship Play 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. Tie Breaker: If after 7 innings or 2 hours the two teams are still tied the following tie breaker rules will go into effect except for the Semi-final and Championship Games. The last three hitters from the previous inning will load the bases with one out.
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.

Semi-Final and Championship games will be played with regular extra innings through the 9th inning. Starting in the 10th inning the last three hitters from the previous inning will load the bases with one out.

4. **Forfeits:** All games must be started with at least 9 players. A player must be at least 13 years old to compete in a 16U-18U event. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup 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. **The tournament committee will decide when a forfeit is declared.**
5. **Taking Infield:** No infield will be allowed during the tournaments.
6. **Mercy Rules:** 15 after 3, 12 after 4, 8 after 5.
7. **Trips to the mound:** The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.
8. **Hitting lineup:** Can consist of 9, 10, or 11 players. The lineup must stay with the same number of batters for the entire game. Once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed. The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card. The EH and XH may bat at any spot in the order. The EH and XH is the same as any position on the field as far as substitutions are concerned. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.
9. **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).

10. **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 5 innings have been completed, or 4 1/2 innings if the home team is ahead. After 5 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.
11. **Protests:** Judgment calls and pitching limitations are not eligible for protest. 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.
12. **Roster and Roster changes:** All players should be listed on the official roster. Playing a non rostered player could result in a forfeit. 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. 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. Age divisions within a tournament count as separate events.
 - 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 the same tournament, 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.
 - 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. Driver's License is permitted. For events classified by graduation year, transcripts from a player's most recent academic semester shall be in the possession of their team manager.
13. **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, in case of emergency where staff can't keep 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 visitor would 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.
 - **Line up cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time. Line up cards are to be given to the official scorekeeper before the home plate meeting.**
14. **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.
 - 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, fans or team anytime during a tournament of committing any of the above listed offenses.
 - A player, spectator, fan or coach ejection carries removal from that game only.
 - 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.
15. **Bat Specifications:**
- WWBA - Wood bats only. Must be composed of one single piece of wood. Current legal composite bats are listed online under the "Bat Restrictions" tab of the event page.
 - BCS/S25 Tournaments - All bats must meet BBCOR regulations. Wood bats are allowed.
 - 13U - Metal bat. All bats must have 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.
16. **Pitching:** The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. The 3B to 1B pickoff move is legal. Also, in the windup position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.
- **Enforced Pitching Limitations:** All PGBA Red events will strictly follow the Pitch Smart guidelines. All other PGBA events are strongly encouraged to follow the Pitch Smart guidelines and enforce them as a rule. Check the Pitching Restrictions tab on the event homepage as well as the PitchSmart report; when applicable.
17. **Courtesy Runners:** Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. If a team is batting their entire lineup, then they will NOT be able to use last batted out. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game.
18. **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!
19. **Field Dimensions**
- **9U-10U:** All games will be played on 46x65 fields.
 - **11U-12U:** All games will be played on 50x70 fields.
 - **13U-18U:** All games will be played on 60x90 fields.
20. **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.

(Last updated: 5/22/2018)

Perfect Game Super25 Roster Rules

Team and Individual Player Eligibility

1. A team may not be composed of more than the allotted eligible players.
 - a. 9U-12U: 17 eligible players
 - b. 13U-14U: 20 eligible players

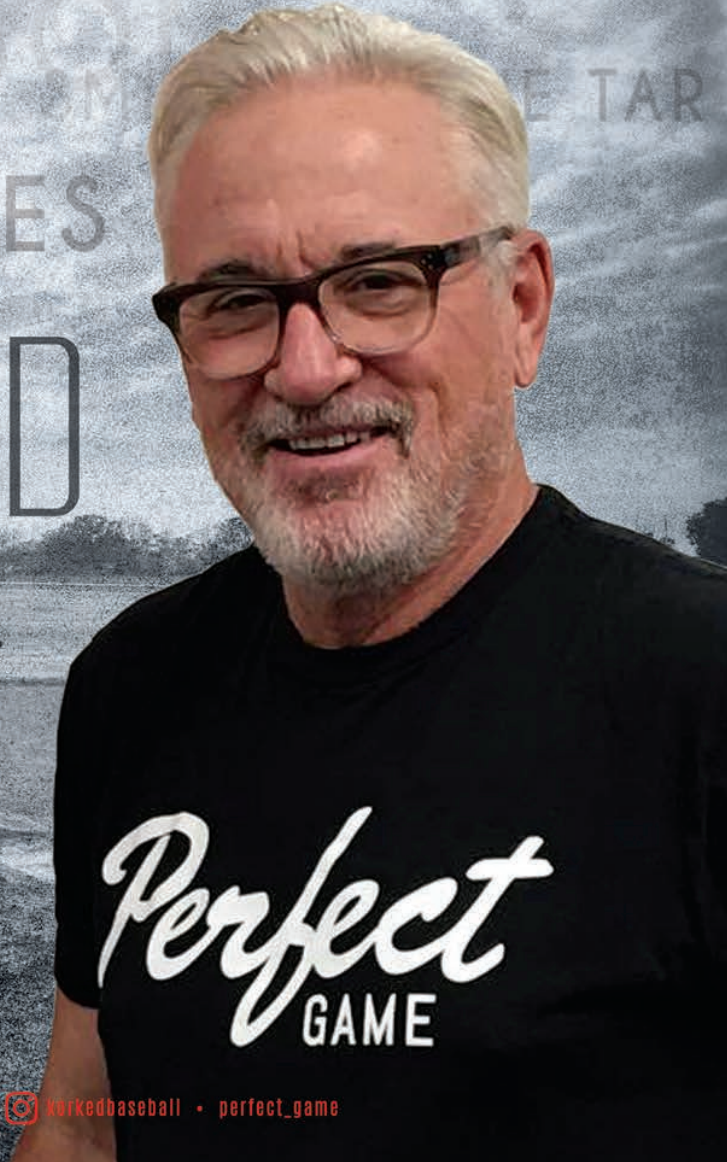
- c. 15U-17U: 25 eligible players
- 2. Tournament director may manage or coach in any tournament in which he also serves as the tournament director or host. There shall be a separate tournament director and protest committee selected to handle all rule problems within the tournament.
- 3. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the eligibility requirements.
- 4. Teams can replace players that cannot come to the National Championship due to extenuating circumstances (i.e injury, family conflicts, etc) **
- 5. Any team qualifying for the Super25 National Championships must have a minimum of 11 players. If a team qualifies with less than 11 players they will be allowed to add players until they reach 11 total players.**
 - a. A qualifying team will have the ability to change their roster. 60% of the roster must remain the same for the National Championship**
 - b. Teams can add 6 players to their roster after qualifying for the National Championship. These players can be from any region.
- 6. Teams from every region are eligible to play in all of the Super Qualifiers.
- 7. Super Qualifier tournament event champions receive a berth to the current season's National Championship. Champions must confirm attendance at the National Championship immediately following the tournament.
- 8. Perfect Game decides the Champion on incomplete Regional and/or Super Qualifier.

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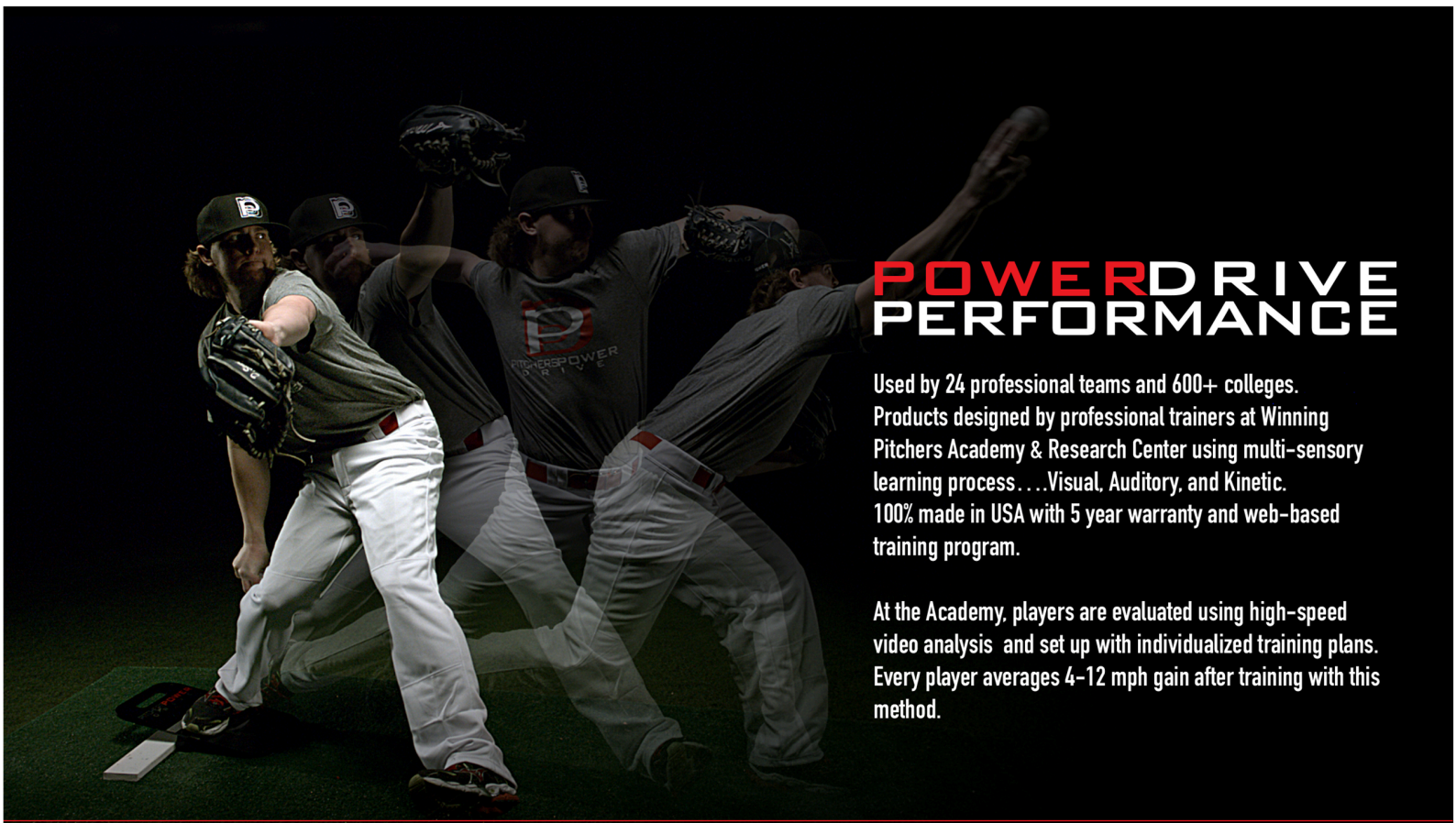
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