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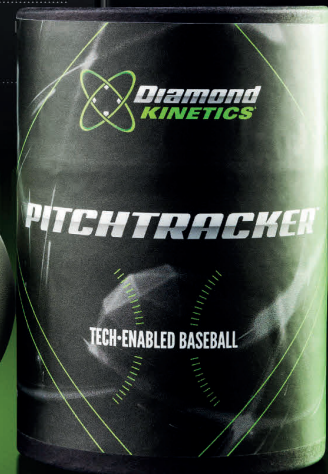
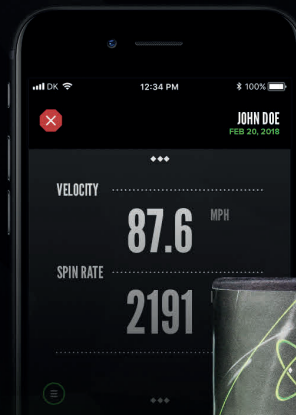
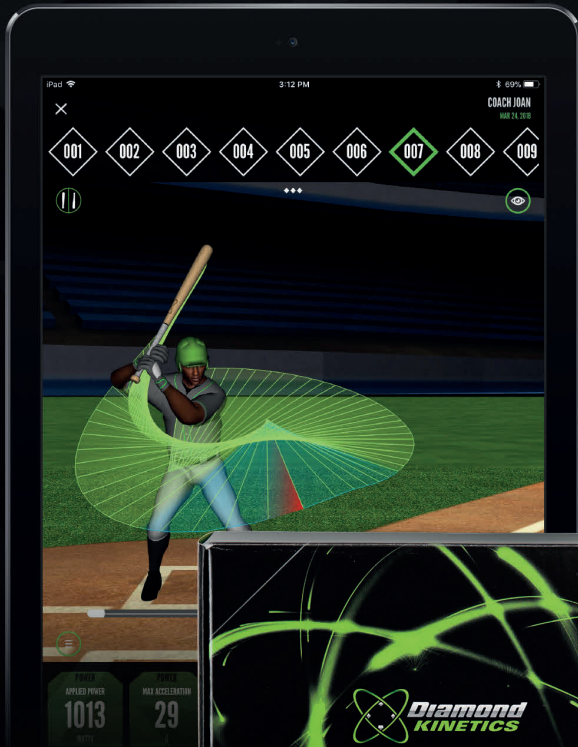
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2019 PG Super25 10U Northeast Spring Super Qualifier Schedule

Saturday, May 4

Gm	Time	Teams	Location
1	9:00 AM A	V Peninsula RiverDawgs 10U H Combat/Scanzano 10U	3 @ North Edison Baseball Complex
2	11:00 AM A	V Cage Academy H Peninsula RiverDawgs 10U	3 @ North Edison Baseball Complex
3	1:00 PM A	V Combat/Scanzano 10U H Zoned RedHawks	3 @ North Edison Baseball Complex
4	3:00 PM A	V Zoned RedHawks H Cage Academy	3 @ North Edison Baseball Complex

Sunday, May 5

Gm	Time	Teams	Location
5	9:00 AM A	V Cage Academy H Combat/Scanzano 10U	3 @ North Edison Baseball Complex
6	11:00 AM A	V Peninsula RiverDawgs 10U H Zoned RedHawks	3 @ North Edison Baseball Complex
7	1:00 PM Championship	V SEED 2 H SEED 1	3 @ North Edison Baseball Complex

Cage Academy

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Ryan Cerninaro	SS	5-0	71	L/R	2027	Middletown South	Lincroft, NJ
3	Ryan Chuven	LHP	4-2	59	L/L	2027	Middletown South	Lincroft, NJ
4	Owen Maguire	2B	4-3	63	R/R	2027	Middletown South	Lincroft, NJ
7	Aaron Dieguez	3B	4-1	75	S/R	2027	Booker T. Washington	Sayreville, NJ
10	Sean Compton	2B	4-5	63	R/R	2027	Middletown South	Lincroft, NJ
12	Will Kilkeary	RH P	4-3	61	L/R	2027	Rumson Fair Haven	Fair Haven, NJ
13	Ryan Colie	1B	4-9	88	R/R	2027	Holmdel	Holmdel, NJ
15	Chris Cardinoza	OF	4-8	57	R/R	2027	North Brunswick Twp	North Brunswick, NJ
18	Casper Billington	OF	5-0	82	R/R	2027	Rumson Fair Haven	Fair Haven, NJ
21	Mason Branker	3B	4-10	72	R/R	2027	Rumson Fair Haven	Fair Haven, NJ
24	Alexander Rivera	C	4-0	69	S/R	2027	Monroe Twp	Monroe, NJ
99	Cooper Estok	C	4-9	89	R/R	2027	Holmdel	Holmdel, NJ

Combat/Scanzano 10U

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
3	Benny Labroli	2B	4-5	75	R/R	2026	Moorestown	Moorestown, NJ
6	Caden Beatty	2B	4-0	60	R/R	2027	Cherokee	Marlton, NJ
7	Josh Schartoff	3B	4-6	90	R/R	2027	Cherokee	Marlton, NJ
8	Tyler Doyle	RH P	4-8	85	R/R	2026	Cherry Hill West	Cherry Hill, NJ
10	Jake Tulman	SS	4-9	72	R/R	2027	Eastern	Voorhees, NJ
13	Jason Krause	SS	4-6	90	R/R	2026	Cherokee	Marlton, NJ
14	Parker New	1B	4-10	90	L/L	2026	Cherokee	Marlton, NJ
17	John Laurick	3B	4-8	68	R/R	2026	Gloucester Catholic	Cherryhill, NJ
22	Lleyton Coughlin	1B	4-8	75	L/L	2026	Shawnee	Medford Lakes, NJ
24	Landon Burkhardt	OF			R/R	2027		
25	Colin Bruccoliere	C	4-11	90	R/R	2027	Cherokee	Marlton, NJ
28	Bryce Airey	3B	4-8	96	R/R	2026	Cherokee	Marlton, NJ
44	Eli Pollack	OF	4-4	61	R/R	2027	Cherry Hill East	Cherry Hill, NJ

Peninsula RiverDawgs 10U

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Jared Angstreich	RH P	5-0	95	R/R	2027		Rumson, NJ
2	Cooper Jones	1B	5-0	80	R/L	2027		Rumson, NJ
3	Ryan Brindise	RH P	4-11	95	R/R	2027		Rumson, NJ
5	Casey Moore	SS	4-9	71	R/R	2027		Fair Haven, NJ
7	Kellen Winters	SS	3-11	65	R/R	2027		Rumson, NJ
8	Sam French	RH P	5-0	86	R/R	2028		Holmdel, NJ
10	Hunter Beattie	RH P	5-0	95	R/R	2027	Rumson Fair Haven	Rumson, NJ
21	Trevor Wyso	OF	4-11	85	R/R	2026	Avenues	Monmouth Beach, NJ
25	Mac Menzer	OF	5-0	80	R/R	2027		Fair Haven, NJ
26	Brody Garguilo	3B	5-4	105	R/R	2027		Hazlet, NJ
27	Brody McCorkle	RH P	4-8	105	R/R	2028		Manalapan, NJ
30	Tyler Detamore	1B	4-8	125	R/R	2027		Freehold, NJ
33	Logan Lewis	2B	5-10	82	R/R	2027		Freehold, NJ
34	Sean Sweet	C	4-3	62	R/R	2027		Howell, NJ

Zoned RedHawks

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Nolan Bruno	SS	4-8	90	L/R	2027	Delbarton	Bernardsville, NJ
2	Avery George	RH P			R/R	2027		
3	Hunter Nowack	1B			R/R	2027		
5	Dimitri Romer	RH P	4-8	66	R/R	2027	Ridge	Basking Ridge, NJ
8	Timothy Dematteo	RH P			R/R	2027		
10	Bradley Pearce	RH P	4-7	80	R/R	2027	Scotch Plains Fanwood	Scotch Plains, NJ
12	Michael Meyers	3B	5-1	105	L/R	2027	Somerville	Branchburg, NJ
17	Mason Cimini	OF	4-7	67	L/L	2027	Somerville	Branchburg, NJ
21	Francesco Raucci	2B	4-2	85	R/R	2027	Watchung Hills Reg H	Watchung, NJ
23	Jack Tse	2B	4-6	72	S/R	2027	Scotch Plains Fanwood	Scotch Plains, NJ
26	Aiden Duhaime	RH P	4-7	95	R/R	2027	Watchung Hills Reg H	Warren, NJ
52	Anthony Della Rosa	RH P	4-4	61	R/R	2027	Summit	Summit, NJ

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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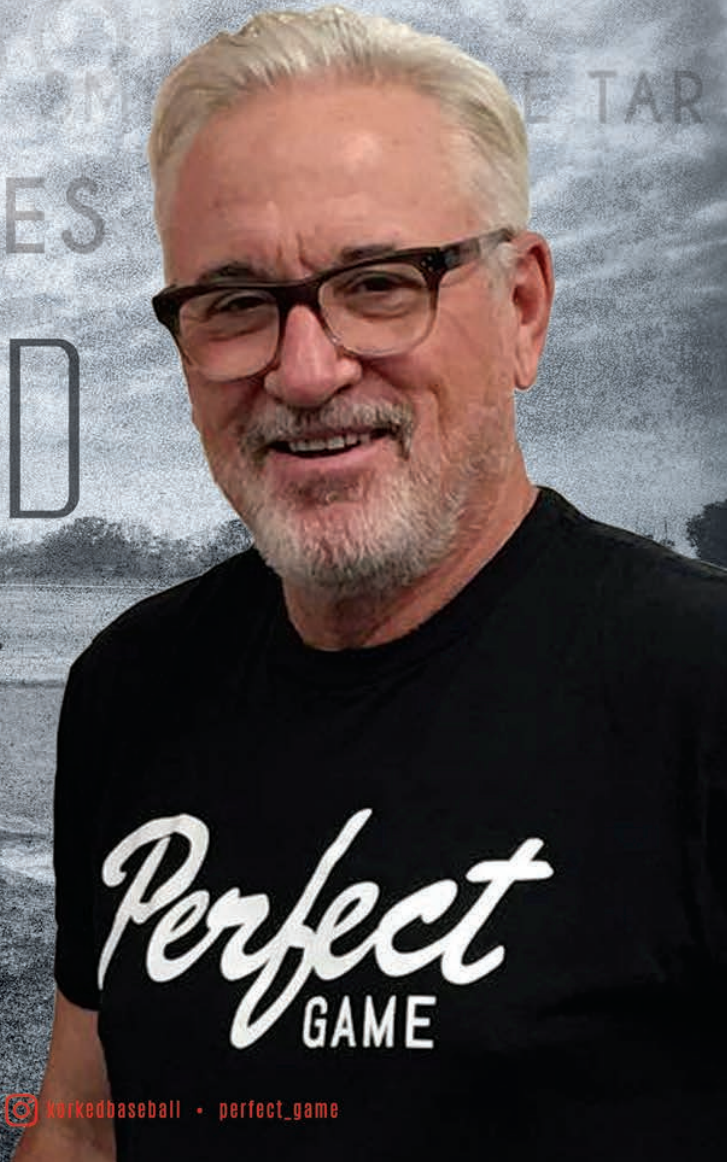
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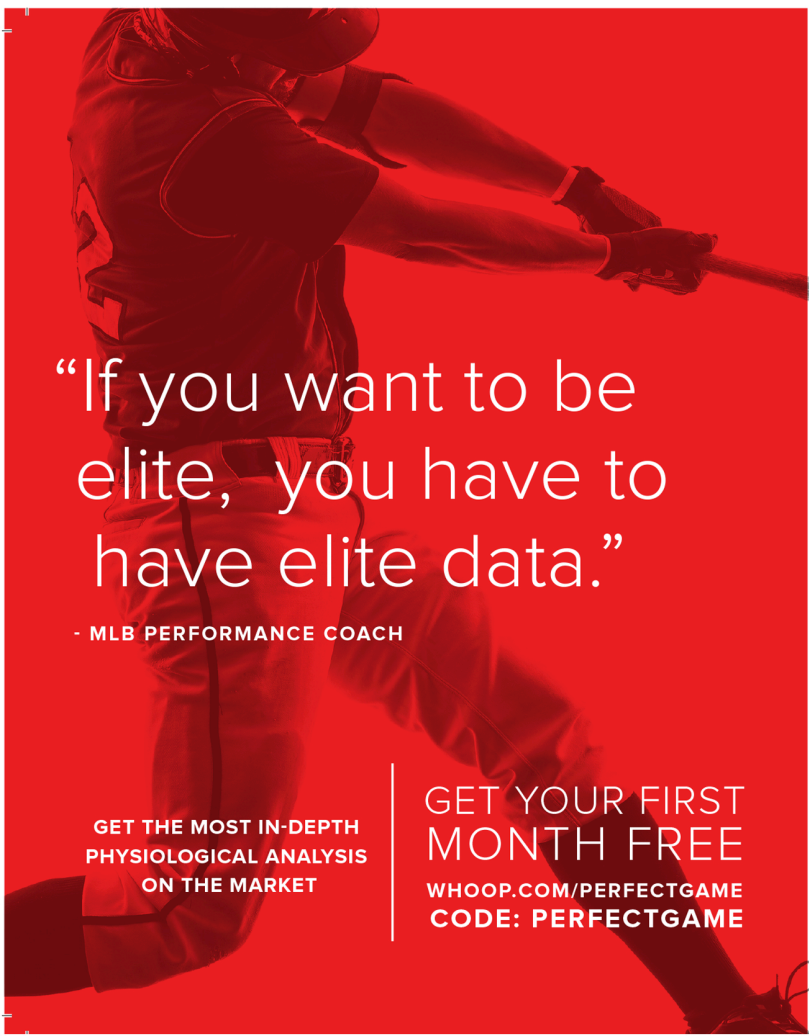


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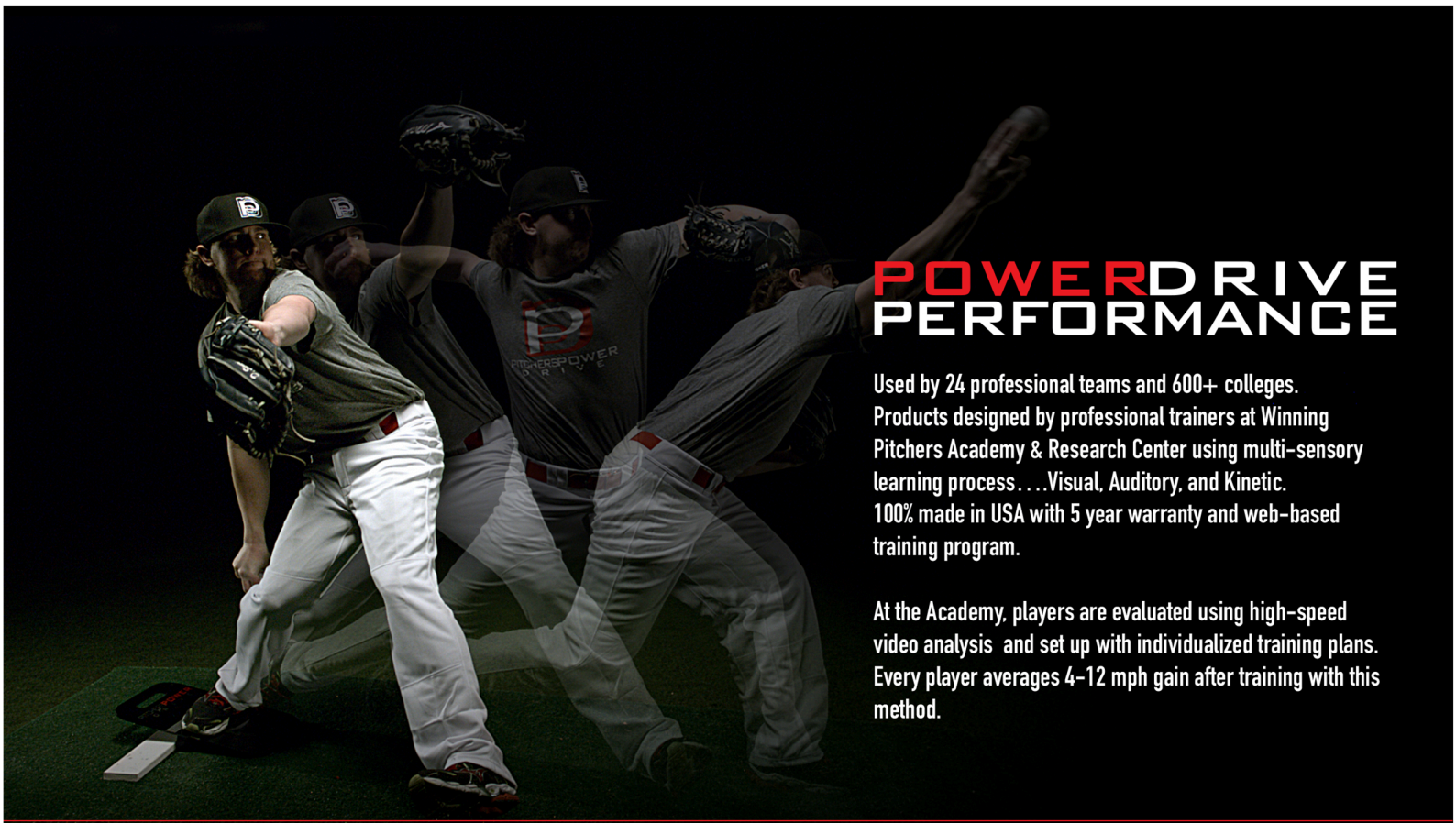
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