

## 2024 TOURNAMENT RULES AND REGULATIONS

***(Revised May 1, 2024)***

The Playing Rules for **2024 MYBA – PERFECT GAME BAESBALL TOURNAMENTS are** those rules and regulations in this **Special Section.** We will then follow the ***Official PERFECT GAME Baseball Rules followed by*** **Official NHSSA Baseball Rules,** for those rules and regulations not listed in this **Special Section. All Tournament Information/Schedules/Links will be posted at** [**www.MYBAtournaments.com**](http://www.MYBAtournaments.com) **for the 6U Coach Pitch Division, and** [**www.PerfectGame.Org**](http://www.PerfectGame.Org) **for all other Divisions**

***Section 1 AGE DIVISIONS***

1. The following are the official age categories:

**6, 7 & 8 & Under (Coach Pitch)**

**8 & Under / 9 & Under / 10 & Under**

**11 & Under / 12 & Under**

**13 & Under / 14 & Under**

**15 & Under / 16 & Under**

**18 & Under**

1. **May 1st, 2023** is his tournament age cut-off date.

***Section 2 ROSTER & DOCUMENTATION***

1. All Teams must be registered with official roster completed on the USSSA Baseball Web-site. [**www.PerfectGame.Org**](http://www.PerfectGame.Org)

A) Each team must Update their PG on-line Rosters and have the Parental Release completed by a Parent/guardian prior to the team’s first Tournament Game. – The Team’s Perfect Game On-line Roster is LOCKED as of the beginning of their first Tournament Game, and it is the OFFICIAL TOURNAMENT ROSTER. Players may not be added to the roster after the team’s first game.

1. Copies of birth certificates, passport or resident alien cards are required for all players on the roster, and must be available along with the “Official Perfect Game Roster Form” ***(You will be asked to Provide Copies). For Grade Age Exception players you MUST provide an original report card for the last quarter, Official School ID showing the current year grade, or Official Certification (with school embossed stamp) from the School Registrar for the current school year.***
2. Players **MAY NOT** play in two different teams/divisions.
3. **RAIN OUT CREDITS:** Full Credit if no game is begun; 50% Credit if 1 game is started, $75 credit once a second game begins. **NO CREDITS once a Team’s 3rd game starts, and NO CREDITS for Team Withdrawal after Schedules are Posted.**

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***SECTION 3 PLAYING FIELD***

1. Distance between the bases:

**6, 7 &** **8 & Under** 60’

**9U Closed Bases** 60’

**9U & 10U** 65’

**11U & 12U** 70’

**13U (54/80)** 80’

**13U /14U / 16U & 18U** 90’

1. Pitching distance:

**6, 7 & 8 Coach Pitch** 30’ to the front edge of Pitching Circle

**9U Closed Bases** 40’

**9U & 10U** 46’

**11U & 12U** 50’

**13U (54/80)** 54’

**13U / 14U/ 16U & 18U** 60.5’

***SECTION 4 PITCHING REGULATIONS***.

**Please refer to PERFECT GAME Rules for Restrictions, imitations, and Violations / Penalty.**

***SECTION 5 REGULATION AND OFFICIAL GAME***

1. A regulation game consist of six (6) innings in **6U, 7U & 8U** **Coach Pitch, 9U Closed Bases, 9U, 10U, 11U, & 12U Divisions,** and seven (7) innings in the **13U, 14U, 15U, 16U & 18U Divisions.**
2. When a regulation/official game is tied, extra innings shall be played utilizing the **Texas** **Tie Breaker (Last 3 hitters on base and ONE outs)** until a winner is declared or the time limit has expired. Once the time has expired after regulation innings played in Bracket Play ONLY - Tied games must be completed in the Bracket Play utilizing the **Texas Tie Breaker**.
3. All games , including the Championship Games, will be played with a run rule of:

* In the **6U Coach Pitch Division** we will not have a RUN RULE.
* The **7U & 8U Coach Pitch Division and 9U Closed Bases through 12U Divisions** will be played with a RUN RULE of 15 after 2 innings, 12 after 3 innings, and 8 after 4 innings.
* The **13U through 18U Divisions** will be played with a run rule of 15 after 3 innings, 12 after 4 innings, and 8 after 5 innings.

1. Official Game
2. A pool game is Official if it is suspended for any reason after 2 ½ or 3 innings have been played in the **6U, 7U & 8U** **Coach Pitch**, **8U Kid Pitch, 9U, 10U, 11U, & 12U**

**Divisions**, or after 3 ½ or 4 innings in the **13U, 14U, 15U, 16U & 18U Divisions.**

1. In Bracket Play, if a game is suspended for any reason (Except expiration of time-limit) regardless of the number of innings played, it shall be continued from the point of curtailment as a make-up suspended game until the time remaining (Time Limit) expires, or the complete game is played (6 or 7 innings).

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1. Time Limits **(We Reserve the right to reduce time limits in order to complete the Tournament due to weather or other situations).**

A) All games (Except the Championship Game) will have a time limit.

1. Time limit for the **6U, 7U & 8U** **COACH PITCH** is one hour and twenty minutes (1:20).
2. Time limit for the **9U Closed Bases, 9U, and 10U Divisions** one hour and thirty minutes (1:30) Pool games and Bracket Play **- 11U & 12U Divisions** is one hour and forty minutes (1:40) Pool games, and Bracket games.
3. Time limit for the **13U and 14U Divisions** is one hour and fifty minutes (1:50) in Pool games, and Bracket play, and in the **16U and 18U Divisions** is two hours (2:00).
4. All Games in the Bracket Play including the Championship Game that are tied after the time limit or regulation innings will use the **Texas Tie Breaker** system. Last hitter of the prior inning is placed at 1nd base, the prior hitter is paced on 2nd base, and the prior hitter is placed on 3rd base. You play out the inning from there.

# SECTION 6 PROTESTS AND FORFEITS

1. Protest may be made on rules infractions only, not on judgment calls by the umpires.

1. The ***Competition Committee*** shall make all final determinations on any protest.
2. A Protest requires a $100 Protest Fee (Cash Only) per protest. If the protest is upheld the fee will be refunded immediately. If the protest is denied the fee is forfeited.
3. Challenging the age of a player is considered a Protest, and requires the $100 Protest Fee.
4. All protest must be made to the umpire-in-chief prior to the next pitch, play or attempted play
5. The ***Competition Committee*** shall rule on the protest prior to play continuing.
6. Forfeits
7. Any team that loses a pool game by forfeit will not advance to Bracket Play - without claim or refund.
8. Forfeit time is ten (10) minutes after the scheduled start time of the game or when the field is ready for play after the scheduled start time. The Tournament Director may extend the time at his discretion.

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1. A team must have a minimum of eight (8) players to start and finish a game. The batting position of the player not playing is an automatic out. This is also the case (automatic out) for team that starts the game with nine (9) or more players and then has a player(s) leave the game for any reason without an eligible substitute. If you are using the entire lineup a player arriving late may be inserted at the bottom of the line-up. **Exception:** In a continuation game being played on another day, if you are hitting the entire line-up (more then 10) and a player is not present the day of the continuation, you scratch the player and skip the batting position with no automatic out (provided there minimum of 9 players). If you finish the continuation game with 8 players then the player missing closest to the top of the line-up will be an automatic out

# SECTION 7 RULES OF CONDUCT

1. **ONLY** the Manager, coaches and players in full uniform are allowed in the dugouts or on the field. Coaches MUST wear the team jersey and caps, or identical team coach’s shirts/jackets. Coaches MUST wear either traditional baseball pants, coaches pants or coaches shorts. Street clothes, Blue Jeans are not allowed. Maximum of four (4) coaches, including the manager. Except in the 6U, 7U & 8U Coach Pitch Division where a fifth (5th) coach is allowed.
2. **ONLY** the Manager may discuss any play or rule with the umpires. If a coaches argues with an umpire he/she will be automatically ejected from the game.
3. Amplifiers, PA System, Radios, musical instrument, air horns, bells, whistles or any other artificial noise makers are prohibited.

1. Smoking is not allowed anywhere in the baseball complex.
2. Alcohol or illegal substances are not allowed anywhere in the park (including the parking lots) is prohibited by law.
3. Please make sure that you clean out your dugout at the end of each game.
4. The player, manager or coach that is ejected from a game shall be penalized as determined by the **Competition Committee**, with a minimum one (1) game suspension.
5. Any adult who gets in a physical altercation on or off the field, before, during or after a game, will be suspended indefinitely (a minimum of one year) from the league. If the league deems the incident involved more than one individual, severe penalties shall be invoked up to and including the removal of the team from the league without refund or recourse.
6. Any fan who becomes unruly or uses abusive language towards players, umpires, coaches, league officials or other fans will be asked to leave the premises (including the parking lots), and may be suspended as determined by Competition Committee. Coaches will be held responsible for their players and fans, and are required to assist in the enforcement of this and all rules.

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# SECTION 8 DIAMOND KAST and/or OFFICIAL GAME SHEET

1. The Tournament will provide an Official Scorekeeper utilizing DIAMOND KAST. If the game is NOT on Diamond KAST we will then use a GAME SHEET. It is recommended that each team still maintains its own scorebook. The umpire-in-chief will maintain the **Official Game Sheet.** The **GAME SHEET must** be completed prior to each game. The FULL NAME (last and first name) of all players (starting line-up and substitutes) and uniform number, with position **MUST** be listed. Each Manager must sign the **GAME SHEET** at the conclusion of the game.
2. All players on an approved team roster are eligible to play in all games (provided they have complied with all the tournament’s eligibility rules) even if they are not present at the beginning of the game and are not listed on the Game Sheet at the beginning of the Game.
3. If a player arrives late and a team is hitting all players, the player may be placed at the bottom of the line-up. Otherwise the player will be treated as a regular substitute.

# SECTION 9 SPECIAL RULES

1. A courtesy runner for the pitcher or catcher of record of from the previous inning may be used at any time. The runner shall be a player not presently in the line up or if no player not presently in the line up or a team hits all their players then the last batted out will run. If the last batted out is the pitcher or catcher, then the prior batted out of the inning (or previous inning) shall run.
2. The batters and runners **must** use double earflap helmets at all times. There is no penalty.
3. All teams **must** be in complete uniform. This includes socks, shirts, pants and caps. Manager and coaches **must** wear matching team cap and shirts.
4. Metal cleats are permitted only in the **13U, 14U, 15U, JV & Varsity Divisions.**
5. The steal of home, squeeze play, bunting or attempted/fake bunt with a runner on third (3rd) base in **not permitted** in the **8U Kid Pitch and 9U Closed Bases. It is allowed in all other Divisions (9U –14U) However, the Butcher Boy (batter faking a bunt then swinging at the pitch) may not be used at any time in any division.** Runners may score on pass balls, wild pitches and on the catchers throw. The first time it happens in a game, the play is null and void unless the defense elects to take the result of the play, and the manager is warned. The next time it happens in the game, the lead runner is out, and the manager is ejected from the game.

1. The catcher **must** use a mask and catcher’s helmet at all times, including when he is warming up the pitcher.
2. Only one coach is allowed out of the dugout on defense for the purpose of giving defensive signs to the catcher/pitcher (Except the 6U, 7U & 8U Divisions). He MUST remain by the dugout gate (not allowed to roam in front of the dugout.

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8. **Only approved PERFECT GAME Wood or Metal Bats** may be used. Please refer to **PerfectGame.Org** for further clarification on bats. **14U Must be BBCOR or -3 / 13U Must be -5 or less**

1. You may either use a nine (9) player line-up, ten (10) players, or eleven (11) players. if you opt to use an **Extra Hitter (EH)**, and/or **X-Extra Hitter** (**XH) and/or DH** a team may also **opt to hit all players** **in the line-up.** The **EH and XH** may enter the game on defense and the player leaving the field becomes the **EH or XH.** You may change the EH and XH every inning and have a different player as the **EH and XH.** If you opt to hit all players in the line-up, you will have free defensive substitutions (except for the pitcher). This rule is for all Divisions. The **DH and EH maybe used in 8U Kid Pitch through 14U. Please refer to PEFECT Game Rule for DH Rule**
2. If you use either nine (9) player line-up, ten (10) players, or eleven (11) players. if you opt to use an **Extra Hitter (EH)**, and/or **X-Extra Hitter** (**XH) and/or DH** line-up - the **Re-Entry Rule** shall be used. This is only for the starting players and they **must** re-enter into the same position in the batting order. The player re-entering may play a different defensive position. In a situation in which a team does not have an eligible substitute for a player that becomes ill, injured, or ejected from the game, the last player removed from the line-up may re-enter the game without penalty
3. **Slide Rule**: Mandatory. Players advancing to second or any other base with intent to break-up a double play must slide directly into the bag. If a runner goes in standing up and a play is being made on him, and he makes contact (regardless who initiates the contact) with the defensive player, he will be declared out. A runner that is advancing on the bases, and a play is being made on him, may not attempt to jump/hurdle the fielder that is attempting to make a play on him. (regardless if contact is made or not). The runner is out and the ball is dead - with runners returning to the last base reached prior to the infraction. All calls regarding rough play, sliding, etc., shall be judgment calls of the umpires. **Penalty:** Runner is out and the ball is dead. All runners must return to the last base they legally had advanced to prior to the infraction. While a head first slide should be discouraged it is not against the rules.

**Clarification on plays at the plate**: If the catcher goes up the line (away from the plate) to field a throw, and in the umpires judgment the runner is too far from home to slide the MUST slide rule is NOT in effect. This however does NOT allow the runner to barrel into the catcher. This is an Umpire’s Judgment Call. The Catcher MAY NOT block the plate without possession of the ball. He MUST allow the runner full unobstructed access to the plate while he is in the process of fielding the ball. The runner must slide if a play is being made on him at home plate. If a runner goes in standing up and a play is being made on him, **and he makes contact** (regardless who initiates the contact) with the defensive player, he will be declared out.

1. **Baseballs: Only “Official PERFECT GAME Baseballs may be used.**

**MYBA** will be provided baseballs tobe used in the tournament. Each Team is Responsible for retrieving foul balls on their side of the field.

1. **Intentional Base-On-Ball.** Batter may be intentionally walked without pitching to him. No Intentional walks in the Coach Pitch Divisions.

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# SECTION 10 6U 7U & 8U COACH PITCH

1. **Time limit is 1:20**
2. In the **6U Division** eleven (11) players may play on defense, with a mandatory five (5) Outfielders. In the **7U & 8U Coach Pitch Divisions** ten (10) players may play on defense, with a mandatory four (4) Outfielders. If a team has less players the other team will still play with eleven (11) in the 6U and ten (10) players in the 7U & 8U on Defense. **Note:** Outfielders must be stationed on the outfield grass or a minimum of 30 feet beyond the base paths on larger fields. You MUST field a catcher. Pitcher and four infielders before placing outfielders. Maximum infielders are four and the pitcher who Must be in the “Pitcher’s Designated Box”.
3. In the **6U, 7U & 8U Coach Pitch Divisions** all players bat in the batting order. There shall be free defensive substitution.
4. In the **6U, 7U &** **8U Coach Pitch Division** the inning is over when a team gets three (3) outs or the offensive team score seven (7) runs. This may result in hitting more players than your entire line-up in an inning. You then will start the next inning from where you left off in the batting order.
5. In the **6U, 7U &** **8U Coach Pitch Division** a batter shall receive a maximum of 6 pitches. Three (3) strikes and the batter is out. No Bunting, and Intentional Walks are NOT allowed in Coach Pitch.
6. In the **6U, 7U &** **8U Coach Pitch Division** runner may not lead off the base. They may not leave the base until the ball is hit. **Penalty:** Defense has option of taking the result of play or the play is void – **the runner** is out and NO play, NO pitch
7. In the **6U, 7U &** **8U Coach Pitch Division** there is a 20 ft. radius in front of home plate, which is the dead ball area. All batted balls must travel beyond this line to be fair.
8. In the **6U, 7U & 8U Coach Pitch Divisions** the pitcher must pitch with one foot entirely inside the pitchers circle. The front of the pitching circle is 30 feet from the back end of home plate, and the pitchers circle will have a 10 feet diameter. All pitches must be overhand. The Pitcher **MAY NOT COACH** the base runners, and **Must** remain in the Pitchers Circle. After one warning – the lead runner is out and the ball is dead.
9. In the **6U, 7U & 8U Coach Pitch Division** once the ball is thrown into the pitcher’s circle area by an infielder standing in the infield in ***fair territory*** or when an infielder holds the ball while in the infield in ***fair territory*** (the infielder may not ask for time out while standing in the outfield grass area or beyond 30 feet of the base path on larger fields) and asks for “Time Out”, all runners must return to the nearest base.A chalk line will be used between the bases to aid the umpire in determining if a player advances / returns to a base once the ball is dead. When “Time is called” if the runner has both feet across the chalk line he will be awarded the next base. If he does not, he must return to the previous base.

In the **6U, 7U & 8U Coach Pitch Division** the pitcher and catcher must wear a protective helmet-mask combination. The catcher can station himself anywhere behind home plate

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SECTION 11 9U Closed Bases

1. **Time Limit 1:40**
2. In the **9U Closed Bases Division** runner may not lead off the base. They may not leave the base until the ball is hit or crosses the plate. **Penalty:** Defense has option of taking the result of play or the play is void – **the runner** is out and NO play, NO pitch.
3. In the **9U Closed Bases Division** the steal of home, squeeze play or bunting or attempted/fake bunt with a runner on third (3rd) base in **not permitted**. **Butcher Boy (batter faking a bunt then swinging at the pitch) may not be used at any time in any division. Penalty:** The first time it happens in a game, the play is null and void unless the defense elects to take the result of the play, and the manager is warned. The next time it happens in the game, the runner is out, and the manager is ejected from the game.
4. Runners may advance on pass balls, wild pitches and on the catchers throw attempt to retire a runner. However, Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls or hit batsman. **Example** – Runner steals 2nd and the catcher’s throw goes into the outfield the runner may advance to 3rd base but may not score (Must Stop at 3rd). Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped /missed third (3rd) strikes by the catcher. Runners may not advance on the catcher’s throw back to the pitcher. The defense has the option of taking the result of the play.

1. In the **9U Closed Bases** Division runners may not advance once the ball is thrown to the pitcher. This includes errant throws to the pitcher. Runner may advance on pass balls and wild pitches.
2. In the **9U Closed Bases Division** there is NO Infield Fly Rule.
3. In the **9U Closed Bases Division** there are NO Balks. Balk is No Play/No Pitch, however, the Offense may opt to take the result of the play.
4. In the **9U Closed Bases Division** the batter is automatically out on dropped 3rd Strikes.
5. In the **9U Closed Bases Division** you may only use nine (9) players on defense.

# SECTION 12 TOURNAMENT FORMAT

1. The Tournament Format will be the following, depending upon the number of teams in the Division.
2. Two game pool play format, with qualifying teams seeded and advancing to the Bracket round.
3. We Reserve the right to change the Tournament format due to weather or other conditions

***SECTION 13 SEEDING AND TIE-BREAKER FORMAT***

Please Refer to PERFECT GAME RULES – Diamond KAST will automatically Seed Teams

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***SECTION 13 PRE-GAME/POST GAME***

Home team is Predetermined. The 1st base dugout is the home dugout. In the Championship Round ( Play-In, Qualifying, Quarter-finals, Semi-finals or Championship Game) the higher seeded team is home team.

1. Teams will not be permitted to take live batting practice or infield/outfield practice on the playing fields. Hit downs into fences are prohibited. Team may either use the designated Hit Down area or use their Hit-Down screen. Teams may take batting practice only with plastic or soft/rag balls, or within the batting cages following the established batting cage schedule.
2. BATTING CAGES AND HIT DOWN STATIONS ARE TEMPOARILY CLOSED Batting Cages: The use of batting cages will be following the posted schedule. At Grapeland Park - Cage 1 is for field #1, Cage 2 is for field #2, Cage 3 is for field #3, and Cage 4 is for field #4. Fern Isle – Cage 1 is for Field A and Cage 2 is for Field B

Note: At Brothers to the Rescue (Flagami) the batting cages are first come / first served.

**Absolutely NO batting practice on the playing fields, and NO Hitting into the fences.**

1. Home Team dugout is the 1st base dugout.
2. The **GAME SHEET** must be completed by both managers prior to the start of the game. Full name of each player (first and last name), uniform number, and position MUST be listed on the **GAME SHEET**. Each manager must sign the **GAME SHEET** at the conclusion of the game. Substitutes should also be listed on the **GAME SHEET.**

***SECTION 14 OFFICIAL LEAGUE WEB-SITE***

1. The Official Tournament Web-Site is on www.PerfectGame.Org and Schedules and Pitching Records will also be posted there. The 6U Coach Pitch Division will be Posted at [www.MYBABaseball.TeamPages.com](http://www.MYBABaseball.TeamPages.com) under “2024 State Championship 6U CP”