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2019

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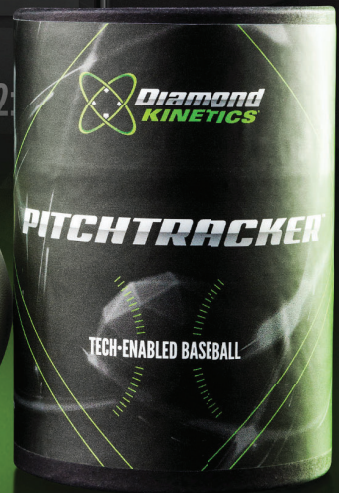
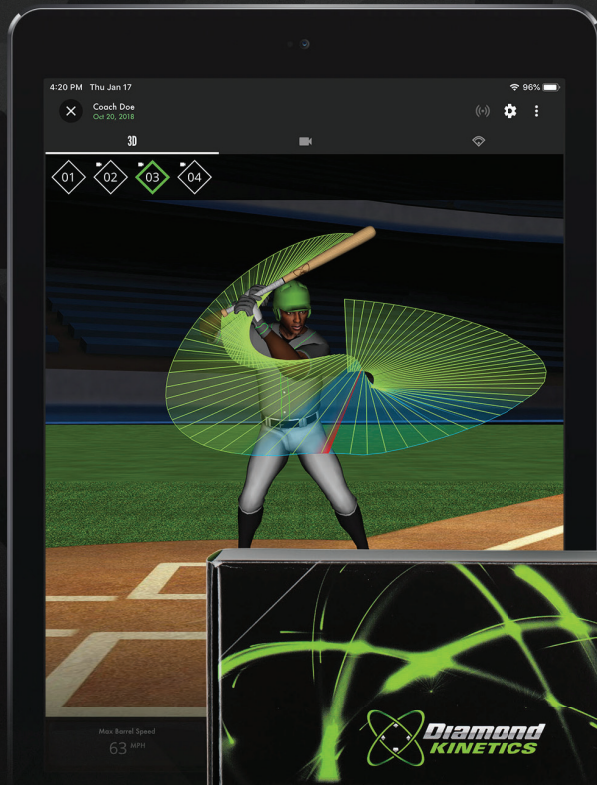


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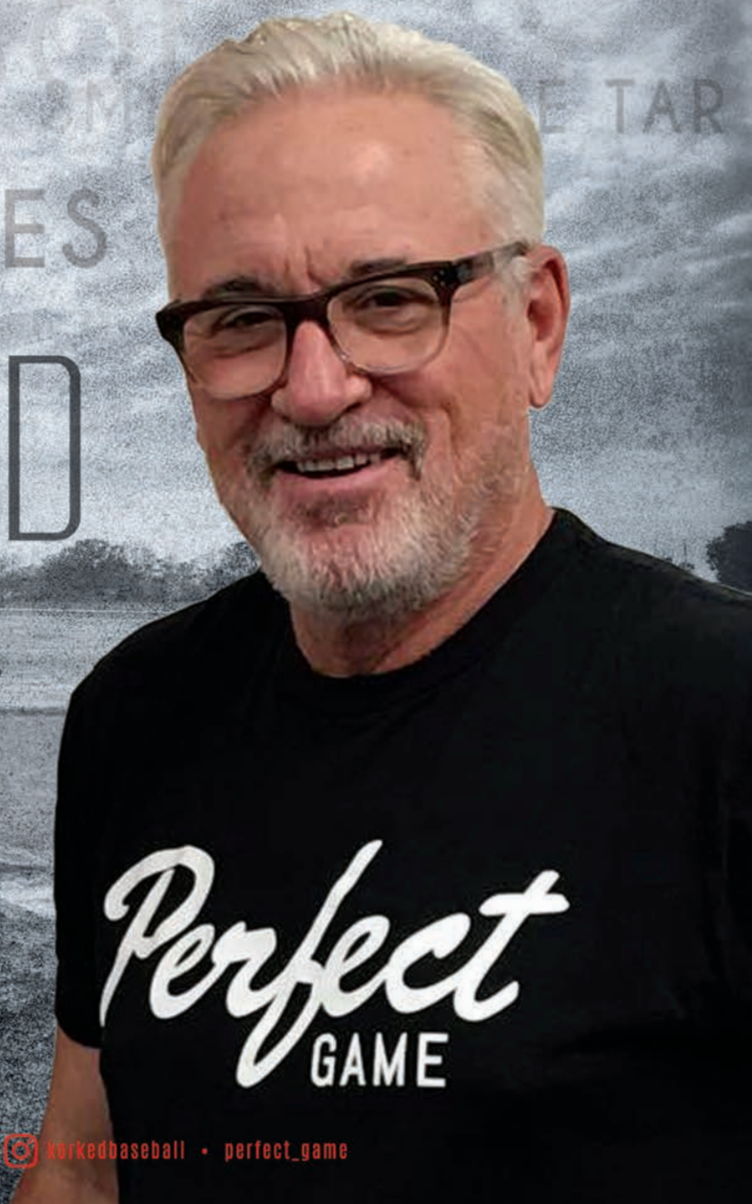
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2019 PG Super25 11U Pennsylvania Spring Super Qualifier Schedule

Saturday, May 18

Gm	Time	Teams	Location
1	8:00 AM A	V Rising Stars 11U H Flood City Elite	50/70 @ Lower Nazareth Park
2	10:05 AM A	V Flood City Elite H GSA Gatorz 11U	50/70 @ Lower Nazareth Park
3	12:10 PM A	V Minutemen H GSA Gatorz 11U	50/70 @ Lower Nazareth Park
4	2:15 PM A	V PA Playmakers H MVP Blue Jackets	50/70 @ Lower Nazareth Park
5	4:20 PM A	V Minutemen H MVP Blue Jackets	50/70 @ Lower Nazareth Park

Sunday, May 19

Gm	Time	Teams	Location
6	8:00 AM A	V GSA Gatorz 11U H PA Playmakers	50/70 @ Lower Nazareth Park
7	10:05 AM A	V PA Playmakers H Rising Stars 11U	50/70 @ Lower Nazareth Park
8	12:10 PM A	V MVP Blue Jackets H Flood City Elite	50/70 @ Lower Nazareth Park
9	2:15 PM A	V Rising Stars 11U H Minutemen	50/70 @ Lower Nazareth Park
10	4:20 PM Championship	V Seed #2 H Seed #1	50/70 @ Lower Nazareth Park

Flood City Elite

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Eric McAllister	3B	4-10	112	R/R	2026	Altoona Area	Dysart, PA
3	Caden Gibbons	2B	4-10	60	R/R	2026	Penn Cambria	Cresson, PA
4	Connor James	RH P	5-2	150	R/R	2026	Penns Manor Area	Indiana, PA
5	Xander Richardson	SS	4-11	94	R/R	2026	Forest Hills	Summerhill, PA
6	Luke Weber	3B	5-1	90	R/R	2026	Conemaugh Twp Area	Hooversville, PA
7	Camden Swogger	C	5-0	88	L/R	2026	Bellwood-Antis	Tyrone, PA
9	Noah Farrell	C	5-6	100	R/R	2026	Dubois Area	Dubois, PA
10	Mason Campagna	SS	5-0	95	R/R	2026	Claysburg-Kimmel	Claysburg, PA
11	Ashton Roberts	2B	4-11	95	R/R	2027	Richland	Johnstown, PA
12	Cole Short	RH P	5-1	90	R/R	2026	Greater Latrobe	Latrobe, PA
18	Brock Bryson	3B	5-8	180	R/R	2026	Huntingdon Area	Huntingdon, PA
19	Colin Dinyar	SS	5-1	95	R/R	2025	Conemaugh Twp Area	Davidsville, PA
21	Landon Douglas	1B	5-7	160	R/R	2027	Claysburg-Kimmel	Sproul, PA
22	Jack Wesner	1B			R/R	2025		
23	Lucas Helsel	C	5-2	122	L/R	2027	Altoona Area	Altoona, PA
27	Madden Weaver	SS	4-10	100	L/R	2026	Mifflin County	Reedsville, PA
42	Troy McNichol	C	4-11	103	R/R	2026	Central Martinsburg	East Freedom, PA
45	Brady Wager	2B	4-9	75	R/R	2026	State College Area	State College, PA

GSA Gatorz 11U

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Freddy Corrado	MIF			R/R	2027		
2	Caiden Hess	OF			R/R	2026		
3	Dominic Marino	RH P	5-1	98	R/R	2026		Freeland, PA
4	Alex Gordon	2B			R/R	2026		
5	Rocco Griguoli	1B			R/R	2026		
7	Dominic Nika	MIF			R/R	2026		
8	Mason George	RH P			R/R	2025		
11	Jake Lewis	1B	5-3	130	R/R	2025		Lehighton, PA
12	Chase McCole	1B	5-6	150	R/R	2026		Frackville, PA
15	Brody Schrantz	MIF			R/R	2027		
22	Chris Peters	1B			R/R	2026		
24	Brody Breiner	SS	5-0	80	R/R	2026		Nesquehoning, PA

Minutemen

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Logan Correll	LHP	5-1	105	L/L	2025	Avon Grove	West Grove, PA
3	Jake Downie	C	4-11	100	L/R	2026	Downingtwn West Campu	Glenmoore, PA
4	Alex Breittfeller	3B	5-0	100	R/R	2025	Downingtwn West Campu	Downingtwn, PA
7	Zach Slade	2B	4-11	85	R/R	2026	Downingtwn West Campu	Glenmoore, PA
8	Nicholas Bradley	SS	5-6	125	R/R	2026	Abington	Scranton, PA
9	Owen Rozzi	3B	5-0	110	L/R	2026	West Chester East	West Chester, PA
10	Timmy Dennis	SS	5-7	110	R/R	2026	The Episcopal Academy	Lincoln University, P
13	Caleb Miles	C	4-9	82	R/R	2026	Downingtwn East Campu	Chester Springs, PA
17	Evan Ellsworth	OF	5-1	92	R/R	2025	Downingtwn West Campu	Downingtwn, PA
20	Alex Mesia	OF	4-11	85	R/R	2025	Downingtwn East Campu	Chester Springs, PA
21	Jack Herbein	SS	4-10	75	R/R	2025	Owen J Roberts	Chester Springs, PA
27	Connor Scott	3B	4-11	90	R/R	2025	Downingtwn West Campu	Glenmoore, PA
33	Lucas Moore	1B	5-3	125	R/R	2025	Owen J Roberts	Pottstown, PA
42	Max Brown	RH P	4-10	78	R/R	2026	Conestoga	Berwyn, PA

MVP Blue Jackets

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
0	Ben Cielski	OF	5-0	95	R/R	2025	Wilkes-Barre Ctc	Plains, PA
2	Beau Widdick	SS	4-6	95	R/R	2026	Pittston Area	Pittston, PA
3	Dominick Zangardi	1B	4-8	80	L/L	2026	Dallas	Shavertown, PA
5	Koleton Davies	OF	4-9	85	L/L	2026	Wilkes-Barre Ctc	Wilkes Barre, PA
6	Drew Cisney	3B	4-10	88	R/R	2025	Pittston Area	Pittston, PA
7	Paulie Ferentino	OF	5-0	90	R/R	2026	Pittston Area	Duryea, PA
9	D'Vonte Rivers	2B	4-10	100	R/R	2026	Wyoming Valley West	Luzerne, PA
15	Jose Sosa	2B	4-8	78	R/R	2026	Riverside	Taylor, PA
18	Nick Bohenek	RH P	4-9	85	S/R	2026	Riverside	Moosic, PA
24	Chris Graff	C	5-3	111	R/R	2026	Riverside	Moosic, PA
27	Ben Kulikowski	C	5-0	90	R/R	2026	Riverside	Moosic, PA

PA Playmakers

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
2	Reggie King	3B	5-3	92	R/R	2026	Episcopal Academy	Haverford, PA
3	Cruz Cooper	2B	4-7	93	R/R	2026	West Chester East	West Chester, PA
7	Nicholas Meraglia	1B	4-10	80	R/R	2026	West Chester East	West Chester, PA
12	Cole Jennings	OF	5-0	98	R/R	2026	Oxford Area	Lincoln University, P
13	Brian Kratsa	OF	5-0	90	R/R	2026	West Chester Henderson	West Chester, PA
16	Chase Charron	2B	4-3	65	R/R	2026	Coatesville Area	Coatesville, PA
19	Evan Harold	OF			R/R	2026		
26	Owen Wisler	C	4-10	90	R/R	2026	Conestoga	Wayne, PA
27	Matthew Roberts	3B			R/R	2026		
33	TJ Sinkus	C			R/R	2026		
34	Max Parisi	OF	4-9	80	R/R	2026	Downingtown West Campu	Downingtown, PA
35	Owen Schaad	1B	4-11	110	R/R	2026	West Chester Bayard Ru	West Chester, PA

Rising Stars 11U

NO	PLAYER NAME	POS	HT	WT	B/T	GRAD	HIGH SCHOOL	HOMETOWN, ST.
1	Matt Beaney	OF	4-8	75	S/R	2026	Belvidere	Belvidere, NJ
2	Jason Carelli	SS	4-6	90	R/R	2026	Palmerton Area	Lehigh, PA
5	Kurtis Crossman	C	5-3	115	S/R	2026	Easton Area	Easton, PA
7	Michael Mariano Jr.	1B	5-2	115	R/R	2025	Liberty	Bethlehem, PA
10	Liam Gilligan	OF	4-11	90	R/R	2025	Easton Area	Easton, PA
11	Cameron Pengelly	RH P	5-1	110	L/R	2025	Palmerton Area	Palmerton, PA
15	Caleb Gonzalez	OF	4-2	90	R/R	2026	Salisbury	Allentown, PA
17	Chase Simmons	RH P	5-1	91	R/R	2026	Emmaus	Emmaus, PA
20	Brian Renshaw	C	5-0	114	R/R	2025	Liberty	Bethlehem, PA
21	Alex Rivera	SS	4-11	85	L/R	2026	Methacton	Lansdale, PA
22	Tyler Bochniak	OF	4-6	85	R/R	2026	Southern Lehigh	Coopersburg, PA
24	Tucker Jayne	3B	4-6	70	R/R	2026	Southern Lehigh	Zionsville, PA
34	Dominick Tutino	3B	5-1	125	L/R	2026	La Salle College	Conshohocken, PA

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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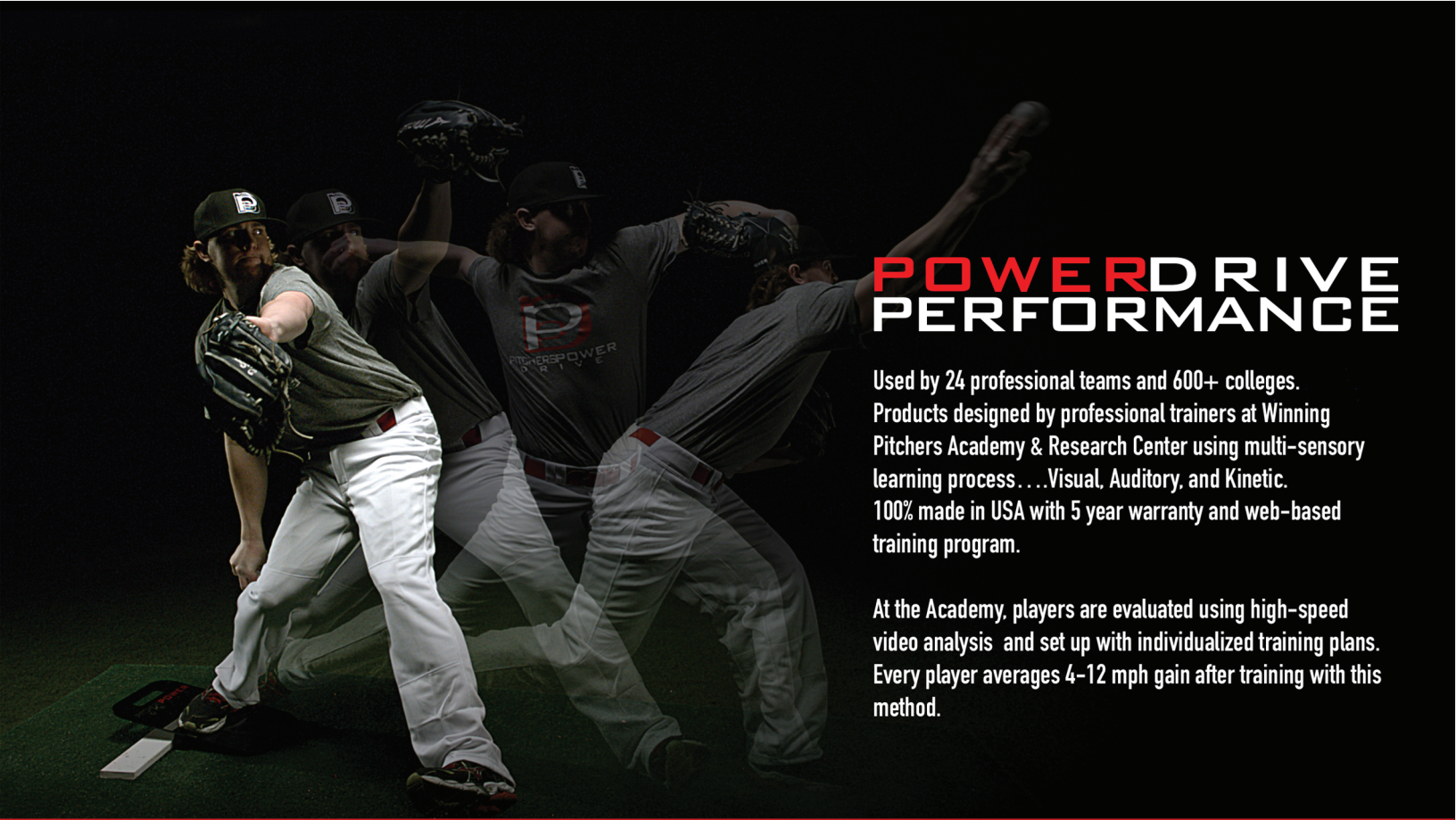
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When you step on the field, every advantage counts. G-Form baseball protection allows full range of motion and is so light and comfortable, you'll forget you're wearing it until impact happens.



With proprietary RPT technology, G-Form guards are soft and flexible and only harden on impact. Learn more at g-form.com



POWERDRIVE PERFORMANCE

Used by 24 professional teams and 600+ colleges. Products designed by professional trainers at Winning Pitchers Academy & Research Center using multi-sensory learning process... Visual, Auditory, and Kinetic. 100% made in USA with 5 year warranty and web-based training program.

At the Academy, players are evaluated using high-speed video analysis and set up with individualized training plans. Every player averages 4-12 mph gain after training with this method.



ARE THERE GAPS IN YOUR ARM CARE?

Gaps In Your Arm Care?



Targeted Scap Strengthening	✓ Improves the essential link between the core & the arm
Mobility & Stretching Program	✓ Restore internal rotation & enhance scapular range of motion
Active Recovery Program	✓ Increase blood flow, address trigger points, & improve tendon health
Posterior Chain Development	✓ Improve deceleration pattern to reduce stress & protect the arm
Multiple Resistances	✓ Properly target scap stabilizers (stronger) & rotator cuff (weaker)
Advanced Plyometric Activation	✓ Optimize neuromuscular speed & timing
Video Training for Group	✓ Stream expert training to your team

15% OFF

ARM CARE PACKAGE

FREE SHIPPING

*Lower 48 states



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AT CHECKOUT



PERFECT GAME



Get more pop, more distance and a faster,
lighter swing speed with the all new Quatro Pro;
A COLLISION OF OUR BEST TECHNOLOGIES.



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