



# OFFICIAL RULES

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## USA Playmaker Sports Official Rules & By-Laws (rev. 11/28/2017)

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The Official playing rules of USA Playmaker Sports will follow the National Federation Rules, with the exceptions and variations contained in the document.

#### **Rule 1.00 Sanctioning Team and Insurance**

- 1.1 All teams must be sanctioned prior to entering a tournament. See Playmaker website for Sanctioning Page.
- 1.2 Players may play in an older age tournament but not on the same weekend.
- 1.3 All teams must show proof of insurance at each tournament at the front gate. Insurance may be purchased via the Playmaker website. See Insurance Page on the website.

#### **Rule 2.00 Team and Individual Player Eligibility**

- 2.1 A team may not be composed of more than:  
Ages 6U-18U, each team can have 17 eligible players. Coaches or managers are not included in the 17. Each team is allowed 3 Coaches. Only 1 Coach is allowed outside the dugout while on defense.



2.2 Age Eligibility:

Age Division	Age of Player on April 30, 2018 or Grade/Grad Year		If any player is the age listed below as of April 30, 2018, they will NOT be ELIGIBLE
5U	5	Pre-K	7
6U	6	K	8
7U	7	1st	9
8U	8	2nd	10
9U	9	3rd or 2027	11
10U	10	4th or 2026	12
11U	11	5th or 2025	13
12U	12	6th or 2024	14
13U	13	7th or 2023	15
14U	14	8th or 2022	16
15U	15	9th or 2021	17
16U	16	10th or 2020	18
17U	17	11th or 2019	19

***Teams must have birth certificates available at all times. If team has a player using the Grade Exception, they must have a current report card.***

2.3 A tournament director cannot manage or coach in any tournament in which he also serves as the tournament director or host.

2.4 The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements as set forth in Rule 2.02.

2.5 A player who is in violation of the age eligibility shall be considered an illegal player.

2.6 If anytime during a tournament game, a player is discovered illegal due to an age violation or participating



**Rule 2.00 Team and Individual Player Eligibility continued...**

on more than one team in the same tournament, the offending player will be suspended from play for the remainder of the tournament in any age bracket. Upon the second offense appropriate action up to and including suspension of offending team and coaches to further participation in future Playmaker events may be taken.

2.7 In each age division, all participating players in Playmaker events shall have photocopies of their original birth certificates in the possession of their team manager. Failure to have a copy of a birth certificate upon demand will result in the offending player being ejected from the game and suspended for the remainder of the event until such document can be produced. Driver's License is permitted.

2.8 Roster Freeze

All rosters will freeze on Tuesday, May 9<sup>th</sup> in Age Divisions 6U-12U. No Freeze on 13U and higher. There is no limit on number of players dropped. However, only 2 Players may be added between May 9<sup>th</sup> and May 31<sup>st</sup> as long as 2 Players were dropped during the same time frame. Playmaker will allow a team to pick up 1 Player after the freeze but prior to World Series play as long as the player did not play on a team of higher classification in the current age division or higher age division during the season.

**Rule 3.00 Sanctioned Tournament Formats**

3.01 Tournament formats may vary by location and will be:

3.01A - Pool Play into Single Elimination

3.01B - Round Robin with a Plus One game if possible.

3.01C - Double Elimination

3.01D - Triple Elimination

3.1 E - Preseason Jamboree Format (2 to 3 inning games with everyone batting)

3.2 Championship awards in all age brackets will be awarded at completion of event. In the event of shortened bracket play, awards will be given out as long as pool play was completed. Final placing for shortened bracket play will be decided by USA Playmaker Sports. Only team trophies will be awarded in 13U and up age divisions.

3.3 Event host will provide three (3) complimentary coach passes per team. All players will be admitted without charge.

3.4 Tie-breaking procedure in all Playmaker tournaments are as follows:

1. Head to Head with only 2 teams tied.

2. Runs Allowed

3. Head to Head with only 2 teams tied after first tie breaker is utilized.

4. Runs Allowed

5. Runs Diff (max of 8 for margin of victory)

6. Runs Scored

NOTE: Playmaker will revert back to Head to Head in the event 2 teams are tied after first tie breaker (#1 and #2)



#### **Rule 4.00 Ejection Rules**

Ejection offenses include:

- 4.1 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 USA Playmaker Sports.
- 4.2 Players, coaches, managers, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
- 4.3 Any player, coach, manager, sponsor, director or officer who engages in physical fighting.
- 4.4 Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
- 4.5 Destruction of property or abuse or failure to pay.
- 4.6 Receiving money directly or indirectly for playing on a team and/or based on athletic performance.
- 4.7 Competing under an assumed, false and/or altered name.
- 4.8 Use of any illegal equipment, substance, or falsification of any kind.
- 4.9 Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.
- 4.10 A player ejection carries removal from that game ONLY.
- 4.11 A coach or manager ejection carries removal from that game ONLY.
- 4.12 Tobacco in any form is prohibited for players and coaches and is subject to ejection.

#### **Rule 5.00 Playing Field and Equipment**

- 5.1 The playing field should be laid out according to age specific dimensions.

##### **USA Playmaker Sports Field Dimensions**

6U: Bases may be 50 ft, 55 ft or 60 ft

7U-8U: Bases set at 60 ft

8U Player Pitch: Bases at 60 ft and pitching at 44 ft

9U-10U: Bases at 65 ft and pitching at 46 ft

11U-12U: Bases at 70 ft and pitching at 50 ft

13U 54/80: Bases at 80 ft and pitching at 54 ft

13U-18U 60/90: Bases at 90 ft and pitching at 60 ft

- 5.2 The official baseball shall be determined by USA Playmaker Sports.



### **Rule 5.00 Playing Field and Equipment continued...**

5.3 The official bat shall be constructed of wood or aluminum or any other material or combination of materials.

6U-12U: Must be 1.15 BPF

13U 54/80: Must be 1.15 BPF or Wood or BBCOR. Cannot be lighter than -5

13U-18U 60/90: Must be 1.15 BPF or Wood or BBCOR. Cannot be lighter than -3

**\*NOTE: 13U 60/90 in FALL SEASON ONLY: Player may use -5 in FALL ONLY\***

- 5.4 In the event a team violates the 5.03, the bat will be removed from play and the following will occur:
- If an illegal bat is identified prior the batter putting the ball in play, the bat will be removed from play and the batter will continue his at bat with a legal bat. It is the responsibility of the Head Coach to remove the bat from the dugout or ensure the bat is not available for use. No exceptions.
  - If any batter comes to the plate and has a previously removed illegal bat, the bat will be removed again, the batter will be out and the coach will be ejected.
  - If an illegal bat is identified after a batter put the ball in play but before a pitch is thrown to the next batter, the player who used the illegal bat will be declared out and all runners who advanced must return to the base they occupied.
  - NOTE: It is the responsibility of the opposing Coach to report/ask the umpire to check the bat. If a pitch is thrown to a batter that results in base runners advancing a base and/or scoring (via a passed ball, pick off, or direct steal, the opposing coach must bring it to the umpire before the next pitch is thrown. The only exception would be a player advancing due to a balk by the pitcher. If player advances due to a balk, the base runner does not have to return to the previous base.

5.5 Official uniforms must be complete with matching team jerseys with numbers that are non-duplicating. Only customary baseball shoes shall be worn by any and all players. Metal cleats are NOT allowed in age division's 9U-12U. Metal cleats are allowed in the 13U division and higher. Metal cleats are not allowed on temporary mounds or in batting cages in which artificial turf is the surface material.

5.6 Managers and coaches must wear a matching baseball hat and shirt with team insignia. Managers and coaches may wear athletic type shorts.

5.7 Catcher's requirements are the use of a catcher's mitt, chest protector, leg guards, protective cup, and catcher's helmet with face mask and throat guard. In 6U-14U, catchers must use hockey style mask.

5.8 Offensive players are required to wear a double ear cover batter's helmet whenever at bat, on deck, base running, or base coaching.

### **Rule 6.00 Official Playing Rules**

6.1 Official Playing Rules of USA Playmaker Sports will follow National Federation Rules with the exceptions being contained in this document.



**Rule 6.00 Official Playing Rules continued...**

6.2 Game time limits shall adhere to the following chart (6.03)

6.3 Age innings (in parentheses), time limit (subject to change):

6U-8U (6) 1 hour, 15 minutes

8U KP - 12U (6) 1 hour, 30 minutes

13U and Up (7) 1 hour, 45 minutes

\*No time limit for Championship Game on a Multi-Day Tournament Weekend\*

\*\*All games in 1-Day Tournaments will have time limits including the Championship Game\*\*

NOTE: All pool play games will flip for home team. If bracket game, high seed will be home throughout bracket play. Only exception would be if the team that wins the undefeated game is the lower seed, that team will be home team if they continue to the championship game undefeated. In the event of an "if" game, home team will be determined via a coin toss.

6.4 FORCE PLAY SLIDE RULE at 2<sup>nd</sup>, 3<sup>rd</sup> or Home, runner must slide directly into bag. All players are required to avoid violent contact with another player while running the bases. Players running to a base must slide directly into the base. If, in the opinion of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If the act is deemed by the umpire to be malicious, the runner will be ejected from the game. If player has a batters facemask, he/she cannot slide head first.

NOTE: Force Play Slide Rule is effect for all AGES.

6.5 Courtesy runners for the catcher and pitcher are allowed for age's 9U-17U. Rule:

- a. Must be sub player if team is not batting everyone.
- b. Last made out.
- c. If last made out is the pitcher or catcher, player must run (no sub)

6.6 Batting options: Bat 9, 10, or everyone. If you are batting a continuous lineup (All Players) and a player cannot continue in a game, he will be declared an out when his turn in the batting order is scheduled to bat. A team may start with 8 players but must take an out for the 9<sup>th</sup> player. If a team cannot start or finish with at least 8 players, the game will be forfeited. See 6.11

6.7 Games in pool play that are tied after time limit has expired shall be recorded as a tie. If a bracket game is tied after time has expired, the following format will be used to determine a winner.

- The last 3 hitters (who completed his at bat) from previous inning will load the bases as follows:
  - Last hitter from previous inning at 1B
  - Hitter before that at 2B
  - Hitter before that at 3B
  - Normal substitution rules apply to these runners.
  - Inning will start with 1 Out

6.8 MERCY Run rules are in effect for all age levels. 15 after 3 innings and 8 after 4 innings. The home team will not bat once the run rule has been acquired, if ahead.



### **Rule 6.00 Official Playing Rules continued...**

6.9 A (7) inning game (13U and up) affected by but not limited to the weather, run rule, light failure, darkness (on fields without lights) or time limits, shall be considered a complete game after four (4) complete innings or three and a half (3 ½) if the home team is ahead. A game which is stopped after the 4th inning, but not in a complete inning, reverts to the last completed inning.

6.09.1 A (6) inning game (6U-12U) affected by but not limited to the weather, run rule, light failure, darkness (on fields without lights) or time limits, shall be considered a complete game after three (3) complete innings or two and a half (2 ½) if the home team is ahead. A game which is stopped after the 3rd inning, but not in a complete inning, reverts to the last completed inning.

6.10 Suspended games will resume from the point of suspension.

6.11 If a team is unable to start or finish with eight (8) players, the game will be recorded as a forfeit and the offended team will be awarded an 8-0 win. The (9<sup>th</sup> Player not in attendance will be an out).

6.11.1 Any forfeit in pool play will result in the forfeiting team being placed as the last seed in 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.

6.12 Pitching limitations are described in 6.12.1. When a pitcher is removed he may not return to the mound. Once a pitcher becomes the pitcher of record and throws a warm up pitch, it will be counted as one inning. If a pitcher is in violation of a pitching rule, the opposing team must officially protest the game while he/she is the pitcher of record.

#### 6.12.1 Pitching Rules

Single day event-7 innings max (9U-12U & 13U 54/80),(ALL 6090-unlimited)

Two day events - 10 innings max (9U-12U & 13U 54/80),(ALL 6090-unlimited)

Three day events – 10 innings max (9U-12U & 13U 54/80),(ALL 6090-unlimited)

Four or Five day events-14 innings max (9U-12U & 13U54/80),(ALL 6090-unlimited)

\* A pitcher may pitch in 3 consecutive days but no more.

NOTE: (9U-13U) As long as the pitcher does not exceed 3 innings in a day, they may pitch the next day.

However, the maximum innings in a day or across multiple days will be enforced.

#### 6.13 Official Protest

It is the coaches' decision if he/she wants to protest a ruling during a game. The official rules of protesting a game must be adhered to for the protest to be considered. A check written to the American Cancer Society for \$100 must be submitted to the Umpire in order for the game to be halted and the protest considered by the Tournament Director. If the protesting team is correct, the protest check will be returned but we will make you feel guilty if you take it back. Note: Playmaker will match the \$100 and submit to the American Cancer Society.





### **Rule 6.00 Official Playing Rules continued...**

6.14 Intentional walks at 9U-17U age levels, the pitches must not be made.

6.15 Starters may re-enter the game one time, however they must re-enter in the same place in the batting order. Substitutes may not re-enter the game. Pitchers may not re-enter as the pitcher once removed from the mound.

6.16 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 the side of the rubber.

6.17 Trips to the mound: The pitcher must be replaced on the 2nd trip to the mound in any inning. MLB Rule.

6.18 When a balk is called it is NOT a dead ball. Fake 3<sup>rd</sup> to 1<sup>st</sup> is LEGAL.

6.19 (Slashing) Fake bunt/swing away is not allowed. Batter will be called OUT.

### **Rule 7.0 PLAYER PITCH RULES 7U and 8U**

***NOTE: Pitching is from 44 feet and bases are at 60 feet.***

7.00 A Nine (9) defensive players shall play in the field.

7.00 B Balk rules shall not apply. Pitchers must pitch from the stretch with runners on.

7.00 C A batter is automatically out on a dropped / missed third (3rd) strike by the catcher.

7.00 D Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

7.00 E Runners may advance on a batted ball hit to the pitcher and as long as “Time” has not been called.

7.00 F Runners cannot lead-off.

7.00 G Runners can advance at their own risk (steal) once a pitched ball has passed home plate.

7:00 H Max of 6 Runs per inning. Game time length is 1:15

7:00 I No Bunting

7.00 J When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:

(a) If the runner advances safely, the umpire shall call “Time” and the runner shall return to the base last legally occupied at the time of the pitch.

(b) If the runner is called out, the call shall stand and the runner is out.

(c) If the ball is hit, the defensive team has the option of the result of the play or a no pitch.

7.00 K Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

### **Rule 8.00 COACH PITCH 6U-7U-8U**

**8.01** Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

**8.2** Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.



**8.3 Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

**Rule 8.00 COACH PITCH 6U-7U-8U continued...**

**8.4 Pitcher's Line:** There shall be a line drawn from the pitcher's circle to the safety arc.

**8.04. A** The pitching coach shall keep one foot on or straddle the pitcher's line.

**8.04. B** The pitching coach shall not verbally or physically coach while in the pitching position

**8.04. C** The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

**Rule 8.04.C Penalty:** If a coach violates this rule after the ball is pitched, obstruction will be called.

**Rule 8.04.C Additional Penalty:** If a coach violates this rule before the ball is pitched, First Offense:

Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

**8.5** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

**8.6** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

**8.7** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

**Rule 8.07 Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

**Rule 8.07 Additional Penalty:** First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

**8.8** Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

**8.9** The Infield Fly Rule shall not be in effect at any time.



**8.10** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

**Rule 8.00 COACH PITCH 6U-7U-8U continued...**

**8.10. A** Teams may start a game with eight (8) players. The ninth (9th) player in batting order will be declared an out each turn at bat. Only the 9<sup>th</sup> Player will be out.

**Rule 8.10.A Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

**8.11** Teams may use free substitution on defense but the batting order shall remain the same.

**8.12** Bunting is not allowed in Coach Pitch.

**8.13** The batter shall receive 6 pitches if necessary. If a batter strikes out swinging in 3 pitches, he is out and does not get more pitches. However, a batter may receive additional pitches if:

a. the batter fouls tips the 6<sup>th</sup> pitch that does not go directly into the mit and caught, they shall have his turn at bat extended on foul balls until either there is a swinging missed strike, no swing at all, or the ball is put in play.

b. If the batter does not swing at the 6<sup>th</sup> pitch, he is OUT. No more pitches.

**8.14** A player may only be Intentionally Walked once per game by announcement from the defensive team and only one player may be intentionally walked in an inning.

**8.15** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

**8.16** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

**8.17** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

**8.18** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.



**Rule 8.18 Comment:** When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

**8.19** When a batted ball hits the Pitching Coach, the following shall apply:

**Rule 8.00 COACH PITCH 6U-7U-8U continued...**

**8.19. A** If in the umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

**8.19B** if in the umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

**Rule 9.00 Decertified Non-Wood Baseball Bat List**

Currently, there are three (3) non-wood baseball bats that the NFHS has decertified for use: This short list is subject to change. Additional non-wood baseball bats could possibly be added to this list. The decertified bats are the following:

- Marucci Cat 52 33" non-wood baseball bat (Decertification notice date: February 21, 2012)
- Reebok Vector TLS 32" non-wood baseball bat (Decertification notice date: March 26, 2012)
- Reebok Vector TLS 33" non-wood baseball bat (Decertification notice date: March 26, 2012)

**10.00 Not covered in the Rules**

In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final.

\*USA Playmaker will supply 3 baseballs per game. If umpire needs baseballs due to foul balls, etc... Each team must supply baseballs to the umpire. The umpire will bring 3 balls to Pre-Game Coaches meeting and will leave the field after the game with maximum of 2 baseballs. Baseballs will be 1010, 1030 baseballs or the equivalent.

**11.00 USA Playmaker Sports Point System**

Pool Game Winner	50
Pool Game Loser	25
Pool Game Tie	25
Bracket Game Winner	100
Bracket Game Loser	50
Bracket Semi-Final Winner	150
Bracket Semi-Final Loser	75
Tournament Winner	200



Tournament Runner Up	100
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**12.00 Perfect Game**

\* Please visit [www.perfectgame.org](http://www.perfectgame.org) for information on tournaments and rules.