



RULES: 2026 Walk Off Charities – Stars & Stripes Spectacular

This tournament will follow Perfect Game (PG) Rules as shown below, BUT this is NOT a PG Sanctioned event.

Coaches: Be sure you are aware of all rules and rule changes. Perfect Game reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.

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 the strict time limit listed in Rule #5 for specific ages. No inning can start after time limit has been eclipsed. Time will be kept by the home plate umpire on the field. For each team's pool games, the home team will be pre-determined. All pool games that are tied after 7 innings or 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 8+ teams). Time limits shown in Rule #5 for specific ages 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 time limit 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.

*If a winning team in bracket play is unable or unwilling to advance to the subsequent round (e.g., due to injuries, travel, or other circumstances preventing participation), the team they defeated in the prior round will advance in their place. This adjustment will be made solely at the discretion of tournament officials to uphold competitive balance and the orderly continuation of play.

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. **Time Limit:** A strict time limit will be used in all games except the Semi-final and Championship games. This rule is subject to change. No inning can start after time limit is met. Time will be kept by a tournament staff member and first pitch will constitute as start of game clock.
 - 9u-12u: 1 Hour 40 Minutes (1:40:00)
 - 13u-14u: 1 Hour 50 Minutes (1:50:00)
 - 15u-18u: 2 Hours (2:00:00)
 - Any time limit discrepancies need to be protested before teams leave the field. We recommend that protesting team request a tournament staff member and/or Umpires to contact their supervisor(s) immediately to verify time and make final ruling on if game should continue. (Please see rule 12 on how to properly protest.)
6. **Taking Infield:** No infield will be allowed during the tournaments.
7. **Mercy Rules:** 15 after 3, 12 after 4, 8 after 5.
8. **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, after the At-Bat is completed.
9. **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.
10. **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).
11. **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.

*Any suspension of play resulting from an injury requiring medical attention from an Athletic Trainer or Emergency Medical Services (EMS), or from any delay exceeding five (5) minutes in duration, shall be subject to time restoration. The duration of time lost during such delay shall be added back to the game clock prior to the resumption of play in the instance that the official scorer does not stop the clock.

12. **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.
13. **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.
14. **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 jersey 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.**
15. **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.

16. Bat Specifications: Penalties for illegal bats will be assessed as per the NFHS rule book. 1st violation - Batter is pronounced out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game. 2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

- *Red flag events will follow the following rules however event directors reserve the right to modify rules as needed in the best interest of the event. Directors will always rule in the fairest possible way. For White or Blue flag events please check the bat restrictions tab per event.*

7U-12U	13U	14U-18U	15U-18U
Metal bat	Metal bat	Metal/Composite or Wood bat	Metal/Composite bat or Wood bat.
All bats must have a branding, label, or stamp proving BPF 1.15.	All bats must have a branding, label, or stamp proving BPF 1.15, and length/weight ratio vary by division.	Please double check your events specific bat restrictions as some events have stricter bat restrictions.	Length/weight ratio must be -3 and stamped BBCOR.
USABat, BBCOR and Wood bats are also allowed.	USABat, BBCOR and Wood bats are also allowed.	Wood bats must be composed of a single piece of wood.	Wood bats must be composed of a single piece of wood.
<i>Effective August 15th, 2024, Perfect Game will not allow the use of any (-5) BPF 1.15 bat in a 12U event.</i>	13U Major & Open: -5 or -3 13U AAA/AA: -8 or -5	Please see the specific event home page for the bat type being used.	Please see the specific event home page for the bat type being used.

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14U Open & Major: -3
BBCOR

14U AAA/AA: -5 or -3

17. The following are the only wood composite bats allowed:

18. Rawlings

- 5150 Composite Pro Wood WC5150
- Big Stick R243CH
- Big Stick R243CS
- VELO Composite Wood R110CV
- VELO Composite Wood R110CH
- VELO Composite Wood R110CR
- VELO Composite Wood Y151CV
- Rawlings Composite 243MBS
- Rawlings Composite 243CUS
- Rawlings Composite 110CMB
- Rawlings Composite Y151CB
- Rawlings Maple/Bamboo Composite 271 MBC
- Rawlings Maple/Bamboo Composite SL151G

Baum

- AAA Pro Maple Baum Bat (Gold, Platinum & AXE Editions)
- AAA Pro Ash Baum Bat (Gold, Platinum & AXE Editions)

DeMarini

- The Woods 2026 (Model Code: WDC-26P & WDC-26B)
- Louisville Slugger RA13 Wood Composite (Model Code: RA13N)
- Models: D243, D271, I13, D110, RA13F

MacDougall

- PowerWood

Marucci

- AP5 Hybrid Pro Model

Pinnacle Sports/BamBooBat

- All models allowed

Safety and integrity of the game are two major factors at Perfect Game events, and with the implementation of the following changes, we are taking the next steps in providing an updated and premier experience on the baseball field. While these bats are currently still certified by their manufacturers, performance of these bats over the extended life span continues to become increasingly unsafe for our participants.

Effective April 8, 2024, the following bats may not be used in Perfect Game events:

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)**
- 2017 Demarini CF Zen SL 2 3/4" (-10)**
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
- 2017 Demarini CF Zen (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 (33/30 model only)

****Re-tooled models of these bats may be used in Perfect Game play. Once returned from the manufacturer, these bats will have updated model numbers and new orange end cap and stickers indicating the corrected performance standards. Additionally, for further clarity, Perfect Game has lifted its previous ban of the Easton Hype Fire -5 bat and, effective August 15th, all years and models will be approved for Perfect Game play outside of a 12U event.**

ALTERED BATS:

DEFINITION OF AN ALTERED BAT

“A bat which has been subjected to change in its physical makeup outside the original manufacturers product”

At any point, a Perfect Game Director or UIC may request to inspect a bat that is at a Perfect Game sanctioned event. If the owner/user refuses to allow the requesting body to inspect the bat the owner/user accepts an automatic three-year suspension from Perfect Game sanctioned events. Alternatively, the owner/user can allow the bat to be inspected so a conclusion can be formed as to whether the bat was altered.

The owner/user of the bat have the responsibility of having knowledge whether a bat is altered.

DAMAGED, WORN, OR ILLEGAL SUBSTANCE ON BATS:

Bats that are damaged in any way, including but not limited to cracked, warped, missing a knob/cap, having a rattle, etc. are not legal for Perfect Game sanctioned events.

Bats may not have any certifying markings or graphics worn off the bat. Bats that have certifying or identifying markings worn off the bat shall be removed from play.

No substance shall be added to the bat barrel. The barrel of the bat and all identifying marks or graphics shall be free of any foreign obstruction. If a foreign substance is

discovered as being used or identifying marks on the bat are not visible the bat shall be removed from play.

19. **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.
20. **Enforced Pitching Limitations:** All PGBA Red events will strictly follow the Pitch Smart guidelines, unless otherwise noted. 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.
21. **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.
22. **Electronic Communication Devices:** Adoption of NCAA Pitchcom Protocols - The use of exclusively one-way electronic communication devices that transmit pre-recorded message(s) or signals for the purpose of relaying the pitch or play call from the dugout to the field (to the pitcher or other defensive or offensive players) is permitted. The use of an in-ear communication device with direct or live audio remains restricted to the defensive position of catcher.
23. **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!
24. **Field Dimensions**
 - **9U-10U:** All games will be played on 46x65 fields.
 - **11U-12U:** All games will be played on 50x70 fields.
 - **13U-14U:** Games may be played at 60x90.
 - **15U-18U:** All games will be played on 60x90 fields.
25. **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.