



Perfect Game New England League Rules

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 League Play. National High School Federation Baseball Rules will be enforced with the following exceptions for all age levels.

9U & 10U Levels, Excludes New England Major Division (Elite Division) will follow Little League Rules with a few modifications. Drop 3rd strike is always an out for the 9U & 10U levels. Runners can advance at their own risk, but the batter is out. Infield Fly should be called for all 9U & 10U Divisions.

10U New England Major Division (Elite Division): 1 balk warning per pitcher per game for the months of March & April. Starting May 1st there will be no warnings on balks at the 10U level.

9U-12U: 6 inning games, time limit 2 hours (starts on 1st pitch). Playoffs may change.

13U-18U: 7 inning games, time limit 2 hours & 15 minutes (starts on 1st pitch). Playoffs may change.

*****no new inning can start after the time expires.**

Host team is home game #1 and away game #2. Host team needs to make sure they book umpires for all home games. Both teams split balls and umpire costs.

1 umpire required for 9U-10U level.

2 umpires recommended for 10U Elite & 11U-12U Levels.

*2 umpires for 13U-18U ***unless an umpire shortage occurs.*

1. Youth Bat Specifications:

When a batter is pronounced out for violation of bat rules, the defense may take the penalty or the result of the play.

9U-11U

Metal/Composite bat

All bats must have a branding, label, or stamp proving USSSA BPF 1.15 Certification.

9U-11U: USSSA BPF 1.15 Bats (any drop is allowed), USA Bats (any drop is allowed), -3 BBCOR Bats or Wood Bats are also allowed

12U: USSA BPF 1.15 (-5 Bats are not allowed for this age level all other drops are allowed). USA Bats (any drop is allowed), -3 BBCOR Bats or Wood Bats are also allowed.

13U:

Metal/Composite bat

All bats must have a branding, label, or stamp proving USSSA BPF 1.15 Certification.

13U: USSSA BPF 1.15 Bats (-5 & -8 Bats only all other drops are not allowed). USA Bats (-5 & -8 Bats only all other drops are not allowed). -3 BBCOR Bats or Wood Bats are also allowed.

****PG has lifted its previous ban on the Easton Hype Fire -5 bat, all years and models are approved by PG outside of 12U Division.

14U-18U:

-3 BBCOR Or Wood Bats are allowed

Updated Bat Rules 10.28.2024

Please see updated highlighted bat rules below. Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used in Perfect Game Leagues and its Affiliate Events.

Example of stamp is attached. USA, BBCOR, and Wood Bats are also 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 the Perfect Game League or 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 - Balanced (-5)
 - 2017 Demarini CF Insane - Endloaded (-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, 2024 all years and models will be approved for Perfect Game play outside of a 12U event.

2. Pitching Regulations:

Balk Rule

The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. A called balk will remain a LIVE ball. The balk is not considered an automatic dead ball.

The fake to third and throw to first play remains ILLEGAL for PG League Games in New England for 2025. 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.

Daily Limits

- 9U-10U: Daily max is 18 outs **OR** 75 pitches.
- 11U-12U: Daily max is 18 outs **OR** 85 pitches.
- 13U-18U: Daily max is 21 outs **OR** 95 pitches.

The pitcher may finish the batter upon reaching the daily pitch count limit.

Weekend Pitching Limits

- 9U-12U: Each Player is allowed 18 outs over the weekend.
- 13U-18U: Each Player is allowed 21 outs over the weekend.
- **If a player records more than 9 outs in a day, they are required 2 days rest.**
- Players can pitch in more than one game in a day if they do not exceed daily limits.

Once a player has been removed from pitching, they may not return to the mound in the same game.

No pitcher shall appear in three games in the same day, regardless of pitch counts.

Pitchers who record outs or pitch in a game that is forfeited will still have those outs/pitches counted toward their limitations.

3. Pitching Violations:

The pitcher must be replaced on the mound immediately upon notice of a violation, not a forfeit.

4. Game Procedure:

Field Dimensions

- 9U-10U: All games will be played on 46x60 fields.
- 10U (Elite) New England Major: All games will be played on 46x65 fields.
- 11U-12U: All games will be played on 50x70 fields.
- 13U-18U: Games will be played on 60x90 fields.

Extra Innings (only for Division Games & Playoffs). No Extra-Inning Games for non-division games. If a division game goes into extra innings, one regular extra inning will be played (no runners are placed on bases). If the game is still tied after the 1 regular extra inning, then the game ends in a tie. Below are the Texas Tie Breaker details: (these will only be used in the playoffs).

- Texas Tie Breaker, last 3 hitters on base with 1 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.

5. Forfeits:

A team should do everything within their power to start the game with 9 eligible players. Should a team not be able to begin with 9 players a game may begin with 8 players with the 9th lineup spot being an automatic out. A game can be finished with 8 players.

6. Mercy Rules:

9U-12U

- 15 after 3
- 12 after 4
- 8 after 5

13U-14U

- 15 after 3
- 12 after 4
- 8 after 5

7. Equipment:

Metal cleats cannot be worn for divisions 12U and younger. Metal spikes may be worn in divisions 13U and older.

Any player catching must wear all necessary protective gear including a catcher's helmet with a facemask, throat guard (separately attached or built in), chest protector, chin/leg guards, and an athletic supporter. Note: Players in 12U and younger divisions must wear a catcher's helmet that fully covers both ears.

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 mound.

9. Lineups:

Hitting Lineup:

- Team can bat its entire lineup.
- May start game with 8 players, 9th player spot is an out when he comes up in lineup.
- DH is allowed and can be used for any player on the field.
- The EH may bat at any spot in the order.
- The EH is the same as any position on the field as far as substitutions are concerned.
- Re-entry rule: A player can only re-enter in the same batting slot in the line-up. You can never hit in 2 different spots in the line-up during a game.

Roster Batting Rules

- Injury
 - Batter: If a batter cannot fulfill his time at bat due to injury or illness, that player will be eliminated from that entire game. His spot in the batting order will be an automatic out each time.

- Runner: If a runner cannot continue his time on the bases, that player will be substituted under the Courtesy Runner rule for Roster Batting. He will not be allowed to participate in the remainder of the game. His spot will be an automatic out.
- Ejection or Injury
 - A player ejected while batting the entire roster will result in the team losing that player for the entire game. His spot in the batting order WILL BE AN AUTOMATIC OUT EACH TIME.
 - A player or coach who is ejected in a game will not be suspended for the next game unless the PG's full-time staff decides to extend the suspension based off of the player or coach's actions. Any violence could lead to a year long suspension.

10. Stop in Play:

9U-12U if 4 innings have been completed, or 3 1/2 innings if the home team is ahead (13U-14U: after 5 innings or 4 1/2 if the home team is ahead).

11. Protests:

All protests for league play will need to be sent to Mike or Dave Costantino.

12. Sportsmanship:

In the interest of maintaining a quality League, PG reserves the right to eject any person from the site for unruly or unsportsmanlike behavior. Such behavior shall include but not limited to:

- Physical attack on an umpire, 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.

- Competing under an assumed, false and/or altered name.

13. Courtesy Runners:

Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game. Additionally, if a team is batting their entire lineup, the courtesy runner will be the last batted out. If the last batter not on base is unavailable (i.e., he is the catcher or pitcher), the designated runner will roll back until such time as a possible substitute can be found.

14. Legal Slide:

A legal slide can be either feet first or head first for all age levels. If a runner slides feet first, at least one leg and buttock shall be on the ground prior to contact with the fielder. If a runner slides head first, the runner's arm/arms and torso must be on the ground prior to contact with the fielder.

15. DiamondKast Scoring:

All games in the PG League must be scored by the DiamondKast APP. This APP will sync to the league standings on the PG website & all the players profiles. DiamondKast training videos are available.

16. Rostering:

All players must be rostered on the PG website & the waiver form must be signed in order to participate in the PG League. Players can only be rostered on 1 team in the PG League.

17. Not covered in the Rules:

In the event any item is not covered in these rules or NFHS rules, the PG staff will make the fairest possible ruling and that ruling will be final!

Perfect Game and Perfect Game Baseball Affiliate (PGBA) league, tournaments and events will adhere to the following Youth Grad Year and Age Restrictions for the Fall 2024-Spring/Summer 2025

14U Division

Players born on/after May 1, 2010 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 8th grade who turn 15 years old before May 1st, 2024. However, those players must be born on/after January 1, 2010 to be eligible.

13U Division

Players born on/after May 1, 2011 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 7th grade who turn 14 years old before May 1st, 2024. However, those players must be born on/after January 1, 2011 to be eligible.

12U Division

Players born on/after May 1, 2012 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 6th grade who turn 13 years old before May 1st, 2024. However, those players must be born on/after January 1, 2012 to be eligible.

11U Division

Players born on/after May 1, 2013 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 5th grade who turn 12 years old before May 1st, 2024. However, those players must be born on/after January 1, 2013 to be eligible.

10U Division

Players born on/after May 1, 2014 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 4th grade who turn 11 years old before May 1st, 2024. However, those players must be born on/after January 1, 2014 to be eligible.

9U Division

Players born on/after May 1, 2015 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 3rd grade who turn 10 years old before May 1st, 2024. However, those players must be born on/after January 1, 2015 to be eligible.