

Gulf Coast World Series Baseball Rules

*** GCWS Pitching Rules override PG listed rules ***

1. Pitching Rules

8Ukp Diamondkast will be used for pitch counts

1-20 pitches 0 Days Rest

21-35 pitches 1 Days Rest

36-50 pitches 2 Days Rest

50 Pitches DAILY MAX

CANNOT Pitch 3 DAYS IN A ROW REGARDLESS OF PITCH COUNT

9-12U 9 Outs MAX to pitch next day

18 Outs Daily Max

30 Outs Tournament Max

CANNOT Pitch 4 Days in A Row

13U 9 Outs MAX to pitch next day

21 Outs Daily Max

30 Outs Tournament Max

CANNOT Pitch 4 Days in A Row

14U Diamondkast will be used for pitch counts

1-20 pitches 0 Days Rest

21-35 pitches 1 Days Rest

36-50 pitches 2 Days Rest

51-65 pitches 3 Days Rest

66+ pitches 4 Days Rest

95 pitches DAILY MAX

CANNOT Pitch 3 DAYS IN A ROW REGARDLESS OF PITCH COUNT

15U Diamondkast will be used for pitch counts

1-30 pitches 0 Days Rest

31-45 pitches 1 Days Rest

46-60 pitches 2 Days Rest

61-75 pitches 3 Days Rest

76+ pitches 4 Days Rest

95 pitches DAILY MAX

CANNOT Pitch 3 DAYS IN A ROW REGARDLESS OF PITCH COUNT

16U Diamondkast will be used for pitch counts

1-30 pitches 0 Days Rest

31-45 pitches 1 Days Rest

46-60 pitches 2 Days Rest

61-75 pitches 3 Days Rest

76+ pitches 4 Days Rest

95 pitches DAILY MAX

CANNOT Pitch 3 DAYS IN A ROW REGARDLESS OF PITCH COUNT

17U Diamondkast will be used for pitch counts

1-30 pitches 0 Days Rest

31-45 pitches 1 Days Rest

46-60 pitches 2 Days Rest

61-80 pitches 3 Days Rest

81+ pitches 4 Days Rest

105 pitches DAILY MAX

CANNOT Pitch 3 DAYS IN A ROW REGARDLESS OF PITCH COUNT

18U Diamondkast will be used for pitch counts

1-30 pitches 0 Days Rest

31-45 pitches 1 Days Rest

46-60 pitches 2 Days Rest

61-80 pitches 3 Days Rest

81+ pitches 4 Days Rest

105 pitches DAILY MAX

CANNOT Pitch 3 DAYS IN A ROW REGARDLESS OF PITCH COUNT

Diamondkast will accumulate pitch counts

2. Bat Specifications:

This is an open event. 13U must use -5 or -3 bats. 14-18U must use -3 bats.

Batting Lineup Rules:

- You may bat 9,10,11 players or your entire roster. You must declare at the start of the game.
- May start game with 8 players, 9th player spot is an out when he comes up in lineup.
- Teams can bat its entire lineup

Game Times:

- 7-8U (Coach Pitch) games are 1 hour 15 minutes.
- 8U (KidPitch) – 1 hour 30 minutes
- 9-13U Games are 1 hour 30 minutes
- 14U – Pool Play – 1 hour 30 minutes, Bracket Play 1 hour 45 minutes
- 15-18U Games are 1 hour 45 minutes.
- For pool games the home team will be determined by coin toss at the plate meeting
- BRACKET PLAY: In case of a tie, the Texas Tie Breaker will be used. Last 3 outs on base with 1 out.
- CHAMPIONSHIP GAMES: 20 minutes is added to the Time Limit for Championship Games.

3. Mercy Rules:

9U-12U

- 15 after 2
- 12 after 3
- 8 after 4

13U-18U

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

4. Equipment:

NO SPIKES ON PORTABLE MOUNDS

7U-8U Tournament Rules:

Perfect Game Coach Pitch Specific Rules, Field Set Up and Guidelines

Field Set Up

- 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.
- 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.
- Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.
- The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.
- The pitching coach shall not verbally or physically coach while in the pitching position
- 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.
- Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.
- 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.

Playing Rules

- Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
- 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 shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
- 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 baseline.
- The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
- 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.
- Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

- The Infield Fly Rule shall not be in effect at any time.
- 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.
- Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
- 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.
- Teams may use free substitution on defense, but the batting order shall remain the same.
- Bunting shall not be allowed.
- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
- A player may only be Intentionally Walked once per game by announcement from the defensive team.
- Runners shall not lead-off or steal bases.
- 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.
- A team may score a maximum of seven (7) runs per inning.
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- If a runner leaves the base before the batter hits the ball, the play will be called dead and all runner(s) will be returned to their original base(s) and the pitch will be considered a no pitch.
- Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as all runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
- 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.
- When a batted ball hits the Pitching Coach, the following shall apply:
 - 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.
 - 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.

8U Tournament Rules:

8U Kid-Pitch Tournament Rules

- No leadoffs
- No stealing home. A runner starting a play at 3rd base may ONLY advance home on a batted ball or when forced home by a walk, hit batter, or another force play (bases loaded).
- Walks are considered a "Dead Ball" situation, meaning the batter may only take 1st base and any forced runners may only advance one base.
- A runner starting from 1st or 2nd Base may advance home as a batted ball continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion).
- A RUNNER STEALING FROM 2ND TO THIRD BASE MAY NOT ADVANCE TO HOME ON AN OVERTHROW BY THE CATCHER. HE MUST STAY AT 3RD BASE. Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter).
- Batter may not run on dropped 3rd strike.
- ONE Successful bunt per inning. No "slashing" allowed (Show bunt, pull back to swing).
- No balks.
- No infield fly rule.
- 7 run limit per inning

PROTESTS- ALL AGE GROUPS: Protest Fee is \$200.

Perfect Game reserves the right to amend these rules at any time for specific tournament play.