

Youth Baseball Rules Addendum

Updated 6/18 (This Rule Set will be used in Perfect Game Kansas City Events)

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.

If there is a contradiction with language found in any printed copy of this addendum and the version most recently updated online, the online version shall supersede.

*** When playing up an age division AA and AAA teams may play in any classification (AA, AAA, Major, Open)*

Major Teams playing up an age division MUST play at least AAA or Major or Open.

Major teams are NOT eligible to play AA when playing up an age division.

*EX: 13 Major may ONLY play 14 AAA, 14 Major, and 14 Open ***

1. Youth 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.

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 and its Affiliate Events.

Example of stamp is attached. USABat, BBCOR, and Wood Bats are also Allowed.

6U-12U	13U
Metal/Composite bat	Metal/Composite bat

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

USABat, BBCOR and Wood bats are also allowed.

All bats must have a branding, label, or stamp proving **USSSA BPF 1.15 Certification**, and length/weight ratio vary by division.

9u–12u: -10, -8 or -5 bats are eligible for play here in local PGKC events.

USABat, BBCOR and Wood bats are also allowed.

13U Major: -5 or -3

13U Open/AAA/AA: -8 or -5

14U Major: BBCOR Only

14U Open/AAA/AA: BBCOR or -5

Please see the specific event home page for the bat type being used.

The following are the only wood composite bats allowed:

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 & White editions)
- AAA Pro Ash Baum Bat (Gold & White editions)

DeMarini

- Models: D243, D271, I13, D110

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 - 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.

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.

2. Youth 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 base remains LEGAL for PG Youth events. 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 75 pitches.
- 11U-12U: Daily max is 85 pitches.
- 13U-14U: Daily max is 95 pitches.

The pitcher may finish the batter upon reaching the daily pitch count limit. I.E. A 13U pitcher begins the batter at 94 pitches he may finish the current hitter then must be removed from the game.

Event Limits

- 9U-14U:
- If a player records more than 50 pitches in a day, they are required 1 days rest.
- 100 Pitch maximum over 2, 3 or 4 day events

The pitcher may finish the batter upon reaching the event pitch count limit. I.E. A 13U pitcher begins the batter at 99 pitches he may finish the current hitter then must be removed from the game.

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

The definition to be utilized for the purpose of the pitching restrictions for end of a day shall be any time of night or day that the facility is closed and teams have a break in playing prior to the next days games.

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

3. Pitch Count 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 46x65 fields.
- 11U-12U: All games will be played on 50x70 fields.
- 13U: Games will be played on 54x80 or 60x90 as specified per event
- 14U: All Core events (Red Flag) will be played on 60x90

Pool Play:

- Game times may vary by state or region. Directors reserve the right to adjust game lengths to benefit the event. Directors will rule in the fairest way possible.
- 11u - 14u Games are 1 hour 45 minutes
- 9u - 10u Games are 1 hour 30 minutes
- 6u - 8u games are 75 minutes
- No inning can start after the time limit.
- Time will be kept by the PG Umpire on the field.
- For each team's pool games the home team will be determined by a coin flip unless we are utilizing Diamond Kast. All games that are being scored by DK will have pre-determined Home/Away teams.
- A tie is equal to a ½ win and ½ loss for each team.

Championship Round/Playoffs:

- Applicable to Red Events only: 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).
- 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.
- Director reserves the right to enact pool protection at their discretion. If two teams have previously matched up in pool play, lower seeds may be switched to provide teams with new opponents for the first round of bracket play.

Extra Innings

- Extra innings are defined by any inning starting after the time limit has ended or if the maximum number of innings for the age group has been reached and the score is still tied. Remember, pool play games can end in a tie.
- 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. If there are no eligible subs the player leaving the original lineup will be recorded as an out. 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. Only the Head Director can call a forfeit.

6. Taking Infield:

No infield will be allowed during the tournaments.

7. Mercy Rules:

6U-8U

- 12 after 3
- 8 after 4

9U-12U

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

13U-14U & above

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

8. Equipment:

Metal cleats cannot be worn for divisions 12U and younger. Metal spikes may be worn in divisions 13U and older. ***(Please be aware of park rules regarding their Turf fields. Metal is NOT allowed at any age divisions on turf fields)***

Metal cleats found on Turf fields may result in an automatic forfeit of the game. This is at the discretion of each individual complex.

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.

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.

9. 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.

10. Lineups:

Hitting Lineup:

- You may bat 9 or 10 players or your roster.
- You must declare at the start of the game, and once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed.
- May start game with 8 players, 9th player spot is an out when he comes up in lineup.
- DH Allowed
- 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.
- Team can bat its entire lineup.

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 if the team drops below 9 players. If they still have 9 players to bat in their lineup the injured player will just be skipped, the lineup will be condensed.
 - 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 in the batting order will be an automatic out each time if the team drops below 9 players. If they still have 9 players to bat in their lineup the injured player will just be skipped, the lineup will be condensed.
- Ejection or Injury
 - A player ejected while roster batting 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. Regardless of the number of players remaining.
- Courtesy Runner – Roster Batting
 - The Courtesy Runner shall be the player making the last batted out.

11. 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).

12. 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 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). After 4 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.

13. Protests:

Judgment calls are not eligible for protest. Protests will be heard and ruled on by a 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.

14. Roster and Roster changes:

All players must be listed on the official roster prior to the teams' first scheduled game. 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, including separate age groups. Once the player has appeared in a game, the player may NOT participate with another team in the same weekend, regardless of age division or classification. This INCLUDES separate PG tournaments

- 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 ANY PG tournament in the same weekend, 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.
- Once an event (Age division that the player participated in) concludes, a player may go play for a different team in a different tournament, as long as the tournaments do not overlap. (Championship game of first tournament must be complete prior to first pitch of second tournament) This player will not be considered an illegal player since the events do not overlap.

- 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 for the team or individual. Driver's License is permitted. For events classified by graduation year or grade level, transcripts/report card from a players most recent academic semester shall be in the possession of their team manager.

15. Scoring:

We recommend that all teams (home and visitor) keep a scorebook or some form of electronic scoring. The official scorebook and lineup card for the game will be kept by tournament staff if utilizing Diamond Kast. For those games not using Diamond Kast, the home team will be the official scorer. All subs should be reported to the umpires who will then relay the information to the score keepers. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.

- Lineup 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. Lineup cards are to be given to the official scorekeeper before the home plate meeting.

16. 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. Such behavior shall include but not limited to:

- 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 & a 1 game suspension. (The 1 game suspension is at the discretion of the Tournament Director)
- 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.

- Any participant that is ejected by an umpire after a contest is completed must sit the next scheduled game. If it is the last game of the tournament the offender may be required to sit the first game of the next tournament that the team plays.

17. Courtesy Runners:

Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. If the 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.

18. Legal Slide:

A legal slide can be either feet first or head first. 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.

19. Jumping Over A Fielder:

A runner leaving his feet to avoid a fielder that is either in possession of the ball or in the act of fielding is illegal. The ball is dead and the runner is called out. No runners may advance from the last base legally occupied at the time of the illegal act. The runner does not have to contact the fielder and the fielder does not have to control the ball for this to be considered an illegal act.

20. Officials:

Perfect Game shall utilize officials who are registered with Perfect Game and administer the contest in accordance with Perfect Game rules and expectations.

21. 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.

22. 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!

9A Gated Tournament Rules:

Perfect Game Kansas City 9A Specific Rules

***This rule set is only used in the Fall and until Memorial Day weekend. After Memorial Day all 9u Baseball will be played by the normal set of rules.*

- No Infield Fly rule will be assessed
- No dropped 3rd strike call
- No leadoffs
- Players may steal only after the pitcher releases the ball
- Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or errant throws from the catcher back to the pitcher. On steal attempt, runner may not advance an additional base on an overthrow
- A runner may advance a maximum of one base on overthrow per play on batted ball

7U-8U Tournament Rules:

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

Field Set up

- Pitching Machine: The front leg shall be set at a distance with the FRONT LEG of forty-two (42) feet from the rear point of home plate. This will make the machine at 44 feet
- Recommended pitching machine speeds: 36 M.P.H. – 40 M.P.H.
- Bases: Bases will be set at 60 feet
- 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.

Playing Rules

1. Time limit for all games is 1 hour and 15 minutes. Time begins after the plate meeting has concluded. Time limit could change in case of tournament interruptions. All teams should be prepared to start their game up to 10 minutes early in case we are ahead of schedule. (This will help the tournament keep on time)
2. Run spreads for all games: 12 runs after 3 innings; 8 runs after 4 innings.
3. Roster Batting will be required during the ENTIRE tournament. Regardless of the number of players you have.
4. Teams may start and end a game with no less than 8 players. A team will take an out in the absent 9th position each time they are due at bat.
5. For all Pool Play games- Home team will be determined by coin flip. In Bracket Play games, the higher seeded team will be home. In the event during bracket play that both teams are seeded the same, we will have coin flip. Dugouts are not assigned.

6. Each batter will receive a max of six pitches or three swinging strikes. Pitches that are deemed unhittable by the umpire will not be counted unless the player swings. If a player fouls off the 6th pitch it will be recorded as an out.
7. Team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
8. The infield fly rule and dropped third strike rule shall not be enforced.
9. Teams may play with 10 players on defense, 4 outfielders. The outfielders must remain behind the baseline until the ball is put into play.
10. All runners, including the batter-runner, may advance a maximum of two (2) bases on batted ball to the infield and a maximum of three (3) bases on a batted ball to the outfield. If batted ball touches infielder and continues into outfield or goes directly between the fielder's legs, it is considered a batted ball to the infield and not the outfield.
11. A player may only be Intentionally Walked once per game by announcement from the defensive team.
12. No runner may leave base until the ball has been hit. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
13. Teams may bunt a maximum of two (2) times per inning. Fake bunts shall be prohibited. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch. A batter who swings after showing bunt shall be called out and no runners may advance.
14. A courtesy runner for catcher 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.
15. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded one base, with each runner advancing one base. A batted ball that hits the person feeding the machine shall be ruled the same as the ball hitting the pitching machine.
16. The defensive player listed as the pitcher must have 1 foot in the pitching circle until the ball is hit. First Offense: Warning--- Second Offense: Removal of the player from the pitching position for the remainder of the game

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

14U-18U Divisions

No changes at this time for Fall 2024.

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.

8U Division

Players born on/after May 1, 2016 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 2nd grade who turn 9 years old before May 1st, 2024. However, those players must be born on/after January 1, 2016 to be eligible.

7U Division

Players born on/after May 1, 2017 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in the 1st grade who turn 8 years old before May 1st, 2024. However, those players must be born on/after January 1, 2017 to be eligible.

6U Division

Players born on/after May 1, 2018 are eligible. **ONLY TWO** school grade exemptions per team will be allowed for players who are in Kindergarten who turn 7 years old before May 1st, 2024. However, those players must be born on/after January 1, 2018 to be eligible.