



BASEBALL *Technical Guidelines & Ground Rules*

GUIDELINES AND GROUND RULES

The Palarong Pambansa Baseball Tournament will be utilizing the following Tournament Guidelines and Rules shall be adopted:

► **ELEMENTARY BASEBALL** adopted the Little League, INTERMEDIATE DIVISION (50-70) Playing Rules published by the LITTLE LEAGUE BASEBALL, INCORPORATED as the primary playing rules.

► **SECONDARYBASEBALL** adopted the Official Rules of Major League Baseball Current Edition as the primary playing rules and World Baseball Softball Confederation (WBSC-BASEBALL) Tournament Regulations

I. PLAYING RULES

A. Innings

● ELEMENTARY

a. It shall be played for **SEVEN (7) innings** during the Elimination, Quarter Finals, Semi-Final and Championship Game. Any team shall have the option to concede in any of their games.

b. SECONDARY

It shall be played in **FIVE (5) innings** during the Elimination, Quarter finals, Semi-final and **Seven (7) innings** in the championship game only. Any team shall have the option to concede.

B. Mercy Rule (Ten (10) Run Rule)

a. Elementary

If after four innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

RUN RULE: If at the end of four innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in its half of the inning.

b. **Secondary**

For Secondary Baseball the 10-Run Rule shall be applied in all the games, except in the championship game (bottom of 3rd or any time after the 3rd of a five (5) inning game) as the case may be.

C. BASE RUNNING RULES:

Level/Division	Difference:	
Elementary	“Special Pinch Runner” is allowed. Rule 7.14	Not as a Substitution. The “Special Pinch Runner” shall not be in the batting line-up (substitute/alternate)
Secondary	“Pinch runner” is allowed.	It is considered as a SUBSTITUTION. The “pinch runner” must play defense in the process.

d. **“Special Pinch Runner” (ELEMENTARY)** is allowed (Rule 7.14 Not as a Substitution).

► Once each inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the line-up. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.

D. Bat

• **ELEMENTARY**

1. Elementary - It shall not be more than 34 inches in length, not more than 2 5/8 inches in diameter. If a 2 ¼ barrel bat has no composite materials in the barrel, it may be used provided it is labelled with a BPF of 1.15 or less.

• **SECONDARY**

It shall not greater than 34” long, a weight reduction of not more than -5 and a maximum barrel of 2 5/8.

A bat should not contain any additional part that provides a batter extra batting power. (2-piece bat and composite bat may be allowed to be used in any game for the duration of the *Palarong Pambansa 2019*).

Note: Provided such composite bat will be available as TOURNAMENT BAT (to be provided by the *Palarong Pambansa* management), or such bat shall have the mark of **BBCOR** (batted ball coefficient of restitution)

E. Loitering and littering

Loitering and littering are strictly prohibited in the field and immediate vicinities. Coaches are responsible in maintaining cleanliness and orderliness in their respective dug-out/bench during the game and before leaving.

F. Playing Equipment

It is mandatory for all competing teams to provide their respective teams the necessary equipment: bats, batting helmets, shin guards, catcher’s mask and groin protector

G. Pitcher Hits the Batter (Elementary and Secondary)

- Removal of the pitcher shall be imposed when:
 1. If in the judgment of the umpire the pitch was intentional even if it was only the first time that hit the batter.
 2. If for preventive measures, the umpire may ask the coach to replace the pitcher in order to avoid any further untoward incident.
 3. If the pitcher hits three (3) batters in an inning. He shall be transferred to another position and shall only return as pitcher in the succeeding innings. If he hits Five (5) batters in a game, he shall be removed from the game and may play as pitcher in their succeeding games.

H. Team Game

A team may play in a maximum of two (2) games in one day. Double Headers are permitted

I. Designated Hitter (ELEMENTARY)

Designated hitter is not allowed.

J. Inclement Weather

In the event of inclement weather or other unforeseen conditions during the Game, the PALARO Technical Management will have the responsibility of determining the start of a game.

K. Unnecessary apparel

It should not be worn by any official member of the team during the game.

L. Baseball Playing Field

a. ELEMENTARY

- a). Pitching Distance – 50 ft., Base paths – 70 ft.
- b). Home plate TO Second Base – 99 ft.
- c). Backstop should not be less than 35 feet from home plate.

b. SECONDARY

- a). Pitching Distance – 60.6 ft., Base paths – 90 ft.
- b). Home plate TO Second Base – 127 3 1/8 ft.
- c). Backstop should not be less than 30 feet from home plate.

M. Awarding Dress Code

All players and coaches are required to wear their official uniform when awarding of medals and special awards are made.

II. PITCHING RULE

• ELEMENTARY BASEBALL ONLY

- a. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.)
- b. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

THE FOLLOWING PITCH COUNT AND REST REQUIREMENTS (maximum number of pitches is 95 per day):

- 1 – 20 – NO CALENDAR DAY OF REST
- 21 - 35 – ONE (1) CALENDAR DAY OF REST
- 36 – 50 – TWO (2) CALENDAR DAYS OF REST

51 – 65 – THREE (3) CALENDAR DAYS OF REST
66 – 85 – FOUR (4) CALENDAR DAYS OF REST

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

• **SECONDARY DIVISION**

It shall remain the same as reflected in the existing Tournament Guidelines.

III. BENCH/DUGOUT

▶ The screened players, entered as official member of the team, their Head Coach and the Assistant Coach are the only persons allowed to occupy their bench/dug out for the duration of the game; **fourteen (14) persons** to wit, **twelve (12) players, one (1) coach and one assistant coach. No trainer** shall be allowed to sit on the bench of each baseball team. Only the **official coach and assistant coach** of the team can direct play during the progress of the game.

▶ **Elementary**

Teams may use two (2) adult base coaches or any combination of adults and players.

▶ **Secondary**

Two (2) adult base coaches are not permitted. It should be one (1) adult and one (1) player only. Players coaching in the base line coaching boxes shall be required to wear protective helmet.

Penalty: First Offense – Warning. **Second Offense**- The pitcher will be removed from the mound for the remainder of the game (for the defense only). If the team persistently continues violating this item, the game shall be forfeited in favor of the other team.

IV. SPEED UP GAME (SECONDARY)

WBSC Exceptions to the Official Rules of Baseball

The need to speed-up the play of international competition games must be constantly stressed to the Umpires, Team Managers and Coaches, and the following rules must be constantly enforced in an effort to keep the game moving quickly:

1. The **12-second rule for the pitcher** must be enforced at all time during the game (without runners on base). Teams shall be directed to have a catcher ready to warm-up the pitcher as soon as an inning is completed. As stated in Official Baseball Rules 8:04, pitchers have 12 seconds to pitch with no runners on base.
2. The pitcher shall complete eight (8) warm-up pitches between innings and the Home-plate Umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches in a reasonable length of time, the Umpire may terminate them and call "Play Ball".
3. Head Coach shall be allowed **three (3) free trips to the mound during the game** to talk with the pitcher (free trip is one in which the pitcher is not removed from the mound). These meetings shall be limited to 45 seconds from the moment the Umpire calls "Time". After the third free trip, each subsequent trip to the mound shall result in the removal of the pitcher from the game. If the game goes into extra innings, trips not done during the game will not be accumulated and only one additional free trip shall be allowed for each three (3) extra innings. Two trips to the mound in the same

inning to the same pitcher must result in the removal of the pitcher from the game. Head Coach that is going to make multiple changes involving the pitcher after the two options mentioned above (after the three free trips or for the second visit in an inning) must go to the home plate umpire to state their changes prior to going to the mound or their moves are invalid and the pitcher must be removed from the game.

4. Teams are allowed a **maximum of three (3) "offensive meetings" per game**. An "offensive meeting" shall be charged any time Coaches delays the game for any length of time to talk with an offensive player; whether it is the hitter, a base-runner, an on-deck batter going to the plate, or to another Coach. If the game goes to the extra innings, "offensive meetings" not done during the game will not be accumulated and only one additional "offensive meeting" shall be permitted for each three (3) extra innings. Failure to observe this rule will result in a warning to the Head Coach and if it occurs again the Head Coach shall be ejected from the game. No offensive trip will be charged if the offense discusses strategy during a delay for which they are not responsible (e.g. trip to the mound, injury, player change, etc.) proving they cause no further delay.

5. The "between innings infield clean-up" will be limited to a maximum of four (4) minutes.

6. When a batter hits a home run, members of his team shall not be allowed to touch the hitter until he has passed the home plate. Failure to observe this rule will result in a warning to the Head Coach and if it occurs, again the Head Coach shall be ejected from the game.

B. VISITS ON THE MOUND (CONFERENCES)

•ELEMENTARY (LITTLE LEAGUE)

This rule, which applies to each pitcher who enters a game, governs the visits of the coach to the pitcher **at the mound**.

- a. A coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The coach may be removed from the field for the remainder of the game for violation of this rule. When permission is granted, coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- b. A coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
- c. A coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.

NOTE: A pitcher moving to a different position and returning as the pitcher of record shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher's position, shall be applied.

- d. The coach is prohibited from making a third visit while the same batter is at bat.

e. A coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

f. Only **one (1) offensive time-out** will be permitted **each inning**.

C. EXTRA-INNING RULE

a. ELEMENTARY-LLB RULE (Intermediate Div.)

Tournament Rule 14

TIE GAME: When the completion of **seven (7) innings** and the score is tied, the following tie-breaker will be played to determine a winning team:

- The **eighth (8th) inning** will be played as normal.
- Starting in the top of the **ninth (9th) inning** and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. **EXAMPLE:** If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

2019 Little League Rulebooks, Approved Rule Changes Effective 2019

b. SECONDARY-WBSC RULE

If the game remains tied after the completion of five (5) innings the following procedures will be implemented during extra innings:

- Each team will begin the 6th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The line-up will continue as in any other inning. For example, if the 5th inning ends with the #8 hitter having the last plate appearance (PA), the 6th inning begins with the #9 at bat and 2B runner is the #7, and 1B runner is the #8 in the line-up. With the exception of beginning the inning with runners on 1B and 2B with no one out, all other "Official Baseball Rule" will remain in effect during extra innings required to determine a winner.

V. INJURY/ILLNESS

If a player is injured or becomes ill during a game, the decision of the division/regional doctor or other medical personnel who are present will be final as to whether or not the player may continue in the game.

VI. MANDATORY PLAY

Level/Division	Difference:	
	REQUIREMENT	PENALTY
Elementary	1. ONE TIME AT BAT AND 6 CONSECUTIVE DEFENSIVE OUTS.	*1 ST . 2 ND OFFENSE: WARNING *AFTER THE 2 ND WARNING: EJECTION OF THE HEAD COACH

Secondary	1. ONE TIME AT BAT, OR 2. 3 DEFENSIVE OUTS	• FORFEITURE OF GAME (except on abrebriated game)
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• ELEMENTARY

All screened players, entered as official member of the team must be fielded every time the team play in a scheduled game. The substitutes/alternates must be fielded for at least **six (6) defensive outs in an inning AND bat at least one (1) time.**

1. Head coaches are responsible for fulfilling the mandatory play requirements.

2. There is no exception to this rule unless the game is shortened for any reason.

EXCEPTION: Mercy Rule, Players' Injury and Illness.

3. In case of an ABBREVIATED GAME (Mercy Rule) the players in the official list who did not play in that game must be included in the starting line-up/first 9 players of the team in their next schedule game (immediate succeeding game).

NOTE: A game is not considered shortened if the home team does not complete the offensive half of the fourth or fifth inning (or any extra inning) due to winning the game.

PENALTY:

• Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested or brought to the Baseball Tournament Committee's attention shall result by action of the **Tournament Manager.**

▶ First (1st) and Second (2nd) OFFENSE: **WARNING**

▶ AFTER THE 2ND WARNING: **EJECTION OF THE HEAD COACH**

4. In case both opposing teams violated the mandatory play rule, the result of the play shall stand.

▶ For the purposes of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his team is on defense and occupies such position while three (3) outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired or by reaching base safely.

• SECONDARY

All screened players, entered as official member of the team must be fielded every time the team play in a scheduled game. The substitutes/alternates must be fielded for at least **three (3) defensive outs in an inning OR bat at least one (1) time.**

1. Head Coaches are responsible for fulfilling the mandatory play requirements.
2. There is no exception to this rule unless the game is shortened for any reason.

EXCEPTION: Mercy Rule, Player's Injury and Illness.

3. In case of an ABBREVIATED GAME (Mercy Rule) the players in the official list who did not play in that game must be included in the starting line-up/first 9 players of the team in their next schedule game (immediate succeeding game)

Note: A game is not considered shortened if the home team does not complete the offensive half of the fourth or fifth inning (or any extra inning) due to winning the game.

PENALTY:

Failure to meet the mandatory play requirements in this rule shall result to **forfeiture** of the game.

4. In case both opposing teams violated the mandatory play rule, the result of the play shall stand.

► For the purposes of this rule, “defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his team is on defense and occupies such position while three (3) outs are made.; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

VII. SUBSTITUTIONS/RE-ENTRY

• ELEMENTARY ONLY

- a. Any player who has been removed for a substitute may **re-enter the game** in the **SAME** position in the batting order.
- b. A substitute entering the game for the first time may not be removed prior to completion of his mandatory play requirements.

NOTE: A player who has met the mandatory play requirements, and is a pitcher at the time he is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound.

- c. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.

• Re-Entry in SECONDARY is a violation.

Note: Elementary and Secondary: In case **an injury occurred or a player is disqualified**, where, all available substitutes were exhausted; the coach of the other team will be given the right to select from the “players on the bench” (but not a previously disqualified/ejected/thrown out player). A violation of this guideline/rule shall be an outright forfeiture of the game in favor of the opposing team.

VIII. SCHEDULE OF GAMES/ LAW OF IMMEDIATE SUCCESSION

- A. It shall be observed with the following conditions, to wit:

► All scheduled games shall start at **7:00 A.M.**

1. Only the **first game in the morning** and the **first game in the afternoon** shall be given fixed scheduled time. Games that follow shall start immediately after the end of each preceding game. **Inspection of each athlete’s gallery** must be done before the start of any game.

Note: If weather condition (especially in the afternoon), when it usually rains and deemed necessary, at the discretion of the Tournament Manager, this rule may be changed as follows; **Only the first game in the morning shall be**

given fixed scheduled time. All concerned coaches shall be properly/duly notified of such change.

2. If the umpire's judgment the weather is so hot at 10:30 in the morning, game shall be suspended and resumed at 2:00 PM the same day, however; when the umpires deem that the climatic temperature during this period is suitable for players to play at ease – games shall resume.
3. Scheduled teams shall enter the restricted area only when called and advice by the steward (an umpire).
4. Spectators/Team followers are strictly prohibited to stay within any restricted area in the field.
5. The score of a forfeited game shall be 7-0 in favor of the team not at fault for Elementary and 5-0 for Secondary.

6. **DOUBLE HEADERS**

- a. A MANDATORY ONE (1) GAME REST** shall be imposed. One (1) pitch will constitute a one (1) inning pitch.
- b.** If the first game has gone to its full length or becomes abbreviated the second game shall follow accordingly; however, considering the welfare of the players, if a team scheduled to played came from an immediate previous game succeeding another one, a 30-minute-rest period will be given to the team.

Note: A **GRACE PERIOD of fifteen (15) minutes**, base from the time the preceding game has ended shall be observed in declaring any game(s) as forfeited or default. Coaches are requested to submit their contact number(s) to the management to facilitate information dissemination. Likewise, **to synchronized their "TIME"** to ensure punctuality and promptness in the game venue.

IX. SUSPENDED GAMES

1. In case a game is stopped because of weather, darkness or other reason, the following will apply: before a contest becomes a regulation game, it is not an official game and shall be resumed at the exact point of suspension.
2. After it becomes a regulation game, it is ruled a complete game.
3. When it is tied or when the visiting team takes the lead in an uncompleted inning, and after it has become a regulation game, it shall be ruled a suspended game and shall be resumed at the exact point of suspension and played to a completion. The scheduling of completion of suspended game shall be given priority by Palarong Pambansa Technical Commission in order to complete it as soon as possible.
4. All suspended, tied or games not played shall be re-scheduled by the Palarong Pambansa Technical Commission in order to resume them following the suspension order if applicable. The new schedule has to be officially approved in writing by the Tournament Manager before being released to all participants.

5. If there are difficulties concerning the closing date, only the games necessary to establish the final positions of the first three teams will be re-scheduled. No team shall be asked to play more than two games on the same day, unless the case warranted by exceptional circumstances and agreed upon by both teams affected by this measure. Would the exceptional circumstances persist and would any of the involved teams refuse to play two games on the same day, the PALARONG PAMBANSA TECHNICAL COMMITTEE has the authority officially to determine whether they must play or not and the team or teams will be under the obligation to do it if the decision of the Palarong Pambansa Technical Committee establishes it as to be so. If the team or teams do not agree to play, they will lose the game by forfeit to appear.

6 A game is considered a regulation game if five innings have been completed and the umpire calls the game. The umpires must wait a minimum of 60 minutes – and no more than ninety (90) minutes -- before making a decision about whether to call the game and make it become a regulation game.

► In case, when ***the weather condition shall no longer permit/allow the tournament to be finished***, the following measures shall be adopted;

► If **3rd Place or higher rank has been established, shared championship (co-champions) shall be declared.**

X. UNIFORMS

1. All players on a team shall wear uniforms identical in color, trim and style. Teams shall have preference to wear the colors of their division. It also applies for their second set of uniforms.

2. All players must wear a specified and different number on the back of the uniform. Each player will keep the same number during the competition. The numbers cannot be changed during the competition. Teams with more than one (1) set of uniform must have identical back numbers.

3. UNDERSHIRTS. It is not mandatory that all players wear an undershirt. No player may wear ragged, frayed, or slit sleeves on exposed undershirts

4. NUMBERS. An Arabic number of contrasting colors at least 15.2cm (6 in) high must be worn on the back of all uniform shirts. No manager, coach, or player on the same team may wear identical numbers. Numbers 1 to twelve (12) only shall be used. Players without numbers will not be permitted to play.

5. NAMES. Individual names may be worn above the numbers on the back of all uniform shirts (optional)

6. PANTS. All player pants shall be alike in color and style (lining is not included).

7. Shoes with metal spikes or cleats are not permitted

8. CAPS. Ball caps are mandatory for all players and must be identical in color, trim and style including their team insignia and it must be worn properly.

Effect: If a player refuses to comply with the provisions of these aspect (Uniforms) then that player will be removed from the game.

XI. GROUND OR SPECIAL RULES

Specific ground rule in each diamond:

► **shall be established after all Ground Preparations has been finalized and to be presented during the Solidarity Meeting.**

- a. If the **ball bounce and roll inside a fair territory**, it is a live ball and in play. If it goes **under** the fence it will be a regulation double.
- b. If a **ball bounces inside and over the established marker**, it shall be a two (2) base hit only (regulation double).
- c. **Long hit or thrown ball that goes up and down a slope inside a fair territory**, the ball is live and in play.

XII. COACHES

1. The Head Coach is responsible for signing the line-up card.
2. Coaches must be wearing rubber shoes with or without cleats, and dressed in team uniform (i.e. jogging pants, shorts and jacket/team jersey and caps: mandatory for male and female coaches.) in accordance with the color code of the team.
3. Coaches may not use language that will reflect negatively upon players, umpires or spectators.

Effect: If the coach refuses to comply with the provisions of items 2 & 3 then that coach will be removed from the game.

4. If a game cannot be played because of the inability of either team to place two (2) adults as coaches, this shall be grounds for automatic forfeiture.

● In the event that a **Coach is incapacitated**, a substitute is allowed provided; the following documents will be submitted to the committee in charge (NSAC) before the start of the team's next game.

- a. Notice of substitution from the Head of Delegation/PESS Chief,
- b. Designation of the substitute coach from the Head of Delegation/PESS Chief,
- c. Medical Certificate issued by a government physician,
- d. Certificate of employment/appointment (as a DepEd employee),
- e. Personal Data Sheet.

Note: In case of emergency resulting to **instant inability of a coach** to perform his/her duty as such, the assistant coach and team captain shall assume leadership of the team for the remaining inning(s) of the game or remaining game (s) of the tournament, as the case may be.

XIII. EJECTIONS (WBSC-BASEBALL UMPIRE MANUAL)

Umpires are entrusted with the power to remove any participant from a game. This responsibility should never be taken lightly. The following guidelines should be followed and considered cause for ejection of the offender:

1. Any threat of physical intimidation or harm to include pushing, shoving, bumping, kicking, spitting, throwing at, or attempting to make physical contact.

2. Use of profanity specifically directed at an umpire or vulgar personal insults, including accusations of bias or cheating.
3. Refusal to stop arguing and further delaying the game after the umpire has provided an athlete or Head Coach adequate opportunity to make his point. The umpire should warn the athlete or Head Coach that he has been heard and should return to his position or the dugout or he will be ejected.
4. Arguing balls and strikes (including check swings) after being warned.
5. Use of gestures (i.e. jumping up and down, sliding on the ground, violently waving arms) while arguing with an umpire, or stepping out of the dugout and making such gestures toward an umpire.
6. Throwing uniform items, equipment, or other items while arguing or from the dugout.
7. Assistant coaches engaging in a prolonged argument with an umpire over a rule or judgment call. Only the Head Coach may enter the field of play to discuss a rule or play with an umpire.
8. There are other specific actions listed in the Official Rule Book that result in an immediate ejection. These violations include a pitcher intentionally throwing at a batter, a runner flagrantly colliding with a fielder, etc. These rules are to be enforced strictly as written.

XIV. PROTEST

1. All protests must be settled on the playing field. No protest will be considered following the completion of the game, or on a judgment call.
2. Protests on Playing Rule or Improper Substitution; Mandatory Play; Ineligible Pitcher or Player must be made as soon as the facts become known and before the next pitch, or before all infielders have left fair territory or, if on the last play of the game, before the umpires leave the playing field.
3. Protests that shall be received and considered include matters of the following:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule to a given situation.
 - c. Failure to impose the correct penalty for a given violation.
4. After one pitch has been thrown (legal or illegal), no change can be made on any umpire's ruling.
5. Protests on eligibility of player: See Palarong Pambansa Manual of Operation: Implementing Rules and Screening Guidelines.

Note: On appeal plays, the appeal must be made before the next pitch, legal or illegal or before the defensive team has left the field. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all players have left fair territory, on the way to the bench or dugout area.

XV. METHOD OF COMPETITION / TOURNAMENT FORMAT

A. GROUPING / BRACKET

Teams will be distributed in 4 Groups/Brackets following the International Rule.

A	B	C	D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
			17

Note: The Basis of the Ranking will be the previous Palarong Pambansa.

1. **Single Round Robin** in every group in the **Elimination Round**.
2. Teams who fail to qualify in the Quarter Finals will be ranked according to their ranking from their respective group.

RANKING	A	B	C	D
	1	2	3	4
LOSER IN THE QUARTER FINALS	8	7	6	5
3 RD IN THE GROUP	9	10	11	12
4 TH IN THE GROUP	16	15	14	13
				17

3. Rank 3 in their respective groups will be ranked number 9 – 12

► Actual ranking from 9-12 will be based from win loss record, in case of tie; it will be resolved using the breaking of ties rule of their respective sports. Quotient System, Set Quotient, Runs Allowed, Runs Against, Etc. in case all measures under the rule has been utilized and it is still tie, the International Rule of single flip of coin to determine the team ranking will be used.

4. Rank 4 and 5 in their respective group will be ranked number 13 – 17

► Actual ranking from 13-17 will be based from win-loss record, in case of tie; it will be resolved using the breaking of the ties rule of their respective sports. Quotient System, Set Quotient, Runs Allowed, Runs Against, Etc. in case all measures under the rule has been utilized and it's still tie, the international rule of single flip of coin to determine the team ranking will be used.

B. QUARTER FINAL ROUND

Note: The **Top Two (2) teams** of every group will qualify in the Quarter Final Round.

Quarter Final Game 1	A 1	VS	D2
Quarter Final Game 2	D1	VS	A2
Quarter Final Game 3	B1	VS	C2
Quarter Final Game 4	C1	VS	B2

► Loser in the quarter final round will be ranked number 5-8 according to the breaking of ties rule of their respective sports. Quotient System, Set Quotient, Runs Allowed, Runs Against, Etc. in case all measures under the rule has been utilized and it is still tie, the International Rule of single flip of coin to determine the team ranking will be used.

C. SEMI FINAL ROUND

SFG 1 **W QFG 2** **VS** **W QFG 3**
SFG 2 **W QFG 1** **VS** **W QFG 4**

D. FINAL AND GRAND FINALS OR BATTLE FOR BRONZE AND CHAMPIONSHIP GAME.

Battle for 3rd Place or Bronze Medal Game

FINAL **L SFG 1** **VS** **L SFG 2**

Championship Game or Gold Medal Game

GRAND FINALS **W SFG 1** **VS** **W SFG 2**

- E.** Team Events Tournament Managers will be submitting Complete Ranking of one (1) to seventeen (17) after the Tournament.
- F.** In case of Force Majoure or in the event that the Tournament has been halted permanently. The ruling of the different sports events shall be applied in Ranking the Teams from 1-17.

XVI. TIE BREAKING PROCEDURE:

All Ties in the Elimination Round shall be settled as follows (in order).

- a. Two (2) teams – Win Over the Other
- b. More than two (2) teams – by their runs against record in all the round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc.

XVII. AMENDMENTS

This Tournament Rules and Guidelines including the game schedule may be amended, modified, repealed or altered in whole or in part by the Tournament Manager and by the Palarong Pambansa Technical Committee provided that all coaches will be notified to any proposed changes.