



2025 Panther Classic Rules

Varsity Rules

1. No new inning will start after 1 hour and 50 minutes. Games will be (7) innings unless stopped due to the 10-run rule or time limit.
2. The tournament director has the right to shorten games in the event of bad weather.
3. If the game is tied after (7) innings, the International Tie-Breaker rule will be used. Teams will start with the last completed batter of the previous inning on 2nd base with no outs.
4. Before their first game, Varsity teams will have 8 minutes to do an infield/outfield warm-up. After the first game, teams may hit ground balls behind the bases AFTER the field has been lined and dragged.
5. The home team will be determined by a coin flip in all games.
6. Game scores will be called into both the Pioneer Press and Star Tribune. Coaches are encouraged to call highlights into both papers.
7. The first tiebreaker is runs against. The second tiebreaker is runs scored. The third tiebreaker is a coin flip.

Junior Varsity, B-Squad, and Freshman Team - Rules

1. No new inning will start after 1 hour and 15 minutes. Once an inning has started, it will be completed. New innings begin the second the last out of the previous inning has been recorded.
2. The tournament director has the right to shorten games in the event of bad weather.
3. If the game is tied after (7) innings or after the time limit has expired, the International Tie-Breaker rule will be used. Teams will start with the last completed batter of the previous inning on 2nd base with no outs.
4. Teams may hit groundballs on the field after it has been groomed. Teams will have at least five minutes for groundballs and flyballs between games.
5. The home team will be determined by a coin flip in all games.
6. Teams can elect to bat their roster or 9 with the DP/Flex option. If a team chooses to bat their roster, they may use the last out to courtesy run for the pitcher and/or catcher. If a team bats 9 and/or uses the DP/Flex option, they must use a player who hasn't been in the game to run for their pitcher or catcher. Teams must use a different player to run for the pitcher and the catcher.
7. The 10-run rule will be in effect after the 5th-inning. A 15-run rule will be in effect after 3 innings.