

14U Baseball

1) RULES: 14U Baseball games shall be played using the most recent set of rules listed below in order of precedence.

- a) These standing "Home Field Rules" rules for the 14U Baseball League (highest priority).
- b) The official USSSA Baseball Rules
- c) "OFFICIAL BASEBALL RULES" published by The Sporting News.
- d) Coaches: know the rules at every visiting field you play on.

2) PLAYERS: a

) Any team may play with eight players without forfeit. The ninth batter shall always be out. b) If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) player from within the same division or a lower division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order. NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game. Please be aware that a team is not allowed to borrow a player if they have 8 players and must take the out.

3) RUN LIMIT:

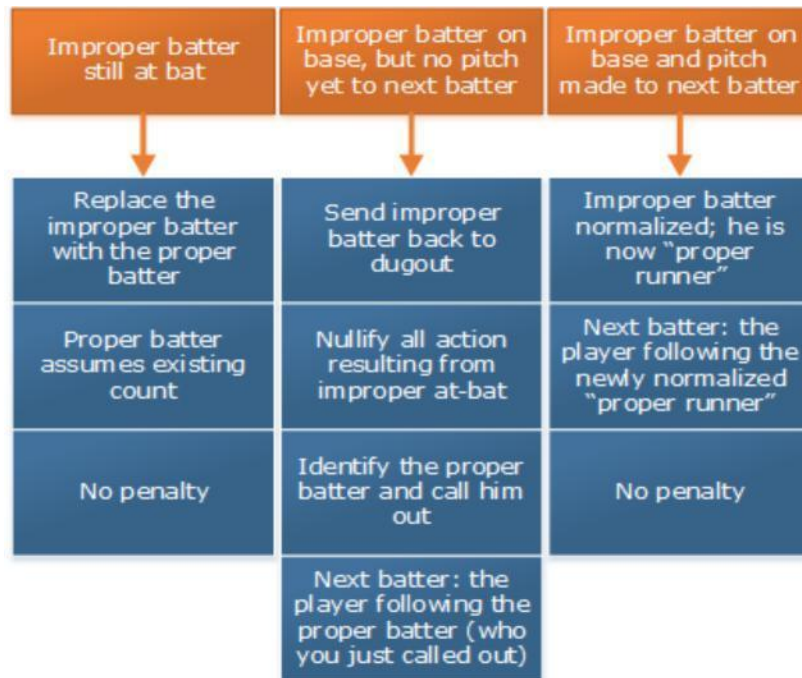
a) Games will be played with a seven (7) run limit per inning. The side is considered retired at the end of seven runs or three outs whichever occurs first. Any half inning which ends because of the seven runs, shall be counted as three consecutive outs when computing time played.

4) PLAYING TIME AND AT-BATS:

a) During regular season play, all players must bat consecutively in order, whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine. If the player returns to the game, they must be placed back in the original batting position.

b) If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction.

The table below outlines the situations involving an improper batter and calls that may be made by the umpire. If the umpire decides on a different penalty their decision will be considered final.



c) Free substitutions are allowed except for the pitcher. When the pitcher leaves the mound, he may not return to the mound in that game but may play anywhere else.

5) RUNNERS:

a) Courtesy runners will be allowed in the case of injury or illness or when the catcher/pitcher on record gets on base, a courtesy runner can be used. Any player in the game may be used as a courtesy runner, and in the event the courtesy runner is due to bat, another courtesy runner may take their place on the base.

b) At no time can a base runner "take out" a defensive player who is making a play or standing in the way. If defensive player is not making a play and in runner's way, interference will be called, otherwise the runner must:

- i) Slide
- ii) Go back to the last base
- iii) Give up. If contact is made between the runner and defensive player, it will be the judgment of the umpire as to whether it was malicious or not.

c) Runners may lead off and steal bases as in Official Baseball rules except that NO Suicide play may be used

d) During regular season play, runners may advance to first on a dropped third strike by the catcher, providing first base is not occupied.

6) EQUIPMENT:

- a) Metal cleats are allowed, so coaches please instruct your players on how to properly slide to avoid injuring other players.
- b) Bats may not exceed **34 inches** in length and **2 3/4 inches** in diameter; a batter will be called out before a pitch has been delivered. If a batter brings up an illegal bat after first occurrence (during the same game or rest of season) that batter is called out, the second batter will be called out and the head coach ejected for the remainder of the game and the next game. Please see the USSSA Rules for further clarification on bat regulations.
- c) Catchers are required to wear proper protective equipment including a mask chest protector, shin guards, cup and protective headgear that gives protection to the top of the head and both ears when catching behind the plate. The throat guard is optional but recommended. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere.
- d) It is required that all coaches enforce the wearing of protective cups by all players.
- e) No jewelry shall be worn by any player, except for medical identification and should be in the form of a necklace.
- f) No pitcher may wear a white-sleeved shirt or a white batting glove on either hand while pitching. No pitcher can wear sunglasses
- g) Pitching Distance will be at 54 feet. Bases will be 80 feet.

7) LENGTH OF GAME:

- a) 14U Baseball shall play six (6) innings or 1 hour and 45 minutes. If the game is tied after 6 innings or the time has expired, **Tie Breaker Rules** will be in effect: The visiting team will place the last 2 batters previous to the scheduled batter at the plate on 2nd and 3rd Base, and there will be 1 out in the inning. For example, if the game is tied 3-3 after the 5th inning is completed, the time limit has expired, and the collective books determine that the number 3 batter in the lineup is due up; the visiting team will place the number 1 batter on 3rd and the number 2 batter on 2nd. Both teams will play like this until a winner is determined.
- b) A game is officially over at the end of the specified innings or the time limit whichever occurs first. Teams may complete both halves of an inning that is started before the time limit expires. However, if the home team at bat during the second half of the inning is in the lead or takes the lead after time expires, the game is officially over. An inning is defined to begin immediately after the third put out of the team batting in the second half of the prior inning.
- c) If a team is significantly ahead of another, the game will be over via the following run rule:

22 runs ahead after 3 innings
15 runs ahead after 4 innings
8 runs ahead after 5 innings

8) PITCHING RULES:

- a) All pitching rules will be enforced to adhere to USSSA guidelines; with the following exception
- b) The pitcher cannot throw to an unoccupied base without first stepping off rubber.
- c) Runners may advance to first on a dropped third strike by the catcher, providing first base is not occupied.
- d) Intentional walks: Intentional walks require that 4 pitches be thrown. You cannot simply put the batter on base. Coaches, please make your catchers aware of the Catchers Balk: The Catcher must be in the catcher's box with both feet while base on balls are being thrown
- e) There will be NO warnings on Balks. Balks will be called according to Major League Rules.

9) Coaches:

- a) Only coaches in team uniform may be on the field (inside game field fence) during games; unless umpire notified and allows prior to game start. While on defense coaches must stay within 10 feet of the dugout entrance.
- b) No Excessive screaming or yelling while on the field. Un-sportsman like conduct will not be tolerated. (See paragraph C)
- c) Any gestures or verbal interaction/abuse by players, managers, coaches, or fans, causing disorderly conduct, as determined by the Umpire or League Commissioner shall at a minimum result in ejection from the field/park for the current game plus the next 2 games.
- d) Be familiar with these Standing Rules, USSSA Rules, and Major League Baseball Rules.
- e) The Head Coach must make any protest/question of a call made by the umpire. At no time may an assistant coach, fan, or parent question an Umpire about a call/decision made.