

14U Rules



General Responsibilities

1. **Sportsmanship must be a top priority by all teams at all times.**
2. Coaches are responsible for maintaining player and fan discipline.
3. Dug outs are to be kept clean by players and coaches.
4. Chanting is discouraged; NO CHANTING DURING PITCHES – umpire shall issue 1 warning and may eject head coach thereafter.
5. No infield or batting practice before games on the playing fields.
6. The Seymour Ball Club is not liable for injuries.
7. Rosters are to be submitted no later than the team’s first game. Once a team begins the first game there shall be no roster changes, except at the reasonable discretion of the tournament director. Medals are awarded for (12) players. A player can only be listed on one roster.
8. Age eligibility is based on April 30. A birth certificate must be made available upon a reasonable request. If one can’t be provided, then that player won’t be able to play until proof of age is provided. If an ineligible player is found on a team that is a forfeit. Forfeited games will be scored as 7 to 0 for the record books.

ALL NFHS RULES APPLY FOR 14U DIVISION

General Game Rules (Distances are 60/90)

1. Bat regulations:

1. Bar Restrictions: **14U - Bats must meet the BBCOR / USA / USSSA bat standards.**
2. PENALTY FOR ILLEGAL EQUIPMENT: If a batter enters the batter’s box with an illegal bat, the player shall be called out. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.

2. Weather

1. All games must be postponed at the first sight of lightning.
2. In the case of poor weather, the tournament officials reserve the right to devise a shortened format to complete the tournament. Four completed innings (3 ½ if the home team is winning) will constitute a completed game. Pools will be seeded based on an equal number of completed games.

3. Pool Play Tie Breakers

4. Playing Rules

- a. National Federation of High School rules shall govern play, except where modified in this document.
- b. The official schedule is the schedule posted on Tourney Machine. It is the team's responsibility to be aware of any changes and to be in the right place at the right time.
- c. Home team for pool play games shall be determined by a coin toss before every game to be administered by the Tournament Director if not already determined by the tournament schedule.
- d. Home team for bracket play games shall be the higher seeded team.
- e. A 10-run rule is in effect throughout the entire tournament. Games will end at the conclusion of 4 ½ innings (home team) or 5 innings (visiting team) if the score differential is 10 runs or greater.
- f. Base Running Rules: (Headfirst Sliding is permitted at any base at any time). High school rules apply to leading off, stealing, dropped 3rd strike, etc.

5. Lineup Rules

- a. All coaches/teams must turn in a lineup card to the umpire at the plate meeting prior to the start of each game.
- b. Lineups must include player name, number, and position.
- c. Substitutions are not required to be listed on the lineup card.
- d. Once the first pitch has been thrown, the number of batters must stay the same for the entire game and the lineup is locked in.
- e. You will have two lineup options:
 - i. Hit the starting line-up with the option of using an EH. • If batting only 9 (with or without an EH), starters may reenter the line up, but it must be in the same spot in the batting order that they were originally in.
 - ii. Bat the entire lineup with open substitution.
- f. Courtesy Runner:
 - i. A courtesy runner will be allowed for the current catcher when there are two outs. This means the catcher must be the catcher of record before and after the at bat. The courtesy runner will be the last player that made an out. The player that he is to run for must catch the next inning.
- g. Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified.

6. Game Length / Time Limits a. 7 innings/1-hour 45-minute time limit. No new inning shall begin after 1 hour 45 minutes.

- b. In Pool Play games, if the score is tied at the end of regulation and the time limit has not expired, the game shall continue. Games may end in a tie in pool play once the time limit is

reached. When the time limit is reached after an inning has started, the game will end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed.

c. In Bracket Play games, if the score is tied at the end of regulation and the time limit has not expired, the game shall continue. Games may not end in a tie in bracket play. When the time limit is reached after an inning has started, the game will end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed. If the game is tied and the time limit has been reached, the game will continue using "California Rules" until there is a winner.

i. California Rules – Last batter from the previous winning shall start the inning on second base and the team batting will start the inning with one out.

7. Pitching

a. Pitching Restrictions

i. Each pitcher shall be limited to 9 innings for the tournament. One pitch constitutes an inning pitched. Innings will be kept by the plate umpire and tournament officials. ii. All teams are strongly encouraged to follow the USA Pitch Smart guidelines.

b. Balk Rule i. Balk rule will continue to follow NFHS rules, which results in a dead ball.

c. Mound Visits

i. Coaches are allowed a total of TWO (2) mound conferences per pitcher, on the third conference the pitcher must be removed.

ii. The second conference of an inning, a pitcher must be removed.

d. 3 rd to 1 st Pick-Off Move i. 3rd to 1st pickoff move is ILLEGAL.

e. Intentional Walks

i. The Head Coach needs to inform the umpire of the intentional walk and the hitter will be awarded 1st Base. No pitches need to be thrown.

Tie Breakers for Pool Play

1. 2-Way tie breakers for pool play:

- (1) head-to-head;
- (2) total runs allowed
- (3) total run differential (max 10 runs per game)
- (4) if still tied, coin flip

2. 3-Way tie breakers – Once bottom team is eliminated, revert to 2-Way

- (1) total runs allowed
- (2) total run differential (max 10 runs per game)
- (3) if still tied, teams will be drawn from a hat.