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# 14U Baseball Rules

## Logistical

1. **Game balls:** Home team supplies a minimum of 2 new game balls; they should be genuine or premium leather balls. (Rawlings, Diamond and Wilson are a few of the better name brands.)
2. **Home Team:** Home team is listed **first** on the schedule
3. **Official Book:** The home team is the official book but teams must communicate & cooperate on subs and the overall score. Both teams will submit the score to M-60 Diamonds after the game is complete.
4. **Athlete Age:** Ages are based on actual age on April 30 of current year. Players in 14U must be 14 or younger
5. **Dugouts:** the host team has choice of dugout.

## Game Play



- ⇒  **Communication:** coaches are responsible to connect with each other prior to the away team traveling to the game
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2. **Start Time:** all games will start at 5:30pm for 14U
  3. **Length of games:** games will be a double-header of two 5 inning games
  4. **Time Limit:** (double-headers) there will be 1 hour 30 minutes time limit for games
  5. **Minimum Players to Start a Game:** teams may start a game with a minimum of 8 players; the ninth spot in the batting order is an out as long as there are only 8 players playing.
  6. **Batting Lineup:** Preference is for teams to bat 9 or 10 players; the number of batters remains the same through the entire game.
  7. **Player Injury/Illness:** If a player stops playing due to injury or illness EITHER:
    - a bench player not in the lineup is substituted in,
    - OR it will not be an out on offense and the player cannot return to the game.
  8. **Playing Time:** Playing time is the coach's discretion; it is encouraged that all players get some playing time
  9. **Complete Games:** If cut short due to time limit, darkness or weather, games are considered complete with 4 full innings; the second game of the double-header can be complete with 3 full innings
  10. **Make-up Games:** any make-up games are resumed where they left off. Number of pitching outs carries over.
  11. **Mercy Rules:** (double-headers): 15 runs after three complete innings and 10 runs after four complete innings.
  12. **Run Limit:** The most runs a team can score in any inning except the final inning is 10 runs in 14U
  13. **Last inning Scoring for Club Leagues only:** teams may score unlimited runs in the final inning.
  14. **Ties:** Regular season games may end in a tie at the end of regular play or due to a time limit

## Field of Play



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1. **Courtesy Runner:** always allowed for a pitcher and/or catcher regardless of the number of outs. It must be a different player for the pitcher and catcher. If all players are batting then it should be the last or most recent out.
2. **Substitutions:** Teams can substitute players in and out on defense but cannot change the batting order.
3. **Dropped Third Strike:** a batter may attempt to advance to first base on a catcher's dropped or passed third strike

## Defense


1. **Defensive Play:** there will only be 9 players in the field of play with a maximum of 3 players in the outfielders
2. **Defensive Lineup:** only players in the current batting lineup can play the field of play; if only 9 players are batting, the same 9 players must play in the field
3. **Balks:** warnings should be issued first with explanations for pitcher learning; after that balks should be assessed
4. **Infield Fly:** is in play
5. **Substitutions:** Teams can substitute players in and out on defense but cannot change the batting order.
6. **Pitching:** (double headers) pitchers get 15 total outs per DH, in any order

## Field Dimensions & Equipment

1. **Field Dimensions:**
  - **Pitching Mound:** 54 ft from home plate
  - **Bases:** 80 ft between bases
2. **Bats:** all bats are legal
3. **Metal Cleats:** may only be worn in 14U play

## Sportsmanship



- ⇒  **Behavior:** Game play should be a positive learning experience for all players. As such:
- Positive team cheering is encouraged
  - Negative chatter or disruptive actions are discouraged
  - Foul language is not appropriate or acceptable
2. **Ejection of a player:** If a player in the lineup is ejected:
- His spot will remain in the lineup as an out.
  - He is ineligible for play the remainder of the day
3. **Ejection of a coach:** If a coach is ejected from a game, they are unable to coach the remainder of the day

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