



## 14U All Star Tournament Rules

Teams must have Insurance and Rosters submitted prior to play to be eligible to participate.

### Rules for 14U

1. Official Team Check-In is done once BOTH the Roster and Insurance are completed in the NCS system by the posted deadlines. *(There is no need to bring paper copies to the tournament!)*
2. Each team must provide game balls for each game.
  - a. Minimum of 3 balls per team.
  - b. Any major manufacturer is acceptable (*Wilson, Rawlings, Diamond, etc. Example: Rawlings R200USSSA, or Wilson 1030A, or Wilson WTA1030BUSSSA, etc.*)
3. Length of Game: 1 hour and 30 minute or 7 innings (whichever comes first).
  - a. NO NEW INNING MAY START WITH FIVE (5) MINUTES OR LESS LEFT ON UMPIRES OFFICIAL GAME CLOCK (except Championship Game).
  - b. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the game is over.
4. Offensive team may score a maximum of 5 runs per half inning.
5. The base path is 80'. The Pitchers Plate is 54'.
6. Run rule in effect:
  - 15 after 3<sup>rd</sup> inning
  - 10 after 4<sup>th</sup> inning
  - 6 after 5<sup>th</sup> inning
7. Bat the Full Roster. (If a rostered player is there {in uniform} they bat in continual order.)
8. Nine (9) players maximum on the field defensively.
  - a. The 3 outfielders must remain in the outfield and cannot play in the infield.
  - b. Rovers or "stacking players" is not allowed.
  - c. If a player is removed by injury, simply compress the lineup, no automatic out.
  - d. If a team starts a game with eight (8) plyers, then an automatic out is assessed each time the 9<sup>th</sup> scheduled batter is due up. (9<sup>th</sup> batter only)
  - e. If a player is removed by ejection, then an automatic out is assessed each time the ejected player is scheduled to bat.

- i. REGARDING EJECTIONS: if a coach is removed by ejection, he is to leave the facility and it is an automatic "plus 1"; meaning ejected for the current game plus the next game. (Coaches, do NOT put yourself in a position to be ejected.)
  - f. Late arriving players go to the end of the lineup if their turn at the plate has already passed.
9. A team may start with eight (8) players, but cannot finish with less. If the roster drops below eight (8) players, due to either injury or ejection, the game shall be forfeited.
10. Championship games are also subject to time limit and run rules.
11. Texas Tie Breaker rules (bases loaded with 1 out)
  - a. Tie Breaker used in bracket play is the Texas Tie Breaker = Bases Loaded with one (1) out and the three previous batters to the scheduled batter are placed on the bases (*they are placed on the bases as if they had been walked; e.g., if the 4 hole is due up then the leadoff batter would be placed on 3B, the second batter placed on 2B and the third hole placed on 1B*). After the runners are assigned to their bases, ONE (1) OUT is declared, and "Play Ball". Each team does this until we have a winner.
12. A courtesy runner will be allowed for the catcher. The player eligible as the courtesy runner shall be the last batted out. You may use a courtesy runner for the catcher at any time.
13. All bats must be labeled with either the USSSA 1.15 BPF stamp, or the new USA Baseball stamp, or labeled as BBCOR. Per our rules, all of these are acceptable for game use. The maximum length/weight differential for all 14U players is -5 (for the 1.15 BPF standard; USA bats do not list length/weight differential).
14. Pool Play: Coin flip to determine home team for each game. Pool games can end in a tie.
  - a. Coin Flip may be replaced with "Rock/Paper/Scissors" at plate meeting.
15. Bracket Play: Home team is higher seed.
16. Dugouts are first come, first serve.
  - a. Home team will be the official scorekeeper.
  - b. Visiting team works the scoreboard.
17. No slashing!
18. Games may start up to 15 minutes early if the previous game is done and coaches and umpires are ready.
19. No defensive coaches are permitted on the field at any time; furthermore, defensive coaches must remain in the dugout area.
  - a. If the umpires deem the defensive coaches as interfering with the game, they can confine the defensive coaches inside the dugout.
20. **SPECIAL NOTES:**
  - a. Offensive Coaches shall confine themselves to the dugout area (this is the area immediately in front of the dugouts). The exceptions are of course the First Base Coach and Third Base Coach.
    - i. ROAMING UP AND DOWN THE FOUL LINES IS NOT ALLOWED (neither by offense or defense).
  - b. **SPORTSMANSHIP.** Coaches are responsible for the conduct of their coaching staff, their players, and their parents/relatives/fans. Unsportsmanlike conduct is NOT allowed. The umpire shall give one warning for unsportsmanlike conduct. After one warning, the offending coach, player, fan shall be ejected. (As a reminder, ejections are PLUS one, and if involving an adult, the adult must leave the facility.) All ejections are immediately reported to the TD and UIC.
  - c. Coaches & Umpires. We have two Umpires and two Head Coaches on each field. If any issue arises where the Head Coach and Umpires need to talk, then it's ONLY the Head Coach and the Umpires. Assistant Coaches are NOT to interact with the umpires.
21. Follow all other [National Federation High School](#) rules.

# Game Details

<b>Roster</b>	<ul style="list-style-type: none"><li>• All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.</li><li>• All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players.</li><li>• If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.</li><li>• Should a player arrive after the game has started, he shall bat in his submitted lineup spot, or be placed at the end of the lineup, should his turn at bat already have passed.</li></ul>
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<b>Pitching</b>	<p><b>Pitching Rules:</b> It is the responsibility of each coach to limit the number of pitches thrown. The tournament will not monitor pitch count. Each team should honor the pitch counts/pitching rules of its home association.</p> <ul style="list-style-type: none"><li>• Balks: 1 warning per pitcher</li><li>• Pitcher may finish current batter when limit is reached</li><li>• Any batted ball: fair, foul, or tip count towards limit</li><li>• Neither warmups nor pickoff attempts is counted towards limit</li><li>• Drop third strike = live baseball</li><li>• <b>Visits to the Pitcher are a MAX of 2 per inning with the second visit to the same pitcher in the same inning resulting in a pitching change.</b></li></ul>
<b>Coaches</b>	<ul style="list-style-type: none"><li>• Coaches must position themselves around the dugout area by the entrances while the ball is in play.</li><li>• <u>Only the team's head coach may approach the umpires to discuss a call or rules interpretation.</u></li><li>• Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field.</li><li>• Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.</li></ul>
<b>Additional Resources</b>	<ul style="list-style-type: none"><li>• Unless specified here, all other rules shall follow <a href="#">National Federation High School</a> rules:</li></ul>