**14U Rules**

**Tournament Format and General Information**

Please understand the rules prior to the tournament start. Questions and clarifications prior, will be addressed. Once play begins rule discussion will not occur. Tournament site director’s judgment is final. As Jonny loved the game and took great joy in being on the field with his teammates the goal of this tournament is getting the most participation as possible. Winning is fun but we believe that our youth need to participate and be a part of every game. Our rules reflect the idea that the more kids who play the better they will feel about the game.

**Tournament Format**

1. Team Level – Open
2. 3 Game Guarantee (Weather Permitting)
3. 2 Umpires
4. Game balls will be provided
5. No gate fees
6. Concessions where available

**General Tournament Information**

1. For the 14U division, age is determined by players age as of April 30th.
2. Game duration shall be 7 innings with an official game being 4 innings or when a time limit of 1-3/4 hours is reached. **NO** new inning may start after the time limit is reached.  **NO** time limit in the championship game.
3. Team roster and proof of insurance must be turned in prior to your first game. Copies may be emailed to tournament director.  Copies of birth certificates must be available for review at any time during the tournament.
4. Please read the refund policy on the registration form.  In the event of the championship games being rained out, awards will be given to the top two highest seeds (according to the tie-breaker rules).
5. Tournament Director has the right to modify rules at their discretion – especially if needed due to weather.
6. No pre-game infield or batting practice on the field.
7. High School Rules this is a **60-90** tournament except where otherwise stated.
8. Courtesy runner will be allowed for the catcher/pitcher upon reaching 1st base, runner will be the last batted out.
9. 14U teams are encouraged to bat the entire roster, but can bat nine or bat ten (nine with an extra hitter) if desired. Free positional substitution for all starters is allowed, including the EH as long as the batting order remains the same. Changes to the batting order via substitutions must be communicated to both the umpire and to the opposing head coach.
10. Mercy rule is 15 runs after 3 innings and 10 runs after 5 Innings
11. Home team will be determined by coin flip during pool play, higher seed in bracket play, coin flip for championship game.
12. All participants are competing at their own risk and by participating agree to hold all tournament officials harmless.  Any coach or parent/fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the direction of the tournament officials or the umpires.  Foul or abusive language will not be tolerated.

**Pool Play Tiebreaker Rules:**

1. Overall points, Two for a win and One for a tie
2. Head to Head competition
3. Fewest runs allowed
4. Run differential (Max of 10)
5. Runs scored
6. Coin flip

**Pitching Regulations**

1. Seven innings per day, 10 innings per tournament
2. One pitch constitutes an inning
3. PITCHER CANNOT RE-ENTER THE SAME GAME TO PITCH

**Base Running Rules**

1. Lead offs from all bases, stealing is allowed
2. Runners can score on pass balls
3. Drop 3rd strikes are live balls

**Game Format**

1. Round robin format total games based on number of teams. Guarantee of 3 games.
2. Tie games will play one extra inning – International rules – Runner on 2nd with one out.
3. Once game is deemed over by mercy rule. You **MAY NOT** ask to play one more inning to decrease run differential.
4. Game time is forfeit time, unless caused by tournament.
5. During pool play ties will not be played out once time has expired. If time limit permits, international tiebreaker rules will be used until winner is declared or time limit had been reached. In bracket play two innings of international rules will be used and if still tied at the end of those 2 innings the winner will be declared by following the tournament tiebreaker rules.

**Equipment**

1. 10U through 14U - Official stamped 2 3/4”, 2 5/8” and 2 1/4” USA, USSSA, or BBCOR-3 bats will be allowed, 13/14U maximum drop 8 (-8) or a certified 2 5/8 drop 3 (-3) BBCOR bat, Wood bats no larger than 2 5/8 inches in diameter, nor more than 42 inches in length are considered legal.
2. Bats may be checked by the umpires before game start.
3. Any team using an illegal bat will occur an automatic out for the offending team. The illegal bat must be removed from the field of play.
4. **Coaches please make sure all bats are conforming to the rules**