



13U-14U Baseball Rules

General Rules

1. Prohibited Items

- Carry-ins are NOT allowed. Concessions and a free water bottle filling station will be available.
- Pets/Animals of any type or breed
- Illegal Drugs
- Alcohol
- Smoking/Vaping
- Weapons of any kind
- Abusive language directed towards anyone on the grounds

2. Parking

- On-site parking in the WMLL lot is reserved for accessible parking only.
- All other vehicles must park along the road, or in designated areas found on the maps below.

3. Age Eligibility

- Age is determined as of **May 1, 2026**. Proof of age must be provided upon request.
- **Penalty for illegal players:** Immediate forfeit (10-0 score), player ejection, and tournament warnings for all coaches. A second offense results in team disqualification.

4. Roster

- Rosters are limited to **15 players**.
- No roster changes are allowed after the first pitch of a team's first game.

5. Field Dimensions

- Rubber/base distances for 9U-12U: **60/90 feet**.

Game Rules

1. Time Limit

- Hard stop at **120 minutes** or the end of **7 innings**, whichever comes first.
- **No new inning** may begin after **100 minutes**.
- New innings start immediately after the completion of the previous inning.

- If time expires during a team's at-bat, the game reverts to the last completed inning's score, regardless of if the home or visitor team is batting.
 - **Tiebreakers:** Last batted-out starts on second base, no outs, 1-1 count.
- 2. Game Delay Rule – Forfeit for Intentional Stalling**
- To ensure fair play and competitive integrity, any team found to be intentionally delaying the game to manipulate the outcome—such as running out the clock—may be subject to immediate forfeit at the discretion of the tournament director or umpire-in-chief.
 - **Examples of delay tactics include, but are not limited to:**
 - Excessive or strategic pitching changes not based on performance or injury
 - Calling multiple or prolonged mound visits without cause
 - Repeated or unnecessary timeouts
 - Slow or intentional stalling between pitches or innings
 - Deliberate delays in taking the field or resuming play
 - Any other action deemed by officials to be a clear attempt to waste time
 - **Enforcement:**
 - If an umpire or tournament official determines that a team is engaging in intentional stalling, the team will receive one formal warning. Continued stalling after the warning will result in immediate forfeit of the game.
 - ***This rule is in place to promote sportsmanship and respect for the game, the players, and the tournament timeline.***
- 3. Home Team**
- Determined by a coin toss at home plate. The team that traveled the furthest calls the toss. The winner of the coin toss chooses home or visitor. Higher seed for playoff games.
- 4. Early Starts**
- Games may start up to **30 minutes early**, except for back-to-back games.
 - Any team that does not take the field within 10 minutes of the declared start time shall forfeit the game, upon the opposing team taking the field and throwing a pitch.
- 5. Run Rule**
- **Leading by 15 runs** after 4 innings, **10 runs** after 5 innings, or **8 runs** after 6 innings ends the game.
- 6. Warm-Up Pitches**
- Between innings: **5 pitches**. New pitchers: **8 pitches**.
 - Players warming up pitchers must wear a catcher's mask.
- 7. Pre-Game Practice**
- No batting or infield practice is allowed on the field before games.

8. Defensive Lineup

- Maximum **9 fielders**.

9. Batting Lineup

- No lineup restrictions. Each team can bat any number of players they choose or bat their entire lineup. If a team is batting the entire lineup and a player is injured, that player's spot in the batting lineup will be skipped and not counted as an out. Free defensive substitutions (except pitcher) for any player that is in the batting lineup.
 - If using re-entry with subs, starters will be allowed to re-enter one time to the position in the batting order they left. Pitchers may not return to the mound after being removed.
 - Designated hitters will **NOT** be allowed.
 - Pitching Limits
 - Minimum players to start:
 - 8 players (can end with 7)

10. Pitching Limits

- There are NO pitching restrictions in the tournament, coaches please handle your young pitchers in a responsible manner.

11. Dropped 3rd Strike

- Standard rules apply. Base is empty w/less than two outs, or any time with two outs.

12. Sliding

- No mandatory slide rule, but base runners must avoid contact.

13. Fake Bunt

- **Not allowed.** A batter pulling back and swinging will be out, and the play will be dead.

14. Courtesy Runners

- Must run for the catcher when there are 2 outs.

15. Balk & Infield Fly Rule

- Balk rules will be in effect (no warnings)
- The infield fly rule will be in effect

16. Throwing Bat

- If a player throws their bat, either intentionally or accidentally, they will receive a warning. A second instance or any subsequent occurrences will result in the batter being called out, and the play will be ruled a dead ball.

17. On-Deck Batters

- Permitted.

18. Injured Players

- If a player is unable to continue due to injury, their spot in the lineup will be skipped without penalty, and they may not reenter the game. For late-arriving players, they must arrive before their team completes their first turn through the batting order. A late-arriving player will be placed at the end of the lineup. If their turn to bat has passed before they arrive, they are ineligible to play in that game.

19. Sportsmanship

- Unsportsmanlike behavior by players, coaches, or spectators will not be tolerated.
- **Penalties:**
 - Coach ejection: Potential suspension for the next game.
 - Spectator ejection: Banned for the tournament duration.
 - Player ejection: The player's spot in batting order becomes an automatic out.

Equipment Rules

1. Bats

- USA and USSSA bats are allowed.

2. Spikes

- Metal spikes are allowed.

3. Helmets

- All batters and runners must wear helmets with earflaps. C-flaps are allowed if properly manufactured.
- Players coaching bases must wear a batting helmet.

Tournament Operations

1. Score Reporting

- Home team coaches must report scores; directions will be posted in the dugouts.
- Disputes must be reported within **3 hours** to the Tournament Director.
- Home score book is the official score book.

2. Tiebreakers

- Head-to-head (not applicable for 3+ team ties).
- Fewest runs allowed.
- Run differential.
- Coin toss.
- Three-way ties start with rule number two then work down.

3. Protest

- Protests are not permitted on judgment calls. If a discussion with an umpire or Tournament Director is necessary, only the designated team manager is allowed to participate.

4. Weather/Shortened Games

- Games are official after:

- 4 innings (3 ½ if the home team is leading).
- 75 minutes elapsed on the game clock.
- Games canceled due to weather will not be rescheduled. In addition, weather conditions may result in all games being shortened for all or part of the tournament.

5. Refund Policy

- Full refund for no games played due to tournament cancellation.
- Half refund for playing at least one game.
- No refund if two or more games are played.
- No refund for team withdrawals.

6. Awards

- 1st and 2nd place teams receive individual awards.
- If the tournament is incomplete, no champions are declared, and no awards are given.

7. Liability

- West Madison Thunder, West Madison Little League, or tournament sponsors are not liable for injuries.
- Teams must carry their own insurance and submit proof before their first game.

Updates

West Madison Thunder reserves the right to modify rules as needed. Schedule changes, weather delays, and results will be posted online at <https://www.westmadisonthunder.com>. Coaches, players, and parents are responsible for checking for updates.

***Parking maps below:**

West Madison Little League Fields Parking



Gillespie Field Parking



