



14U RULES

Team & League Organization

1. All players and coaches must maintain ASA insurance or equivalent.
2. If a community has multiple teams, they must be divided up as evenly as possible. This should be done based on skill level and not divided by 1st/2nd year or by grade, etc.
3. On scheduling day teams should disclose if they have travel players on their team therefore teams can find "like competition" levels to schedule against. IF a team is suspected of being unfairly "stacked" the league may vote to disqualify that team from the playoffs
4. 14u players can play both 14u and high school league without restriction.

Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are recommended, but players may wear shorts.
4. Face masks MUST be worn by all players in the infield positions
5. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
6. Batters & Base runners must wear a helmet with face shield and chin strap.
7. No jewelry shall be worn. Earrings, necklaces, bracelets (soft or rigid) are prohibited. For those who have newly pierced ears, studs must be taped.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. The manager or acting managers are the only people who can talk to an umpire during the game.

Any parent or assistant coach who comes out on the field during play to argue will be ejected from the facility. Any player, coach, or fan that abuses an umpire can be banned by the league officers.

3. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

Umpires

1. Two umpires are recommended. The plate umpire should be an adult (at least 18 years old).

Playoffs

1. Playoffs will be at the end of the season. Seeding for playoffs will be based on winning percentage.
2. Teams will be divided into divisions based on standings.
3. The higher seeded team will host the first round game. They will also be the home team throughout the playoffs regardless of site.
4. Playoffs will be either 6 innings or 1 ¾ hour time limit whichever comes first. If the game is tied after at this point, additional full innings must be played until a winner is determined.

All Star Game

1. All-star games will be at the end of the season. Information will come out in early July regarding how many kids to send.

The Game

General

1. All play will follow ASA rules if not otherwise stated.
2. The home team will supply at least one playable ball for each game and will use an ASA approved regulation 12-inch ball.

Players

1. A team must have 7 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 girls maximum (4 outfielders) and 7 minimum on the field on defense.
3. If you are short players, you may bring up no more than 2 players from your younger teams. They must play outfield and bat at the bottom of the lineup. No girl can be brought up more than 2 times per season.

4. All players present at the beginning of the game must play. Coaches may bench a player for disciplinary reasons.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.
3. The batter must make an effort to avoid pitch to be awarded 1st base on hit by pitch.

Pitching

1. Pitchers will use ASA pitching rules.
2. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
3. Drag foot cannot replant prior to forward step and must remain in contact with the ground during delivery. If a hole is formed in front of the pitching rubber, the drag foot must be no higher than the level plain of the ground.
4. Pitching distance is 43 feet from the back point of home plate to the front of the pitching plate.

Base Running

1. The Runner Is Out – When a defensive player has the ball and the runner remains upright and crashes into the defensive player. EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected. An errant throw drawing the defense into the path of the runner is not a crash.
2. If a base runner interferes with a fielder that is trying to make a play on the ball they are out. 3. If a fielder interferes with the runner and the fielder does not have the ball or is not making a play on the ball, the runner will be awarded an additional base.
4. Base runner may leave the base when the ball leaves the pitcher's hand.
 - A. If the runner leaves early, the ball will be called dead by the umpire and the runner will be called out. Pitch is counted and ball or strike is called accordingly.

Time Length

1. All games will play 6 innings. No new innings will be started after 1 $\frac{3}{4}$ hours. If the field has a time limit due to schedule then 1 $\frac{3}{4}$ hours will be the time of the last batter. This must be discussed by both coaches prior to a game starting.

2. If a game is suspended, it can be completed at a later date. The game will continue from the point of suspension with the same lineups. New players can be added to the bottom of the order. Players missing from the suspended game will be dropped and their position in the batting order will be skipped. Pitchers and fielders will still abide by the eligibility rules for that game. This rule does not apply to games that reach time limits. Regardless of the inning, the game is over if a time limit is reached.

A. Games played a minimum of 4 full innings or 3 ½ innings with the home team ahead are considered complete.

Forfeited game

1. Forfeit games are scored 6-0.
2. When a game is cancelled due to rain, the coaches are responsible for rescheduling the game.

Additional Rules

1. Run rule is in effect. 15 run lead after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings.
2. Dropped Third Strike rule is enforced.
3. Infield Fly rule is enforced.
4. Look Back rule is enforced.

RULE REVIEW

Rules will be reviewed on an annual basis by a committee of experienced coaches. All recommendations for change and/or clarification can be emailed to

cvgflcoordinator@seymourballclub.org.

Effective: January 2025