

SYB 14 & Under Baseball Tournament Rules – 2008



All umpire judgment will follow the National High School Federation Rules with the following exceptions:

- Age:** The player's age on **April 30th** determines their age for the season. Birth certificates must be available upon request by SYB tournament officials.
- Dimensions:** **A Only:** "live" baseball with 90' bases and 60.6' pitching rubber.
B Only: "live" baseball with 80' bases and 57' pitching rubber.
C Only: Pitcher's rubber will be placed at 57' with 75' bases.
- Balls:** Each team supplies one new game ball and one "good" game ball. The umpires will hold the extra balls during the game and will return them to the coaches at game's end.
- Bat Size:** **A Only:** -5 or less Bat Length/Weight Differential (2 ¾" diameter)
B & C: -8 or less Bat Length/Weight Differential (2 ¾" diameter)
Aluminum bats recommended but wood bats are allowed.
- Innings:** **A Only:** 7 innings & 2 hr time limit – No time limit in Championship game.
B Only: 6 innings & 2 hr time limit (pool play) – 7 inning Championship game no time limit.
C Only: 6 innings & 85 min time limit – No time limit in Championship game.
There is a 10-run rule after four innings. 15-run rule after three innings.
Any game that is interrupted by inclement weather for 30 minutes or more will be considered complete if at least 3 innings have been played. The score will be as of the most recent completed inning. If the score was tied at the end of the last inning, the game will be resumed from the point of stoppage. The time limit would then be applied to the actual time played. SYB officials reserve the right to change the schedule and time limits due to inclement weather.
- Time limit:** The time limit begins with the first pitch of the game. A new inning begins when the final out is made in the previous inning. No new inning may start if time limit expired during previous inning – unless there is a tie score. The umpires shall inform the head coaches of both teams when the time limit approaches.
- Scorebook:** The Home team will be determined by the flip of a coin. Line-ups are to be presented ½ hour before game time. Please list full names with uniform number. The Home team's scorebook is the official book. Please alert umpires to a scoring discrepancy on the scoreboard immediately. Umpires should verify the score at the conclusion of each inning.
- Umpires:** Umpires will be assigned by SYB. The winning team in conjunction with the home plate umpire is responsible for completing a **Game Summary form (GSF)**. This form should be turned into the SYB Concession Stand or the field supervisor at the end of the game. Coaches should assist umpires by providing scores, signatures, and any written comments concerning the game.
All umpire decisions are FINAL. No appeals or protests allowed. Please show respect to all tournament umpires, officials, coaches and members of the opposing team - encourage sportsmanship.
- Warm-ups:** Instruct all players to warm-up in the outfield prior to the game. New pitchers shall be allotted a maximum of 7 warm-up pitches, 5 pitches for a returning pitcher. An infield/outfield ball is allowed for the defense between innings. Try to minimize time spent between innings - encourage all players to hustle on and off the field. No pre-game warm-up allowed on the infield.
Coach's note: Prepare incoming pitchers by having them warm-up on the sidelines during innings. **Warm-up catchers MUST wear a mask.**
- Players:** Each team must have at least 9 players to begin a game. A forfeit will be called if a team has less than 8 players at any time when they have to take the field on defense. Any game forfeit will remove the team from the remainder of the tournament, unless there are extenuating circumstances. The SYB On-site Tournament director has sole responsibility for all rulings on these matters.
Throwing the bat and/or helmet or any other equipment either intentionally or unintentionally will result in a player warning on the first occurrence, and then removal from the game if the action is repeated. An ejected player will have a one game suspension immediately following the game the violation occurred. At SYB Safety is a priority.
- Substitution:** **14A only:** Maximum of nine (9) batters allowed in the batting order. DH is allowed. Both starters and substitutes can re-enter the lineup once, but must re-enter in the same spot in batting order.
14B & C: Free substitution is allowed on defense if all players bat in the batting order. If batting entire roster, injured or sick players can be skipped in the batting order without penalty. Any player skipped in the batting order is no longer eligible to play in the game.
If a team drops below 9 players in the batting order, the last vacated spot will be declared an out any time that spot is scheduled to bat.

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- Pitchers:** **14C only:** No balks.
8 innings per day, 12 innings per the tournament. One pitch constitutes an inning of pitching. Pitchers may re-enter to pitch once per game. Head coaches will be responsible for tracking pitcher's innings. Violation of this rule will result in forfeiture of the game and removal from the tournament. An intentional walk can be granted by informing the umpire (do not need to throw any pitches).
- Stealing:** **14A & B:** "Live" baseball. Umpires will issue no warnings on Balks.
14C only: Runner cannot leave a base until the ball is released from the pitcher's hand. Home plate is open and batters can run on dropped 3rd strike per federation rules.
14C only - Leaving a base early: The entire team will be issued a warning for any player leaving a base early. At the time of the warning, all runners should be returned to base and the resulting pitch shall not be counted. After the warning, the next offending base runner for that team will be called out immediately (no pitch).
- Base Runners:** Courtesy runners with two outs are (a) a must for the catcher (b) recommended for the pitcher. Courtesy runners can be used at any time for the pitcher or catcher.
14A only: The player(s) designated as courtesy runner(s) cannot be in the game at that time. If no one available to run, no courtesy runner will be allowed.
14B & C: If batting the whole lineup, use the last out in the batting order when possible.
Slide to avoid contact with a defensive player. Malicious contact can result in injury and also ejection from the game. Any intentional attempt to dislodge a ball from a defensive player will result in the base runner being declared out.
- Safety:** **14A & B only: Metal Spikes are allowed.**
No Jewelry allowed. Catchers must use a face mask w/ throat protector. The same rule applies to warm up catchers – even if not on the playing field (Coaches please enforce this!)
Batters, base runners and team players coaching bases must wear a helmet for protection at all times when on the playing field. Players should be warned once and may be declared out if they intentionally remove their helmet while the ball is live.
Lightning will suspend the games immediately. Wait 20 minutes before resuming play.
- Bleeding:** The player should be replaced until the condition is resolved. Ice and bandages are available in the SYB Concession Stand.
- Tiebreakers:**
- 1. Head-to-Head game**
 - 2. Fewest runs allowed**
 - 3. Run Differential (Max of +/-10 runs per game)**
 - 4. Most runs scored**
 - 5. Coin flip**

No DOGS or ALCOHOL at SYB fields.

Please clean up the area around your dugout at the conclusion of each game.

Food, drink and snacks are available at the Hillview Concession stand. No carry-ins please.

Each team is asked to bring one nonperishable food item per player for local food pantry.

Additional information is available at www.shelbyball.org.

For field conditions during the tournament, please call:

SYB Hillview Concession Stand: (608) 788-4140

2008 14U Tournament Director: **Tim Seubert (608) 317-9176**

2008 SYB Tournament Coordinator: **Jim Giblin (608) 792-5119**

2008 SYB President: **Doug Ramsey (608) 788-6726**