

## West Georgia Baseball & Softball League

### **14 & UNDER BOYS BASEBALL RULES**

**This league is competitive league. Basics of team sportsmanship, fundamentals, and game strategy will be the emphasis, for the players, administered by coaches. The league will be a positive atmosphere for teaching the game of baseball to the children of the league. This should be an enlightening experience for players, coaches, and followers of the game, therefore to ensure the stability of our purpose;**

#### TEAM SELECTION:

- All teams must be drafted/divided as evenly as possible, based on skill level, to prevent team stacking from taking place.
  - Any team caught stacking teams would be immediately removed from the remaining schedule and the Competition Committee would determine any further penalty for the team/department.
- A team may only lock in two coaches prior to the draft. This would consist of the head coach and one assistant coach. All other coaches must be selected/picked during or after the draft.
- All rosters must be turned in no later than March 13<sup>th</sup>.
  - Any team not turning in a roster by the deadline will not be allowed to play in the league until the roster has been turned in.

#### PLAYING FIELD:

- Base distance is 80 feet.
- Pitching distance will be 54 feet from the back point of home plate to the front edge of the pitching plate.

#### GAME REGULATIONS:

- Roster limit will be no more than 18 players.
- Players are required to play at least one (1) defensive innings and bat at least once, unless they are being disciplined for any reason.
- There will be **NO FREE DEFENSIVE SUBSTITUTION** in 14 & Under Boys baseball. It will be Straight Baseball with real subs
- Injured players - will not be allowed to play with any type of plaster or metal cast on any part of his or her body.
- Injured player-if an umpire removes an injured player, he may not re-enter.
- Any player ejected for unsportsmanlike conduct will sit out the remainder of that game plus his team's next scheduled game. The player may attend the game he is to sit out and sit on the team bench. **Exception** – any player ejected due to equipment violation, substitution violation or will not be required to sit out the next game.
- Score will be kept in this league.
- Coaches must report all substitutions to the home plate umpire and scorekeeper.

#### STARTING, ENDING, GRACE PERIOD OF ALL GAMES

- A regulation game shall be 6 innings or 1 hour and 45 minutes, whichever comes first. **Once the time limit has expired, the current batter will complete their at bat and the game will end after that at bat.** Tied games will remain tied.
- Game clock will start on 1<sup>st</sup> pitch.
- There will be a 10-minute grace period for the first game of the day. Game time will be forfeit time thereafter.

- Teams must have 8 players to begin a game. If the team begins with 8 players, an out will be charged in the 9<sup>th</sup> batting spot. If a team has 8 players and an injury occurs and the player misses his at bat, the player is out but may re-enter per the substitution rule.
- Teams must have at least 8 players to finish a game.
- 4 ½ complete innings constitutes a completed game if called due to bad weather (rain, lightning, etc.). Make-up games will be rescheduled if the schedule allows.

#### EQUIPMENT:

- Helmets – all batters, base runners and on-deck batters must wear helmets with double earflaps.
  - Chinstraps – are not required.
  - Facemasks – are not required.
- **Bats** – For ages 13+: A non-wood bat must be -3 (drop 3), no bigger than 2 5/8 barrel and must be BBCOR & have the manufactures stamp visible.
- Balls – Regular baseballs.
- Uniform – matching jerseys similar in color and style with number on back.
- Catchers will wear full catchers gear: helmet with face guard, chest protector, and shin guards. **It is mandatory for all catchers to wear a protective cup.**
- Players can wear Rubber-molded cleats or metal cleats in this league.

#### OFFENSE REGULATIONS

##### BATTER / BATTING ORDER:

- THIS WILL BE REAL BASEBALL
  - BAT 9 / PLAY 9 / REAL SUBS
- All players present at the start of the game must be placed on the line up sheet
- Line-up should be turned into the scorekeeper no less than 10 minutes prior to game time with all players' full name and jersey number listed.
- Bunting is allowed.
- **If the batter slings his bat, the offense will be a team warning. The next time the bat is slung; the batter that slings his bat will be called out. Coaches need to teach proper swing technique for safety.**
- Infield fly rule does apply to this league.
- Third strike foul-tip rule IS in effect. (If the batter fouls the third strike and the catcher catches it then that batter is out).

##### BASE RUNNER:

- Stealing is allowed.
- Runners may lead off, and may advance at their own risk.
- There is no appeal in this league. The umpire will call out any runner, who misses a base or when tagging up on a fly ball.
- No courtesy runner.
- Base runners CANNOT intentionally run over or collide with a defensive player.  
**Penalty: runner will be out.**
- Headfirst sliding is allowed as long as there is not a facemask on the helmet. Diving back to a base to avoid a tag or throw is allowed. If a runner has a facemask on their helmet and slides head first to the next base the runner will be called out. If he dives back to the bag the runner will not be called out.
- **The batter is allowed to run if the catcher misses or drops strike three if the third strike called by the umpire or missed by the batter is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out;**

**A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.**

**RUN LIMIT:**

- Maximum of 6 runs per inning. **Games will be over when a team is mathematically eliminated.** An inning will end after: 3 outs have been made OR the 6 run rule limit is met.
- Games ending in a tie will remain a tie, no extra innings

**DEFENSE REGULATIONS**

**PITCHING REGULATION:**

- Once the starting pitcher is removed from the mound, he may be returned as a pitcher only once per game provided the return as a pitcher does not violate either the max innings allowed pitching, substitution or charged conference rule. Ten warm up pitches are allowed for relief pitchers.
- **Balks will be called in this age group. Umpires will give a warning for the first offense and any balks after that will be called. If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. If there are runners on and the batter is still up and a balk is called then the runner will advance to the next base.**
- **For regular season games, the maximum allowed innings per game is 4. Once a pitcher takes the mound and throws one pitch; that will count as a full inning. No intentional walks are allowed.**

**CHARGED CONFERENCE:**

- Each team when on defense will be granted not more than two (2) charged conferences during a game without penalty. Any coach or player may make a request for this conference. Time allowed for injury shall not constitute a charged conference nor shall a conference be charged whenever there is a pitching change. Anytime two visits to the mound are made in one inning, the pitcher must be replaced.
- Each team, when on offense may be granted no more than one charged conference per inning, including extra innings. The umpire shall deny any subsequent requests.

**COACHES:**

- No coach or player will be permitted to use any type of tobacco products within the dugout or playing area.
- Profanity is strictly prohibited.
- Any coach under the influence of drugs or alcohol, at practices or games, will be dismissed immediately.
- There is a limit of **4** coaches/adults allowed in the dugout during games.
- If a coach and/or spectator are ejected from a game, they must leave the playing and/or practice facilities immediately and will be banned from all facilities for the next two (2) scheduled games and any practices during this time. Any coach and/or spectator causing problems during their ejection period and/or two (2) ejections during the season, will carry a penalty deemed necessary by NWG Baseball & Softball League, which could include but not limited to the following:
- Coaches or spectator 1 – year ban from all NWG Baseball & Softball facilities, sponsored events and leagues.
- Coach's indefinite suspension from any coaching duties.

**\*The West Georgia Baseball & Softball League will revert back the Dizzy Dean Rule Book for rules not covered in our league rules\***