

MAY 30-JUNE 1, 14U TOURNAMENT RULES

- 1) There is no new inning after 2 hours and 10 minutes in all games, except for the Championship game on June 1st.
- 2) There is an 8 run rule after 5 innings, a 12 run rule after 4 innings and a 20 run rule after 3 innings in all games except the June 1st Championship game, unless otherwise agreed upon by both participating teams and the umpires at the pregame umpire meeting.
- 3) A DH can be implemented for any player in the lineup, but only one DH can be used (EH rules below).
- 4) 14U will be played at 60/90 for mound and base distances.
- 5) Force Play/Slide Rule must slide in a straight line or peel out of the throwing lane
- 6) The home team book is the official game book.
- 7) Each team can use an EH (Extra Hitter) at 10 hitters in the lineup. Any of the 10 players in the lineup can play defensively.
- 8) Courtesy runners are allowed for catchers and pitchers only, but not mandatory.
- 9) There is no re-entry for a player removed from the lineup.
- 10) All bats must be either -3 BBCOR certified or a USA stamped bat. All other bats will be disqualified from play.
- 11) Players must have been born on or after May 1, 2010. Any player born before this date is not eligible. Please be prepared to show verification of player age if questioned. Ineligible players participating in tournament games will result in forfeiture of those games participated in.
- 12) The American Legion rule book covers all rules not discussed here.
- 13) Absolutely NO sunflower seeds, Grinds, chewing gum or tobacco products are allowed on the field or in the dugout at the Valley Road Playfields. We want to avoid all players and coaches from spitting. \$50.00 fee will be imposed on the spot if sunflower seeds are found on the field or in the dugout. The fee must be paid before the next game is to be played by the offending team. No warning is necessary to impose fee.
- 14) Team listed first for each pool play game is home team and will occupy third base dugout.
- 15) For Sunday's matchups, the top two teams from each bracket will advance to a semi-final game. Review the Sunday matchups for your semi-final schedule. Bailey #1 will play Brayton #2 in the first semi-final game and Brayton #1 will play Bailey #2 in the second semi-final game. Winners will advance and play for the championship as soon as both teams are ready to play. The #3 Seeds will face off on Valley Field D for their consolation game. Review the bracket prior to Sunday.
- 16) Tie breakers are in the following order:
 - a) Head-to-head
 - b) Least runs allowed
 - c) Most runs scored
 - d) Coin flip

*In the case of a 3-way tie, head-to-head can no longer apply, so we will follow the order of the tie breakers listed until 1 winner emerges from the 3 teams. Once the winner is determined, the order between the remaining two teams is then determined by returning to head-to-head.

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