

2014 14U SUPER LEAGUE RULES

#1 All teams MUST bat their entire line-up for the entire season. (NOTE: This includes the end of season tournament).

#2 If short players, teams may borrow players from within their leagues to avoid forfeits. Only a minimum league age 12 girl rostered in your own league is eligible to borrow. No impact players (Pitcher or Catcher), unless agreed upon by both coaches...

#3 Other than bat-around entire line-up, there are no blanket pitching, position or playing time restrictions. Teams are only required to abide by their own individual league rotation and pitching rules (if any).

#4 A courtesy runner shall be allowed only for the Pitcher or Catcher Anytime. Has to be the Last out. This is intended only to speed up the game.

#5 Games are 1hr 30min, no new inning.

#6 Per inning run limit = 6

#7 Game Balls: Home team supplies New Game Ball and good Back up ball ("Worth" Leather Dream Seam)

#8 Home Team Supplies the umpire

#9 Pitching plates are at 43 feet

#10 Metal Cleats Are allowed

#11 All Team Rosters need to be in the Super league Directors hands before first game

#12 End of the Season Tournament: (Double Elimination)

(Location Canyonside PQ- Field #7)

- Flip coin for Home/Visitor. Dugout side- First Team listed 1st base side unless back-to-back games then team stays in dugout
- One Umpire for all Playoff Games and Championship game
- Must bat entire Line up
- Playoff Games are 7 innings or 1hr 20min, no new inning, whichever comes first. Championship Game 7 innings, no time limit
- All Open innings (ASA Mercy Rule in effect 12-3rd,10-4th,8-5th)
- Umpire is paid in cash and Split Between teams playing each game (ex: 25.00 ea = \$50)
- Game Balls: 1 Brand New Game ball Supplied by Each Team ("Worth" Leather Dream Seam)
- Finalists – Awards for both teams
- All teams will need to check-in with the Tournament Director...45mins before the start of their 1st game. They will need to present full roster information as normal during check-in. (Including Player ASA Cards for tournament)