

STEVENS POINT YOUTH BASEBALL ASSOCIATION
14U & 15U Tournament Rules

** All non-wood bats must be BBCOR certified and not exceed -3. **

1. Team rosters (15 players maximum) cannot be changed once the first game(s) of the tournament have started. Within each division, all players must be 14 or 15 (as of April 30th).
2. All teams must be on the tournament grounds and available to play 30-minutes prior to their scheduled start. A team roster of no more than 15 players must be submitted 15-minutes prior to scheduled game-time.
3. To keep games on schedule, no new innings will begin after 1 hr. – 50 minutes from the start-time (maximum of 7-innings). This limit is waived for the Championship game, or a game tied after regulation has expired.
4. A “10 run rule” applies after 5-innings (if Home team is ahead by 10 or more runs in the 5th inning, they do not have to play the bottom of the inning). In case of rain, 5-innings constitutes a complete game.
5. No pitcher can throw more than 10 innings through the entire tournament. One pitch constitutes an inning pitched. Once removed from the mound, a pitcher may not return to the mound that game.
6. Five warm-up pitches are allowed between innings – eight pitches for a new pitcher. Warm your pitchers as needed to ensure they are loose, to avoid injury.
7. Balks are not allowed and will be called without warning.
8. Only one “free” trip to the mound by a coach is allowed per-inning. A second trip results in automatic removal of that pitcher.
9. Designated hitters are allowed.
10. Hitters may advance to First on a passed 3rd strike – providing First is not occupied with less than 2 outs.
11. A runner is out if he/she does not slide on a close play – at the Umpire’s discretion. Intentionally running into a fielder will result in ejection from that game. A flagrant impact with a fielder will result in ejection from the tournament.
12. A missed base will be called by the Umpire at the end of the play. As this must be witnessed by an Official, no appeals are allowed.
13. NO Non-Team personnel allowed in the dugout and NO Coaches or Team Members allowed at the home plate/backstop area or near the other team’s dugout.
14. Only the Head Coach may respectfully review a call with an Umpire. Any such discussion is to be done away from any players. Only rule calls, not judgment calls may be questioned.
15. Ongoing or continued protests are not allowed. Once the Umpire’s decision is discussed and clarified, all coaches will consider the decision final. Umpires will provide 1 warning related to ongoing/continued protest. Should the umpire determine additional intervention is necessary – play will be stopped and SPYBA’s Tournament Director or Site Supervisor may at his/her discretion declare a game forfeit. SPYBA does not refund entry fees for game/tournament forfeits. Unsportsmanlike conduct by coaches, players or fans will not be tolerated. Intentional throwing of equipment will also result in game disqualification.
16. If the Catcher (of the last defensive inning) is on base with 2 outs, he/she may be replaced by a player not currently in the lineup as a defensive player. All catchers will be properly equipped, including wearing a cup during defensive play.
17. Catchers will wear head-gear in practice, warm-up and live-game situations.
18. Metal cleats are allowed.
19. All substitutions must be reported to the official scorekeeper. Starters may re-enter once in the same position, in the same batting order.
20. The team whose name is first alphabetically (by organization) has First-base dugout. A coin flip determines Home.
21. Each team is responsible for immediately clearing the dugout of equipment and trash after their game.
22. SPYBA reserves the right to change the tournament format in the event of inclement weather.
23. In the event regulation ends in a tie, extra innings will immediately follow “California Rule” with a runner starting on 2nd base and 1 out.
24. Tie-breakers will be: 1st – Head to Head; 2nd – Fewest runs allowed; 3rd – Most runs; 4th – Coin Flip.

“Thanks for your assistance in make this a successful tournament experience for your team” -- SPYBA