

Cary-Grove Youth Baseball & Softball
TOS 14U Softball Rules

14U game rules shall follow IHSA rules with the following exceptions:

- 1) Pool play and bracket game length: Seven innings, but no new inning shall start after one hour and 45 minutes. There is no drop dead. Championship game length: Seven innings, there is no drop-dead time.
- 2) If a game is called due to weather or darkness, it shall be considered a complete game after three innings (2½ innings if the home team is ahead).
- 3) Large-Lead Rule: 12 runs after three innings (or 2 ½ innings if the home team is leading), 10 runs after four innings (or 3 ½ innings if the home team is leading), 8 runs after five innings and any subsequent innings (or 4 ½ innings if the home team is leading)
- 4) Teams can play with a minimum of seven players. If seven players are not available by the start of the game, the team will forfeit the game.
- 5) All pool-play games will start with a coin flip with the coach from the team who travels farthest making the call. The coin flip will determine the home team during pool play. The game clock will start when the home team takes the field in inning one. Bracket games will be seeded.
- 6) Pool-play games may end in a tie.

A. Batting

- 1) Continuous batting order, everyone bats. Late players are added to the bottom of the order. Players leaving early will be skipped without being an out.
- 2) Each team can score a maximum of five runs in each of the first six innings. Once a team scores five runs, their turn at bat is considered over and they will immediately take the field. **The five-run limit does not apply in the seventh and any subsequent innings.**
- 3) Bunting is permissible, but the batter may not pull back and swing after showing bunt. If the batter swings after showing bunt, that batter will be ruled out.
- 4) Bats must be official softball bats with USSSA 1.20 thumb print or 1.20 rating. Any batter that enters the batter's box with an illegal bat (i.e. does not comply with the bat rules) shall be called out immediately upon discovery (via appeal or the umpire's call). The batter may also be called out after batting and reaching base so long as the illegal bat is discovered prior to the first pitch of the following batter. In this case, the defensive team has the option of taking the penalty (an out) or the result of the play. If the penalty is taken, all runners shall return to their original bases. A second use of an illegal bat by any player shall result in forfeiting the game.

B. Pitching & Fielding

- 1) Pitchers shall be limited to four innings per game. One pitch in an inning constitutes a full inning pitched. Only the starting pitcher may be brought back once in a game. **All other pitchers are finished for the remainder of the game when removed.**
- 2) An illegal pitch is ruled a ball. Runners do not advance.
- 3) Per inning and per pitcher, a pitcher must be removed on the second visit to the pitcher's plate. There is not a maximum number of visits per game.
- 4) If a pitcher hits three batters in one inning, she must be removed as the pitcher for the

inning. If the same pitcher (starting pitcher only) returns and hits ONE additional batter, she must be removed from the game for the remainder of the game. Any pitcher hitting four batters in a game must be removed for the remainder of the game.

- 5) Intentional walks are not permitted.

C. Base Running

- 1) A courtesy runner will be allowed for the catcher after two outs. A courtesy runner shall be the last batted out.
- 2) Runners should attempt to avoid contact at all times. An umpire may call a runner out for malicious contact due to not sliding or sliding too aggressively into a player.
- 3) The Look Back Rule, Continuation to Second Base after a Walk Rule, Dropped Third Strike Rule, and Infield Fly Rule are all in effect.

D. Safety/Sportsmanship

- 1) A facemask is required to be worn for infielders playing first base, third base, and pitcher.
- 2) Batting helmets shall have a full facemask.
- 3) Proper catcher's equipment is required.
- 4) No metal cleats
- 5) On-deck hitters shall be at the batter's back.
- 6) Umpires have final decision on calls. Only head coaches are allowed to approach the umpire to discuss calls which should occur between innings whenever possible.
- 7) Coaches not coaching bases shall remain in the dugout.
- 8) Only the head coach shall interact with umpires. All other coaches or fans interacting with the umpire, including influencing ball/strike or safe/out calls, are subject to being removed from the game. If removed from the game, the person must leave the grounds for the day. Persons will not be allowed back if a repeat offense occurs.
- 9) Team chanting and comments can only be directed to players on your own team and must be of a positive manner. NO chanting during the opposing team pitcher's windup.