

Thumb Area League 14U Baseball

2024 League Rules

All high school rules are in effect, except where noted below.

1. **Age limit for 14U** – players must not be older than 14 years old **PRIOR** to May 1st. Anyone knowingly playing a player that is too old will forfeit the game. The opposing team can request birth certificates to verify ages and therefore coaches are encouraged to carry birth certificates with them. Teams are allowed to have up to (2) 15U players (must not be older than 15 years old **PRIOR** to May 1st) in order to complete their roster. The 15U players will not be allowed to pitch or catch.** Please note 15U players on your line up so bookkeepers know they won't be pitching or catching. Team Roster must be listed on Tourney Machine – 15U players need to be noted.
2. All bats must use a certified BB core not less than -3 (ex. It cannot be a -4, -5, etc.).
3. Can use metal or rubber cleats
4. We will be using Pitch Count for pitchers. A breakdown of days rest to pitches thrown is below. Every coach will need to login to tourney machine and list the pitcher and their pitches thrown before their next game. A team getting caught cheating this rule may be subject to a forfeit of the game. A pitcher may finish the hitter they are on if they cross the pitching threshold and revert back to the days rest from before they started that batter. Example a pitcher starts an at bat with 21 pitches and he finishes the at bat with 27 pitches and is pulled before the next hitter it would constitute 25 pitches or less and they would need zero days rest. These pitching limits are PER NIGHT not PER GAME!

25 or less pitches = No Days Rest
26-50 pitches = 1 day of rest
51-75 pitches = 2 days of rest
5. Pitchers are allowed 5 warm up pitches.
6. Mercy is 15 runs after 3 innings or 10 runs after 5 innings for 6 inning game.
7. Double Header games are 6 innings with 3 innings being an official game. Time limit of 15 minutes between games of double-headers.
8. If a game is stopped due to weather or other reasons, the coaches will reschedule the game at their convenience and will notify the league of the change.
9. There will be a time limit of 75 minutes on a doubleheader. Coaches will be notified at 75 minutes and the current inning will be completed, to end the game.
10. If playing with 8 players, the 9th player is counted as an out. 7 players is a forfeit.
11. Free substitution rule in effect.
12. A courtesy runner will be allowed for the catcher or pitcher when he is on base. The courtesy runner used must have been the last player out.
13. Any player who is ejected for any reason is finished playing for the rest of the day.
14. All players must slide if the play is close. Teams will get 1 warning then the player will be out.
15. Teams are permitted to bat any portion of their roster that they choose (minimum 9, unless referring to rule #8), provided the number of batters remains consistent throughout the entire game (ex. coaches can bat 13 players if they wish, but must bat 13 the entire game unless injury)
16. Player Pool - If your team is going to be short players (less than nine), you can add up to three, 14U Pool Players for a maximum team size of 9 players total. Pool Players must not be older than 14U, must be rostered on a team in the thumb league and from your town. Pool players can come from a 10U, 12U or 14U team as long as they are not older than 14U. A Pool player should be an average player and certainly not a player that also plays in an advanced program (except if from a younger division). The intent of the Player Pool is to fill a team - not to stack a team – we are expecting coaches to use good judgement and sportsmanship accordingly. A pool player must be reported as such to the other team, cannot pitch or catch and must bat at the bottom of the order. Pool players are not to be included on your team's official roster listed within Tourney Machine – only the regular players assigned to your team. Coaches are encouraged to use a different pool player from game to game if possible. Pool players will not be allowed during the end of season tournament.

17. Home team will be *home* during first game and then will be the *away team* during the second game of the doubleheader.
18. A Forfeited game results in a score of 10-0

Start time for week night games is 6:00 p.m. - Teams are scheduled to play doubleheaders.

Game scores must be reported to tourney machine, by the winning coach, within 24 hours or the game will be a forfeit.

Home communities are responsible for scheduling and paying the umpires. One umpire MUST be certified or at least an adult. The home team is responsible for lining the fields. Home teams supply baseballs and gets them back at the end of the game. With the exception if someone hits a homerun, then they get the ball.

No Parent or Relative can be a plate ump of a kid that is pitching! Field ump is fine.

Alcohol and tobacco use of any kind is prohibited, this includes E-Cigarettes or vaping. Profanity will not be tolerated. Violators of these rules will be removed from the facility.