COMMUNITIVE TRANSPORTER

Grant Grand Slam All-Star Softball Tournament

14U Rules

14U Rules

General

- Teams are required to submit a roster of all players prior to the tournament including the name and date of birth of each player.
- Player's age is determined by the player's age on January 1 of the tournament year.
- Tournament director may adjust any rules as needed. For example, reducing the time limit in case of weather.

Overview

- 12" softball will be used
- Bases: 60'
- Pitching rubber: 43 feet from back tip of home plate.
- For pool play, home team will be determined by coin flip.
- Standard game is 7 innings or 1:30 time limit. 2 innings is considered an official game. Inning starts as soon as the last out of the previous inning is made. Pool play games and non-bracketed playoff games can end in a tie. Championship games will be played with a 1:45 limit.
- Mercy rule—Game is over if a team is leading by 15 runs after 3 innings (2½ if home team is leading) or 12 runs after 4 or more innings (3½ if home team leading).
- If home team is leading and up to bat when time expires, game is over—the inning is not completed. Any runs scored before time expired will count.
- After each game, line the teams up on the foul lines for presentation of MVP medals for the game. Managers should confer prior to presentation as the intent would be that the same player would not receive multiple MVP medals during the tournament.
- Pool play tie breakers are as follows. See tiebreaking document for further details.
 - o Head-to-head play
 - o Record vs. common opponents
 - o Highest average run differential maximum run differential is 8 runs in a game
 - Lowest runs against average
 - Highest average runs scored maximum is 10 runs per game.
- Teams are required to report the score of ALL games upon the completion of the game.

Playing Rules

- IHSA Rules will apply with the exception of the rules in this document.
- All eligible players must be placed in the lineup and will bat in a continuous order.
- A team may start the game with as few as 8 players without penalty.
- Late arriving players will be added to the end of the batting lineup.
- If, for any reason, a player needs to be removed from the game, the batter will be skipped without penalty. Players who is removed may not re-enter the game.
- 8 runs maximum per inning.
- Dropped 3rd strike is in effect.
- Infield fly rule is in effect.

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CRANT PROPERTY & SOUTH

Grant Grand Slam All-Star Softball Tournament

14U Rules

Pitching

- Pitcher can pitch maximum of 4 innings per game. Pitching any part of an inning counts as an inning pitched.
- Once a pitcher is removed, the player may not return to pitching later in the game, with the exception of the starting pitcher who may return one time (but not in the same inning).
- All pitchers must wear protective face shield.
- The pitchers will be allowed 5 warm-up pitchers at the start of the game and between innings.
- IHSA pitching rules apply.
- After 2 hit batters in an inning, the pitcher must be removed for the inning. After 3 in a game pitcher must be removed from the game.
- If, on a softly thrown hit by pitch, the batter makes no attempt to get out of the way of a pitch, the HBP will not be counted against the pitcher's limit. First base will still be awarded

Baserunning

- A player may leave the base after the pitcher releases the ball.
- Runners may not steal 2nd immediately after a walk.
- A runner who causes contact with a fielder thereby interfering with the play when going into a base standing up will be called out. A sliding baserunner will not be called out for contact unless the contact is ruled intentional or unnecessary.
- Once the pitcher with the ball has entered the pitching circle a runner not touching the base must immediately commit to either advancing to the next base or returning to the previous base. Failure to react immediately will result in that runner being called out.
- When the ball is thrown out of bounds, all runners advance one base.
- Courtesy runner allowed for catcher or pitcher with 2 outs, runner shall be the last out made.
- No limit on stealing home.

Defense

- Teams play with 9 fielders.
- The 3 outfielders must be positioned in the outfield. On an appropriately sized field, this can be the outfield grass. On a larger field, it should be at least 20 feet beyond the baselines.
- Each player is expected to play at least 2 defensive innings per game.

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COMMUNITY ** CRANT PROMINE & SOFTHING

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14U Rules

Playoffs

All rules from pool play are still in effect with the following exceptions.

- Home team is decided by better seed. If the seeds are equal (for instance, #1 Seed from Pool A vs. #1 Seed from Pool B), home team will be decided by a coin flip.
- In case of tie game after a complete game or tie expires, each subsequent inning will start as follows:
 - o Last batter from previous inning on 2nd base.
 - o 1 out
 - o 1-1 count on each batter.
- Championship games will be played with a minimum of a 1:45 time limit. For the levels with multiple playoff brackets, this applies to the top bracket only.

Championship Game

• After the game is over, both teams should line up on the foul lines for trophy presentations.

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