

Alma 14U Tournament Rules



-5 innings or no new inning after 65 minutes.

-Ten run rule after 3 innings. International tie-breaker rule will apply if tied after 5 innings or time limit. Last recorded out begins the new inning as the runner on 2nd base and 0 outs.

-A player may only pitch 6 innings per day. One pitch thrown constitutes an inning.

-9 players in the field (unlimited defensive substitution). May bat as many batters as desired (minimum 9), however, batting order must remain consistent and batters must bat in same place in the order throughout game.

-Bases will be 75' ft and pitchers mound 55'6'

-Bat's must be USA Standard Bat OR USSA 1.15 certified. No length/weight differential limit

-A player cannot leave the base until the pitcher releases the ball. In the event of a runner leaving early, the play will result in a dead ball, runner out. (there are no team warnings)

-All bases live to steal

-Dropped third strike is not an out. If there are 0 or 1 outs and first is occupied, batter may not run. If there are 2 outs and 1st is occupied, batter may run. If there are 0, 1, or 2 outs and 1st is not occupied, the batter may run.

-Players must slide at any base, except 1st when there is a potential play at the base and avoid contact. Players should avoid baseline contact. Failure to slide and/or contact is made during a play at a base; player is out and malicious contact can result in ejection from the game.

-Courtesy runner is allowed for catcher with 0, 1, or 2 outs. Must be the player who made the last out OR a bench player who has not already entered the game.

-Umpire ruling is final. In the event of an un-mentioned rule, the umpire will make the final call.

Metal cleats are NOT allowed

-Infield fly rule is in effect.

-Players must have just completed 8th grade or be 14 years or younger on June 15th

-We reserve the right to alter the format of the tournament in any way due to weather.

-Games WILL start early if we get ahead of schedule. Teams must be ready/warmed up prior to their game; time between games will be limited to the time that is needed to prep fields and umpire rest, and darkness. Only a few minutes will be available between games.