

SALEM SPORTS

14U BASEBALL PLAYING RULES 2024

- Baseballs conforming to USSSA Baseball Official National By-laws & Rules will be used in games and will be provided by Salem Sports.
- Bats conforming to USSSA Official Baseball National By-laws & Rules must be used.
- All batters, on-deck batters, and baserunners shall wear double ear flap helmets. Face masks or shields are recommended for protection from injury, but at the discretion of the parent(s).
- Catchers shall wear a catcher's helmet with mask, throat protector, chest protector, leg guards, and an athletic cup.
- All equipment not in use must remain in the dugout.

General

- Uniforms (hats, jerseys, pants, belts, and socks) will be provided by Salem Sports except in situations such as late signups where providing timely uniform items is not possible.
- Ball gloves, shoes, and other personal items will be the responsibility of the player's family. Shoes shall have rubber or other molded material cleats. Metal cleats are not allowed.
- The home team will be listed first on the schedule.
- The pitching distance shall be 54 feet.
- Base paths shall be 70 feet in length.
- USSSA Baseball Official National By-laws & Rules shall apply at all times, except as amended herein.
- Two umpires will be provided by Salem Sports.
- The home team will provide a capable scorekeeper to run the scoreboard during the game, unless a representative of a Salem Baptist Church ministry is providing that service.
- Before the game, players will line up and a coach from the home team will lead the pre-game prayer.
- A half inning will end after the 3rd out or after 4 runs have scored in an inning.
- Time between half innings shall not exceed 2 minutes. During this time, the pitcher may have up to 5 practice pitches.
- The game will immediately end at the conclusion of 7 innings or 90 minutes, whichever comes first for all weekday games. The same shall apply for Saturday games, unless the visiting team is batting and has the capability to score enough runs within the four-run per inning limit to tie or take the lead in the top of the inning, or the home team is behind by four or fewer runs when official time expires. If the visiting team is batting at the end of 90 minutes and at any time in the remainder of the top of the inning the visiting team extends its lead to more than 4 runs, the game is immediately over. If the top of the inning ends with the visiting team four or fewer runs ahead, the home team shall have an opportunity to win or tie the game in the bottom of that inning, which shall conclude with three outs, or at the moment prior to three outs that the home team gains a lead.
 - After the game, players will line up to congratulate each other for a game well played, and a coach from the visiting team will lead the post-game prayer.

Defense

- There will be 10 players on defense. If a team has less than 9 players, the opposing coach should arrange a loan of a player or players for defensive purposes, available. There are no forfeits in Salem Sports leagues except for a game where one team does not show up for the game.
- No player, unless ill or injured, shall be required to sit out a second inning in a game until all players have taken their turn at sitting out an initial inning. No player should sit out two consecutive innings. This will ensure that all players have equitable playing time opportunities throughout the season.

- When a pitched ball leaves the pitcher's hand, one foot shall be in contact with any part of the pitching rubber.
- Balks may be called in this age group, subject to direction of Salem Sports at any time, with consideration of the level of skill of available pitchers, the point in the sports season, and other pertinent factors.
- If a pitcher pitches within a game at any point and is relieved, they are not allowed to pitch anymore that game.
- Pitchers are limited to 6 innings per calendar week and may pitch no more than 4 innings in one game. Delivery of a single pitch during an inning constitutes having pitched an inning.
- If a pitcher hits 3 batters in one inning, he must be removed from the mound.
- Any player/coach warming up the pitcher must wear a face mask with a throat protector.
- The defensive coach can request one timeout per inning to talk to an individual pitcher without replacing the pitcher. However, on the second timeout for the same pitcher in the same inning, the coach must change the pitcher.

Offense

- The offensive team will be made up of the entire team roster. For example, if 12 players are present and not injured or ill, all 12 players will bat. In case of injury or illness, the injured or ill player may miss his turn at bat with no penalty to the team and may reenter the game when able.
- The Live Ball Rule shall be in effect for this age group and baserunners may attempt to advance one or more bases at their own risk when the ball is in play.
- Bunting shall be allowed in this age group.
- Stealing shall be allowed in this age group. A baserunner may lead off and steal up to 3rd base, at his own risk. A baserunner may advance from 3rd base to home only on a passed ball, wild pitch, hit, or error.
- The infield fly rule shall be enforced in this age group. The batter is out when he hits a fly ball that is ruled an infield fly by the umpire. (Further explanation below.)
 - *An infield fly situation occurs when a fair fly ball, not including a line drive or attempted bunt, can be caught by an infielder with ordinary effort, when 1st and 2nd bases or 1st, 2nd, and 3rd bases are occupied and there are less than two outs.*
 - *Any defensive player who positions himself in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule.*
 - *When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "infield fly – batter out" for the benefit of the baserunners.*
 - *The ball is live and baserunners may advance at the risk of the ball being caught.*
 - A batter making contact between the bat and ball while his foot is on the ground outside the batter's box will be called out.
 - The on-deck batter will use the on-deck batter's circle behind the batter who is at bat during a practice or regular game.
 - A courtesy runner for the catcher and pitcher shall be used. The player who runs for the pitcher or catcher shall be the player who has made the last out in the current game.
 - A baserunner must attempt to slide or get around a defensive player at any base except 1st base if necessary to avoid a collision when the defensive player is making a play on the ball or has the ball and

is waiting to make a tag. The baserunner shall be out if he does not slide or attempt to get around a defensive player and a collision occurs that is not the result of obstruction by the defensive player.

- Bat throwing will not be tolerated. Any batter who throws a bat will receive a warning. If the same batter throws the bat again in the same game, he will be called out.
- If the catcher drops the ball on the 3rd strike, the batter may run if there are less than two outs and 1st base is unoccupied, or if there are two outs.
- There shall be no “cat and mouse” game between the pitcher and baserunners. When the pitcher receives the ball back from the catcher after a thrown pitch and he is on the mound, the baserunner must commit back to the base he was on or attempt to advance to the next base, the latter at his own risk since the ball is live.

Dugouts

- The home team will occupy the 1st base dugout.
- Teams shall remove all equipment, personal items, and trash from the dugouts and vacate the dugouts immediately after the post-game prayer, when another game is scheduled on the same field immediately thereafter.
- Post-game team meetings shall be held elsewhere, when another game is scheduled for the field.