



2010 PIRATE BASEBALL CLASSIC

14U RULES

All Pirate Travel Baseball Tournaments will adhere to the National Federation of State High School Association rules with the exception of those changes listed herein.

I. TEAMS

Each team must field no more than nine (9) players & no less than seven (7) players at posted game time. Any team that cannot field at least seven (7) players any time during the game will forfeit the game. A. Maximum of fifteen (15) players is permitted per roster.

II. PLAYERS

A player must not attain the age of fifteen (15) years prior to May 1, 2010. Team rosters & birth certificates MUST be submitted & approved, no changes will be permitted.

- A. Pitching distance will be 54 feet. Base paths will be 80 feet.
- B. There will be a continuous batting line-up for all games. Every player must have a regular turn at bat. *Penalty: Game forfeiture by guilty team.* Defensive changes may be made at any time. The Federation re-entry rule will not apply.
- C. Games will be seven (7) innings, with four (4) innings constituting an official game, inclement weather, mercy rule, or time limit. No new inning will start after 2 hours from the first pitch. The umpire will announce start time after the first pitch. Tie games will be completed until a winner has been determined. Championship game will have no time limit. The International tie breaker rule is in effect for all games including the semi-finals & championship games
- D. Speed up rule: Courtesy runners may be used for the pitcher & catcher only, at any time during the inning, & is mandatory for the catcher with two (2) outs in the inning. Whenever this rule is applied, the last player out will assume the courtesy runner rule. In the event that a player is already being used as a courtesy runner, the player put out prior to that player will be the courtesy runner.
- E. There are no appeal plays. If a runner misses a base the umpire will declare the runner out at the conclusion of the play.
- F. Pitchers may pitch a maximum of twelve (12) outs in any one game, There will not be any day or tournament restrictions.
- G. All catchers must wear a protective cup. Players warming up pitchers must wear a facemask.
- H. The mercy rule is fifteen after 3 (2 ½ if home team is in the lead) or ten (10) after four (4) innings, unless the home team is ahead after three and one half (3½) innings
- I. No bat restrictions.
- J. A warning will be given to each pitcher on a balk call with no penalty.
- K. Metal cleats may be worn.

