Cary-Grove Youth Baseball & Softball
Tournament of Stars 14U Softball Rules

14U game rules shall follow IHSA rules with the following exceptions:

Game Format:

- Base Length: 60 feet
- Pitching Rubber: 43 feet
- Ball: 12" softball
- Pool and Bracket Play Length
    - 7 innings or 1:30 time limit, no new inning after 1:30, finish the inning
- Championship Game Length
    - 7 innings
- Pool play can end in a tie
- Bracket play cannot end in a tie and will use international tie breaker rule
- Games tied after 7 innings will use the international tie breaker and both teams have an opportunity to bat
    - International Tie Breaker: runner starts on 2nd base with one out. Runner is last completed plate appearance from previous inning. If after one inning the game is still tied, another inning is played until there is a winner.
- Official Game (weather): 3 innings (2 ½ if home team leads)
- 5 run limit per inning except the 7th inning and any subsequent inning. Must reach 7th inning for an unlimited run inning
- Large Lead Rule
    - 12 runs after 3 innings (2 ½ if home team leads)
    - 10 runs after 4 innings (3 ½ if home team leads)
    - 8 runs after 5 innings (4 ½ if home team leads)
- A maximum of 9 defensive players in the field, 6 on the infield and 3 in the outfield. Teams need a minimum of 7 to play. If 7 players are not available by the start of the game, the team will forfeit the game.
- Home team determined by coin flip in pool play, higher seed in bracket play
    - Pool play will start with a coin flip with coach from team that travels the farthest making the call
- Game clock starts when first pitch is thrown. Umpire to call out official game start time.

Safety/Sportsmanship:

- Facemask required for all players
- Batting helmet must have a full facemask
- Proper catcher's equipment required
- No metal cleats
- Bats must be official softball bats with USSSA 1.20 BPF or USA Softball stamp
- On-deck hitters shall be at batter's back
- Umpires have the final decision on calls. NO protests.
- Only head coaches are allowed to approach umpire to discuss calls, which should occur between innings whenever possible
- Coaches not coaching bases shall remain in the dugout
- Team chanting and comments should be directed to players on their own team and must be positive. NO chanting during the opposing team pitcher's windup.

Batting/Base Running:

- Continuous batting order – all players bat

- Late players added to the bottom of the order
- Players leaving early will be skipped without being an out
- Bunting is permissible, but the batter may not pull back and swing after showing bunt. If batter swings after showing bunt, batter is out.
- Courtesy runner for catcher with 2 outs (last batted out)
- Runners should attempt to avoid contact at all times. Umpire may call runner out for malicious contact due to not sliding or sliding too aggressively into a player. Runners must slide to avoid contact, otherwise they will be called out
- When a batted ball is put in play and remains in play, runners may continue to advance at their own risk whether or not an additional play is made on the runner. The play is dead once the ball is secured by the pitcher in the circle.
- If the ball goes out of play, runners shall be awarded one additional base without risk of being put out
- ***Stealing***
    - Allowed after the ball leaves the pitcher's hand
    - Double steals are allowed
- ***Pick-off attempts***
    - Throw by pitcher or catcher in an attempt to pick-off a runner makes the ball live
    - Any base runner can advance at their own risk
- ***Rules in effect***
    - Look back rule, enforced once the pitcher has control of the ball
    - Continuation to 2nd base after a walk rule
    - Dropped third strike rule
    - Infield fly rule
- ***Overthrows***
    - Overthrows are live balls and players can run at their own risk. This applies to stealing also.
    - Runners may attempt to take a base on an overthrow from the catcher to the pitcher

Pitching & Fielding:

- Pitchers shall be limited to 4 inning per game, free substitution allowed. One pitch in an inning constitutes a full inning pitched.
- ***Warm-ups***
    - 5 pitches before 1st inning pitched, 3 pitches for subsequent innings
    - New pitcher gets 5 pitches before their 1st inning pitched
    - Infield and outfield warmups will not be allowed on the field after the 1st inning
- An illegal pitch is ruled a ball – runners do not advance
- Illegal pitch:
    - Pivot foot not in contact with the pitching plate
    - Hands not together before the pitch
    - Pitching motion not continuous (stop/start)
    - Replanting or stepping illegally
    - Pitch delivered before the batter is ready
- If pitcher hits 3 batters in one inning, she must be removed as pitcher for the inning
- Any pitcher hitting 4 batters in a game must be removed for the remainder of the game
- ***Mound visits***
    - Per inning and per pitcher, a pitcher is removed from the inning on the second visit to the pitching plate
    - There is not a maximum number of visits per game
- Intentional walks are not permitted