

# GRAPEVINE

## BASEBALL & SOFTBALL

### GBS 14U Tournament Rules

**Teams must have insurance and rosters on file through NCS software before play.**

1. Each team must provide 1 game ball each game - Rawlings R200 ball type or other manufacturer's equivalent.
2. Length of Game: 1 hour and 45 minute or 7 innings (whichever comes first). No inning begin after the time limit is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team takes the lead, the game is completed.
3. The base path is 80 feet. The pitching rubber is 54 feet to the back of home plate.
4. All bats must be labeled with either the 1.15bpf, BBCOR stamp or the new USA Baseball stamp. Per NCS rules, either is acceptable for game use. The maximum length / weight differential for all 14U players is -5 (for the 1.15 BPF standard; USA bats do not list length / weight differential).
5. Home team will be the official scorekeeper. Visiting team works the scoreboard.
6. Infield fly rule is in effect.
7. Base Running: Loose bases
8. No slashing or slash bunting.
9. Offensive team may score a maximum of 5 runs per half inning.
10. Run rule in effect:
  - 15 after 3<sup>rd</sup> inning
  - 10 after 4<sup>th</sup> inning
  - 6 after 5<sup>th</sup> inning
11. No NEW inning will start after time limit has expired. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish their at bat and then the game is over.

| Game Details |  |
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| Roster       | <ul style="list-style-type: none"><li>▪ All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.</li><li>▪ All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players.</li><li>▪ If a player is ejected, his turn in the batting order will be declared out. If a</li></ul> |

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|                            | <p>player is ejected and a team has less than 8 active players, a forfeit will be declared.</p> <ul style="list-style-type: none"> <li>▪ Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, should his turn already passed</li> </ul>   |
| <b>Pitching</b>            | <ul style="list-style-type: none"> <li>▪ Balks: no warning</li> <li>▪ Drop third strike = live baseball</li> </ul>   |
| <b>Coaches</b>             | <ul style="list-style-type: none"> <li>▪ Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.</li> </ul> |
| <b>AdditionalResources</b> | <p>Unless specified here, all other rules shall follow NCS rules.</p> <p><a href="https://www.playncs.com/baseball/Rules/Details/1/national-baseball-rules">https://www.playncs.com/baseball/Rules/Details/1/national-baseball-rules</a></p>   |