

14U
South Central Nebraska Baseball League

2024 Rules

All teams are **ENCOURAGED** to use Game Changer (GREEN version) to score their games. Example for set up: SCNBL Team Name 14UA or 14UB.

A & B Divisions – Broken Bow, Cozad, Gothenburg, Holdrege, Lexington, McCook, and Minden must have at least one team in the A division. If they have multiple teams in the age division, they have the option to place the additional teams in either A or B. Other towns have the option to place their teams in A or B.

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League rules apply first if not addressed American Legion Baseball rules will be followed.

The Rules Committee will act upon any protest that might occur. No protests will be considered upon umpires' judgment. Teams must notify League Coordinator of any protest within 24 hours of the game.

7th & 8th Division will be split into two divisions: A and B.

AGE LIMIT: Player aged 13 or 14 on January 1, 2024. A player may play in league if his 15th Birthday is after January 1.

FIELD: A Division – Bases are 90 feet. The front of the pitching rubber is 60' 6" from the back point of home plate.

B Division - Bases are 75 feet. The front of the pitching rubber is 54' 6" from the back point of home plate. The exception is Gothenburg and Minden will have 90' foot bases.

Make-Up Games: Rain out games will be rescheduled (teams involved will decide on a new date). Teams need to try to make honest effort to make up game. If a team forfeits, it will be recorded as a 1-0 win for the opposing team. If the game was called due to rain and was not an official game, it will be a suspended game when rescheduled start where you left off.

WARM-UP: Both teams will be allowed infield/outfield warm-up with a maximum of eight minutes. Warm-up should be planned and adjusted to allow game starting times to be met.

LENGTH OF GAME: Six (6) **innings** will constitute a game. The game can be called an official game after four (4) complete innings have been played or 3 ½ innings if the home team is ahead. **No new inning will start after 1 hour and 45 minutes of game play.** Time starts at the first official pitch of the game. Next inning starts at completion of the third out.

All games will be played with a time limit.

In the event of a tie at the end of six (6) innings or when time limit is reached, **the last batter from the previous inning is placed on second base and** the next batter in the line-up comes to bat. The batter is batting with two (2) outs, inning over when three outs recorded. Each team has an equal number of at bats until the tie is broken.

City Coordinator, umpire or coach may halt the game due to lightning or weather. Play stops when lightning is within 10 miles. There shall be a 30-minute delay from each lightning strike before resuming play. Teams will decide if the game needs to be postponed.

The 10-run rule will be in effect after three (3) complete innings or two and half (2 ½) innings if the home team is ahead.

NUMBER OF PLAYERS: Use a regular nine (9) position batting. No DH will be used. The defense consists of nine (9) players. A batter may enter and leave the batting order as many times as the coach wants, but only in one spot in the batting order. A team may play the game with eight (8) players or less; empty positions are placed at the end of the batting order and are automatic outs when those batting positions are reached.

BASE RUNNERS: Base runners may steal bases. Runners may advance on a passed ball at their own risk. It is the runner's responsibility to avoid contact at any base. Must slide at any base if play is close, no slide is automatic out (umpire judgment). A fielder may not block the base unless in possession of the ball. Base runners may advance on overthrows.

Courtesy Runner: Teams have the option to use courtesy runner for pitcher and/or catcher at any time. The umpire-in-chief shall record courtesy runner participation and announce to official scorer. For speed up purposes it is recommended that courtesy runner be used with two outs in all games.

Clarification: A team may not use the same runner for pitcher and catcher in same inning. A starter cannot be a courtesy runner. Courtesy runner cannot be taken off base to be a pinch hitter. A player removed from the game cannot be a courtesy runner. Should the courtesy runner pinch run, pinch hit or enter the game at any position, he will no longer be eligible to be courtesy runner.

PITCHING: Any player on a team may pitch. (Note: there is no limit to the number of pitchers a team may use in a game). The manager must remove the pitcher when said reaches the amount the limit of **95 pitches**, but the pitcher may remain in the game at another position. Exception: If a pitcher reaches the 95 pitches while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That the batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers must adhere to the following rest requirements:

1. If a player pitches 81 or more pitches in a day, four (4) calendar days of rest must be observed.
2. If a player pitches 61-80 pitches in a day, three (3) calendar days of rest must be observed.
3. If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
4. If a player pitches 31-45 pitches in a day, one (1) calendar days of rest must be observed.
5. If a player pitches 1-30 pitches in a day, no (0) calendar days of rest is required.

No player may make more than two appearances as a pitcher during any consecutive three-day period.

A day is defined as 8 am to 8 am.

Pitchers may take up to eight (8) warm-up pitches at the start of the game and when coming into the game as a new pitcher. Pitchers may take up to five (5) warm-up pitches when starting the next inning. Pitchers who hit three (3) batters, as called by the umpire, shall not continue to pitch in that game.

Any pitcher may be removed as a pitcher and still remain in the game at another position. Any subsequent return to the mound will **count towards pitches already has in the game**. If the pitcher remains in the game after being removed from pitching; he can come back to pitch in another inning but only one time. For Example, George starts the game as pitcher, in the second inning there is a pitching change and George goes to second and Pete comes in to pitch. In the third inning, George, who has remained in the game, comes back to pitch. In the fourth inning, George is removed from pitching duties he cannot come back to pitch. If a pitcher is removed automatically by the second trip to the mound by the coach in the same inning, that player cannot return as a pitcher in that game.

Balks will be enforced.

INTENTIONAL WALK: A coach can tell the home plate umpire he wants to issue an intentional walk, and hitter would be immediately sent to first base. Coach can choose to intentionally walk a hitter on any count.

CATCHERS: All catchers must wear a helmet with a facemask, throat protector, and cup during the game and pitcher warm-up.

HELMETS: Helmets with a facemask is optional. **C-flap helmets are allowed if a batter wants to use them.** All batboys are required to wear a batting helmet with facemask or a c-flap helmet. Intentionally knocking or throwing off the helmet while running the bases is an automatic out and a delayed dead ball.

BATS: Only baseball bats may be used, and they must either have the USSSA 1.15BPF certification, the BBCOR.50 certification or USA BASEBALL clearly displayed on the bat.
Bat Drop -5 or -3.



SHOES: Rubber cleats, turf shoes, and metal cleats are allowed.

Portable Mounds: No portable mounds will be used in games.

Player Availability: A player can only play on 1 team per age group for regular season and tournament play. (Example: If Cambridge has two (2) 7-8 Teams - Team Trojan and Team Cambridge - John can only play on Team Trojan and never play for Team Cambridge).

COACH: No coach will be allowed on the field of play during the game.

The number of coaches allowed in the dugout is limited to three (3) which includes one (1) scorekeeper. If three (3) coaches are utilized, one of which is not the scorekeeper, the scorekeeper must remain outside of the dugout.

All non-adults coaching a base are required to wear full batting helmet and face mask. All Adult coaches are encouraged to wear a helmet.

UMPIRE: Home teams must furnish umpires and game balls. There should be a home plate umpire and an umpire stationed on the infield.

CONDUCT: Any conduct by players, coaches or managers resulting in ejection will result in suspension from the remainder of that game and will serve a MANDATORY one-game suspension the following game and will not be present at the game(s), the league coordinator along with city coordinator may increase the number of games suspended if necessary to include tournament games. League Coordinator must be notified of any ejections.

BULLYING/HARASSMENT/CYBER BULLYING: Harassment and bullying includes electronic (social media sites and cell phones), verbal, or physical action/conduct toward an individual which is based on any actual or perceived trait or characteristic of the individual which creates an objectively hostile environment that meets one or more of the following conditions:

- Places the individual in reasonable fear or harm to the individual's person or property.
- Has a substantially detrimental effect on the individual's physical or mental health.
- Has the effect of substantially interfering with the individual's athletic performance.

Harassment and bullying may include, but are not limited to, the following behaviors/circumstances:

- Verbal, nonverbal, physical, or written harassment, bullying, hazing, or other victimization that have the purpose or effect of causing injury, discomfort, fear, or suffering to the victim.
- Repeated remarks of a demeaning nature that have the purpose or effect of causing injury, discomfort, fear or suffering to the victim.
- Unreasonable interference with an individual's performance, or creation of an intimidating, offensive, or hostile environment.

Harassment and bullying will not be tolerated.

FIRST OFFENSE: Suspension for a period of two calendar weeks.

SECOND OFFENSE: Suspension for the remainder of the season.

The above applies to players, coaches, and fans.

TOURNAMENT: The above stated rules apply to tournament play with the following exceptions allowed.

Tournament play starts immediately after the conclusion of the regular season.

Tournament will be innings with no time limit. Exception 3RD place game in Lexington is time limit.

“Play in games” are part of the “Tournament”.

A and B Division will have their own single elimination tournament. Seeding will be based off overall record or percentage with other factors head-to-head or runs allowed. Seeding will be based off playing each team once. If you play a team twice, we will use the second game played for seeding purposes.

Players playing in the tournament must be included on the team roster at the start of the season.

Seeding for tournament play will be based on regular season scheduled games only.

Tournament games will be played at the location of the higher seed to the semi-finals, finals will be played in Lexington.

Each team will be allowed eight minutes for infield/outfield warm up.

10 run-rule will be in effect after three (3) innings or two and half (2 ½) if home team is ahead.

Rainouts will be considered suspended games and will resume where left off.

Pitching rules used in regular season will be used in tournaments.

Top three teams will receive medals.

All Star Game: Coach of each 7th & 8th Grade team will select **a minimum of** two players from their squad to represent them in All-Star Game.

All-Star game each Division will have own All-Star game and played in Lexington after League Tournament.

Coaches who finish 1st and 2nd in Division A and Division B in regular season will coach All-Star team.

Field:	<u>Monday</u> <u>, June</u> <u>24</u>	Game Scheduled	<u>Tuesday</u> <u>, June</u> <u>25</u>	Game Scheduled	<u>Wednesday</u> <u>, June 26</u>	Game Scheduled
Legion	<u>6:30 pm</u> (Time Limit)	14U A 3 rd Place			<u>7:00 pm</u>	All-Star Game 14 A
Legion	<u>8:30 pm</u>	14U A Championshi p				
Field 1	<u>6:30 pm</u> (Time Limit)	12U B Bracket 3 rd Place	<u>6:30</u> <u>pm</u> (Time Limit)	14U B Bracket 3 rd Place	<u>7:00 pm</u>	All-Star Game 14 B
Field 1	<u>8:00 pm</u>	12U B Bracket Championshi p	<u>8:30 pm</u>	14U B Bracket Championshi p		
Field 2	<u>6:30 pm</u> (Time Limit)	10U B Bracket 3 rd Place	<u>6:30</u> <u>pm</u> (Time Limit)	10U A Bracket 3 rd Place	<u>6:30 pm</u>	12U A Bracket Championshi p
Field 2	<u>8:00 pm</u>	10U B Bracket Championshi p	<u>8:00 pm</u>	10U A Bracket Championshi p		
Field 3	<u>6:30 pm</u> (Time Limit)	8U B Bracket 3 rd Place	<u>6:30</u> <u>pm</u> (Time Limit)	8U A Bracket 3 rd Place	<u>6:30 pm</u>	12U A Bracket 3 rd Place
Field 3	<u>8:00 pm</u>	8U B Brack Championshi p	<u>8:00 pm</u>	8U A Bracket Championshi p		