



# 2025 Jackson

## Youth Baseball



### 13 -14 -year-old RULES

1. We will follow the rules and guidelines of the USSSA unless noted otherwise in the rules below.
2. **Game time** – No inning shall start after an hour and 30 minutes. **The home team dugout will be on the first base side.**
3. Each inning will end with **3 outs**. No set limit on runs per inning.
4. **Forfeit** – Less than 8 players will result in a forfeit. If a team starts with 8 players, an automatic out will be taken in the 9<sup>th</sup> spot (10-minute courtesy before game is declared a forfeit).
5. **Umpires** are responsible for filling out a scorecard, putting bases away, plug the bases and turning off the lights.
6. **Run Rule** – 15 runs at the end of the 3<sup>rd</sup> inning, 10 runs at the end of the 4<sup>th</sup> inning.
7. **Pitching MAXIMUM: Daily max pitches is 95. 1-20 pitches; 0-day rest, 21-35 pitches; 1-day rest, 36-59 pitches; 2 days rest, 60-95; 3 days rest.** **Pitches are tracked by the umpire.** Pitch count totals need to be verified between teams after each inning.
8. **Fielding** - Every team will use 9 players on the field. If a player shows up after the game has begun, he must play in the field before he can be added to the end of the batting line-up.
9. **Batters, base runners and on deck batters** will be required to wear safety helmets, any helmet removed by choice without calling time will receive one team warning per game and the next incident will result in an automatic out.
10. Runners are not forced to slide; this is a non-collision rule. When the ball is caught by a fielder and is in close proximity of any base/plate and in the umpire's discretion a play is eminent, it is the responsibility of the runner to avoid collision with the fielder either by sliding or avoiding the tag. If in the umpire's discretion, the collision is deliberate or there is too much contact the runner will be called out. If in the umpire's discretion the collision is malicious, the player can be called out and possibly ejected from the game. This is not a must slide rule, but a non-collision rule.
11. Each team will bat a continuous line up and will receive an automatic out if a player is observed batting out of turn.
12. Courtesy runner is allowed for the pitcher & catcher.
13. Free substitutions for all players except the pitcher's position. When the pitcher is removed, they cannot return to the mound to pitch.
14. **Dropped third strike rule IS in effect.**

**15. Infield fly rule IS in effect.**

**16. Base stealing and bunting ARE ALLOWED.**

**17. Pitching Balks** – Balks will be called by the umpire. Pitchers will be given one warning per team.

**18. Intentional walk** – A batter may be intentionally put on base by the head coach of the team in the field by announcing “put him on”. This announcement may be made before the first pitch is made or any time during the batter’s count. Any pitches thrown to a batter prior to the announcement “put him on” will count towards the pitcher’s pitch count.

**19. Over throws to 1<sup>st</sup> & 3<sup>rd</sup> base** will result in all runners getting the base they were headed to **PLUS** one more.

However, if a ball is interfered with by the hitting team, the runners will be returned to the base they occupied at the time of the interference.

**20. Field dimensions** – Bases will be 90 feet apart. The pitching mound will be 60 feet & 6 inches from the back of the plate.

**21. Bat barrels : No bat restrictions**

**22. No Metal Cleats.**

**23. The procedure for appeal:**

- a. Team coaches must appeal to the umpire before the next pitch
- b. The umpire must call time out
- c. The umpire will motion for the appealing coach and the other head coach to listen to the appeal
- d. After hearing the appeal, the umpire will then consult with the other umpires without the coaches present
- e. The umpire will then make his decision concerning his appeal. The decision of the umpire is final

**24. Weather Policy** – When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play. Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.