

**Humble Baseball Association  
14U League Rules**

1. League games shall be 7 innings maximum. No inning shall begin after 1 hour 45 minutes. ***If a tie exists after six innings of play, or at the end of regulation time, the game will remain a tie. THERE WILL BE NO EXTRA INNINGS.***
2. The new inning begins when the 3<sup>rd</sup> out is made from the previous inning.
3. **At the end of regulation time, 1 hr and 45 minutes, should an inning be in progress, the inning will be completed.** If the home team is ahead after the visiting team has made 3 outs when regulation time has expired, the game is over; ***however***, if the home team is behind when regulation time has expired, the home team will get to bat.
4. If for any reason a team cannot field 8 (Fall) 9 (Spring) uniformed players no later than 15 minutes after scheduled game start time, that team shall forfeit by a score of 7-0. The Official Game Start Time will remain. *Example: Official game time 6:00. Actual start time 6:15, the clock will start at 6:00. You will lose actual playing time.*
5. If a Manager or Coach is ejected from a game, he is suspended from any coaching responsibility for the remainder of that game AND his next game. Immediately following an ejection, the manager or coach will proceed to the parking lot for the remainder of that game. The manager will notify the Board Member on duty and/or the Vice President of all violations within 24 hours.
6. If a player is ejected from a game, it is mandatory that he sit out the remainder of that game AND his next game. The manager will notify the Board Member on duty, Player Agent or Vice President of all violations within 24 hours.
7. The maximum number of innings a pitcher may pitch per day is 5; maximum number of innings per week is 7. *For example: A pitcher may pitch 3 innings on a Monday and 4 innings on a Tuesday, but must then rest 42 hours before they may pitch again.*
8. Mercy Rule – 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.
9. Substitute players must participate in at least every other inning, unless being disciplined by the manager. If a player is being so disciplined, it shall be noted in the official score book prior to the game. Exceptions to this rule should be reported to the Board of Directors in writing. In case of injury, the last player removed from the game shall take the place of the injured player. All players removed from the game will be allowed to reenter, **except that a player removed from the pitching position may not return to that position.**

10. Batting orders will consist of the entire team roster, so that substitutions during the game are made only for defensive purposes. Should it become necessary, because of an injury, to substitute for a base runner, the player having made the last previous out will be substituted for the injured runner.

11. In the event that one team has fewer players on the game roster than its opponent, the batting rosters will consist of the number of players of the team having the least number of players. The extra player or players will be listed to the right of the batter they will alternate with and those batting positions will alternate every other at bat. Failure to comply with this rule will result in batting out of order. Application of this rule shall be at the option of the manager having the greater number of players.

12. The **Must Slide Rule** – The must slide rule is in effect if there is a play being made at all bases except 1<sup>st</sup>. It is at the umpire's discretion to eject a player for violation.

13. Courtesy runners may be used for pitchers and catcher only. These players must have played the pitcher or catcher position in the previous inning. The player who made the last out will be the courtesy runner.