

Tri-County League Rules 13-14 Year Old Girls

All rules and regulations for this league shall follow ASA except the following:

THE PLAYERS:

1. Each girl must play 2 innings per game, except when disciplined by the coach (coach will notify opposing team before game which girls are being disciplined) or when the game is called after 5 innings as in Rule 3, The Game.
2. A continuous batting order shall be used by all teams.
3. If a batter is hurt and cannot continue, the next batter takes her count. She may come back in to play when ready. Opposing teams must be notified.
4. Each team must submit a roster including: names, jersey #, and birthdays.

THE GAME:

1. Game time shall be 6:00 pm except for night games which will begin at 8:00 pm. Games may be started later if agreed to by both teams to allow travel time. Home team managers are responsible for re-scheduling. Home team decides if diamonds are playable. If possible, a 24 hour notice should be given for cancellations.
2. Warm-up starts at 5:30. Each team has 15 minutes on the field. Home team shall have the field at 5:30, visiting team at 5:45. For 8:00 pm games, the game will start 15 minutes after the field is available, when the previous game has lasted past 8:00 pm.
3. A game consists of 7 innings. If one team is ahead by 10 or more runs after 5 innings of play, the game shall be considered complete. There will be a 2 hour time limit on all games, except in the case of a tie.
4. A team can only score 6 runs per inning for the 14U level. After the 4th inning, unlimited runs.
5. If a game is tied at the end of 5 innings and the 2 hour limit is met, umpires shall decide if there is sufficient light to continue after each additional inning, until there is a winner. If a tie cannot be broken before darkness, the game shall be completed at a date agreed upon by the coaches, or remain tied, if unable to reschedule. If the game is tied after 7 innings and there is sufficient light to continue, the international tiebreaker will be used.
6. Home team is responsible to make sure the field is ready for play.
7. Make-up games must be made up before the end of the season.
8. A team must have at least 8 players to play a game. If only 8, the 9th batter is out. If a player leaves or is injured there will not be an automatic out if there are 9 players still playing. Coaches can amend this rule if both are in agreement on a per game basis.
9. A team may bring up players from the 12 and under league if you are going to be short players. The girl brought up may not pitch. For the tournament there will not be more than 10 players on a team if players are to be brought up. A player can only play on one team in this league.
10. The opposing team must be notified when a non-roster player is playing in that game.

PITCHING:

1. The front of the pitching rubber will be 40 feet from the back corner of home plate.
2. A girl may pitch an unlimited number of innings. NO limit.
3. When a pitcher throws one (1) pitch, it will be considered as one (1) inning pitched.
4. IHSA or ASA rules for pitching motion will be followed. (The pitcher may start with one (1) or two (2) feet on the rubber)
5. A pitcher may only re-enter the pitching position one (1) time and not in the same inning. One (1) pitch = One (1) inning.

BASE RUNNING:

1. Slide rule shall follow ASA rule 8, Section 8 the rule reads: "When a defensive player has the ball and the runner remains on her feet and deliberately, with great force, crashes into the defensive player, the runner will be declared out." A runner may slide into the Fielder.
2. Both teams check with the umpire to see how he will call the sliding rule.
3. There will be NO PROTESTS, umpires will make all calls.
4. Umpires should be 18 and out of High School.
5. There will be two umpires at every game.

SAFETY:

1. A game will be called if there is visible lightning in the vicinity. All girls must be removed to an area of safety.
2. All players must wear helmets with face masks and chin straps, even when taking warm up pitches.
3. Catchers must wear full safety equipment: mask, helmet, throat protector, chest protector, and shin guards. This equipment must be worn during practices and games.
4. All batters and base runners must wear helmets. If the batter/base runners intentionally knock off her helmet, the umpire may call her out.
5. Any offense player on the field must wear a helmet.
6. On deck batters must wear a helmet

EQUIPMENT

1. The ASA hat rule has been waived.
2. The league recommends the use of soft rubber or polyurethane cleats. Metal spikes are not allowed.
3. Any 12 inch ASA approved FP Optic Yellow with core of .47 or higher may be used.