

# 2026 Centex Classic Series Rules

## CENTEX ALL-STARS CHAMPIONSHIP FORMAT

The 2026 Centex All-Stars format will consist of 4 Weekends of play:

- |              |  |
|--------------|--|
| ➤ June 6-7   | 2, 3 or 4 Pool Play games                                |
| ➤ June 13-14 | 2, 3 or 4 Pool Play games                                |
| ➤ June 20-21 | 2, 3 or 4 Pool Play games                                |
| ➤ June 26-28 | Centex Series Championship double elimination tournament |

### 1st Three weekends

Teams will play a total of 8, 9 or 10 (depending on bracket size) pool play games against teams in their division which will determine seeding into the double elimination tournament on June 26 - 28. Teams should approach all games as critical to their overall success. If some pool play games are not played due to weather, then seeding will only use the most recent games based on the minimum number of equivalent games played by all the teams in that Pool. In addition, if a bracket has an odd number of teams that forces one team to play an additional game the last games will count towards their seeding and the first will be dropped.

### June 26 - 28 Centex Championship Week:

#### Seeding

Final placement in the double elimination tournaments will be determined once all pool games have completed and the standings have been verified according to the points calculation. The seeds will be based on the tournament bracket chart published for each division, which will vary from one division to the next as the numbers in the division are often different.

Seeding for the fourth weekend's double elimination tournament will be based on the following pool play results:

1. Points earned (2 for a win, 1 for ties, 0 for loss)
2. Head-to-Head (thrown out if more than two teams are involved in the tie)
3. Difference in Runs scored vs. runs given up
4. Total Runs given up
5. Runs Scored
6. Coin Flip
7. Where seeding can be done normally it will be seeded normally. Where seeding is done combining teams from more than one division. The seeds will be based on the pre-set seeding bracket chart posted on the website.

Final brackets for each pool will be created using only teams that played within that pool for each of the first 3 weekends.

\*\* The Centex Committee reserves the right to modify any and all formats if weather or other circumstances prevent play to proceed as outlined above.

## Rainout Guidelines

In the event any pool games are rained out, we will try to make some up. If this is not possible, they are eliminated and we move on to the championship weekend based on the largest number of games played by all teams in the division.

For example, if 6 teams in a division have played 8 games and 1 team has played 9. Seeding for week 4 would be done based on the 8-game pool results only counting the last 8 games played by all teams in the division.

In the event of rainouts for the final weekend, it is possible the tournament could be shortened to single elimination and/or rescheduled for a later date.

These are general rainout guidelines and subject to change by the Centex committee if the need arises.

## CENTEX RULES

2026 USSSA Baseball (Tournament) rules and regulations apply with the following additions and exceptions noted.

- ✚ **ZERO TOLERANCE POLICIES ARE IN AFFECT AT EVERY COMPLEX.** Any player, manager, coach or fan ejected from a game must leave the facility immediately and may not return to the ballpark for the remainder of that day.
- ✚ In addition to the above suspension, if a coach or manager is ejected from a game they will not be allowed back in the dugout or on the field as a coach for the remainder of the series. This means the whole month-long series not just that weekend. This additional suspension may be appealed to the 3 person Centex committee in charge of exceptions and be overturned allowing the coach back in the game. However, all appeals must be brought to the committee by a Centex league representative NOT BY THE COACH.
- ✚ Each league must approve and certify that all teams from their league have been formed according to the team formation guidelines. If an exception has been granted by the 3-person committee, it should be noted on the final roster. If a coach wishes to challenge the validity of a player or team, the league representative for that team should contact the league representative for the team in question and copy the 3-person committee on their question. Rosters are limited to 12 players and must be turned in by the Centex league representative no later than the roster deadline date prior to the start of the Centex series. Once submitted, any changes to rosters must be approved in advance with a changed copy turned in by the Centex league representative. Requests to carry more than 12 players must be approved by the exception committee.
- ✚ There are no formal protests allowed, any rules issues must be addressed on the field before play continues. There will be no protest of any judgment calls, only protests of pitching violations or rule interpretations. In the event of a protest the head coach and only the head coach will notify the plate umpire before the next pitch is thrown of their protest and must provide a copy of the rule being protested. If the plate umpire is unable to resolve the issue, he will request the assistance of the designated onsite Centex committee member and the committee member will make the final decision. All protests will be resolved on the field between only the head coaches, umpires, and Centex committee member. No protests can be made after a game has been completed.
- ✚ Home team is responsible for keeping the official scorebook. Teams should confirm outs recorded and runs scored each inning to avoid any controversy. Visiting Team is responsible for the official pitch count. Teams should confirm pitch counts following each inning to avoid controversy.
- ✚ Umpires will maintain official score cards that will be turned in to report scores and pitching. Score cards are final once they have been signed by both coaches. If a scorecard is not signed it is assumed the coach agrees with the information on the card.
- ✚ Other than water and/or Gatorade type drinks, no coolers with food or drinks can be brought into any of the parks. Host leagues do not have to have water in dug outs.
- ✚ Teams are responsible for cleaning up their dugouts after games.

- ✚ It is the umpire's discretion to allow coaches to stand outside the dugout. Only badged coaches listed on the roster may be outside of the dugout or on the field during games. Please refer to division-specific requirements for 12U and 14U.
- ✚ Video recording and/or streaming of games will be limited to devices belonging to the teams participating in the game on that field. Any fan or coach requesting that umpires or Centex officials consider the review of video to justify or dispute calls on the field will be subject to immediate ejection.
- ✚ Subject to limitations established by each host site, teams may furnish small portable cooling units for use within dugouts. Teams are responsible for providing their own water and related supplies. Host sites will not provide water, ice, or power for these units. Generators are prohibited.
- ✚ Coaches must wear the Centex issued identification badge at all times while on the field during games. If coaches misplace their badge, they can check out a temporary badge for the day from the host site. Borrowing another coach's badge is prohibited. Umpires will strictly enforce the badge requirement. Use of an incorrect badge will be subject to disciplinary action up to ejection or suspension.
- ✚ The Centex Committee reserves the right to modify any and all rules and formats as seen fit by the Centex Committee.

## PLAYING RULES

No local rules will be enforced. Centex rules supersede all local rules.

### Playing field, Equipment and Safety

Playing field size for each of the divisions is listed in the table. Base and pitching distances may vary slightly based on each ballpark.

Metal cleats are not allowed except for the 13-14U Division and not on any artificial mounds.

AGE	GAME TIME	INNINGS	BASE DIST	PITCH DIST	RUN LIMIT	PITCH LIMIT
5/6	1:00	6	55 ft	NA	5	NA
7/8	1:15	6	60 ft	40 ft	8 D I & 2 5 D 3 & 4	NA
9/10	1:20	6	65 ft	46 ft	8 D I & 2 5 D 3 & 4	75
11/12	1:35	6	70 ft	50 ft	8 (Pool) Open (Bracket)	85
13/14	1:45	7	80 ft	54 ft	Open	95

## PITCHING

Pitching regulations apply to 10U, 12U and 14U Divisions

Pitchers will be limited to the following pitch counts:

9–10U: 75 pitches max per weekend series

11–12U: 85 pitches max per weekend series

13–14U: 95 pitches max per weekend series

A weekend series begins Thursday at 12:00 AM and runs through the following Wednesday. For example, a 10U player may pitch up to 75 total pitches during that period.

Pitch counts may be spread across multiple appearances, as long as the combined total does not exceed the maximum for that age group.

(Example: A starting pitcher throws X pitches in Game 1 (not exceeding the max). That same player may pitch again later in the series, provided the total combined pitch count remains within the limit.)

If a pitcher reaches the maximum pitch limit while facing a batter, the pitcher may continue until one of the following occurs:

- a) The batter reaches base
- b) The batter is put out
- c) The third out is recorded to complete the half-inning

Coaches/Managers who allow a pitcher to exceed limits will forfeit the game (if identified during play or before scorecard sign-off). The offending coach will be suspended for the next game, and the player will be ineligible to pitch for the remainder of the weekend series. A suspended coach may not be present at the park during the suspension.

Only official game pitches count toward the total. Warm-up and bullpen pitches do not count; however, coaches are expected to monitor total workload. If the umpire calls “no pitch,” it will not count toward the total.

Each game must have an official pitch counter provided by the visiting team. The pitch counter may not be in the dugout. Coaches (or team representatives) should meet between innings to verify counts, which are then reported to the umpire and recorded on the scorecard.

Pitch counts will be certified at the conclusion of the game when both coaches sign the scorecard. It is recommended that teams retain documentation (e.g., photos of the scorecard) for verification purposes. A pitch count sheet will be available on the website.

Penalty: Failure to report or verify pitch counts may result in action by the 3-Man Rules Committee, including forfeits, coach removal for the series, and/or loss of pitching eligibility.

Regardless of these limits, coaches must closely monitor players’ overall workload. Young athletes are still developing, and overuse can lead to injury. Caution should also be used when utilizing a player as both catcher and pitcher in the same game.

Any issues not covered above will be referred to the 3-Man Rules Committee, whose decision will be final.

## Warm-Ups

Beginning each half inning, pitchers will throw no more than five (5) pitches to the catcher. A relief pitcher is allowed eight (8) pitches. In case of an injury or an ejection, the umpires shall allow the relief pitcher an adequate time to warm-up.

## Removal, Reentry

A pitcher must be removed from the mound after hitting 3 batters in a single game.

Pitchers may not re-enter the game as a pitcher once they are removed as a pitcher

## Miscellaneous

The new MLB rule where the pitcher can no longer fake a pick off to third and then throw to 1<sup>st</sup> will not be considered a Balk for Centex play.

## Starting and Ending a Game

### Game Preliminaries

Games may start up to 30 minutes early at the discretion of the host site, Centex staff or umpires in order to keep divisions moving during pool or bracket play.

Each team must supply one new leather covered baseball for each game and one in fairly new shape.

A coin flip before each pool play game determines the Home team. In bracket play the higher seeded team is home except for the Championship game where the team coming from the winner's bracket is the home team. The Championship game will be the final game for the 2025 season; there will be no "if" games.

## Completing a game

All games will be normal time limits, no extended time is added or set number of innings for Championship Games.

Unless the run rule limits apply the game will be played until time expires. Once time has expired if the visiting team is ahead more than the maximum number of runs allowed in an inning or the home team is winning the game will be called and the score recorded as it stands at that time. The game will not be called until time has expired unless the run rule (mercy rule) applies after a complete inning. Scores will not revert to a previous inning.

Complete games are 2 ½ innings if home team is ahead, 3 if visiting team is ahead. Run rules and time limits supersede

Scores do not revert back to previous innings if time expires; the inning is completed; home team only bats if it is behind. All runs scored when umpire officially ends the game are recorded even if game ends in the middle of an inning.

Forfeits will be recorded as a 7-0 score.

### Run Rules:

- 25 after 1 complete inning

- 20 after 2 complete innings
- 15 after 3 complete innings
- 10 after 4 complete innings
- 8 after 5 complete innings

Example 1: Ten minutes left in regulation play in a 5 run per inning game. Visiting team is up and ahead 6 runs. Play continues until time expires and the score is recorded as it stands at the end of the time limit.

Example 2: Seven minutes left in regulation play in a 5 run per inning game. Home team is up and trails by 6 runs. Play continues and home team bats until time expires, when time expires even if there are only 1 out the ball game will be stopped and the score recorded as it stood when time expired.

Example 3: Home team at bat and behind 3 in the bottom of the 5<sup>th</sup> of a 5 run per inning game when time expires. Play continues until the end of the inning.

#### Tie Games

Pool play games can end in a tie. If a pool play game completes 6 innings (7 in the 13/14) and there is still time left teams will play 1 additional inning using the California tie breaker (last recorded batter from previous inning occupies 2<sup>nd</sup> base with 2 outs). A maximum of 5 runs can be scored.

In Bracket play if the score is tied after regulation time or regulation innings the Texas tie breaker will be used until a winner is determined. The inning begins with bases loaded and one out. The last three batters from the previous inning will occupy the bases: last batter at 1<sup>st</sup> base, next to last better at 2<sup>nd</sup> base, second to last batter at 3<sup>rd</sup> base. Each team has an opportunity to bat. The game ends when one team is ahead at the end of an inning. No courtesy runners allowed for these runners.

## Batting Order, Batting, Runners

**All bats** must be labeled with either of a BBCOR, 1.15BPF stamp or the official USA Baseball Stamp (USABat).

**1)** For ages 6 and under - The maximum diameter shall not exceed two and five eighths (2-5/8") inches.

**2)** For ages 7 and older - The maximum diameter shall not exceed two and three quarters (2 ¾") inches.

All bats must be commercially manufactured for baseball play, softball bats or bats altered after manufacture to reduce or add weight will not be allowed. It is the manager's responsibility to ensure compliance with this rule.

**Penalties** – Use of an illegal bat shall not be grounds for ejecting the player or declaring the batter 'out' except as follows: **A)** If the umpire discovers that a bat does not conform to the Centex bat rule stated above before a ball has been put in play, the umpire will remove the illegal bat from the game and issue a warning to the manager. Warnings will be recorded on the game card. **B)** If

the umpire discovers that the bat does not conform to the Centex bat rule stated above after the ball has been put in play and before the next legal pitch, the defensive team will have the choice of the result of the play or the batter being called 'out'. If the batter is declared 'out', all runners must return to the base officially occupied before the pitch. **C)** A second offense incurred during the Centex series will result in the manager being ejected in addition to application of the first offense penalty.

#### Roster

Teams must bat entire roster, there is open defensive substitutions except for pitching. Players arriving late can be added to the bottom of the order (Coaches must notify the other team and umpire)

Since Centex rules require that all players bat, there are technically no substitute players should a batter become injured and unable to finish their at-bat. Rather than the player being called out, the next batter can assume the injured player's at-bat; however, the injured player cannot return to the game at a later time.

Teams must have at least 9 players (6U/8U) or 8 players (10U/12U/14U) to play; if missing the last player, it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (coach must notify umpire once late players have arrived).

If a team starts with more than 10 (6U/8U) or 9 (10U/12U/14U) batters and loses a player an out will not be recorded unless the team drops below 10 or 9 players or if the player was ejected.

#### Batter

No slashing: if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.

Throwing the bat will result in 1 warning per player, 2<sup>nd</sup> occurrence will result in the batter being called out.

#### Runners

No headfirst slides when advancing bases, runner will be called out, diving back into a bag is acceptable.

Runners should make every attempt to avoid contact. Intentional contact or malicious contact in the umpire's opinion can lead to player being called out and/or removed or ejected from the game.

A squeeze is defined as a play where there is a runner on third base (this includes the situations where there are runners on base in addition to the runner on third) and in which the runner on third base starts home as the pitcher delivers the ball (this includes starting to advance home during the windup) and continues toward home, without stopping, while at the same time the batter attempts to put the ball in play via a bunt. This is NOT ALLOWED in order to protect the safety of the fielders, the runner, and the batter.

A safety squeeze is defined as a play in which there is a runner on third base (including the situations where there are runners on base in addition to the runner on third) and in which the runner on third pauses his advancement toward home plate as the batter squares to bunt and waits until the ball is in

play before attempting to continue to advance toward home. This IS ALLOWED as it provides clear protection for the fielders and runner.

Stealing home is defined as attempting to advance to home plate during the pitch. Under this narrow definition, the runner may not steal home; however, this definition is not intended to limit other plays at the plate, but rather to provide protection to the runner, batter, and fielders. Runners may attempt to advance from third base to home plate, at their own risk, after the ball has crossed home plate and between pitches, including, but not limited to, the following examples:

- When the ball gets past the catcher, either as a passed ball or wild pitch.
- When the catcher attempts to throw the ball back to the pitcher after a pitch.
- When the catcher attempts to throw the ball to another fielder after a pitch.
- When the pitcher is in possession of the ball on the mound, but has not yet begun the windup.
- When the pitcher makes a pickoff move toward, third, second or first.

## Division Specific Rules

### 6 and Under

1. No new inning to start after 1 hour.
2. Teams must have at least 9 players to play; if a team is missing the 10<sup>th</sup> player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 10 batters and loses a player an out will not be recorded unless the team drops below 10 players or if the player was ejected.
4. Batted ball must pass the 10-foot arch in front of home plate, called foul if it does not pass the marked line.
5. Batter must have both feet in the box when hitting the ball.
6. Batters receive 3 swings per at bat, if 3<sup>rd</sup> swing results in a foul ball, batter will be called out.
7. A strike will be called if a batter measures up at the "T" when a ball is on the "T"
8. Time should be called by the umpire when the ball is in the possession of an infielder and the lead runner hesitates; this is an umpire's judgment call.
9. Regulation leather covered baseballs will be used, no Riff Balls
10. Four outfielders will be used on defense; players cannot be stacked (no Rover) and must be at least 16 feet behind the bases.
11. A pinch runner (last out) may be used for a player that is injured while running the bases.
12. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 10 players or if the player was ejected
13. Intentional walks are not allowed.
14. Defensive coaches are not allowed on the field of play (between the foul lines)
15. Catchers must wear a catchers helmet with mask or mask with hard skull cap and chest protector, shin guards are optional.
16. A coach may be at home plate to assist the batter in getting set up at the tee, but the coach may not physically position the batter in such a manner as to direct the hit in a particular direction. The coach cannot physically set the batter to "pull" the ball, etc. The coach may tell the batter where he wants the ball to go and if the batter can position himself to hit it there, that is acceptable. The coach may not draw lines or make marks in the batter's box to indicate to the batter where to place his feet in order to hit the ball in a particular direction. The batters' feet must be completely within the batters' box at the time the ball is contacted.
17. The only tee that will be allowed for play by either team will be the tee provided by the host venue and Centex. The plate portion of the tee should sit directly on top of the home plate and should not be moved or positioned so that only part of the tee is in contact with home plate. The coach may only raise or lower the level of the ball, not move the tee to position the ball anywhere other than the middle of home plate.

## 8 AND UNDER

1. No new inning to start after 1 hour & 15 minutes.
2. Teams must have at least 9 players to play; if a team is missing the 10<sup>th</sup> player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 10 batters and loses a player an out will not be recorded unless the team drops below 10 players or if the player was ejected
4. Batters receive 5 pitches or three strikes per at bat; if a foul ball occurs on the 5<sup>th</sup> pitch the batter will continue to hit until the ball is put in play, or the batter strikes out
5. Any hit ball hitting the coach-pitcher will be ruled a foul ball
6. The coach-pitcher is a “pitching machine” and cannot speak to anyone and cannot coach in any way from the field. Coaching from the field will result in a warning from the umpire; a second occurrence will result in the removal of that pitcher.
7. A Coach-pitcher cannot be voluntarily changed in the middle of an inning
8. Time should be called by the umpire when the ball is in the possession of an infielder and the lead runner hesitates, this is an umpire’s judgment call.
9. A pinch runner (last out) may be used for a player that is injured while running the bases.
10. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 10 players or if the player was ejected.
11. Four outfielders will be used, players can be stacked (rover allowed) and must be on the outfield grass when the ball crosses the plate
12. Intentional walks are not allowed
13. Catchers must be in full gear which must include catcher’s helmet with mask or mask with hard skull cap, chest protector, shin guards & cup. A catcher’s mitt vs. a glove is optional.

## 10 AND UNDER

1. No new inning to start after 1 hour & 20 minutes.
2. Teams must have at least 8 players to play; if a team is missing the 9<sup>th</sup> player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
4. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
5. A pitcher must be removed from the mound after hitting 3 batters in a single game.
6. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
7. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players.
8. Catchers must be in full gear that includes a catcher's helmet with mask or mask with hard skull cap, chest protector, shin guards & cup. A catcher's mitt is optional.
9. A Pitcher must pitch to a minimum of 3 batters before a substitution will be allowed except in the case of an injury or pitch limit is reached. This includes a pitcher who begins the inning as the pitcher of record or who enters as the result of a substitution.
10. Once the game clock reaches less than 10 minutes remaining, pitching substitutions will not be allowed unless a pitch limit is reached. Calling "Time" will not be permitted during this time except to remove a pitcher that has reached their maximum pitch limit count. Once the game clock has expired, time outs and pitching substitutions will be allowed.

### *Division I*

- a. Play open bases just like 12U and 14U.
- b. Balks – only one warning per game per team.
- c. Squeeze play, as defined in the rules section, is NOT ALLOWED.
- d. Safety squeeze play is ALLOWED.
- e. Stealing home, as defined in the rules section, is NOT ALLOWED.
- f. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
- g. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.

*Divisions II and III*

- a. Runners must remain in contact with the base until pitch crosses the plate (closed bases). Penalty: If the runner leaves early a "team" warning will be issued. The second occurrence will result in the runner being called out by rule and does not have to be tagged out.
- b. Batter will not be allowed to advance to first on an uncaught 3<sup>rd</sup> strike. The batter is out on strike three, whether or not the pitch is caught.
- c. Safety squeeze plays are ALLOWED; must still follow the closed bases directive.
- d. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
- e. Runners may advance at their own risk from the time the pitch has crossed the plate up until the time that they must return to and remain in contact with their base in preparation for the next pitch.

## 12 AND UNDER

1. No new inning to start after 1 hour & 35 minutes.
2. Teams must have at least 8 players to play; if a team is missing the 9<sup>th</sup> player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. Stealing home, as defined in the rules section, is NOT ALLOWED.
7. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
8. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.
9. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
10. A pitcher must be removed from the mound after hitting 3 batters in a single game.
11. Balks will be called – no warnings
12. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
14. If players are used as base coaches they must wear batting helmets
15. Catchers must be in full gear that includes a catcher's helmet with mask or mask with hard skull cap, chest protector, shin guards & cup, and a catcher's mitt.
16. A Pitcher must pitch to a minimum of 3 batters before a substitution will be allowed except in the case of an injury or pitch limit is reached. This includes a pitcher who begins the inning as the pitcher of record or who enters as the result of a substitution.
17. Once the game clock reaches less than 10 minutes remaining, pitching substitutions will not be allowed unless a pitch limit is reached. Calling "Time" will not be permitted during this time except to remove a pitcher that has reached their maximum pitch limit count. Once the game clock has expired, time outs and pitching substitutions will be allowed.
18. All coaches must stay within the dugout while their team is in the field (the defensive half inning). If the characteristics of dugouts on some fields make this problematic, a single coach is allowed to be outside the dugout within arm's reach of the entrance.

## 14 AND UNDER

1. No new inning to start after 1 hour & 45 minutes.
2. Teams must have at least 8 players to play; if a team is missing the 9<sup>th</sup> player it will count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire)
3. If a team starts with more than 9 batters and loses a player an out will not be recorded unless the team drops below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. Stealing home, as defined in the rules section, is NOT ALLOWED.
7. Advancing to home between pitches and during the other situations called out in the rules section is ALLOWED.
8. If in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the 3rd base coach will be ejected.
9. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the third-base coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the third-base coach is ejected.
10. A pitcher must be removed from the mound after hitting 3 batters in a single game.
11. Balks will be called – no warnings
12. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
13. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
14. If players are used as base coaches they must wear batting helmets
15. Catchers must be in full gear which includes a catchers helmet with mask or mask with hard skull cap, chest protector, shin guards & cup, and catcher's mitt.
16. A Pitcher must pitch to a minimum of 3 batters before a substitution will be allowed except in the case of an injury or pitch limit is reached. This includes a pitcher who begins the inning as the pitcher of record or who enters as the result of a substitution.
17. Once the game clock reaches less than 10 minutes remaining, pitching substitutions will not be allowed unless a pitch limit is reached. Calling "Time" will not be permitted during this time except to remove a pitcher that has reached their maximum pitch limit count. Once the game clock has expired, time outs and pitching substitutions will be allowed.
18. All coaches must stay within the dugout while their team is in the field (the defensive half inning). If the characteristics of dugouts on some fields make this problematic, a single coach is allowed to be outside the dugout within arm's reach of the entrance.