



**THE ILLINOIS TRAVEL BASEBALL LEAGUE
14U RULES**

INSURANCE

All teams must provide proof of Insurance Coverage.
The policy must show as the Certificate Holder:

The Illinois Travel Baseball League / Lockport Boys Baseball

The address of the certificate holder:

**P.O. Box 296
Lockport, IL 60441**

ROSTERS

All players participating in The Illinois Travel Baseball League must be on The Official ILTBL Roster and be of proper age. Players must be 14 years of age or younger on April 30th, 2015

- 1) A Player's Birth Certificate may only be requested by an Age Group Director.
- 2) Players not included on The Official ILTBL Roster or not of proper age will be considered an ineligible player **unless that player is listed on the ILTBL roster of a younger team from the same organization.**
- 3) Any team using an ineligible player will be charged with a forfeit for every game the ineligible player participated.
- 4) Any Player added to a Team's Roster after April 1, 2015 must be approved by

the Age Group Director.

5) The maximum roster size is 18 players – again keep in mind if you will be borrowing players from younger teams from your same organization you do not need to list these players on your roster as long as they appear on the ILTBL roster of the 13U team from your organization (or younger team from the same organization).

6) A player cannot play for multiple 14U ILTBL teams. If he is listed on a 14U ILTBL roster and plays on that team – he cannot be used as a fill-in player on another 14U ILTBL team.

FIELD DIMENSIONS

1. The Bases will be set at 90 feet.
2. The Pitching Rubber will be set at 60 feet 6 inches.

PRE / POST GAME REQUIREMENTS

1. HOME Team shall have their choice of Dugout.
2. HOME Team shall provide / pay the cost of two (2) Umpires per Game.
3. VISITING Team shall provide 2 New Baseballs for each ILTBL Game.
4. HOME Team must inform the VISITING Team of any Time Restrictions before the game due to Field Allocation restrictions.
5. WINNING Team must submit Game Results on the ILTBL Website within 24 Hours

EQUIPMENT

1. All Bats used in the 14U division must either be BBCOR or have The Official USSSA / BPF 1.15 Stamp on the Handle with a maximum differential of Minus 5. No Bat can be lighter than a Minus 5.
2. A bat that may be in question must be brought to the attention of the Umpire before the next pitch is thrown to the batter following the infraction. If a batter has reached with an illegal bat and it is detected before the next pitch – the batter using the illegal bat will be declared out and all runners will return to the base occupied before the illegal at-bat. The bat must be removed from the game after it is declared illegal.
3. Helmets must cover both ears and be worn while batting and on the base paths
4. Metal spikes will be allowed.
5. All Players must wear appropriate Boys Protective Gear.

GAME LENGTH

1. Games are seven (7) Innings but may be subject to Time Restrictions due to local field allocations. A game is considered an official game once five (5) innings have been completed. If the home team is leading after 4 ½ innings the game is considered official. If teams starts a game, and they have played less than two (2) complete innings and any conditions arise to cancel the game, then the game will be rescheduled and replayed in its entirety as a NEW game. Start over at 0-0 in the top of the 1st inning.
2. If teams start a game and they have pitched one (1) pitch during the top of the 3rd inning and any condition arises to cancel the game before it is deemed an Official Game, then the game is ruled a SUSPENDED GAME. The teams will finish playing the game at a later date until it becomes an OFFICIAL game using the same players and batting order that was in place at the time the game was suspended. Suspended games shall be picked up at the point where the game was called- same kids on base, count, etc. Each team will use the exact same line-up as the original game. A pitcher who had pitched previously and was taken out of the line-up as a pitcher cannot pitch again. If kids who were in the suspended game are not available for the continued game, their spot in the batting line-up will be “moved up” (your 3rd hitter in the line-up is not available – your 4th batter now bats after the 2nd batter – no penalty). If kids were not available for the suspended game and show up for the continued game, they will be allowed to bat at the end of the batting order and be allowed to pitch in the continued game.
3. Temperature Restriction – A game may be re-scheduled due to cold temperature at game time. The IHSA uses 43 degrees Fahrenheit as a minimum temperature to play games. We expect both managers to cooperate and be reasonable when determining whether or not to play due to temperature at game time. If both managers cannot agree, contact your Age Director who will make the decision. If the Age Director is not available, then the game will re rescheduled with the Age Director determining how any additional costs associated with the rescheduled game should be shared between the respective teams.
4. Slaughter Rule - The game shall be complete where a team is leading by:
15 runs after 4 complete Innings
10 runs after 5 complete Innings
3. ILTBL Games can end in a tie game.

WEATHER / DELAYS

1. A weather delay is to be determined by the managers. If the managers cannot reach an agreement, the umpire’s decision will be final.
2. The game MUST be delayed at the first sight of lightning. This is non-negotiable.
3. The game can restart 10 minutes after the last lightning was spotted.

It is up to both managers to decide if it is worth waiting for the weather to be clear. All local Field Rules and Weather Alarms should be obeyed. Wait time cannot exceed one hour. At that time, the game will either be complete, or rescheduled according to the rules.

GAME PLAY RULES

Where not specified under The ILTBL Rules, all Pony Baseball Rules will apply. Any rules in this document will supersede Pony Baseball Rules.

1. Dropped Third Strike is in effect.
2. Infield Fly Rule is in effect.
3. No Slash Bunting. A player showing bunt at any time after entering the batter's box cannot pull back and swing away at the pitch.
4. No Contact Rule:
 - a) There is a "No Contact" Rule in effect at all bases if a play is being made on the Runner.
 - b) The Base Runner will NOT be ruled out for not sliding, if in the Umpire's judgment the runner made the effort to avoid the tag and or contact.
 - c) If in the Umpire's judgment, a Base Runner intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field, the Runner will be called OUT and EJECTED from the game. When his spot comes up in the order after ejection – an automatic out will be awarded to the opposing team.
5. Continuous Batting Order:
 - a) A Continuous Batting Order is MANDATORY.
 - b) The batting order will include no less than 9 players, and will include every player participating in that game.
 - c) The number of batters presented in the lineup before the game shall not be changed unless:
 - i) A player is injured and has to be removed.
 - ii) A player arrives late to a game. In such a case, the late player can only be inserted into the lineup as the last batter.
 - iii) If a player does not bat for any reason other than removal from the lineup due to injury or illness, an out will be recorded each time that player is skipped in the order.
 - iv) Once a player is skipped in the batting order, he or she can no longer participate in the game.
 - v) At any point if the number of players in the batting order dips below 9 – an out will be awarded each time the player's turn who was removed from the order comes up to bat (regardless of the reason)

If a valid protest is to be made against a team batting out of order, it must be done immediately after the improper at-bat. At that time, the improper batter will be called out, and any advanced runners will return to the base they occupied prior to the at-bat. After the first pitch of the next at-bat, no protests will be allowed.

6) Stealing / Lead-Offs: All MLB Rules Apply

7) Courtesy runner is allowed for the catcher that is playing the NEXT defensive inning (not the catcher of record). You may run for the next defensive catcher only after there are 2 outs. The runner will be the last batted out prior to the catcher getting on base. If you courtesy run for a player – he is required to catch the next inning you play defense. There will be no courtesy runners during extra innings.

PITCHING RESTRICTIONS / LIMITATIONS

1) A Pitcher may not pitch more than 4 innings per Game / Day when playing in an ILTBL Game.

2) One pitch = One Inning Pitched.

3) Violation of the Pitching Rules will NOT result in a forfeit of the game.

4) The Pitcher in violation will be allowed to finish pitching to the batter if the infraction is not called at the beginning of the 5th Inning Pitched. It is entirely up to the opposing Coach to call to the infraction to the attention of the Umpire and Opposite Coach before the Batter steps into the Batter's Box. At this point the Pitcher violating the rule will be removed. After an Official at Bat is started the pitcher shall not be removed until the at bat is over no matter the count.

If a team wishes to challenge that a violation of the Pitching Limitation Rule has occurred, the challenge must be made at the time of the violation. The Pitcher must be removed immediately. This Rule is for the safety of our young Pitchers, not a "Gotcha" Rule intended to influence the outcome of a game.

5) Any pitcher who hits two batters in an inning or three in a game must be removed

6) A pitcher must be removed on the second visit to the mound in an inning or third visit to the mound in a game. Visits to the mound will count whether from manager or coach.

7) A visit to the mound for an injury will not count.

8) Once a pitcher is removed from the game as a pitcher, he cannot return to pitch in that game.

9) No white on the arm of a pitcher.

10) No sun glasses may be worn by the pitcher (unless prescribed by a doctor).

11) No necklaces may be worn by a pitcher

12) All Intentional walks MUST be pitched.

COACHES / PLAYER CONDUCT

Any Manager, Coach, or Player ejected from a game for ANY reason will receive the following:

- a) A First Offense will result in a WARNING from the Age Group Director.
- b) A Second Offense will result in a Two (2) Game Suspension from ANY ILTBL Game.
- c) A Third Offense will result in Suspension from The ILTBL for the remainder of the season and your return to the league will be decided by The ILTBL Executive Board of Directors.
 1. If a manager, coach, or fan is ejected, they must leave the premises immediately. Failure to follow this rule will result in forfeiture of the game. If the problem occurs, the Directors will consider the removal of the manager and/or team from the league for the remainder of the season.
 2. All managers will be responsible for the conduct of their fans. In the event that a fan becomes disruptive, the umpire may issue a warning. The second incident will result in immediate ejection. Also, the league directors will review the incident and can remove the child associated with the offending fan from the roster.

PLAYOFF / DIVISION TIEBREAKER

All Forfeits or Scores not posted on the ILTBL Website result in a final score of 7-0.

In case of Conference / Division Ties:

Two (2) Teams tied:

1. Head to Head
2. Fewest runs allowed
3. Run differential
4. Total Runs scored

Three (3) Teams tied:

1. Fewest runs allowed
2. Run differential
3. Total runs scored
4. Coin Flip