Ultimate Baseball Weekend Rules and Regulations

14 Year Olds

NFHS rules unless specifically noted below!

1. Game Length
    a. Games will be 6 innings in length. No new inning will start after **1 Hour and 30 Minutes.** Please have your players hustle in and out in between innings to ensure we play a full game.
        i. 1st Place Championship game will not use a time limit.
    b. Option for home team will be decided by a coin toss before the game starts.
        i. If seeded, better seed will have option to be home team.
    c. Pool play games can result in a tie.
        i. If all 6 innings are completed before the time limit has elapsed, the game will be over and will result in a tie.
    d. Coaches have one mound visit per inning. Second visit must result in pitcher being removed from mound.
    e. No pregame infield practice inside the foul lines in between games.
    f. 8 run rule after 5 innings, 10 run rule after 4 innings, or 3 ½ if home team is ahead. 15 run rule after 3 innings, or 2 ½ if home team is ahead.
    g. Game time length can be adjusted if injury timeout is needed during the game.
    h. Courtesy runners may only be used for catchers (not pitchers). This must be a player that is not in the game but is still eligible to be in. If no one is available, the last recorded out will be the courtesy runner.
    i. If game is tied after 6 innings and the game cannot result in a tie, teams will start with the last out of the last inning on second base.
2. Pitching
    a. Pitchers may pitch up to 6 innings for the weekend. Coaches may break these 6 innings up however they would like.
    b. One pitch in an inning constitutes as one full inning thrown.
3. Hitters/Runners
    a. Deliberate collisions will result in player being ejected from the game. Player will also be called out.
    b. Teams will use 9 defensive players. If a player goes down with an injury, teams can still play with 8 defensive players. An out will be recorded each time the injured player would have come up in the order (even because of injury).
    a. Teams can choose to bat up to 15 players. They may bat as low as 9 players. These players may be moved around defensively at the coach's discretion. The number of batters is set at the beginning of the game and will stay at that number throughout (except because of injury).

c. Teams cannot eliminate a batter from the lineup at any point in the game without giving up an out every time that player would have batted. The only exception to this rule is if a player gets injured and cannot return **and** assuming the team was batting 10 or more in their lineup (if they were batting 9 hitters, they will still take an out for that spot in the order).

d. No fake bunt and swing (slash) allowed.

4. Other Rules and Regulations

   a. Bats must be BBCOR, USA, or USSSA approved (-3 or -5 only).
   b. Base lengths of 90 feet and mound length of 60.5 feet.
   c. 15 player maximum roster
   d. Age as of April 30th, 2026 is the cutoff date for eligibility.
   e. Seeding for tournament play
      i. Overall record
      ii. Head to head record
      iii. Runs against
      iv. Runs for
      v. Coin flip
   f. Umpires are to be treated with respect. Umpires can eject players, coaches, parents that argue past the umpire's tolerance. Those persons will then be subject to the Tournament Director's decision on whether they will be allowed to participate in future contests.
   g. Rain Out Policy
      i. 0 games started- Refund except for $25
      ii. 1 game started- No refund.
   h. Any other rules will follow NFHS rulebook.

5. Please contact Tournament Director with any questions: **UltimateSportsWeekend@gmail.com**