

2010 Rules for 14U and 18U Leagues

1. All games shall be 6 innings with a 60 minute time limit. No new inning will begin after 60 minutes. Games may end in a tie. The game clock will start upon the first pitch of the game.
2. The run-rule/mercy rule will be: 15 after 3 innings, 12 after 4 innings or 10 after 5 innings.
3. All players will be in the batting line up.
4. No player will sit the bench for consecutive innings.
5. Teams must wear league shirts during games or the game will result in a forfeit.
6. Teams are responsible for cleaning out their dugout after their game.
7. All other rules will fall under A.S.A. rules and guidelines.
8. After each game a coach from each team must sign the scorekeeper's game report.

POOL PLAYERS

1. Only on the first game of the night will coaches be given 15 minutes (from the scheduled start time of the game) to get a pool player on the field and ready to play.
2. Pool players can be **any** player from another team in that league.
3. Coaches cannot deny the pool player on their team the right to play in a game with another team, even if the game is before his game on the schedule.
4. Coaches may use the pool players from the team they are playing if both teams agree.
5. Teams may only use two pool players in a game. Teams may use pool players to make a total of 9 players. If a team has 7 roster players then two pool players may be used to make a total of 9, but if 8 roster players are present then only one pool player may be used to make a total of 9. **Pool players will play only in the outfield and will bat last in the batting order. When a roster player arrives during the game they will take the place of the pool player and bat in the same position of the batting order as the pool player.**
6. Teams may play with 8 players without being issued an out on the last batter. Teams may also play with only 7 players but an out will be issued for the last batter. Teams with less than 7 players will result in a forfeit of the game.