

## Sophomore Division Rules (14 and under)

1. USA/ASA Rules apply except changes made by both leagues.
2. Continues batting order. If a player leaves prior to the end of the game, an out will **not** be recorded.
3. **No Stealing home.** (If a player does steal home the runner can be tagged out, but if the runner makes it to home safely, they will be returned to 3<sup>rd</sup> base.)
4. No dropped third strike.
5. Teams may use 4 outfielders
6. Pitching distance is **40 feet**.
7. Teams may only score 4 runs per inning except the open inning.
8. At approximately 1 hour and 20 min, coaches will meet with the umpires.
  - If the Visitors are winning, then they can only score 4 runs. If they are losing, they can tie the game and go ahead by 4 runs.
  - The Home Team can score enough runs to win.
9. Players should be wearing the same team uniforms. (Not mandatory but nice)
10. Players can only play for one team. If a team needs a player, they can take from the freshman division (10u).
11. Teams may drop down to 7 players. Any less, the game is a forfeit. The other team can place one of their players in right field if the team is short players.
12. Play-offs will be decided by the leagues.
13. Rules can be changed by both league representatives, max 3 representatives from each league.
14. Rain make-ups must go through a scheduling person and if a game is canceled, please notify league officials.
15. Run rule is **15 runs after 5 innings**
16. **All game scores must be emailed to the league director. No email will be considered a loss.**