



OBSA LEAGUE SPECIFIC RULES

U14 (13- to 14-year-old)

The set of In-House Rules approved by the Board of Directors, are rules, which apply to the local League and supersedes the Babe Ruth National Baseball Rules. These rules may be necessary due to safety reasons in situations unique to the field or may enhance the normal set of rules implied by the Babe Ruth League. Updated 12.17.25

In the event there are not enough teams to separate the U12 and U14 Divisions. The entire season shall be played under the 14U Rules (except the pitching distance shall remain forty feet).

TIME LIMITS:

Regulation games shall be six (6) innings in duration OR when a one-hour and forty-five-minute (1:45) time limit is reached. New innings started prior to the time limit and continued beyond the time limit, will be played in their entirety if necessary and conditions permit. No game shall be played past the time of official Sunset for that day. Games CAN end in a tie.

All innings will consist of three (3) outs or when a team scores 5 runs if leading at start of inning, or 5 runs over other teams score, if team was behind in an inning.

No new inning may start with less than fifteen (15) minutes left.

MERCY RULE:

If the visiting team is ahead by 10 or more runs after four (4) innings, or the home team is ahead by 10 or more runs after 3 and a half (3.5) innings, the game shall end with the current score being final.

PLAYER AND POSITION RULES:

1. No player on a team may sit more than two (2) defensive innings (non-consecutively) before all players are asked to sit for one (1) defensive inning, during the game.
 - a. One inning constitutes three (3) consecutive outs.
 - b. If a player shows up after the first inning is complete that player may be exempt from this rule.
 - c. If a player is hurt during the game that player is exempt from this rule.
 - d. This rule must be adhered to if 10 or more players begin the game.

2. Three (3) outfielders will be used, and outfielders CAN make a putout in the infield including for a multi-player “pickle” rundown situation or throwing the ball to a base to make a putout.
 - a. Example 1: RF, C, LF fielder can throw the ball to 1st, 2nd, 3rd, or home base to make a putout.
 - b. Example 2: RF, C, LF cannot run into the infield or to 1st, 2nd, 3rd, or home base to make the putout.
3. A team must start and finish a game with a minimum of seven (7) players or the game will be forfeited.

Penalties for Coaches:

1. First violation for not playing a player is a one game suspension and review by board of directors.
2. Second violation for not playing a player will require a hearing before the Board with possible suspension for remainder of the season and forfeit of the game in which the violation occurred.

*Note that a team must have a catcher.

PITCHING RULES:

1. Illegal pitches will be called in this division.
2. Pitchers shall pitch from forty-three feet (43').
3. Pitchers will be allowed five (5) warm up pitches between innings.
 - a. Coaches should be prepared to warm up the pitcher, if the catcher is not ready, to speed up play.

BATTING RULES:

1. All players must bat.
2. If a player must leave the batting order for any reason, including an injury, and they fail to bat in their batting position an out will be recorded.
 - a. If the player does not return to the game, no out will be recorded when the players' turn comes up in their following at bats.
3. If a player misses an at bat and returns to the game, they must bat in their original batting order position or an out will be recorded.
4. Any player that shows up after the start of the game will be inserted into the last batting order position.
5. If there is at least one out and the player scheduled to catch the next inning is on base, the manager may insert a courtesy runner for that player to speed up play. The courtesy runner shall be the last batted out.
6. Bunting is allowed in this division.

7. If the batter squares to bunt, they may not pull the bat back and swing at the pitch. The first fake bunt shall be a warning. The batter will be called out for all additional fake bunts for the remainder of the game.

OVERTHROW RULES:

1. Baserunners may advance on an overthrow; however, they advance at their own risk.

BASERUNNING RULES:

1. Dropped third (3rd) strike is live in this division.
2. Infield fly rule is in effect in this division.
3. The hesitation rule shall be in effect for this division.
4. Runners must slide on any potential play at home. Failure to slide is an automatic out.

COACHING RULES:

1. A team may have up to a total of 4 ODSA board approved coaches participating in the game. Defensive coaches must be in the dugout or dugout opening. Offensive coaches must be in the dugout, dugout opening, first base coaches box and/or third base coaches boxes. No coaches shall be on the field during play.

UNIFORM RULES:

1. Metal cleats are not allowed in this division.
2. All players must wear the jersey provided by ODSA.

EQUIPMENT RULES:

1. This division will use a twelve-inch (12") ball.
2. ODSA strongly suggests pitchers wear a face guard while playing the pitcher position, and we encourage face guards for the infield positions.

PARTICIPANT RULES:

1. Negative chatter by ANYONE on or near the field will not be allowed and may result in removal from the game.
2. A spectator, player, or coach who uses profanity will be removed from the game at the umpire/coach's discretion and must leave the area.

TEAM ADMINISTRATIVE AND HOUSEKEEPING RULES:

1. The home team shall have the third base dugout.
2. Home teams are to provide a brand-new game ball as provided by the league at the beginning of the season for every home game in addition to one gently used game ball.
3. Coaches must provide the umpire and opposing team with a lineup card.
4. Home teams are responsible for assigning a dedicated score keeper for each game. Score must be recorded in the official score book.

5. Any home team that does not record the final game score onto the league scoring app by the following morning after the game will forfeit the results of the game (win or loss) to the visiting team.
6. Home team is responsible for setting up the field before each game (bases, bumps/mounds, fences (if applicable). Visiting team (if the final game of the day) is responsible for removing and placing all bases, mounds etc. into the appropriate storage containers. Visiting teams must take into consideration the following games (if the visiting team is baseball and the next game is softball, then the visiting team needs to remove all mounds/bumps etc. not to be used by the coming softball team.)