

I-29 League Rules

1. Game time will be 7:00 PM (Unless otherwise noted)
2. All Games will be 7 innings in length (Including the first week night League Tournament game)
3. If a game goes extra innings. Each extra inning will start with a runner on 2nd base.
4. 14U will play a 15 game season/12 for 17U (2-3 of those games will be played during the league tournaments.)

Note: The league tournament games played on Friday and Saturday will be: 5 innings-14U & 6 innings-17U. **VFW pitch count rules and bat requirements will also apply! See below.**

5. Time Limits: There are **NO** time limits on games for either 14U or 17U. That would include regular season or league tournament games.

6. Re-entry is allowed in the I-29 League play for every position with the exception of the pitcher. A player may re-enter, but must do so for the same player that subbed in for him and must bat in his original order.
7. A team may start a game with less than 9 players. However, an out will be recorded at the end of the batting order for each spot not filled.
8. If a team starts with 9 and an injury occurs and there are no eligible players on that team's bench. An out will be recorded at that spot in the line-up.
9. The designated hitter (DH) is also allowed. The DH can be used for any player in the line-up. However, once you pull your DH, you may not use him again. You can pinch hit and or pinch run for the DH, provided such the player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter
10. Any player that turns 15 prior to January 1 is not eligible for 14U division play, just as no player turning 17 before January 1 is eligible for 17U division play. A player may play up a division, but no player may play down.
11. Extra hitter(s) are allowed during the regular season. Two (2) or less players is recommended, but individual coach's discretion can be used. A discussion about extra hitter(s) should take place prior to the game with the opposing coach and umpires.
12. Coaching helmets are **Mandatory, No Exceptions**. This is not a choice! It is a rule!!
13. Home plate umpires **should be** certified if at all possible. However, it is not mandatory.
14. An intentional walk can happen without any pitches or one's pitch count increasing.
15. The standard VFW run rule will be enforced: A team leading by 10 runs at the end of 5 innings, 4 1/2 innings if the home team is leading by 10 runs, or if a team is leading by that number of runs any complete inning thereafter. A team leading by 15 runs or more after 3 complete innings, or any complete inning thereafter until the ten run rule becomes effective will be declared the winner.
16. Double Header Clarification: Double headers if at all possible should be 7 innings in length. However, I understand, especially with 14U, that can be problematic. Therefore you can do the following:
All 14U games need to go to at least 5 complete innings to be considered a complete game.
17U games need to be 6 complete innings.
If there are circumstances that may create problems (such as no lights, other games to follow, etc.) getting both games in on an evening. 14U teams may play two 6 innings games or the least could be two 5 inning games. 17U DH must be no less than 6 innings in length. Home teams need to communicate this with the visiting teams in advance of the DH to ensure everyone is on the same page. Once those decisions have been made, the only things

that could change that would be inclement weather, or possibly darkness (due to no lights). No team (home or away), or umpires should adopt a new rule of ending the game!

Teams may also adjust game times to help with DH scheduling. Generally the league has used 5:30 as a start time. However, 5 PM may be used. I would caution going earlier than 5 PM, as parents would have a tougher time making the start of the game.

Lastly, any single night game should be 7 innings in length. For 14U, a game must go 5 complete for it to count and for 17U games, it must go 6 complete to count.

15. Tie Breaker Rules

1. Head to Head
2. Total Runs Allowed (Max 8)
3. Total Runs Scored (Max 8)
4. Coin Flip

***Head to Head tie-breaker exists if there are two teams tied. If three or more are tied, each team must have played "like" opponents.**

I-29 League Tournament Rules

1. The first league tournament game will be played during the week-day and at home sites. It will be a 7-inning game.
2. Coin flip to decide home teams when the tournament schedule is determined. (2025)
3. Friday and Saturday tournament games will be: 5 innings (14U) & 6 innings (17U).
4. Regardless of age or birth date of a player, pitch count rules apply to the age/division that the player is competing in.
5. The Consolation and Championship games will be played on Sunday and will be 7 innings in length.
6. The tournament is divisional play. There will be a North Division and a South Division..
7. **No game will end in a tie.** Games tied at the conclusion of 5 (14U) or 6 (17U) innings will be played out (See below for extra innings).
8. There is **NO** time limit for any tournament games!
9. If a game goes extra innings. Each extra inning will start with a runner on 2nd base.
10. Regular baseball rules apply.
11. **VFW Tournament pitch count rules and bat requirements apply. See below.**
12. The three league tournament games count towards a team's league standings. The Consolation and Championship games are **extra** games and **will not** count toward league standings.
13. League tie-breaker rules apply.

1. Head to Head *

2. Total Runs Allowed (Max 8)

3. Total Runs Scored (Max 8)

4. Coin Flip

***Head to Head tie-breaker is if there are two teams tied. If three or more are tied, each team must have played "like" opponents.**

14. Teams may bat up to 10 players with the use of an EH. If you start with 10, you must end with 10.
15. An intentional walk will not require a pitch. No penalty or increase in pitch count.
16. **Run Rule:** 14U-(10 after 3 innings, 8 after 4 innings,.) 17U-(10 after 4 innings and 8 after 5 innings.)
17. **No infield will be taken by teams prior to games on Friday and Saturday of the league tournament.**
18. **Coaches on the field of play must be in full baseball attire. If they are not, they must stay inside the dugout.**
19. The Consolation and Championship game umpires **must be certified.**
20. Medals will be awarded for 1st, 2nd, & 3rd places.
21. Pitch Count Rules and Bat Requirements will follow those of the VFW.

Bat Requirements:

1. Bat requirements for 17U Age Division: All bats must be wood or in accordance with BBCOR Bat Standards and have the official BBCOR stamp. Wood bats are acceptable as well. Any illegal bats will be removed from the game and the batter is out.

2. Bat requirements for 14U Age Division: All bats for 14U teams must be in accordance with BBCOR Bat Standard or USABAT Standard. The bat shall include the official BBCOR or USABAT stamp. NO USSSA Any illegal bats will be removed from the game and the batter is out. Please use the link: USABat.com to find a list of approved bats.

Note: Since the 14U division is seen as a transition period to the 17U division, 14U players may use a BBCOR certified bat.

Pitch Count Rules:

Age Division	Daily Max Pitch Count	Required Rest (Pitches)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-25	26-35	36-50	51-65	66+	N/A
11-12	85	1-25	26-35	36-50	51-65	66+	N/A
13-14	95	1-30	31-40	41-50	51-65	66+	N/A
15-16	95	1-35	36-45	46-60	61-75	76+	N/A

Exception: If a pitcher reaches the Daily MAX Pitch Count limit, “zero” days or 1 day rest count imposed above for his/her age division while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: **1.** The batter reaches base; **2.** That batter is put out; **3.** The third out is made to complete the half-inning.

When identified, the day's rest is in effect; however, the total pitch count will carry over to the Max Daily Pitch Count if the pitcher pitches another game the same day. For example, if the pitcher reaches 35 pitches but requires 40 pitches to finish the batter, the pitcher will qualify for “zero” rest days but have a daily pitch count of 40 thus impacting the number of pitches during his second outing on the same day.

NOTE 1: In 14U/17U, there is no restriction on the number of innings a player can catch prior to pitching.

NOTE 2: A pitcher must be on the rubber in order to take a sign.

NOTE 3: Intentional walk: only pitches thrown by the pitcher will be counted (doesn't throw, doesn't count).

NOTE 4: A player may appear in a game as a pitcher for three consecutive days but will not exceed their zero days rest pitch count per day the first two days and the 1-days rest pitch count for the 3rd day. For example; 16U: 35, 35, 45 and 14U: 30, 30, 40 NOTE 5: Pitchers once removed from the mound will not return to the mound in the same game.

NOTE 5: Pitchers once removed from the mound will not return to the mound in the same game.

*All VFW rules can be found: website:

https://cdn2.sportngin.com/attachments/document/861f-1632180/2021_16U-14U-12U-10U-8U_Rules_ver_FINAL3.pdf#_ga=2.24039418.1948957935.1616025299-1413782348.1610339328