

Crossroads Rules

Note* Any player that is rostered on a travel team from September 2019 to August 2020 will be considered a travel player in Crossroads for the entire year.

Note 2019 Amendment * Age cutoff date is Dec 31st. If a town cannot field a team in 12U, that town may use 13 year old players to fill a roster. However, they must first try and fill the appropriate age group first. If a town cannot field a team in 14U, that town may use 15year old players to fill a roster. Each town must first try and fill the appropriate age group first. The majority of your team should be age specific.

2020 – NEW BAT REQUIREMENTS – All bats must have the NSA or USSSA stamp on bats. **NO USA PGF ONLY STAMPS ALLOWED. IF BAT HAS ALL STAMPS ON THEM, THIS BAT WILL BE LEGAL TO USE.** ** If a player is using an illegal bat that does not have the required stamp on it, if caught directly after her at bat and before the next pitch is thrown to the new batter that batter will be out. If a batter is using an illegal bat and has not finished her at bat, the player may switch to a legal bat and complete her official at bat. **NO PLAYER or COACH EJECTIONS for using ILLEGAL BATS.**

2020 – NEW PITCHING RULES - A pitcher **MAY** start her pitch with (1) one foot on the pitching rubber, the other foot may start behind the pitching rubber. The pitcher must start there and cannot step back after she is set to pitch. The umpire will give one warning **IF PLAYER STEPS BACK AFTER SHE IS SET**, after the one warning the batter will be issued a ball in her count.

- 1.) Game Time 1:25 minutes DROP DEAD. Games to start 6pm and 7:45pm
- 2.) Tie games – **NO INTERNATIONAL TIE BREAKERS THIS YEAR, GAME ENDS IN A TIE**
- 3.) Continuous batting order
- 4.) Unlimited substitution
- 5.) Travel Ball players - 3 travel ball players on a team, if you have more you can add to a team after all teams have travel players on them. (No one team can have entire travel ball or high school players and their other town teams have none. (Players must be distributed amongst the teams in the league)
- 6.) Subs, you can call up from another team in that age group from your town or any town in the crossroads. They must play outfield and bat last. A Player that is called up from a younger division **in the regular** season may pitch or catch if needed; the player must bat last. **NO SUBS PITCHERS OR CATCHERS WILL BE PERMITTED IN THE YEAR END TOURNAMENT.**
- 6a) A team must have a minimum of **7 players** to start a game, (any combination of **7 players** including subs but no more than 3 subs permitted) and must finish with 7 players. There will be no outs assets for playing with **7**, no out for the ninth spot in the order. A **15** minute grace period will be given to the team that is short; however the game timer starts to run at game time.
- 6b) A team calling up subs cannot **exceed 11 players** in the starting lineup. All subs must bat last in the order. If a team cannot start with **7** players, the game will not be played.
NO SCORES BEING RECORDED THIS YEAR
- 7.) Maximum number of subs is 3 for season and tournament. You can use a travel player if you have fewer than 3 travel players playing on that team. **NO SUB PITCHERS OR CATCHERS WILL BE PERMITTED TO PITCH OR CATCH IN YEAR END TOURNEY.**
- 8.) Late players to the game may enter put them at the bottom of the lineup, no penalty.
- 9.) Players that have been removed from the line up due to injury or have to leave the field, when their bat comes, there will not be an out, just skip over. (In the event a batter is hurt and cannot finish her at bat this will be an out), if her turn at bat comes up later it will not be an out.

Revision: 06/8/2020

10.) No Metal Spikes, if it is detected after the first pitch the girl will be called out if on offense and asked to change into plastic cleats or gym shoes immediately. If the player is on defense they will vacate the field immediately. The player will be removed but the game will not stop.

11.) Run Rule: 12U and 14U -7 runs per inning. (NOTE – ONLY REGULAR SEASON- if time the home team is winning and the visitors cannot win because of the 7 run rule, the visiting team will be allowed to bat and remain playing until time expires. The second the timer goes off, the game will be called regardless of outs. In the instance the home team is winning, they will not be allowed to bat.

12.) Team roster deadline - 12U and 14U are due by JUNE 25th Rosters must be emailed to Danel Purkey
purk1115@gmail.com and AL August at sgspresident2015@gmail.com

13.) Players can be added - 12U and 14U until July 10th, (Exception, if you need to add a player to have enough to have a team - Let the towns know. Say you are dropping one to add one)

14.) Rain outs may not always be played at the field where the game was originally scheduled at.

*A game is considered complete after the completion of three (3) completed innings. If the home team is winning after 2 ½ innings the game will be called complete.

*A game will start over new if game is called due to rain or cold. Umpires or a league official from your league at the fields will make this call, not the managers.

*Each town will schedule their own rainouts.

15.) Year-end tournament (12-14U) to start No later than Mon August 3rd. But may start as early as Wed July 28th

*YEAR END TOURNAMENT WILL BE A BLIND DRAW SINGLE ELIMINATION TOURNAMENT.

YEAR END TOURNAMENT RUN RULE - 12U / 14U / No run limit per inning. 12,10,8 - 3, 4, 5

NOTE- NO TRAVEL BALL PITCHER OR CATCHER MAY SUB ON A TEAM TO PITCH OR CATCH IN THE TOURNAMENT.

TOURNAMENT GAME TIMES WILL BE 1:15 MINUTES FINISH THE INNING.

COIN TOSS WILL DETERMINE HOME TEAM – DOUBLE FLIP.

TROPHIES FOR 1ST AND 2ND PLACE ONLY THIS YEAR FOR TOURNAMENT.

Note – All towns MUST sign up and use the RAINED out Hotline.



Here is a link for rainedout.com, we will be using this system for the crossroads league.

Schererville account is: Schererville Crossroads

Crown Point account is: CP Crossroads

Cedar Lake account is: cedar lake crossroads

Griffith account account is: Griffith crossroads

Lake Village account is: Lake Village Crossroads

YOU MUST SIGN UP FOR EACH TOWN SO YOU GET ALL ALERTS.

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