

2019 CROW RIVER FASTPITCH
RULES SPECIFIC TO AGE AND DIVISION
(REVISED 10/04/18 PER THE COMMUNITY DIRECTOR'S MEETING)

DEFENSIVE MASKS ARE REQUIRED FOR ALL PITCHERS, 3RD BASE AND 1ST BASE PLAYERS AT ALL AGE LEVELS. BUNTING: Bunting is allowed at all levels of play.

High School

1. Games are **7 innings** or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May wear metal spikes
4. Pitching distance is 43'
5. Ball used is the Dudley SB12"
6. Must use a USA sanctioned umpire for all games.
7. Run rule: **10 runs after 5 innings**
8. Round robin batting and free substitution on defense is *optional*.

14U Tier I

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May wear metal spikes
4. Pitching distance is 43'
5. Ball used is the Dudley SB12"
6. Must use a USA sanctioned umpire for all games.
7. 5 run limit for the first 4 innings. Inning 5 (or last inning declared due to time) is open.
8. Run rule: 15 runs after 3 innings
9. Round robin batting and free substitution on defense is *optional*.

14U Tier II

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May wear metal spikes
4. Pitching distance is 43'
5. Ball used is the Dudley SB12"
6. Must use a USA sanctioned umpire for all games.
7. 5 run limit for the first 4 innings. Inning 5 (or last inning declared due to time) is open.
8. Run rule: 15 runs after 3 innings
9. Round robin batting and free substitution on defense is *optional*.
10. No player may sit for more than two consecutive innings.

12U Tier I

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May **not** wear metal spikes
4. Pitching distance is 40'
5. Ball used is the Dudley SB12"
6. 5 run limit for the first 4 innings. Inning 5 (or last inning declared due to time) is open.
7. Run rule: 15 runs after 3 innings
8. Round robin batting and free substitution on defense is *mandatory*.

9. No player may sit for more than two consecutive innings.

12U Tier II

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May **not** wear metal spikes
4. Pitching distance is 40'
5. Ball used is the Dudley SB12"
6. 5 run limit for the first 4 innings. Inning 5 (or last inning declared due to time) **has a 10 run limit per inning.**
7. Run rule: 15 runs after 3 innings
8. Round robin batting and free substitution on defense is *mandatory*.
9. No player may sit for more than two consecutive innings.
10. Defense may play four (4) outfielders.
11. Coaches may mutually agree to pitch by 10U pitching rules (including no walks) during the month of June. If both coaches do not agree to 10U rules then 12U rules will apply.

10U

1. Games are 7 innings or 2 hours (no new inning after 2 hours). One game each night.
2. **Game time is 6:00pm**
3. Pitching distance is 35'
4. Ball used is the Dudley SB11"
5. **5 run limit for the first 4 innings. Innings 5-6-7 (or the last inning declared due to time) have a 10 run limit.**
6. Run rule: 10 runs after 5 innings
7. Round robin batting and free substitution on defense is *mandatory*.
8. No player may sit for more than two consecutive innings.
9. Defense may play four (4) outfielders.
10. The infield fly rule will not be enforced.
11. Runners may only advance one base on an overthrow at 1B. **All runners must stop at the next base at the time the overthrow occurs.**
12. A batter **cannot** walk, however, a batter **can** strike out.
13. A pitcher will pitch a maximum of five pitches ruled balls to the batter. After ball five the coach will step in to pitch. Coach pitches are not automatically strikes, they are what the umpire judges them to be. The pitcher will then resume with the next batter.
14. When the coach steps in to pitch the pitcher must remain within the pitching circle.
15. When the coach steps in to pitch the coach must (1) pitch from the pitcher's plate and (2) use a windmill delivery.
16. **Outfielders must start the play standing on the grass at the edge of the infield. If the infield is cut for baseball an arc 15 feet behind the bases will be applied and the outfielders must start behind that.**
17. **NO Stealing:**
 - a. Dropped third strike, batter is out and runners may not advance.
 - b. Base runners may be put out on a pick-off attempt at any base by the catcher or the pitcher but may not advance.