

2020 CROW RIVER FASTPITCH
RULES SPECIFIC TO AGE AND DIVISION
(REVISED 10/21/19 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. Pitching distance is 43'
4. Ball used is the Dudley SB12"
5. Must use a USA sanctioned umpire for all games.
6. Run rule: 10 runs after 5 innings
7. 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. Pitching distance is 43'
4. Ball used is the Dudley SB12"
5. Must use a USA sanctioned umpire for all games.
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 *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. Pitching distance is 43'
4. Ball used is the Dudley SB12"
5. Must use a USA sanctioned umpire for all games.
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 *optional*.
9. 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.
10. *League play only: A pitcher may pitch no more than three (3) innings per night. Exception: a pitcher may pitch a fourth inning if their team plays the 10th inning of their two five (5) inning games. Innings need not be consecutive. Pitching one pitch constitutes an inning.*

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. **If a team elects to play with four (4) outfielders all four (4) must position themselves 15' behind the baseline until the pitch is contacted by the batter.**
11. **League play only: A pitcher may pitch no more than three (3) innings per night. Exception: a pitcher may pitch a fourth inning if their team plays the 10th inning of their two five (5) inning games. Innings need not be consecutive. Pitching one pitch constitutes an inning.**

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. **If a team elects to play with four (4) outfielders all four (4) must adhere to rule #10.**
10. **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.**
11. The infield fly and dropped third strike rules will not be enforced.
12. Runners may only advance one extra base on an overthrow at 1B. **Application of the rule: A batter/runner may only attempt to advance to 2B. A runner starting at 1B may only attempt to advance to 3B. A runner starting at 2B may attempt to score. Once the runner(s) advance to the bases mentioned they must stop their advancement.**
13. A batter **cannot** walk, however, a batter **can** strike out.
14. **League play: Pitchers may pitch no more than two (2) innings per game. Pitched innings need not be consecutive. Exception: If inning seven (7) is played a pitcher may pitch three (3) innings. Pitching one pitch constitutes an inning.**
15. 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.
16. When the coach steps in to pitch the pitcher must remain within the pitching circle.
17. When the coach steps in to pitch the coach must (1) pitch from the pitcher's plate and (2) use a windmill delivery.
18. **Stealing: Stealing 2B and 3B is permitted. Runners may only steal one base per pitch. Runners may ONLY advance home on a hit ball or if forced by a walk or HBP. If the base runner leaves her base before the pitcher releases the pitch, the ball is immediately dead and the runner is declared out per USA rules. Definition of a steal: The act of a runner attempting to advance during a pitch.**

