

Crow River Baseball League Rules **14A, 12A & 10A Divisions of Play**

CRB will use NFHS Rules with the following modifications:
(revised on 10/21/2019 following the Annual Meeting)

Rule 1, Class: Crow River Baseball League 'A' division is designed to serve recreational level players. Therefore, any community who registers more than one team at a given age must equally divide the teams.

Rule 2, Age Regulation: The player's age on April 30 of the current year determines his age classification. For league purposes an over-age player may participate with his classmates.

Rule 3, Team Composition: Each team in the League shall consist of not more than 18 players. All players must be named on the official roster for each game. **Team rosters must be submitted to Crow River Baseball by June 1, 2021.**

Rule 4, Younger Players: Younger non-roster players may be placed on a team roster if it is necessary for the team to form a nine-man team for league regular season play.

Rule 5, Playing Field:

14A = 80'-90' bases and 54'-60.5' pitching distance

12A = 70'-75' bases and 48'-50' pitching distance

10A = 60'-65' bases and 45'-46' pitching distance

The distance measured from the forward edge of the pitching rubber to the back point of home plate. Outfield fences are not mandatory. Lining of the batter's boxes and foul lines and use of mounds is encouraged but not mandatory. It is the responsibility of the home team to provide a playable field with bases, a home plate, and a pitching rubber.

Rule 6, Ball & Bats: One dozen game balls will be provided to each team by the league. The home team shall provide two new balls each game. MSF bat standards will be used and can be found **at MSF1.org**.

Rule 7, Protective Gear: Catchers must wear protective headgear, throat guard, chest protector, shin guards, and protective cups at practice and games.

Rule 8, Metal Cleats & Uniforms: Metal cleats **are** permitted in 14A. Metal cleats are **not** permitted in 12A or 10A. Full uniforms recommended but matching shirts and caps are acceptable.

Rule 9, Sliding Rule: The base runner must not make violent contact with the defensive player. To avoid violent contact the base runner must either; slide, stop, or attempt to dodge the tag. Any base runner that makes violent contact with a defensive player is out. The umpire may eject the player from the game – no warnings required. Coaches should go over this rule with umpire before each game.

Rule 10, Umpires: The home team provides the umpire. A home plate umpire is mandatory. If the scheduled umpire fails to arrive for a game, a volunteer umpire, approved by mutual consent of both coaches may be used. If a volunteer umpire cannot be located, the game shall be cancelled and replayed at a later date. Recommended minimum age for the umpire is 16 years old or older.

Rule 11, Coaches and Players: Coaches will coach from the bench area or base coach areas. When a coach talks to an umpire in regards to a call or ruling, they must ask for time first and speak to the umpire in a respectable manner. No profanity and no smoking is allowed. Coaches and players shall not use

words or actions to incite or disrupt opposing coaches and/or players. PENALTY: The offender shall be removed from the game.

Rule 12, Ground Rules: Prior to the start of each game, both coaches and the umpire must agree on the ground rules for the field of play. Since the may umpire work in many different leagues, the rules of your league must be covered prior to the game.

Rule 13, Regulation Games: 14A and 12A will play a seven-inning game. 10A will play a six-inning game. Single scheduled games will begin at 6:30pm with no new inning starting after 8:30pm. Double-header scheduled games will be at 6:00 and 8:00pm with no new inning starting after 8:00pm and 10:00pm respectively. The umpire may forfeit the game in favor of the team present should one team not be present 15 minutes after the start time.

Rule 14, Partial Games: Regular Season: If a game fails to reach the regulation minimum limit of four innings or three and one half with the home team ahead, it is not a regulation game and must be replayed as a new game. Coaches may agree to game score as complete or to consider the game a tie to avoid rescheduling.

Rule 15, Rain Outs and Canceled Games: It is the home team coach's responsibility to reschedule games with the visiting coach as soon as possible. These games must be played before the last regular season game to be included in the seeding for season ending tournament. If mutual agreement cannot be reached the League Director shall reschedule the game or determine the game a tie or forfeit win if necessary.

Rule 16, Score Books: The home team will be deemed the official scorekeeper for each game and shall keep an accurate record of that game. The visiting team should also keep an accurate record. Teams should compare scores each half inning, teams must agree on the score each half inning. If teams don't agree the umpire must be consulted.

Rule 17, Free Substitution and Batting Orders: Teams will use a continuous (round robin) batting order. Players may be freely substituted; however, each player must play a minimum of two innings in the field. Minimum of seven players is required to start a game. No automatic outs for eighth and/or ninth spots in batting order will be taken. Once a game has started, a team losing one or more players may continue to play. No automatic outs for missing or injured players will be taken. The lineup will simply be condensed.

Rule 18, Ten Fielders: 10A: Each coach will decide for their team whether to play with three (3) or four (4) outfielders. Coaches do not have to play the same number of outfielders. 12A: The home team may decide whether game will be played with four (4) outfielders.

Rule 19, Pitchers innings allowed (League play and League Playoffs):

14A = may pitch up to three (3) innings per game.

12A = may pitch up to two (2) inning per game.

-A pitcher is allowed an extra inning if the seventh inning is played.

10A = may pitch up to two (2) innings per game.

Innings pitched need not be consecutive. New pitchers may take up to (7) seven warm up pitches in the half inning. Returning pitchers may take up to (5) warm up pitches in the half inning.

Rule 20, Runs Per Inning: Five (5) runs max for the first five (5) innings, unlimited sixth (6) and seventh (7) innings.

Rule 21, 10 Run Rule: If the visiting team is ahead by 10 runs after 5 innings, or the home team after four and a half innings, either coach may choose to terminate the game by notifying the umpire.

Rule 22, Fake Tags: No fielder may decoy or “fake tag” a base runner to cause a base runner to slide. PENALTY: The base runner is awarded one extra base.

Rule 23, Infield Fly Rule: The infield fly rule is in effect.

Rule 24, Dropped Third Strike Rule: 14A & 12A = The dropped third strike rule is in effect as prescribed in the rulebook. 10A = Dropped third strike, *batter is out and may not attempt to advance to 1B*, runners may advance at their own risk, and the ball is live.

Rule 25, Hidden Ball Rule: The pitcher cannot touch or be on the pitching rubber before the defensive player tags an opposing runner. If the defense doesn't follow this, it is considered a balk. Any time a pitcher steps on the rubber without the ball it is a balk.

Rule 26, Balk Rule: 12A & 10A: If a balk is called it is considered a “no pitch”. Explain to the pitcher with NO penalty.

Rule 27, Game Ejection: Any player or coach ejected from a league game by the umpire shall receive a one game suspension, with that suspension commencing with his team's next league game, be it a regular scheduled game, a make-up game, or a post season tournament game. Coaches are to report any incidents by email or phone within 24 hours to the League Director.

Rule 28, Base Running Restrictions:

10A Runners may not leave the base **until the ball crosses home plate**. Stealing 2B & 3B is permitted. Runners may **NOT** steal home. Runners may **ONLY** advance home on a hit ball or if forced by a walk or HBP. Runners may NOT steal until the batter has one strike against him. If the base runner leaves early, the pitch is a dead ball and the runner is declared out. There are no restrictions in 14A or 12A

