

# **Crow River Baseball League Rules**

## **14AA, 13AA, 12AA, 11AA & 10AA Divisions of Play**

**CRB will use NFHS rules with the following modifications:**

**Rule 1, Age Classes:** 14AA, 13AA, 12AA, 11AA and 10AA are the divisions in the CRB League.

**Rule 2, Age Regulation:** The child's age on April 30<sup>th</sup> determines his age classification. For example, 10AA cannot be 11 before May 1<sup>st</sup>, with this exception: The MSF age rule allows a one year grace period which allows children to play with their classmates.

**Rule 2, 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. **MSF team rosters must submitted via email to the League Director by June 1, 2021.**

**Rule 4, Younger Players:** Younger none-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. Such players shall be off the roster when nine team players are available.

**Rule 5, Playing Field:**

- 14AA = 90'bases and 60.5' pitching distance
- 13AA = 75'-80' bases and 52'-54' pitching distance
- 12AA = 70'-75' bases and 52'-54' pitching distance
- 11AA = 65'-70' bases and 45'-46' pitching distance
- 10AA = 60'-65' bases and 45'-46' pitching distance

Pitching distance is 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 is encouraged but is 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:** Each team will receive one dozen balls from the league. MSF bat standards are 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 14AA and 13AA. Metal cleats are not permitted in 12AA, 11AA, 10AA. Full uniforms recommended for State Tournaments, but matching shirts and caps will be 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 ampire. 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, and, if balk is made, it shall be nullified.

**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 umpire works in many different Leagues, the rules of your League must be covered prior to the game.

**Rule 13, Regulation Games:** 14AA, 13AA, 12AA and 11AA will play a seven-inning game. 10AA 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. Playoff Games are not replayed as a new game, they should be continued from the point the game was stopped and finished as soon as possible. If a player in the line-up fails to show the next day, the coach may cross out the spot in the line-up or substitute a new player in the spot. The batting order continues from the point of the rainout or darkness, all records (pitching or otherwise) will be kept and pitching innings and/or outs are charged.

**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 playoffs. If mutual agreement cannot be reached the League Coordinator 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 ½ innings, teams must agree on the score each ½ inning. If the teams don't agree on the score the umpire must be consulted.

**Rule 17, Free Substitution and Batting Orders:** During league play 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. Automatic outs for 8<sup>th</sup> and/or 9<sup>th</sup> spots in batting order **UNLESS BOTH COACHES MUTALLY AGREE NOT TO TAKE THE AUTOMATIC OUT FOR THE OPEN SPOT(S) IN THE ORDER**. Once a game is started, a team losing one or more players may continue to play, automatic outs for missing or injured players only comes into affect if the batting order is reduced to less than nine batters **UNLESS BOTH COACHES MUTALLY AGREE NOT TO TAKE THE AUTOMATIC OUT FOR THE OPEN SPOT(S) IN THE ORDER**. During tournament play teams are required to take the automatic out if playing short-handed.

**Rule 18, Pitch counts:** Pitch count limits, as prescribed by MSF, will be enforced during league play as well as tournament play. After each half inning the coaches will exchange the pitch count for the pitcher(s) from that half inning (honor system). During tournament play a pitch count card will be used during games to record each pitcher's count. Pitch counts are: 14AA & 13AA = 95 pitches per day; 160 per tournament. 12AA & 11AA = 85 pitches per day; 150 per tournament. 10AA = 75 pitches per day; 140 per tournament. **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 19, Runs Per Inning Rule:** There is a seven (7) run limit per inning during regular season except the last inning with will be unlimited. Because of time limit, the last inning could be 4th, 5th or 6th.

**Rule 20, 10 Run Rule:** If the visiting team is ahead by 10 runs after 5 innings, or the home team after 4 ½ innings, either coach may choose to terminate the game by notifying the umpire. **In tournament play an 8 run rule is used.**

**Rule 21, 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 22, Infield Fly Rule:** The infield fly rule is in effect.

**Rule 23, Dropped Third Strike Rule:** 14AA, 13AA, 12AA the dropped third strike rule is in effect as prescribed in the rulebook. 11AA & 10AA on a dropped 3<sup>rd</sup> 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 24, 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 25, Balk Rule: 10AA** If a balk is called, it is considered a “no pitch”. Explain to pitcher with NO penalty.

**Rule 26, 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 27, Base Running Restrictions:**

If the base runner leaves early, the pitch is a dead ball and the runner is declared out.

**10AA** Stealing is permitted; runner may not leave the base **until the ball crosses home plate.**

**11AA** Stealing is permitted; runner may not leave the base until the **ball leaves the pitcher’s hand.**

