

2022 Crow River Fastpitch League Rules

CRF will use USA Softball Rules with the following modifications:



- A.** There shall be no more than twenty (20) players on a team roster. Official rosters must be filled out at by June 15, 2022. The player's age is determined as their age on December 31, 2021.
- B.** Double Rostering- Player's names may appear on more than one roster within a division or across age divisions. Each player may participate in one State Qualifier and may only participate in State with that team. If team fails to qualify, the player is ineligible to join another team to play in State competition without prior approval from the League Director. A player who participates in a State Qualifier or a State tournament is ineligible to participate in league Season Ending tournaments without prior written permission from the League Director.
- C.** Any team more than 1/2 hour late will forfeit the game. Failure to show without notice is a forfeit.
- D.** At the time limit, complete the current inning. If teams are tied, the game will be declared a regulation tie game.
- E.** A team may play with seven (7) players and will not be required to take an out in the vacant spots of the batting order during league play.
- F.** The home team will furnish the umpire. Umpires must be USA sanctioned in High School and 14U. It is also recommended at the 12U and 10U level. If no umpire shows up, the head coaches shall mutually agree on how the umpiring is done. If a sanctioned umpire is not available to work the game (High School & 14U) the visiting coach has the option to not play the game and take a forfeit. If the visiting coach agrees to play without a sanctioned umpire, the result of the games will stand. Coaches must agree prior to the first pitch being thrown. There will be no umpires in 8U league play.
- G.** The home team will furnish one new ball and one good used ball. Only 12 inch optic yellow red stitched balls are to be used in High School, 14U and 12U. The 10U and 8U divisions will use an 11 inch optic yellow red stitched ball. Game balls must be .47 core and 375 compression and stamped with the ASA, USA or NFHS approval stamp.
- H.** Home team scorebook is the official book. It is suggested that the score be checked between teams after each half inning.

Except where modified by these rules, all play shall be governed by the 2022 USA softball rules of play.

- 1.** There is a five (5) run limit per inning for all innings in 8U, 10U and 12U. In 14U there is a five (5) run limit per inning except the last inning which is unlimited. The last inning could be the 4th, 5th, 6th, or 7th inning depending on the time limit. The last inning should be announced by the umpire when it has been reached.
- 2.** Teams will each be home and away during double headers.
- 3.** Run Rule: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings. No run rule in 8U.
- 4.** Offensive players are NOT required slide to avoid contact with a defensive player. The offensive player is only required to avoid "unsporting" contact with the defensive player. Unsporting contact is determined by the umpire.

5. Pitching distances: (measured from the front of the pitching plate to the point of home plate) High School & 14U is 43 feet, 12U is 40 feet, 10U & 8U is 35 feet.

6. If an error in field setup is found, it is to be corrected immediately and play continues.

7. There will be no use of the infield prior to the start of the game.

Rainouts: Both teams have one week from the game date to agree on a makeup date. If a date cannot be agreed upon the CRF League Director will assign a date.

Cancellations (non-weather related): The opposing coach can determine whether to take a forfeit or agree to a make-up date. If a make-up date is agreed upon, that date becomes the official game date.

Complete Game: In the case of rain or darkness (umpire's discretion), a game is complete after three (3) innings unless the home team is leading in the bottom of the third. A suspended game is continued from the point at which it was stopped, including score, inning, outs, base runners, and count on batter. Batting order and field positions are at the discretion of the coach but should be maintained as close as possible to that of the suspended game.

PLAYERS PARTICIPATING BELOW THEIR AGE LEVEL

The following conditions will apply to players, teams of said players and the communities having said players.

1. Players participating below their age level, as defined by USA rules, will NOT be permitted to play in USA sanctioned tournaments including State Qualifiers and the State Tournaments. A player's age is determined by their age on December 31, 2021.

2. Communities having over-age players MUST email the CRF League Director, prior to the start of league play, identifying the player(s) and the reason why they are playing as an over-age player. The community must also state that the community understands that these players are ineligible for play outside the CRF regular season games. Over-age players may not pitch. Failure to comply with these rules will result in a community's team(s) at the affected age level being barred from the CRF tournaments.

2022 CROW RIVER FASTPITCH RULES SPECIFIC TO AGE



High School

1. Games are 7 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Round robin batting and free substitution on defense is *optional*.

14U

1. Games are 7 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Round robin batting and free substitution on defense is *optional*.
3. No player may sit for more than two consecutive innings unless it is due to unsporting behavior.
4. 5 run limit for all innings except for the last inning which is unlimited. The last inning could be the 4th, 5th, 6th, or 7th due to the time limit.

12U

1. Games are 7 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. May not wear metal spikes.
3. 5 run limit for all innings.
4. Round robin batting and free substitution on defense is *mandatory*.
5. No player may sit for more than two consecutive innings unless it is due to unsporting behavior.
6. League play: A pitcher may pitch no more than three (3) innings per night. Innings need not be consecutive. One pitch constitutes an inning.
7. Defense may play four (4) outfielders. If a team elects to play with four (4) outfielders, then all four (4) must position themselves 15' behind the baseline until the pitch is contacted by the batter.

10U

1. Two games each night. Game #1 is 55 minutes with a drop-dead time of 70 minutes. Game #2 is 55 minutes and finish the last inning (light permitting).
2. 5 run limit for all innings.
3. Round robin batting and free substitution on defense is *mandatory*.
4. No player may sit for more than two consecutive innings unless it is due to unsporting behavior.
5. Defense may play four (4) outfielders. If a team elects to play with four (4) outfielders all must adhere to rule #6.
6. 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.
7. The infield fly and dropped third strike rules will not be enforced.
8. 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.
9. A batter cannot walk; however, she can strike out.
10. League play: Pitchers may pitch no more than three (3) innings per night. Pitched innings need not be consecutive. One pitch constitutes an inning.

11. A pitcher will be replaced by an offensive coach when ball four (4) has been ruled. Coach pitches are not automatically strikes. When the at bat is complete the pitcher will resume with the next batter. If the coach returns to the circle a fifth time in one half-inning, the coach will complete that half inning as the pitcher.
12. When the coach steps in to pitch the pitcher must remain within the pitching circle and the coach must pitch from the pitcher's plate.
13. Stealing: Game #1: no stealing. Game #2: 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. Definition of a steal: The act of a runner attempting to advance during a pitch.

8U

1. One game each night. No new inning will begin after 1 hour and 50 minutes of play (7:50pm).
2. 5 run limit for all innings.
3. Round robin batting and free substitution on defense is *mandatory*.
4. No player may sit for more than two consecutive innings unless it is due to unsporting behavior.
5. Umpires will not be used during league play.
6. The infield fly and dropped third strike rules will not be enforced.
7. Pitching will be handled by a blue Louisville Slugger Pitching Machine and set at 30-34 mph (use your judgment). Machine will be set at 35' from the point of home plate. The coach feeding the pitching machine must keep a maximum of two (2) softballs in his/her possession, and not laying on the ground around the machine.
8. Coach pitch is not permitted.
9. Prior to the pitch, the pitching coach must verbalize and check that the defense is in the ready position and ready for play to begin.
10. The pitcher must stay in the pitcher's circle and behind or on the side of the coach until ball contacts the bat. For clarification, draw a line at the 35' mark across entire circle and use that line for the pitcher to stand behind. Absolutely no movement can be made by the pitcher which places them in front of the pitching machine and or coach prior to pitch.
11. Defense may play four (4) outfielders.
12. 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.
13. Each batter gets 3 swings or 5 pitches unless last pitch is a foul ball. The at bat will continue if a foul ball is hit.
14. Bunting is not allowed.
15. Runners may not leave their base until ball contact with the bat.
16. Players and runners will stop when: (a) A ball that never leaves the infield: Once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow. (b) A ball is fielded on the dirt area, or the arc equals one (1) base per infield hit. (c) A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "dirt" on the throw, the act of throwing the ball in is the attempt at making the correct play. Players must stop at the next base. Exception, the outfielder can carry the ball to the infield to make an out. The runners can keep advancing in this situation.

Coaches allowed on the field: Teams may have two (2) offensive, two (2) defensive and one (1) pitching coach feeding the pitching machine on the field to help train and teach the game. Coaches are part of the field and are in play and need to make every effort to stay out of the player's way. Coaches need to operate the game with the highest amount of integrity.