

Crow River Youth Baseball Rules and Procedures-May 1, 2018

CRYB follows The Sporting News Official Baseball Rules with the following exceptions:

Rule 1, Age Classes 10A, 10AA, 11A, 11AA, 12A, 12AA, 13AA, 13/14A, 13/14B, 14AA and 15/16: Crow River Youth Baseball League strives to provide a baseball league that challenges players to develop their skills. **10 & 12 B** level is a recreational league, which will be run by Hutchinson Rec.

Rule 2, Age Regulation: The child's age on April 30th determines his age classification. For example, **10AA** cannot be 11 before May 1st.

Rule 2, Team Composition: Each team in the League shall consist of not less than 10 or more than 18 players. All players must be named on the official roster for each game. **Team rosters must be mailed to the League Coordinator the first week of June.**

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: Base distances: **16 thru 14AA 90 feet, 13/14A & 13/14B 80-90 feet, 13AA 75-80 feet, 12AA & 12A 70-75 feet, 11AA & 11A 65-70 feet, and 10AA & 10A 60-65 ft. The Pitching distances shall be: 16 thru 14AA 60.5 feet, 13/14A & 13/14B 54'-60.5 feet, 13AA, 13A, 12AA & 12A 52-54 feet, 11AA, 11A, 10AA & 10A 45-46 feet.** The distance measured from the forward edge of the pitching rubber to the back point of home plate. No enclosed fences surrounding the outfield are required. Lining of the batter's boxes and foul lines is encouraged, 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: Balls for 10 thru 14 league games shall be Diamond Dol-A or D1-Pro, 15-16 must be Diamond D1-Pro. The home team shall provide two new balls each game. **15-16** bats must comply with NFHS standards. **CRYB follows the MSF Bat Rule at MSF1.org for 14AA, 13/14AB, 13AA, 12AA, 12A, 11AA, 11A, 10AA & 10A. 13/14A & 13/14B teams may use 13AA bats.**

Rule 7, Protective Gear: Protective Headgear shall be worn while at bat, while in the on deck area, and while a base runner in all League Play. If a player refuses to wear headgear, he shall be removed from the game. Catchers must wear protective headgear, throat guard, chest protector, shin guards, and protective cups at practice and games.

Rule 8, Metal Cleats & Uniforms: **16 thru 13** metal cleats are allowed. **12AA and under** metal cleats are **not** allowed. 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 Umpire. A home plate umpire is mandatory and it is recommended to have sanctioned umpires for **15/16 thru 12** games. 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, **15/16 thru 12** is 18 years old, and for **10 and younger** is 16 years old.

Rule 11, Coaches and Players: Coaches will coach from the bench area or base coach areas, the coaches may **not** coach from behind the home plate area. 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. The rules to go over with the umpire are rules: **6, 9, 19 thru 28.**

Rule 13, Regulation Games: **16/15** games starts at 6:00, a seven-inning game. **14AA, 13/14A, 13/14B, 13AA, 12AA, 12A, 11AA & 11A** games start at 6:30, a seven-inning game. **10AA & 10A** games start at 6:30, a six-inning game. The umpire may forfeit the game in favor of the team present should one team not be present 15 minutes after the start time. **14AA, 13/14A, 13/14B, 13AA, 12AA, 12A, 11AA, 11A, 10AA & 10A** no inning started after 8:30 PM. In league standings a win is worth 3 points, a tie 2 points, and a lose 1 point.

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 teams don't agree the umpire must be consulted. Scorebooks will be needed at Tournament meetings.

Rule 17, Free Substitution and Batting Orders: 14, 13, 12, 11, & 10 and under regular season 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 8th and/or 9th spots in batting 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. This only changes for 14AA in MSF Crow River League Tournaments where MSF rules apply. **15/16 regular season and Tournament games** each team will have the option of batting nine (9) players with re-entry and DH, or they may bat round robin.

Rule 18, Pitchers innings allowed (League play and League Playoffs): 14AA, 13/14A, 13/14B, & 13A pitchers are allowed to pitch no more than 4 innings a game, pitching for less than one inning shall constitute a full inning. Innings pitched need not be consecutive. **12AA, 12A, 11AA, 11A, 10AA & 10A** pitchers are allowed to pitch no more than 3 innings a game, pitching for less than one inning shall constitute a full inning, innings pitched need not be consecutive. Innings pitched need not be consecutive. **Tournament rules could be different.**

Rule 19, Runs Per Inning Rule: 15/16, 14AA, 13/14A, 13/14B, 13AA, 12AA, 12A, 11AA, 11A, 10AA and 10A in regular season games a team's turn at bat shall end after seven runs have been scored in a half inning, except the last inning. 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: 15/16, 14AA, 13/14A, 13/14B, 13AA, 12AA & 12A, the batter becomes a runner when the third strike is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two outs. If the batter starts for the dugout or bench area, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged. If, however, he actually reaches the dugout, or bench area, he may not then attempt to go to first base and shall be out. **11AA, 11A, 10AA & 10A** Dropped 3rd strike, batter is out, 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 & 10A. 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 Coordinator.

Rule 27, Protests: 15/16, 14AA, 13/14A, 13/14B, & 13AA ONLY. Good judgment and fair play are vital in the overall success of any League. UMPIRES DECISION JUDGEMENT CALLS ARE FINAL. In the event of an infraction of any of the rules you are encouraged to resolve the matter in a fair and equitable manner with your opposing coach. If no mutually agreeable solution can be found, the following procedure should be followed: First, notify the umpire immediately that a protest is being filed, second, complete the game as scheduled, third, within 24 hours after the game is completed, submit a written or e-mail protest to Joel Guggemos, P.O. Box 1055, Winsted, MN 55395, email address joelguggaabc@hotmail.com. The league president and two league directors will rule on any official protests.

Rule 28, Base Running Restrictions for 11AA, 11A, 10AA and 10A: For the 10AA & 10A stealing is permitted; runner may not leave the base until the ball crosses home plate. **For the 11AA and 11A,** Stealing is permitted; runner may not leave the base until the ball leaves the pitcher's hand. **For 10AA, 10A, 11AA & 11A,** if the base runner leaves early, the pitch is a dead ball and the runner is declared out.