

Crow River Baseball League Rules

14AA, 13AA, 12AA, 11AA & 10AA Divisions

Revised: March 20, 2024

CRB will use MSF & NFHS rules with the following clarifications:



Rule 1, Age Requirements: A player must meet only one of the two criteria.

10U: 1.) Born on or after May 1, 2013 OR 2.) Player is in 4th Grade and born after May 1, 2012

11U: 1.) Born on or after May 1, 2012 OR 2.) Player in in 5th Grade and born after May 1, 2011

12U: 1.) Born on or after May 1, 2011 OR 2.) Player in 6th Grade and born after May 1, 2010

13U: 1.) Born on or after May 1, 2010 OR 2.) Player in 7th Grade and born after May 1, 2009

14U: 1.) Born on or after May 1, 2009 OR 2.) Player in 8th Grade and born after May 1, 2008

Rule 2, Team Composition & Rosters: Each team shall consist of not more than 18 players. All players must be named on the team's page on the league website (www.crowriverathletics.com). MSF team rosters are submitted when a team participates in an MSF state qualifier tournament and, again, when a team participates in the MSF state tournament. Rosters are submitted directly to the tournament host. MSF rosters do not need to be submitted to Crow River Baseball. The MSF roster can be found at www.msf1.org.

Rule 3, Younger Players: Younger non-roster players may be picked up 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 4, Playing Field:

14AA = 90' bases and 60.5' pitching distance

13AA = 75'-80' bases and 52' pitching distance

12AA = 70'-75' bases and 52' pitching distance

11AA = 65'-70' bases and 46' pitching distance

10AA = 60'-65' bases and 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 5, Ball & Bats: The official ball will be the Diamond DOL-A or Diamond D1-Pro. Game balls will be provided by the home team. MSF bat standards can be found at MSF1.org. **Ages 10, 11, 12, 13 Approval Stamps** (must have one): USSSA 1.15bpf, BBCOR .50, or USA Baseball stamp. **Age 14 & up Approval Stamps** (must have one): BBCOR .50 or USA Baseball stamp.

Rule 6, Protective Gear: Catchers must wear protective headgear, throat guard, chest protector, shin guards, and protective cups at practice and games.

Rule 7, 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 are acceptable.

Rule 8, Sliding Rule: Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder if the fielder is lying on the ground. Diving over a fielder is illegal. (NFHS 8.4.Art 2.b.2). The runner is out if they do not legally attempt to avoid a fielder in the immediate act of making a play on him. (NFHS 8.4.Art 2.C)

Rule 9, 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 on a later date. Recommended minimum age for the umpire is 16 years old or older.

Rule 10, Coaches and Players: 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 11, 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. Ground rules may not conflict with rulebook rules. Example: There is no such thing as a "ground rule triple".

Rule 12, 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 is not present 15 minutes after the start time.

Rule 13, Partial Games in 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. 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 14, 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 15, Score Books: The home team will be deemed the official scorekeeper for each game. 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 16, Free Substitution and Batting Orders: During league play teams will use a round robin batting order. Players may be freely substituted; however, each player must play a minimum of two innings on defense. A minimum of seven (7) players is required to start a game. Automatic outs for 8th and/or 9th spots in batting order *UNLESS BOTH COACHES MUTALLY AGREE NOT TO TAKE THE AUTOMATIC OUT FOR THE OPEN SPOT(s)*. 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 effect 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)*. During tournament play teams are required to take the automatic out if playing short-handed.

Rule 17A, Pitch Limits (League play): *One pitch constitutes an inning pitched. Innings need not be consecutive.*

14AA/13AA = May pitch up to three (3) innings per game.

12AA/11AA/10AA = May pitch up to two (2) innings per game.

-A pitcher is allowed an extra inning if the seventh (7th) inning is played (does not apply to 10AA).

Rule 17B, Legal Pitches: 10AA, 11AA and 12AA, the following pitches are legal: fastballs, change-ups, palm balls and knuckle balls. All other pitches, including but not limited to: curve balls, knuckle curves, sliders, etc., shall be considered illegal.

1st offense - warning; 2nd offense - pitcher and head coach are disqualified for the remainder of that game.

NFHS rules shall apply for 13AA & 14AA.

Rule 17C, Pitch Limits (Tournament play): Pitch count limits, as prescribed by MSF, will be enforced during tournament play. After each half inning the coaches will exchange the pitch count for the pitcher(s) from that half inning (honor system). A pitch count card will be used to record each pitcher's count.

Pitch counts: 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.

Rule 17D, Warmup Pitches: New pitchers may take up to (6) six warm up pitches in the half inning. Returning pitchers may take up to (4) four warm up pitches in the half inning.

Rule 18, Runs Per Inning Rule: There is a seven (7) run limit per inning during regular season except the last inning which is unlimited. Because of time limit, the last inning could be 4th, 5th, or 6th inning.

Rule 19, 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 20, Infield Fly Rule: The infield fly rule is in effect.

Rule 21, Dropped Third Strike Rule: 14AA, 13AA, 12AA the dropped third strike rule is in effect as prescribed by the NFHS rulebook. 11AA & 10AA on a 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 22, Balk Rule: A balk may not be called in the 10AA & 11AA unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. NFHS rules will apply for the 12AA, 13AA, & 14AA.

Rule 23, Base Running Restrictions:

14AA/13AA/12AA: NFHS rules apply to leading off, stealing, dropped 3rd strike, ect.

11AA: Stealing is permitted; runner may not leave the base until the ball leaves the pitcher's hand. If the runner leaves early a dead ball is declared and the runner is out.

10AA: Stealing is permitted; runner may not leave the base until the ball crosses home plate. If the runner leaves early a dead ball is declared and the runner is out.

Rule 24, Game Ejection: Any player or coach ejected from a league sponsored game by the umpire for unsporting behavior shall receive a three game or seven-day suspension, whichever is longer. The game suspension may include league games, league tournament games, MSF state qualifier tournaments and the MSF State tournament. Coaches are to report any incidents by email or phone within 24 hours to the League Director. See the Crow River Athletics Coach Ejection Policy for the full policy information.