

**2014 CROW RIVER FASTPITCH ASSOCIATION**  
**RULES SPECIFIC TO AGE DIVISION**  
(REVISED 2/5/14 PER THE COMMUNITY DIRECTOR'S MEETING)

ON-DECK BATTER: The on-deck batter may stand in front of their own dugout or in front of the opposing team's dugout to be at the back of the batter. It is at the discretion of each on-deck batter.

BUNTING: Bunting is allowed at all levels of play.

**18U & 16U**

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. **May** wear metal spikes
4. Pitching distance is 43'
5. Ball used is the Dudley SB12"
6. Must use an ASA sanctioned umpire for all games.
7. Run rule: 15 runs after 3 innings
8. Round robin batting and free substitution on defense is *optional*.

**14U Tier I**

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May **not** wear metal spikes
4. Pitching distance is 43'
5. Ball used is the Dudley SB12"
6. Must use an ASA sanctioned umpire for all games.
7. 5 run limit for the first 4 innings. Inning 5 is open.
8. Run rule: 15 runs after 3 innings
9. Round robin batting and free substitution on defense is *optional*.

**14U Tier II**

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May **not** wear metal spikes
4. Pitching distance is 43'
5. Ball used is the Dudley SB12"
6. Must use an ASA sanctioned umpire for all games.
7. 5 run limit for the first 4 innings. Inning 5 is open.
8. Run rule: 15 runs after 3 innings
9. Round robin batting and free substitution on defense is *optional*
10. No player may sit for more than two consecutive innings

**12U Tier I**

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May **not** wear metal spikes
4. Pitching distance is 40'
5. Ball used is the Dudley SB12"

6. 5 run limit for the first 4 innings. Inning 5 is open.
7. Run rule: 15 runs after 3 innings
8. Round robin batting and free substitution on defense is *mandatory*.
9. No player may sit for more than two consecutive innings.
10. Defense may play four (4) outfielders

### 12U Tier II

1. Games are 5 innings or 70 minutes (no new inning after 70 minutes). Two games each night.
2. Game time is 6:00pm
3. May **not** wear metal spikes
4. Pitching distance is 40'
5. Ball used is the Dudley SB12"
6. 5 run limit for the first 4 innings. Inning 5 is open.
7. Run rule: 15 runs after 3 innings
8. Round robin batting and free substitution on defense is *mandatory*.
9. No player may sit for more than two consecutive innings.
10. Defense may play four (4) outfielders.
11. **Batters may attempt to advance to first base on a dropped 3<sup>rd</sup> strike.**
12. **\*\*Stealing\*\***
  - a. Batter may not attempt to advance to second base on a walk.
  - b. Base runners may only steal one base per pitch.
  - c. Base runners may not steal home.

### 10U

1. Games are 7 innings or 2 hours (no new inning after 2 hours). One game each night.
2. Game time is 6:30pm
3. Pitching distance is 35'
4. Ball used is the Dudley SB11"
5. 5 run limit for the first 4 innings. Innings 5, 6 & 7 are open.
6. Run rule: 10 runs after 5 innings
7. Round robin batting and free substitution on defense is *mandatory*.
8. No player may sit for more than two consecutive innings
9. Defense may play four (4) outfielders
10. The infield fly rule will not be enforced.
11. Batters *cannot* walk, however, batters *can* strike out.
12. A pitcher will pitch a maximum of five pitches ruled balls to the batter. After ball five the coach will step in to pitch. The pitcher will then resume with the next batter.
13. When the coach steps in to pitch the pitcher must remain within the pitching circle.
14. Outfielders must play at least 10' beyond the baseline.
15. **NO Stealing:**
  - a. Dropped third strike, batter is out and runners may not advance.
  - b. Base runners may be put out on a pick-off attempt at any base by the catcher or the pitcher but may not advance.