

YOUTH FAST PITCH League Rules

GENERAL RULES

1. The home team will be determined by coin toss.
2. Dugouts will be determined on a first come first serve basis.
3. All catchers are required to wear catcher's mask, helmet, shin guards and chest protector.
4. All batters and base runners are required to wear helmets with mask and a chin strap.
5. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start.
6. There are NO FORFEITS. There is no minimum number of players required to start/finish the game. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a defensive team of 10 players. Approval must be granted in writing by CRPA staff and given to opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P)- Pitcher.
7. CRPA will rule upon any item not covered below.

PLAYING RULES

1. The Official ASA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 7 innings. No new inning shall begin after 1 hour and 15 minutes. Regular season games may end in a tie.
3. A maximum of three (3) outs or four (4) runs will constitute an offensive inning. In an effort to allow maximum participation and playing time, even if a team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
4. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.
5. 10 players may play in the field. Unlimited defensive substitution is allowed.
6. The official starting time shall begin with the pitcher's first pitch. (This will be the first warm-up pitch.)
7. Warm-up Pitches: At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.
8. Courtesy Runner: A courtesy runner may be substituted at any time for P or C. The runner must be the last player that was recorded as an out for that team.
*It is highly encouraged to use a courtesy runner for your catcher with 2 outs.
9. Base Distance - 60 feet - All age groups
Pitching Distance - 35 feet - 10U, 40 feet - 12U, 14U, 16U
10. If a game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

** RAIN-OUTS- In case of inclement weather, please call 770-928-4449 or visit www.crupa.net two hours prior to your game.

**** 10U, 12U, 14U and 16U teams that play in the NGFA "C" league, NGFA rules will be used. Those rules will be made available to the coaches.****

10 & Under MODIFIED FAST PITCH

(SPRING LEAGUE)

- If a batter strikes out and the ball is dropped by the catcher, the batter is OUT and CANNOT advance to 1st base, but the ball remains live for the purpose of throwing an advancing runner out.
- Runners on base are entitled to steal ONE BASE ONLY per pitch with liability to be put out. (runners may steal home)
- Runners MAY NOT leave the base until the pitch has crossed the plate or put into play by the batter.

