

2016 CRSL Game Rules

Format

- For 10U/12U/14U doubleheader format, with Game 1 beginning at 9am. For both games, no new inning can start after 90 minutes and there is a hard stop at 105 minutes. Game 2 should begin by 11am, but if both teams agree they can begin the second game sooner. The host team will be the home team in Game 1, the visiting team will be the home team in Game 2.
- For 18U, one 9 inning game beginning at 10am.
- Each team will provide one game ball per game.
- Each team will split the umpire fees for the day.
- Host teams will arrange for the umpire.
- All players must have a helmet with a cage.

Game rules for 12U/14U/18U:

- 40' pitching rubber distance for 12U. 43' pitching rubber distance for 14U/18U.
- 7 inning games (12U/14U) or one 9 inning game (18U).
- 4 run limit per inning (with no continuation), with the last inning (declared beforehand or 7th/9th inning) having unlimited scoring.
- No slashing.
- No forfeit/automatic out if a team does not have 8 or more players - get the game in and borrow players if needed.
- Teams can field 9 or 10 players in the field except for 18U (9 players max).
- There is no mercy rule.
- Steal attempts are on pitcher release/live ball/unlimited stealing.
- Dropped third strike applies.
- Infield fly applies.

Game rules for 10U:

- 35' pitching rubber distance.
- 11" balls should be used.
- 6 inning games.
- 4 run limit per inning (with no continuation), with the last inning (declared beforehand or 6th inning) having unlimited scoring.
- No slashing.
- No forfeit/automatic out if a team does not have 8 or more players - get the game in and borrow players if needed.
- Teams can field 9 or 10 players in the field.
- There is no mercy rule.
- Steal attempts are on pitcher release. Runners may only steal one base per attempt (players may not take a second base on an overthrow). Players may not steal from 1st base to 2nd base. Players may only steal home base twice per inning.
- No walks – after a pitcher gets to four balls the hitting team's coach will enter the game and pitch. The ump will keep the current count and the coach will pitch until the ball is put in play or the player strikes out (no walks when the coach is pitching either).