

2017 Arrowhead Fastpitch League

League Rules: 14U, 16U, 18U

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Arrowhead Fastpitch League will follow USA Rules unless otherwise indicated below.

1. **Age** is determined by player's age as of midnight on December 31, 2016. The board must approve any player desiring to play in a lower age division. However, any player 'playing down' is not allowed to be a pitcher or catcher. Limit of two players playing down per team. Players are allowed to play in higher age divisions.
2. **Select teams.** Definition is: "Privately managed organization formed from open tryouts or direct recruitment outside of league play AND includes players from more than one community." Select Teams will be required to move up one age level, with the option to petition the board if they feel they do not have adequate pitching or will not be able to compete fairly at the upper age level. A written petition should be sent to the board by the registration deadline.
3. **Number of Players.** A game can start, play, and finish with 8 players, no "auto-out". If a player is ejected from the game, then that team forfeits.
4. **Time Limit.** No new inning after 1 hour 15 minutes for 14U, 16U, and 18U. If an inning is started, it must be finished if the home team is behind.
5. **Run Limits.**
 - For 14U, there is a 5 run per inning limit for the first four innings. Any inning beyond the fourth will be unlimited runs. If four innings or less are played due to the time limit, then the last inning should be unlimited runs.
 - USA run-ahead rules will apply in all games: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.
6. **Batting lineup.**
 - In 14U, teams must bat the full lineup, continuous batting of all players present at the game. Teams are allowed free substitution defensively. New players may be added to the end of the batting order before the team completes its first round of their batting order.
 - In 16U and 18U, teams may choose to bat 9 with normal USA substitution rules, or bat the entire lineup with free substitution.
 - If a courtesy runner is needed in a continuous batting order, the last out will be the courtesy runner.
 - On deck batter should be behind the batter, as per high school rules.

7. **Game Balls.** Each team must provide 1 game ball per game (Dudley SB12).
8. **Equipment.**
 - Metal cleats are allowed in 14U, 16U and 18U.
 - Catchers warming up pitchers on or off the field must be wearing a mask.
 - All offensive players must keep batting helmets on until they are safely inside the dugout.
 - Batting helmets must be NOCSAE approved.
9. **Pitchers** can only pitch for one team per age group for which they are eligible. The board must approve any exceptions.
10. **Playoffs.** To participate in playoffs, a player must play a minimum of 9 league games or 60% of the league games. Coaches run the risk of being suspended for the entire next season if they do not abide by this rule.
11. **Umpires.** Umpires must be at least two years older than the age group they plan to ump. Umpires have the authority to eject any coach or parent that is being disrespectful or uncooperative.
12. **Borrowing of players.** A coach may borrow from lower level age groups to fill vacancies up to a 10-player roster. The team must play its regular players on the roster first.
13. **Postponed Games/rescheduling.** Postponed games should be made up as soon as they can. The league website will have links to reported rainouts at Braun, Wade, Proctor, and Hermantown fields.
14. **Lightning.** In the event lightning occurs during a game, the game will be suspended 30 minutes from the last lightning strike.