

# 2013 HGSL OFFICIAL RULES - JUNIOR DIVISION

## PLAYERS

- Minimum of 8 players to start and finish a game.
- Maximum of 10 players on the field
- **Coaches must attempt to bring up players from sophomore division to fill roster spots and avoid a forfeit. Players may also be used from 12U teams that are not playing. Players called up cannot pitch. Players from other 12U teams must play the outfield and bat at the end of your line-up.**
- The short fielder is considered an outfielder and must play behind 2nd base.

## GENERAL RULES

- Distance between the bases is 60 ft.
- Distance from home plate to pitching rubber is 40 ft.
- Free substitutions – all players should play 2 innings in the field and have one at bat.
- Games must start within 15 min. of game time. Any later will be a forfeit. No inning will start after 1 hour 45 min.
- 3 ½ innings, if the home team is ahead, will be a complete game. 4 innings will be a complete game if the visiting team is ahead or tied.
- Mercy Rule = 12 run difference after 4 innings, 10 run difference after 5 innings and 8 run difference after 6 innings.
- 6 Runs per ½ inning limit unlimited runs in the 7th inning
- Timeout will be called if a catcher is on base with 2 outs, so that she may get her equipment on. The last girl batted out will take the catchers place on base to keep the game moving and avoid delays.

*The Division Commissioner or Executive Board Members are the only officials that can reschedule or cancel a game!*

## BATTING

- Bunting is permitted
- *All Hi-Tech /Composite bats are banned from HGSL recreational play.*
- Infield fly rule will be enforced
- Batter may advance to 1st base on a dropped 3rd strike

## BASE RUNNING

- Players may leave the base on release of the ball by the pitcher
- Stealing 2nd and 3rd base is permitted.
- No steal of home plate allowed!
- Maximum 3 steal per ½ inning
- A player who leaves the safety of their base after 3 steals is at risk of being tagged out.
- A double steal counts as 2 steals
- No steals on a ball thrown back to the pitcher.
- A runner can only advance one base on a throwing error while stealing, EXCEPT the runner may not come home on a throwing error to 3rd base.
- If a runner is stealing 2nd base and there is a throwing error, she can only advance to 3rd base.
  - ***Under no circumstance can the runner come home***
- Advance on an error is not an additional steal.
- No head first slides are allowed into a base (forward direction)
- Head first slides are allowed back to a base.
- ALL RULES ARE ENFORCED AT THE UMPIRES DISCRETION