

# 2013 HGSL OFFICIAL RULES - SENIOR 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 junior division to fill roster spots and avoid a forfeit. Players called up cannot pitch.
- 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 43 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 1/2 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.
- 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 of all bases is permitted
  - **Maximum 5 steals per ½ inning (Max 3 steals of 2<sup>nd</sup> or 3<sup>rd</sup> and Max 2 steals of home)**
- **A player who leaves the safety of their base after max # of steals has been reached is at risk of being tagged out. If runner is tagged out before returning to original base, they are out.**
- A double steal counts as 2 steals, a triple steal counts as 3 steals.
- No steals on a ball thrown back to the pitcher.
- **Stealing of home on a dropped 3<sup>rd</sup> strike is permitted if team has 1 of their 2 steals of home remaining.**
- **If a batter is walked, they must stop at 1<sup>st</sup>.**
- 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. **Advancing on a passed ball or wild pitch will be counted as a steal.**
- Runners can “tag up” on caught foul balls.

- 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