

2013 HGSL OFFICIAL RULES – SOPHOMORE 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 freshman division to fill roster spots and avoid a forfeit. Players may also be used from 10U teams that are not playing. Players called up cannot pitch. Players from other 10U teams must play the outfield and bat at the end of your line-up.**
- Players called up cannot pitch.
- No Short Fielder – Must use 4 outfielders.

GENERAL RULES

- Distance between the bases is 60 ft.
- Distance from home plate to pitching rubber is 35 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
- 4 Runs per ½ inning limit Unlimited runs in the 6th 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

- No Bunting
- *All Hi-Tech /Composite bats are banned from HGSL recreational play.*
- No Infield fly rule

BASE RUNNING

- Stealing from 2nd to 3rd base is permitted.
- 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.
- No steals on a ball thrown back to the pitcher. The ball is considered “dead” on its return to the pitching circle.