



2008  
H.E.R.S.  
RULEBOOK

# **HERS 2007**

## **Draft Rule**

### All League Draft Rules

1. Girls on a team before the draft.
  - A. Sponsor's daughter(s)
  - B. Manger's daughter(s)
  - C. One coach's daughter(s)
  - D. Teams will be evened out by the draft process.
    - EG: If a team starts with 3 players that team first pick would be in the third round.
    - EG: If a team chooses sisters that would be two picks.
2. Pick drafting order by number out of hat (or similar, ie .. cards drawn, etc..)
3. Drafting order
  - A. First round draft order                   1-2-3-4-5-6-etc
  - B. Second round draft order               6-5-4-3-2-1
  - D. Fourth round draft order               6-5-4-3-2-1
4. Continue drafting until all the girls are drafted.
5. The draft will be presided over by a league commissioner.
6. In order to keep the teams competitive in the JR & SR league, pitching for each team will be evaluated before the draft and taken account in the drafting process. The commission will review item #1 above and determine if a pitcher is included in these picks, if not, then the commission can chose to allow those teams without pitchers to pick from the top pitchers remaining. If there is more than one team needing a pitcher, then a draft order is selected at random by the coaches for this pick only. This pitcher then becomes their 1<sup>st</sup> pick and then following rounds is filled in according to item #1.

### **GENERAL RULES**

- 1) All girls in the Kindergarten through the twelfth grade at the time of registration will be eligible to play. The girls will be divided through a draft as follows:

Braids	Grades Kindergarten & 1
Pigtail	Grades 2 & 3
Ponytail	Grades 4 & 5
Junior	Grades 6 & 7
Senior	Grades 8 - 12
- 2) Scheduling
  - A) All games will be played as scheduled.
  - B) Players will be present and ready for play 15 minutes prior to scheduled game time.
  - C) Upon cancellation make-up games will be rescheduled. Rain dates are built into the schedule and the game will be rescheduled to the next available rain date.
  - D) If you play the same team three times if you win one and lose one, flip a coin for home team for the third game. If one team has won both prior games then that team is the visiting team.

- 3) A Manager lacking 9 Players for Any Game
  - A) May choose to roster fewer than 9 players and play the game but must field seven players or forfeit.
  - B) Recruit the amount of players needed from the division directly below his/her team division to roster 9 players but the recruits must be played in the outfield and bat last.
  - C) Choose not to play and forfeit the game.
  - D) A 'called-up' player cannot play the field in place of a teams regular player. The 'called-up' player may bat though. So if a team can field 9 regular players, those 9 will play the field.
  - E) Braids division can recruit players from the same league if all managers agree on this prior to the beginning of season. They must follow the same rules of batting last and playing the outfield.
  
- 4) Delays
  - A) Prior to or during a game, any manager that elects to remove his/her team from the playing field and intentionally delays the game, will forfeit the game.
  - B) Each team will be allowed five minutes of infield practice prior to each game.
  
- 5) Time Limits
  - A) No inning will begin after the time limits listed below. The Umpire will be the official timekeeper.
 

BRAIDS	1 HOUR	No inning will start after 55 minutes of play except for an extra inning A complete game will consist of 2 ½ innings
PIGTAIL	1 HOUR	No inning will start after 55 minutes of play except for an extra inning A complete game will consist of 2 ½ innings
PONYTAIL	1 ½ HOURS	– A complete game will consist of 3 innings
JUNIOR	1 ¾ HOURS	– A complete game will consist of 3 ½ innings
SENIOR	1 ¾ HOURS	– A complete game will consist of 3 ½ innings
  
- 6) Home Team
  - A) Listed first number of your schedule.
  - B) Sits on the North side of the field. (scoreboard side)
  - C) Provides the scoreboard keeper.
  - D) Picks up the trash around the field.
  - E) Returns the equipment including the bases. (home team of last game)
  
- 7) Each team is responsible for keeping their own score book.
  
- 8) Uniforms and Equipment
  - A) Must be worn, girls out of uniform cannot play.
  - B) No jewelry, including pierced earrings can be worn. Insurance will be void if jewelry is worn.
  - C) Long pants must be worn.
  - D) Catcher's helmets must be worn at all times including warm-ups.
  - E) Batting helmets with cages must be worn and left on while on base. If the helmet is intentionally removed while the ball is in play, the base runner will be called out.
  - F) Only ISHA approved equipment may be used (with the exception of steel spikes .. steel spikes are not allowed in the HERS league).
  
- 9) Improper conduct or language of a manager, coach, player, or spectator can be reason enough for a team to forfeit a game in progress, at the discretion of the home plate umpire.
  
- 10) Any team manager or coach using improper language toward a team member will be dismissed by the Commission.
  
- 11) Any girl destroying league, team, or field equipment will be dropped from her team by the Commission.

- 12) Every player must participate in team practice. If not, the team manager has the option of playing the girl in the next scheduled game.
- 13) All players will bat in an established batting order, and No player will be allowed to enter her name to the order after the bottom of the second inning. A late player must be entered at the bottom of the batting order.
- 14) A player throwing her bat will be called out after the first team warning.
- 15) There will be no intentional walking.
- 16) A base runner in an attempt to score will avoid a collision with the catcher or she will be called out (if she cannot get around the catcher without going out of the baseline, she must slide to avoid a collision unless the catcher comes up the line to make a play)
- 17) Balls will be thrown (in the air) between players. The ball will be called dead if it is intentionally rolled and the base runners will be awarded the base they are advancing to.
- 18) Umpires
  - A) Home plate umpires will be provided by the Commission.
  - B) May be changed during a game at the agreement of both managers.
  - C) The umpire has the final decision on any and all calls.
  - D) Need not abide by the official dress code in the rule book.
  - E) Make-up game umpires will be setup by the home team coach (lists will be furnished)
  - F) Umpires will limit the number of practice pitchers to five between innings or at the changing of pitchers.
- 19) If there are any rule changes during the playing season, all managers and umpires will be notified in writing by the Commission.
- 20) Communicable Disease Procedures
  - A) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
  - B) Routine uses of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
  - C) Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
  - D) Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- 21) No practicing on the fields after the fields are lined and set to play.
- 22) The eight foot (8') RADIUS circle is:
  - A) The circle shall be measured from the center of the pitcher's mound.
  - B) When a base runner is legitimately off her base after a pitch or the result of a batter completing her turn at bat, while the pitcher/player has the ball in her possession within the eight foot (8') RADIUS circle, the base runner must IMMEDIATELY attempt to advance to the next base or IMMEDIATELY return to the base she last occupied.
  - C) Failure to IMMEDIATELY proceed to the next base or return to her last occupied base, once the pitcher/player has possession of the ball within the eight foot (8') RADIUS circle, shall result in the base runner being declared "out".
  - D) Once the base runner returns to or proceeds to a base and leaves said base for any reason unless a play is made on her or another base runner, the base runner is OUT. If the pitcher/player throws the ball from the eight foot (8') RADIUS circle, carries it from there, sets the ball on the ground or in her glove on the ground, or hands or throws it to a player within the eight foot (8') RADIUS circle, it is interpreted as MAKING A PLAY and base runners may leave

the base at their own risk provided time is not out.

- E) When the base runner is not given sufficient time to return to a base, she shall not be called out for being off base when the pitch is made to the batter. She may advance as though she had left the base legally.

NOTES ON THE ABOVE:

The responsibility is now completely on the base runner. There is NO obligation on the pitcher/player to LOOK, FAKE or THROW. A base on balls or dropped third (3rd) strike in which the batter is entitled to run, is treated the same as a batted ball. The batter/base runner may continue past first base and is entitled to run toward second base, as long as she does not stop at first base.

If, after the pitcher/player has possession of the ball within the eight foot (8') RADIUS circle, the base runner starts back to the last base she legally occupied or forward to another base, and then stops or reverses her direction, she is OUT, unless the pitcher/player makes a play on her or another base runner. If the pitcher/player makes a play on the base runner, the base runner may stop or reverse her direction.

- NOTE: Faking a throw constitutes making a play.  
If, after the pitcher/player has possession of the ball within the eight foot (8') RADIUS circle, the base runner just stands there and does not IMMEDIATELY attempt to advance or return, she is OUT.
- NOTE: "Immediately" will be in the judgment of the umpires. There will be no protest on this call.

23) Tie Breaker Rule:

During each half inning of the inning used to enforce the tie breaker, the offensive team shall begin its turn at bat with the player who batted last in that respective half inning being placed at second base and two outs charged to the offensive team. It is the responsibility of the umpire and scorekeeper to notify the teams involved as to what player starts at second base. If the wrong player is placed on the base and it is brought to the umpire's attention, there is no penalty, correct the error and place the correct player on the base. This should occur whether a pitch has been thrown, or if the runner has advanced a base. Play will continue with all other rules enforced until a winner is determined.

24) **The commission has final say on any rulings.**

# BRAIDS

- 1) Regulation game will consist of six innings.
  - A) A game will be considered regulation game after 2 ½ innings and one team has scored more runs than the other.
  - B) There will be a time limit.
- 2) Six run rule
  - A) When 6 runs score in an inning, the inning is over. If a team is winning by 15 runs after four innings, the game will be called.
- 3) The Field
  - A) The base distance will be 45 feet.
  - B) The pitching position is at the 33 feet pitching mound
- 4) The catcher needs to wear a batting helmet with cage.
- 5) The team will consist of 10 players.
  - A) Each player will play two defensive innings.
  - B) All players will bat in a batting lineup.
  - C) Players may be substituted freely.
  - D) Must field a catcher when short players.
  - E) Outfielders must stand on the grass.
  - F) The pitcher may not leave the rubber until the ball is hit.
- 6) Dead Ball
  - A) The umpire will call dead ball when he feels the play is over.
  - B) The base runners can only advance to the base they are going to once a dead ball has been called.
- 7) The runner must not leave the base before the ball passes the batter, or she will be called out.
- 8) On an overthrow at first or third the runner may only advance one base at their own risk.
- 9) The home team of the last game played will return the tee to the equipment shed.
- 10) Bats will be a maximum of 29". Any bats longer than 29" will be illegal. Any player using a bat longer than 29" will be called out.
- 11) There will be a 15-foot half-circle drawn in front of home plate. If the ball does not go out of the circle, it will be considered foul. If the ball is on the line it is a fair ball. The coach will pitch two pitches to his/her own player. The coach must stand even with the pitcher's mound, either to the left or right of the mound. The player must swing. If they do not hit the ball the batter gets two additional swings from the tee. The coach cannot field the ball. The coach will be like an umpire, if the ball hits him, it is still a live ball. The coach must not interfere with play.
- 12) A running base (red) will be installed at first base. Batters running to first base will have to tag the red base for a play at first. Otherwise, the regular base will be used.
- 13) Sliding is allowed only to avoid a collision.
- 14) A ground rule double will be awarded if a ball is hit out of play on the left field line.
- 15) A reduced injury factor softball will be used for this division
- 16) The short center field player cannot be used as a defensive player at second base.
- 17) When there is a runner trying to score, the ball is to be thrown to a defensive player at home plate.

# PIGTAIL

- 1) Regulation game will consist of six innings.
  - A) A game will be considered regulation game after 2 ½ innings and one team has scored more runs than the other.
  - B) There will be a time limit.
- 2) Six run rule
  - A) When 6 runs score in an inning, the inning is over. If a team is winning by 15 runs after four innings, the game will be called.
- 3) The Field
  - A) The base distance will be 45 feet.
  - B) The pitching position is at the 33 feet pitching mound
- 4) The catcher needs to wear a catcher helmet.
- 5) The team will consist of 10 players.
  - A) Each player will play two defensive innings.
  - B) All players will bat in a batting lineup.
  - C) Players may be substituted freely.
  - D) Must field a catcher when short players.
  - E) Outfielders must stand on the grass.
  - F) The pitcher may not leave the rubber until the ball is hit.
- 6) Dead Ball
  - A) The umpire will call dead ball when he feels the play is over.
  - B) The base runners can only advance to the base they are going to once a dead ball has been called.
- 7) The runner must not leave the base before the ball passes the batter or she will be called out.
- 8) On an overthrow at first or third the runner may only advance one base at their own risk.
- 9) The home team of the last game played will return the tee to the equipment shed.
- 10) Bats will be a maximum of 29". Any bats longer than 29" will be illegal. Any player using a bat longer than 29" will be called out.
- 11) There will be a 15-foot half-circle drawn in front of home plate. If the ball does not go out of the circle, it will be considered foul. If the ball is on the line it is a fair ball. The coach will pitch two pitches to his/her own player. The coach must stand even with the pitcher's mound, either to the left or right of the mound. The player must swing. If they do not hit the ball the batter gets two additional swings from the tee. The coach cannot field the ball. The coach will be like an umpire, if the ball hits him, it is still a live ball. The coach must not interfere with play.
- 12) A running base (red) will be installed at first base. Batters running to first base will have to tag the red base for a play at first. Otherwise, the regular base will be used.
- 13) Sliding is allowed only to avoid a collision.
- 14) A ground rule double will be awarded if a ball is hit out of play on the left field line.
- 15) An 11" ball will be used for this division
- 16) The short center field player cannot be used as a defensive player at second base.
- 17) When there is a runner trying to score, the ball is to be thrown to a defensive player at home plate.

# PONYTAIL

- 1) A regulation game will consist of seven innings.
  - A) A game will be considered regulation after 3 innings and one team has scored more runs than the other.
  - B) There will be a time limit.
  - D) If a team is winning by 10 runs after five innings the game will be called.
- 2) Six run rule
  - A) When the team at bat scores six runs in an inning, the inning is over.
- 3) Field
  - A) The base distance will be 45 feet.
  - B) The pitching distance will be 33 feet.
- 4) The team will consist of 9 players.
  - A) Each player will play three defensive innings.
  - B) Each player will bat in a batting lineup.
  - C) Players may be substituted freely.
  - D) The outfielders must stand on the grass
- 5) This league will play FAST PITCH RULES.
  - A) No stealing
  - B) No dropped third strike.
  - C) The infield fly rule will be waived.
  - D) One additional base will be awarded to the runner on a ball thrown out of play.
- 6) No pitcher can pitch more the three innings per game. If a player pitches any part of an inning, it will be considered one inning.
- 6) A running base (red) will be installed at first base. Batters running to first base will have to tag the red base for a play at first. Otherwise, the regular base will be used.
- 7) Bunting is allowed.
- 8) Sliding is allowed.
- 9) A ground rule double will be awarded if a ball is hit out of play on the left field line.
- 10) An 11" ball will be used for this division.
- 12) There will be NO "walks". The opposing team's pitcher pitches to the batter, if 4 balls are called the coach for the offensive team will make 2 additional pitches. The batter will either hit the ball of strike out.

# JUNIOR

- 1) A regulation game will consist of seven innings
  - A) A game will be considered regulation after 3 ½ innings and one team has scored more runs than the other.
  - B) There will be a time limit.
  - C) If a team is winning by 15 runs after four innings or 10 runs after five innings, the game will be called.
- 2) Six run rule  
When the team at bat scores six runs in an innings, the inning is over.
- 3) Field
  - A) The base distance will be 60 feet.
  - B) The pitching distance will be 40 feet
- 4) The team will consist of 9 players.
  - A) Each player will play three defensive innings.
  - B) All players will bat in a batting lineup.
  - C) Players may be substituted freely.
  - D) The outfielders must stand on the grass
- 5) This league will play FAST PITCH RULES.
  - A) Stealing will be allowed. The base runner may steal home.
  - B) Bunting will be allowed.
  - C) Dropped third strike will be allowed.
  - D) The infield-fly rule will be waived.
  - E) One additional base will be awarded to the runner on a ball thrown out of play.
- 6) No pitcher can pitch more the four innings per game. If a player pitches any part of an inning, it will be considered one inning.
- 7) A running base (red) will be installed at first base. Batters running to first base will have to tag the red base for a play at first. Otherwise, the regular base will be used.
- 8) A courtesy runner will be allowed for pitchers and catchers. The courtesy runner can be any girl on the roster. The pitcher and/or catcher for whom the courtesy runner is allowed must have played that position the prior inning.
- 9) An 11" ball will be used for this division
- 10) The Drop Third Strike Rule:  
If first base is unoccupied at the time of the pitch, or there are two outs, the batter can run to first on a dropped third strike.
- 11) Tie Breaker Rules for First Place:
  - 1) Record
  - 2) head to head record
  - 3) Total runs scored in head to head
  - 4) Least amount of runs allowed

# SENIOR

- 1) A regulation game will consist of seven innings.
  - A) A game will be considered regulation after 3 ½ innings and one team has scored more runs than the other.
  - B) There will be a time limit.
  - C) If a team is winning by 15 runs after four innings or 10 runs after five innings, the game will be called.
  
- 2) Field
  - A) The base distance will be 60 feet.
  - B) The pitching distance will be 40 feet.
  - C) Outfielders must stand on the grass.
  
- 3) The team will consist of 9 players.
  - A) Each player will play three defensive innings.
  - B) All players will bat in a batting lineup.
  - C) Payers will be substituted freely.
  
- 4) This league will play FAST PITCH RULES.
  - A) Stealing is allowed.
  - B) Bunting is allowed.
  - C) Dropped third strike is allowed.
  - D) The infield-fly rule will be in effect.
  - E) There will be no limit on runs scored in an inning.
  - F) Intentional walks are allowed.
  
- 6) No pitcher can pitch more the five innings per game. If a player pitches any part of an inning, it will be considered one inning.
  
- 7) A running base (red) will be installed at first base. Batters running to first base will have to tag the red base for a play at first. Otherwise, the regular base will be used.
  
- 8) A courtesy runner will be allowed for pitchers and catchers. The courtesy runner can be any girl on the roster. The pitcher and/or catcher for whom the courtesy runner is allowed must have played that position the prior inning.
  
- 10) The Drop Third Strike Rule:

If first base is unoccupied at the time of the pitch, or there are two outs, the batter can run to first on a dropped third strike.
  
- 11) The Infield Fly Rule:

If there is a pop-up hit on the infield (judgment call by the umpire) and there are less than two outs, and there are runners on first and second, or the bases are loaded, and the infield fly rule has been called by the umpire (this done by pointing to the sky) the batter is out. The runners can advance at their own risk after tagging up like they would on a fly ball.
  
- 12) Tie Breaker Rules for First Place:
  - 1) Record
  - 2) head to head record
  - 3) Total runs scored in head to head
  - 4) Least amount of runs allowed