Division 1 (Grades 2-3)

Hingham

Home Team Responsibilities:

1. Pays Youth Certified Umpire
2. Provides two 11" ASA Game Balls (Low Compression)
3. Supplies Bases & Pitching Rubber

General League Rules:
- No Metal Cleats
- No Jewelry
- Sliding Pads Recommended
- Minimum of 6 players to start a game
- Continuous batting order
- Appropriate language and conduct will be displayed by players, coaches & parents at all times
- Caged helmets required for all batters and base runners
- Fielders mask required for all fielders
- No new Inning shall start after 7:45 PM or 1:45 after first pitch is thrown
- All Game results should be reported to D1Scores@lifebettersolutions.com within 24 hours of completion
    - This sends the score to the Division Director and for the Website to be updated
- No player should sit for more than 1 inning in a row

Division 1 Specific Rules:
- 11 inch ASA approve low-compression game ball will be used
- Player and Coach - 30 foot pitching distance
- Bases 60 feet apart
- No dropped third strike or infield fly
- No stealing or advancing on a wild pitch or passed ball
- Leading off the base is permitted on the release of the pitch
- 4 run per Inning limit (No run limit for last inning or last declared inning)
- 6 inning games

Batting:
- Everyone bats and free defensive substitutions
- Batter gets 3 swing and misses before hitting off the tee
    - If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out
- No bunting off coach/pitch (Bunting is allowed with D1 Player is Pitching)
- If a batted ball hits the coach/pitcher the ball is dead and the batter is safe at first
    - At no time shall the coach/pitcher obstruct play or make a play

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Fielding:

- Field Positions Should be
    - Pitcher, Catcher, First, Second, Third, Shortstop and Center/Short Field
    - The other 3/4 girls should be working on skills - fielding, hitting, running - in the outfield
    - If the team is short of players, coach's use discretion for number of players in the field
    - 1 Coach in the field helping with positioning (and keeping players in the game)
- Play stops when ball hit to outfield gets in the control of the pitcher, who is in the infield
- Over/Errant throws to first base
    - No batter can advance to second base as a result of an errant throw to 1st base
    - All other Runners may only advance one base past the base they are going to on an errant throw to first base with liability of being put out if the ball stays in live ball territory
- Over/Errant throws to any other base or position.
    - If on a throw to any other base an errant throw occurs all runners and batter/runner may advance one base past the base they are going to with liability of being put out
    - The base will be awarded to the runners if the ball has been thrown out of play
    - No bases will be awarded on errant throws when the ball stays in play.
    - Runner and batter/runner may be put out if they advance beyond the base they are entitled to on the errant throw
    - At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out

Pitching:

- Only Coaches pitch for the first 6 games of the season
- Starting on Monday, May 20, players can pitch to opposing team if they have been approved to pitch in a game
    - 2 inning limit for pitchers, plus 1 additional if the game goes more than 4 innings
    - One pitch in an inning constitutes a complete inning
    - If a team does not have a pitcher who has been approved to pitch, the coach will pitch
    - A coach/pitcher will enter the circle when 4 balls have been called by the umpire.
    - The coach/pitcher will resume the strike count and will throw no more than three (3) pitches with the umpire calling balls/ strikes.
    - A pitcher must be removed from pitching position after hitting 3 in an inning or 4 in a game
    - No walks or hit by pitch to advance to first base
- Coach must pitch "legal" pitches from pitching rubber