

2017 SHETLAND DIVISION RULES



ASSIGNMENT OF PLAYERS:

The Board of Directors has adopted a rule whereby the Selections Committee and the player agents will conduct a draft to assign players to teams, placing approximately the same number of players, by age and geographic region, to each team.

AGE GROUP AND TEAMS:

The Board of Directors has established the age structure as a candidate who will attain the age of four (4), five (5) or six (6) prior to May 1, 2017

REGULATION GAME:

A regulation game shall consist of five (5) full innings, if time permits. However, no new inning may start after one (1) hour of play. An inning is considered complete at the moment the 3rd out is recorded in the bottom half of an inning. If a game is tied after five (5) full innings or time has expired, the game shall end in a tie. Coaches may concede the game at any time. No "Ten Run Rule" shall apply.

MANDATORY PLAY RULE:

The Board of Directors has adopted the rule whereby a player shall not remain on the bench more than one (1) consecutive defensive half (1/2) inning. To encourage rotation of players, no player shall remain at the same defensive position more than two (2) consecutive innings. Each team shall bat their lineup in the correct order and late players will be added to the bottom of the batting order.

SHETLAND DEFENSE:

CATCHERS:

Catchers will be outfitted with catcher's gear provided by the league or one that is equal in protection. The catcher will stand or squat behind home plate and away from the batter until the ball is hit and the batter has left the batter's box. A coach is allowed to speed the game up by standing behind the catcher to retrieve missed balls and throw them back to the pitcher player or coach working pitching machine.

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PITCHERS:

The ball will be pitched from the pitching machine located 38 feet from the back of home plate by a coach from the hitting team, with the pitching machine settings at 1-3-3. The hit ball must travel at least five (5) feet in fair territory for it to be considered a "live" ball. The pitcher playing in the pitching position MUST attempt to throw the ball to a base on a batted ball (see definition of a throw). The pitcher CANNOT run to ANY BASE with the ball to get the force out on a batted ball NOR can the pitcher chase a runner down between the bases to get the out. This will result in the runner being called safe. However, if the pitcher fields the ball in front of the pitching machine, he may run to home plate to get the force out. If the pitcher fields the ball at the baseline (1st or 3rd) he may tag the runner out if the runner is at the same spot as the pitcher and ball. The Pitcher cannot turn and chase the batter down.

-DEFINITION OF A THROW: The ball MUST travel through the air by way of an overhand motion to be considered a throw and will be at the umpire's discretion. An intentional roll of the ball does NOT constitute a throw to any base.

UMPIRE JUDGMENT CALLS – TAKEN FROM PINTO RULES:

If, in the umpire's judgment, the defensive player, including the pitcher, should have thrown the ball to create the out, the runner is safe. Teamwork and baseball fundamentals should be emphasized. ALL umpire judgment calls are NOT questionable OR arguable.

PITCHING RULES:

Each batter will be given the opportunity to hit the ball being pitched from the machine, if the batter does not hit the ball at least five (5) feet into fair territory after three (3) attempts, then the ball will be placed on a tee to be hit by the batter. If the 3rd attempt is a foul ball, the batter will get one (1) additional attempt to hit the ball before it is placed on the tee.

NUMBER OF PLAYERS ON DEFENSE:

The defensive team will field ten (10) players, with the 10th player in an outfield position. All outfield players shall be evenly spaced on the outfield grass and beyond the infield dirt. A game can start with eight (8) players, and the 9th and 10th players will NOT be counted as an out. If only seven (7) players are present, the game will be a forfeit. GAME TIME IS FORFEIT TIME. Infielders, including the pitcher, must be at least 38 feet away from the batter when he is batting. You may only have five (5) infield players, excluding the catcher.

DEFENSIVE COACHES:

Coaches (2 maximum) must remain on the outfield grass, unless time has been called. Other coaches must stay in the dugout area. If a third coach enters the playing field, the coach will get a warning and then will be asked to stay in the dugout for the remainder of the game. Coaches may not touch fielders in the field of play to position them. There will be two (2) warnings for each infraction; then the coach will be asked to leave the field.

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OVERTHROWS:

No advancing on infield overthrows; however, a player may advance on a ball hit to the outfield until the ball is secured by an infielder in the infield (See Section 3 under Ball in Play for definition of secure).

BALL IN PLAY:

The following actions will stop play:

- 1) The closest base runner to home is stopped advancing by any defensive player.
- 2) The ball is returned to the pitcher and the pitcher is in the pitching mound area not trying to make a play
- 3) A player playing an infield position secures the ball by holding it over his head, with his arm fully extended, while in the infield will stop play. If a runner is less than half-way to the next base, he shall return to previous base; if the runner is half-way or more to the next base, he may advance.
- 4) A batter who throws the bat will be called out (After 1 warning per team).
- 5) There is no "Infield Fly Rule" in the Shetland Division.

SHETLAND OFFENSE:

The offensive side is retired when there are three (3) outs recorded or when five (5) runs have scored in an inning. Continuation runs are NOT allowed.

If a batted ball strikes the pitching machine and remains in fair territory, the ball is live and in-play. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded 1st base and all other runners shall advance one (1) base. If the batted ball strikes the coach pitcher, the ball is considered dead and another pitch is made

STRIKEOUTS/WALKS:

There are no strikeouts or walks in the Shetland Division.

BATTING OUT OF ORDER:

Each team must call timeout and check with the official scorekeeper. 1st violation will be a warning and all subsequent violations will result in an automatic out. If a player is removed from a game for any reason, including injury, his next at bat will be considered an out – all subsequent at bats he was supposed to have will NOT be considered an out.

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OFFENSIVE COACHES:

Only four (4) coaches are allowed on the field at a time: 1st base coach, 3rd base coach, a coach operating the pitching machine and one behind home plate. Coaches may help set the batters feet and help measure up to the ball. Coaches may not grab or pick up a player to position them at the plate. One (1) warning will be given and all subsequent violations will result in an automatic out. Coaches are not allowed to touch a base runner at any time during live play – this will result in an automatic out after one (1) warning has been issued.

RUNNING BASES:

All runners must stay within three (3) feet of the baselines or they will be called out.

CONTACT AVOIDANCE:

A runner shall be called out when he attempts to get around or slides through/beneath a fielder who has the ball and is waiting to make the tag. However, a slide will be allowed when there is no risk of collision or injury to a defensive player (I.E. sliding into a base that is not occupied by a defender).