



WAUCONDA BASEBALL SOFTBALL

BASEBALL – SHETLAND DIVISION RULES OF PLAY

TABLE OF CONTENTS

- 1.0 GENERAL RULES
- 2.0 GAMES
- 3.0 COACH PITCH
- 4.0 DEFENSE
- 5.0 OFFENSE
- 6.0 SAFETY BASE
- 7.0 NOTES

WAUCONDA BASEBALL/SOFTBALL

This document details the baseball rules of play for the

Shetland Division. **27APRIL2018**

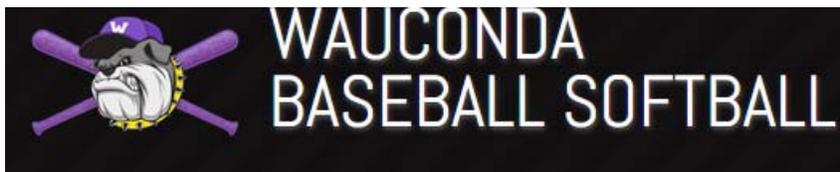
1.0 GENERAL RULES AND BALLPARK

General rules

- 1. WBS Code of Conduct (Parent Player Handbook) and Safety Policies must be followed.**
2. No tobacco, alcohol, or profanity allowed
3. Shetland is a non-competitive, instructional league

2.0 GAMES

1. Each game will last 90 minutes in duration. The inning that is in progress at the 90 minute mark will be the last inning played.
2. No inning can start after 7:30PM

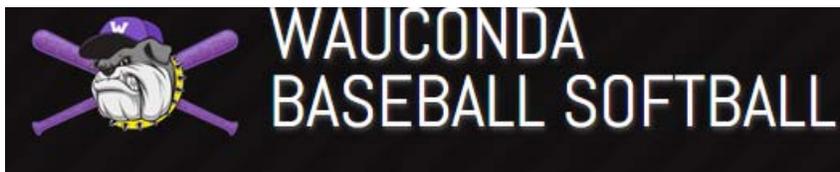


Note: An inning is considered started as soon as the last out of the previous inning has been made.

3. Shetland Division does not keep score.
4. The Home team will supply two (2) new baseballs. Each team will receive one game ball after the game to then hand out to one of the deserving players of that game for appreciation of their efforts for each team. Have teammates sign the ball.
5. The Home team is responsible for field maintenance; inserting and removing bases, chalking the field and dragging/raking the field (if necessary) before games.
6. No protests are allowed.
7. No taunting or chatter to the opposing team will be allowed at any time.
8. It is mandatory that all male players wear protective athletic supporters (i.e. "cups").
9. Only players, coaches, team parent and scorekeepers are allowed in the dugouts.
10. All teams are responsible for cleaning-up dugouts after practices and games.
11. For field use, games take priority over team practices. If a team is practicing on a field which will be used for a game, the practicing team must leave the field forty-five (45) minutes prior to the scheduled game time.

3.0 COACH PITCH

1. The pitching rubber is set to 38 feet. Coaches/Assistant Coaches will only pitch to the players. No players will pitch at the Shetland Division level.
2. To keep the flow of the game moving and to also help/instruct the batters only coaches/assistants will be allowed to play catcher.



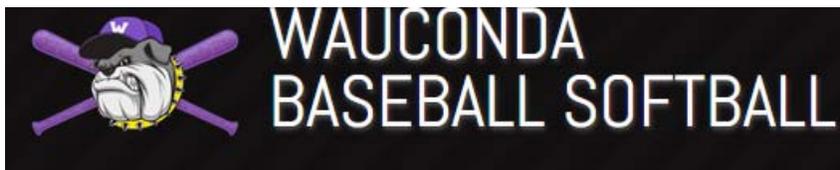
3. Coaches will pitch to each batter. After 7 quality pitches if the player has not put the ball in play, the assistant coach who is catching will put ball on tee for the player to swing and put ball into play.
4. Each team will bat thru the batting order to end that half inning. Last batter as well as any runners on base will round the bases to close out the team's at bats.
5. Shetland Division does count outs. A batter will be sent back to the dugout if that batter did not make it to base safely or if a runner makes an out running the bases. The half inning will still continue thru the batting order even if 3 outs are made until everyone on that team bats.

4.0 DEFENSE

1. The infield will consist of the 1st baseman, 2nd baseman, 3rd baseman and shortstop and a player positioned behind the pitcher.
2. Offensive Coaches will play the Pitcher and Catcher positions during their team's at bats.
3. The outfield will have no more than four (4) players spread out evenly to cover all fields (left, left center, right center, and right).

Note: No short center position.

4. All outfielders must start 10 feet beyond the infield dirt.
5. A mandatory defensive rotation must be followed. (See appendix for rotation examples.) EVERY CHILD MUST PLAY AN INFIELD POSITION IN ONE OF THE



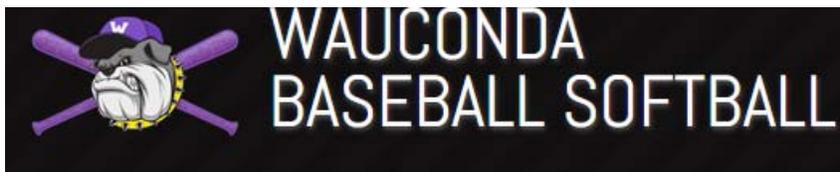
FIRST THREE INNINGS. NO CHILD CAN SIT A SECOND INNING UNTIL ALL PLAYERS HAVE SAT ONE INNING.

6. There can be 3 coaches on the field to help the fielders. Coaches cannot touch the ball.
7. When the coach is pitching, the player-pitcher must stand next to or behind the coach pitching (behind the pitching rubber) no closer.

If the coach pitching touches the ball unintentionally, the runner will be allowed 1st base and all runners advance one base.

5.0 OFFENSE

1. A mandatory batting order rotation must be followed.
2. Bunting is not allowed. If a batter bunts, the batter will be called out.
3. If a team bats through the order, the half inning will end regardless of the number of outs against the batting team.
4. Lead-offs and base stealing are not allowed.
5. If the ball is hit in the infield, the runners will only be allowed to advance one (1) base.
6. If the ball is hit to the outfield, the runners may advance as many bases as possible until the ball is touched by an infielder while on the infield dirt.
 - a. Once the ball is touched by an infielder, the runner must be at least one step past the base to be able to advance to the next base.



Note: Since score is not kept for Shetland, the coach should use common sense in advancing the runners.

- b. The play does not end once the ball is touched; runners can be tagged out if off the base.
 - c. If a runner advances too many bases and is tagged out, the runner will be called out. If the runner makes it safely, the coach will send the runner back to the correct base.
 - d. No advancement on over-throws by an infielder.
7. Any batted ball going under, bouncing over, or past the outfield fence is a ground rule double; all runners advance only two (2) bases.
 8. An inning is not over until 3 outs are made or the team batting has batted around.
 9. Three coaches are permitted on the field – one pitching, one 1st base coach, and one 3rd base coach.
 10. Coaches should not touch base runners.
 11. If a bat is thrown and it is determined to be accidental, the team will be given a warning. If there is a second occurrence, the batter will be called out. If a bat is thrown and it is determined to be intentional, there will be no warning and the batter will be called out. In addition, the batter can be ejected from the game.

6.0 SAFETY BASE

On an infield hit, the safety base (orange base) is for the runner only. The fielder must touch 1st base (white base); the fielder cannot touch the orange safety base.



WAUCONDA BASEBALL SOFTBALL

7.0 NOTES