

Spring 2016

Shetland Division Rules

Note: Baseball is fun and should be fun for all players at this age and level.

1. This league is a transition from T-Ball to real baseball. Please do your best to demonstrate and teach good sportsmanship to every coach, player and parent at all times. Arguing amongst coaches or with parents is not acceptable at any time.
2. During practices, evaluate and identify each kid's strengths and weaknesses. Teach them to hit, run, catch, field and throw correctly.
3. We want teams to compete and try their best to win, but this is not a win at any cost league. All rules are intended to help the kids learn the basic fundamentals of baseball and to enjoy baseball, not to be used to take advantage of another team.

Field Dimensions

1. Bases will be set at 60'ft
2. Coaches must pitch from within the 5 foot circle of the mound. So pitch from 30 feet or 35 feet whichever is comfortable for the coach.

Equipment

1. No bats larger than 2 1/4 inches in diameter shall be used.

Playing Rules

1. One of the batting team's coaches will pitch to their own team.
 - 3 strikes = an out. No walks.
 - Each batter will get 7 pitches. We want coaches to avoid telling the kids that they have to swing at the 7th pitch. (We are teaching poor fundamentals if we teach kids that they must swing at a pitch, even if a pitch is unhittable.)
 - If a batter gets to the 7th pitch, they should be told that it is their 7th or last pitch. (Talk about this during practices.) If the batter takes the 7th pitch, he is automatically out.
 - Foul balls can be counted as strikes but do not count towards the 7 pitches. The batter remains alive if he fouls off the 7th pitch and may continue to foul off pitches until he gets puts a fair ball in play or swings and misses.
 - Within reason, we want each team to have some flexibility with the 7th pitch. If the coach throws a terrible pitch (in the dirt, high, way inside or outside) the batter shouldn't be penalized. At that point, throw an 8th pitch.
2. One of the fielding team's coaches will be located behind his catcher and collect the balls during each at bat. The fielding team can also place coaches in the outfield.
3. **Each player must play at least 2/3 of the game in the field. 2 innings MAX at any position per player.**
4. **Every player must play at least 2 innings in the infield every game (Catcher is considered infield)**

- 5. Every player must play at least 1 inning in the outfield every game.**
- 6. Every player must sit at least 1 inning before any player sits for two innings.**
- 7.** Each defensive team will have ten players in the field, four of which must be positioned in the outfield and must be at least 10 feet from the infield dirt. Make sure outfielders are in the outfield.
- 8.** Each team must have a catcher.
- 9.** A team with only 6 players results in a forfeit.
- 10.** There is no hit by pitch, stealing of bases or “lead-offs”.
- 11.** If a player throws his bat, warn the player. Teach players to drop their bat. We don't want catchers getting hurt.
- 12.** If a batter hits a ball that then hits the coach pitching, it is considered a dead ball. The batter is awarded 1st base and all runners advance 1 base.
- 13.** An inning will consist of three recorded outs or the offensive team scoring 5 Runs in the inning. 7 runs can be scored by both teams in the last inning. If team is up by 15 runs after 4 innings, or 10 runs after 5 innings, mercy rule applies.
- 14.** Runners cannot leave the base until the ball is hit. After one warning, call the runner out.
- 15.** Runners cannot advance extra bases on overthrows. Please have fielder try to throw to the proper base.
- 16.** On balls hit to the outfield, runners may continue to advance until the ball is IN the infield dirt. If they are past half way to the next base, then they may continue to advance to the next base. If an outfielder has the ball secured within the infield, the runners can't advance more than one base. Chalk lines shall be placed half way between all bases where possible.
- 17.** The defensive team's coach behind the catcher, acts as Home Plate Umpire and has fair and foul duties, they also can send runners back, when called for (see rule 18).
- 18.** The coach pitching the ball will act as the Base Umpire. No other coach shall try to attempt to make these calls. They also can send runners back, when called for.

Pitching Rules

- 1.** There is no pitching from the knee. The kids need to learn to hit from a live pitch whether it is 3 foot or 6 foot pitching. Avoid ‘rainbow’ or ‘dart’ pitching. Teach the players to hit a real pitched baseball.