

SHETLAND LEAGUE PLAYING RULES (5U)

I. PLAYING FIELD DIMENSIONS.

- A. The pitching distance shall be 40 feet.
- B. The base line distance shall be 55 feet.
- C. Foul line in front of home plate shall be 10 feet.

II. PLAYING RULES – GENERAL

- A. Batters, base runners and pitchers are not required to wear protective headgear.
- B. Catchers are required to wear a protective catcher's mask.
- C. Games
 - 1. Games will be a maximum of 4 innings with the open inning -being the 4th inning.
 - 2. If the game is tied at the end of regulation time, the game will be considered a tie.
 - 3. A team can score a maximum of 5 runs per inning or 3 outs except the open inning, which is a maximum of 10 runs or 3 outs.
 - 4. Once a team is mathematically eliminated, game will be over.
- D. Appeals must be made before the next batter.
- E. There is no infield fly rule.
- F. All games will be officiated by one umpire and their decision is final.
- G. Not to exceed 4 outings per week, 90 minutes per outing. A practice or game will constitute as an outing.
- H. No Intentional walks

III. PLAYING RULES – OFFENSE

- A. Batters are not permitted to bunt or to swing easy at the ball. Batter must make a complete swing of the bat from behind back shoulder completely around to front shoulder. **Penalty: Dead ball – Strike.**
- B. Batters are allowed three swings at the ball.
 - 1. Any foul ball on the third swing shall be called an out.
 - 2. If a hit ball does not travel the required distance, it shall be considered a foul ball.
 - 3. If the batter **Slings** the bat outside the 10' circle (Dirt) they will be called out.
- C. Halfway rule will be in effect. In the judgment of the umpire if a runner is more than halfway to the next base before the umpire calls time then they will award them that base.
- D. A coach in the dugout will keep the players in the batting order on the bench. Only one batter is allowed outside the dugout, the player at bat. The coach shall send the next batter out when the umpire calls for the next batter.

IV. PLAYING RULES – DEFENSE

- A. The pitcher will stand with at least one foot in contact with the pitching rubber until the ball is put into play. Penalty: Offensive manager will get their choice of play or balk.
- B. Teams will field ten defensive players. Four outfielders will be used with two players on each side of second base.
- C. Overthrows
 - 1. An overthrow will be defined as any thrown ball, which goes outside the foul lines by either an outfielder or infielder.
 - 2. Any ball intentionally thrown across the foul line in order to stop play will not be considered an overthrow and play will continue.
 - 3. There will be an overthrow at any base provided the ball is thrown by an infielder.
- D. Each defensive team is allowed two coaches outside the foul lines 15 feet beyond the bases.
- E. The ball will be called dead when a defensive player has control of the ball, ahead of the lead runner when in the umpire's judgment, play has essentially ceased.
- F. When the ball is hit into the outfield, the outfielder must throw the ball to an infielder. Outfielders cannot tag runners or make infield force plays.
- G. An attempt must be made to throw the ball by all players. The ball cannot be rolled to make a play. A player cannot field a ball hit to the 3rd base side of the mound and make a running play in an attempt to tag the runner from home plate to 1st base. The runner will be safe. A throw to 1st is required to obtain that out. This does not apply to a player fielding a ball to the 1st base side of the mound.
- H. If a team only has 8 or 9 players, the first position dropped will be an outfield position. The second position dropped will be up to the manager's discretion.
- I. Catcher will field his position on plays at home. Catcher must have both feet in the circle by home plate until the ball is put into play. Other players will only serve as back up. PENALTY - Runner scores. Exception: if the catcher position is dropped due to missing players.
- J. The infield players are required to play their defensive positions in the dirt portion of the infield. They are allowed to shift, but must shift as a group. Penalty: at the umpire's judgment, the play will be declared a balk, the runners will advance one base, or the manager can take the play. Repeat offenses will cause disciplinary action against the manager as set forth by the LPBBA disciplinary committee.

SHETLAND LEAGUE PLAYING RULES (6U)

V. PLAYING FIELD DIMENSIONS.

- A. The pitching distance shall be 40 feet.
- B. The base line distance shall be 55 feet.
- C. Foul line in front of home plate shall be 10 feet.

VI. PLAYING RULES – GENERAL

- A. Batters, base runners and pitchers are required to wear protective headgear.
- B. Catchers are required to wear a protective catcher's mask.
- C. Games
 - 1. Games will be a maximum of 5 innings with the open inning being the 5th inning.
 - 2. If the game is tied at the end of regulation time, the game will be considered a tie.
 - 3. A team can score a maximum of 5 runs per inning or 3 outs except the open inning, which is a maximum of 10 runs or 3 outs.
 - 4. Once a team is mathematically eliminated, game will be over.
- D. Appeals must be made before the next batter.
- E. There is no infield fly rule.
- F. All games will be officiated by one umpire and their decision is final.
- G. Not to exceed 4 outings per week, 90 minutes per outing. A practice or game will constitute as an outing.
- H. No Intentional walks
- I. Game will be played with a hard ball.

VII. PLAYING RULES – OFFENSE

- A. Batters are not permitted to bunt or to swing easy at the ball. Batter must make a complete swing of the bat from behind back shoulder completely around to front shoulder. **Penalty: Dead ball – Strike.**
- B. Batters are allowed three swings at the ball.
 - 1. Any foul ball on the third swing shall be called an out.
 - 2. If a hit ball does not travel the required distance, it shall be considered a foul ball.
 - 3. If the batter **Slings** the bat outside the 10' circle (Dirt) they will be called out.
- C. Halfway rule will be in effect. In the judgment of the umpire if a runner is more than halfway to the next base before the umpire calls time then they will award them that base.
- D. A coach in the dugout will keep the players in the batting order on the bench. Only one batter is allowed outside the dugout, the player at bat. The coach shall send the next batter out when the umpire calls for the next batter.

VIII. PLAYING RULES – DEFENSE

- A. The pitcher will stand with at least one foot in the dirt behind the pitching rubber until the ball is put into play. Penalty: Offensive manager will get their choice of play or balk.
- B. Teams will field ten defensive players. Four outfielders will be used with two players on each side of second base.
- C. Each defensive team is allowed two coaches outside the foul lines 15 feet beyond the bases.
- D. The ball will be called dead when a defensive player has control of the ball, ahead of the lead runner when in the umpire's judgment, play has essentially ceased.
- E. When the ball is hit into the outfield, the outfielder must throw the ball to an infielder. Outfielders cannot tag runners or make infield force plays.
- F. An attempt must be made to throw the ball by all players. The ball cannot be rolled to make a play. A player cannot field a ball hit to the 3rd base side of the mound and make a running play in an attempt to tag the runner from home plate to 1st base. The runner will be safe. A throw to 1st is required to obtain that out. This does not apply to a player fielding a ball to the 1st base side of the mound.
- G. If a team only has 8 or 9 players, the first position dropped will be an outfield position. The second position dropped will be up to the manager's discretion.
- H. Catcher will field his position on plays at home. Catcher must have both feet in the circle by home plate until the ball is put into play. Other players will only serve as back up. **PENALTY** - Runner scores. Exception: if the catcher position is dropped due to missing players.
- I. The infield players are required to play their defensive positions in the dirt portion of the infield. They are allowed to shift, but must shift as a group. Penalty: at the umpire's judgment, the play will be declared a balk, the runners will advance one base, or the manager can take the play. Repeat offenses will cause disciplinary action against the manager as set forth by the LPBBA disciplinary committee.