

1. OBJECTIVES OF THE SHETLAND DIVISION:

- 1.1. Teach and refine game concepts, positions and skills.
- 1.2. Introduce players, coaches and parents to the concepts of:
 - Competition, winning and losing.
 - Scoring runs and run limits.
 - Batter/runner put outs.
 - Machine Pitch.
- 1.3. Having Fun!

2. SAFETY

- 2.1. Metal cleats are not allowed.
- 2.2. Protective hard ups are required for all male players.
- 2.3. Players are to remain in the dugout behind the fence, when not on defense or up to bat.
- 2.4. Players may not serve as base coaches.
- 2.5. A base runner is automatically out and subject to ejection if in the Umpire's judgment:
 - He/she fails to slide which results in a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
 - He/she slides "with cleats high" carelessly or attempt to intimidate or injure a defensive player in any way.
 - He/she purposely attempts to dislodge a ball from a defensive player other than by a slide.
- 2.6. Defensive players may not block progress of a runner without possession of the ball. To do so is "defensive interference" and should be ruled as such by the Umpire.

3. MANAGERS & COACHES

- 3.1. No more than one manager and three coaches are allowed on participate in games. There must be one adult in the dugout at all times.
- 3.2. Coaches may alternate in the dugout during a game. However, should a manager or coach be ejected or removed from the game, the team shall complete play with one less manager/coach.
- 3.3. Managers and coaches are permitted to "warm-up" players and pitchers.
- 3.4. The defensive team will be allowed one coach on the field to be positioned behind home plate so they do not interfere with the fielders or base runners.

4. GAME MANAGEMENT

- 4.1. There is no live batting practice on the game fields. Soft toss into a net, whiffle balls and hitting sticks are permitted. Helmets must be worn by all players participating in pre-game batting drills.
- 4.2. There will be no pre-game infield/outfield practice on the game field. All warm up activities must take place off the playing field.
- 4.3. **Field Markings:** In addition to the baselines and batter's box, the following markings will also be placed on the field:
 - Halfway mark between all bases.
 - Defensive Line behind infield: 15 feet.
 - Home Plate Foul Arc: 10-foot radius from home plate connecting foul lines.
- 4.4. Prior to the start of the game managers must submit a line-up card to scorekeeper and opposing manager with players jersey number, last name, first initial. Designated defensive positions will include:
 - #1 Pitcher #2 Catcher #3 First Base
 - #4 Second Base #5 Third Base # 6 Shortstop
 - #7 Left Field #8 Center Field #9 Right Field #10 Rover/Other Outfielder

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- 4.5. Defense Playing Rules:
- No more than 10 players will play defensively per inning. (6 infielders and 4 outfielders)
 - A team must have at least eight (8) players to begin a game.
 - All players must play a minimum of 1 inning in the infield and can sit on the bench no more than one (1) inning.
 - No player shall play more than two (2) consecutive innings at the same position (they may play 2 innings, switch positions for 1 inning and then go back to the original position).
 - Once the first pitch of that inning is thrown, players cannot be moved to another position unless an injury occurs or other situations.
 - All defensive players, except the catcher, must stay behind the pitching machine.
- 4.6. Playing time for games will be 5 innings, time permitting. No new inning will be started after 1 hour and 30 minutes. Drop Dead Time is 1 hours 45 minutes. (3 innings will constitute a complete game before Daylight Savings Time)
- Time limits will be based upon actual start times as designated by the umpire. The Official Scorekeeper shall record the start time of the game as indicated by the umpire.
 - The “Buzzer” shall determine drop dead time for evening games, when innings or time limits have not been fulfilled yet.
 - At the discretion of the Board, time limits may be modified or removed for purposes of tournament or all-star play.
- 4.7. Inning Run Limit: A team may score a maximum of five (5) runs in innings 1-4 and unlimited runs in the 5th inning.
- **Exception to 5-Run Limit:** The inning run limit shall be waived in the case of an over-the-fence homerun, allowing all runs to count on the particular play. If this rule comes into effect, the homerun will constitute the final play of that half-inning.
 - There is NO mercy rule for Shetland Division.
- 4.8. Ending a Game – Determining the Final Score. The final score shall be that at the time the game is halted, unless:
- The visiting team had tied the game or taken the lead during the inning and the home team has not completed their entire at bat. In this instance, this final score shall revert back to the score at the end of the last completed inning.
- 4.9. Umpires
- One umpire will be assigned to umpire the game.
 - The umpire will take a position that allows the best call to be made without interfering with the play.
 - The umpire’s judgment cannot be protested.

5. GENERAL PLAYING RULES

- 5.1. The Shetland division shall use a “continuous batting order”
- Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game.
 - Any player unable to bat due to injury, illness, or other reason will have his/her batting position skipped for the remainder of the game without penalty.
- 5.2. A half inning will be completed when 3 outs are recorded or 5 players cross home plate, whichever occurs first.
- 5.3. There is no “infield fly” rule in the Shetland Division.
- 5.4. The play ends and a batted ball becomes dead when an infielder has possession of the ball and holds the ball over their head.
- A runner must be halfway (on or over the halfway line) to the next base by the time the ball is controlled in the infield, or runner will be sent back to base runner came from.
- 5.5. A ball is considered to be a “dead ball” when it hits the barrier fence, the out of play lines, or the 10-foot arc near home plate. The base runner shall be awarded the next base the runner has not yet reached on a “dead ball.”

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The “halfway lines” do not determine the runner’s position on “dead ball” plays; rather it is the last base that he/she was on.

- Example #1: A base runner past the halfway line between 1st base and 2nd base but who has not yet reached 2nd base, when the play is ruled a “dead ball.” Base runner would be awarded 2nd base.
- Example #2: A batter has batted a ball to right field, the right fielder picks up the ball, and throws ball to 3rd base and hits dugout fence, the batter reaches 1st base and base runner has past 3rd base but has not yet reached the halfway line between 3rd base and home. **Ruling:** The ball is deemed dead, since ball has hit barrier, all runners advance 1 base. Batter goes to 2nd base and base runner rounding 3rd is awarded home on dead ball ruling.

5.6. Runners advance one base if the ball is thrown out of play. If the ball is intentionally thrown out of play, the umpire will use his judgment and award extra bases if necessary.

6. PITCHING RULES

6.1. All games will use a pitching machine only – the **Louisville Slugger UPM 45**.

- Pitching Machine Settings: Power Lever = 2; Micro Adjust = 3; Release Block = 3

6.2. Pitching distance will be 38 feet.

6.3. A 10-foot radius circle will be drawn around the pitching machine.

6.4. The pitcher shall take position 5 feet behind the pitching machine and up to 3 feet to the left or right of the machine.

6.5. The coach operating the pitching machine shall not direct or coach in any way on offense. PENALTY – the coach will receive one warning and the second time he/she must be removed.

7. BATTING RULES

7.1. Each batter has 5 machine pitches to put the ball in play.

- 1st Half of Season: If the batter does not put the ball in play in their 5 pitches, batter will get 3 swings off of a tee. If batter does not put the ball in play after the 3 swings off the tee, the batter will then be called out.
- 2nd Half of Season: The batter will be declared out after the 5th pitch, unless the batter fouls the 5th pitch off, then they will get one more pitch.

7.2. Any batted ball not going past that Home Plate Arc will be considered a foul ball.

7.3. There is no bunting – a bunted ball will be considered a foul ball.

7.4. If a batted ball strikes:

- The coach operating the pitching machine, it shall be declared a foul ball.
- The pitching machine and remains in fair territory, the ball is in play.
- If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

7.5. Batting out of turn: The proper batter may take his/her place at bat (and assumes the count) any time before the improper batter becomes a base runner. The improper batter will be called out, and all scores resulting will not be allowed, if either team appeals to the umpire prior to the first pitch to the next batter.

7.6. Bats that are labeled TEE BALL cannot be used when batting from the pitching machine.

8. BASE RUNNING RULES

8.1. There is no stealing or leading off in Shetland.

8.2. Instruct runners to slide at 2nd base, 3rd base, and home plate when a play is being made. Failure to slide will not result in a penalty, but is intended to teach the importance of sliding for participation in higher divisions.

8.3. There is no head first sliding in Shetland Division.