

Shetland League Rules

Revised 2/2014

Shetland League is an instructional league where it is designed to build the child's baseball skills while having fun. As with all Hemet Youth Divisions, the children are our first concern. Teach them the game, good sportsmanship and build their self-esteem.

Game Length: Games will be no more 5 innings or 1 hour 15 minutes (whichever comes first)

Umpires: Home team supplies the game umpire to keep the game moving and watch for lines.

Special Rules:

1. Batters are not permitted to bunt. PENALTY: Ball is considered a foul-strike
2. Double and triple plays are allowed.
3. Base runners are not permitted to lead off base and shall remain in contact with the base until the next hitter hits the ball.
4. Ten (10) defensive players will be on the field. The tenth player shall be a fourth outfielder, stationed behind 15 ft of the base lines. All players must be in the infield at least 2 innings. Players are to rotate in all of the positions. This is to teach all of the children all of the positions. Players may not play any position for more than 2 consecutive innings. *HY* recommends rotation every inning.
5. Home team is responsible for picking up and returning catcher equipment and pitching machine to the snack bar. On Saturdays, 1st game the home team picks up and the last game home team returns.
6. Home team is located on the 3rd base side of field.
7. No sliding at first base to avoid injury to young players.
8. All players on the roster will bat when their turn comes up.
9. Coach-Pitcher will pitch up to seven (7) pitches from the pitching machine. If the batter fails to hit the ball fair after seven (7) pitches then the batter is out. Batter(s) can

continue their at bat if they “foul off” the last pitch.

10. The offensive half of the inning is over after three (3) outs or Five run rule, eight run maximum per inning on concurrent play.

11. A batted ball becomes dead when an infielder has possession and control of the ball in the *infield* or at a base and holds the ball over their head. Once the ball is dead and in the judgement of the umpire the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base base in which they are coming from. If runner is beyond the halfway mark, he can advance to the next base but can be tagged or forced out.

Base runners shall be allowed to advance only one base on an overthrow, including subsequent overthrows. Advancement on an overthrow, which remains in the field of play, shall be at the runner's' own risk (the runner may be thrown out.) This rule is for the batter and runner. If the batter/runner continues to move, it is at his own risk. If the same runner/batter gets to the next base safely, without being thrown out or tagged, the runner must return to the base he/she gained off the overthrow (original base plus 1) and the ball is dead. However, if the runner is put out trying to steal the out will supersede the dead ball.

12. All players shall be in full uniform while on the field during the game.

13. Only rubber soled or rubber cleat shoes are permissible.

14. Coaches are allowed on the field to help field players in position. No touching of the player while in “play.” Defensive coaches will make the calls of outs/safe.

15. All coaching will be positive. Negative comments toward opposing players, coaches, or spectators will not be tolerated.

16. Please have your parents and players clean up around the dugout and field after every game.

One Final Note:

As a coach, you hold the future of these children and *HY* in your hands. We entrust our teams to your care. *HY* expects responsible leadership from our coaches, players, and parents. *HY* along with *PONY* encourage all volunteers to refrain from the use of foul language, tobacco and alcohol while actively performing the responsibilities of a coach or volunteer. No alcohol or tobacco is allowed at the *HY* facilities, city park, or at West

Valley High School. Thank you!!