

Bethel Park Baseball

Shetland Rules

Ages: 6

The following shall be the rules governing BPB Shetland

DIAMOND SETUP

- a. Base distance is 45 ft. if throw down bases are used, Bases up to 60 ft. can be used when playing at a field with plugs at 60 ft.
- b. Center of 8 ft. pitchers circle is 39 feet from back of home plate
- c. 8 ft. arc in front of home plate to indicate a batted ball that has traveled far enough to be in play.

GAME PLAY

- a. Because of the instructional nature of this league, standings and score will not be kept.
- b. 4 innings per game, unless due to longevity of game, coaches agree to 3innings. Games shall not be more than 1.5 hours.
- c. A game is considered complete if it is called at the end of three (3) full innings.
- d. The defensive team is allowed to have coaches on the field. The coaches must be in the outfield and/or out of the way of any play or player.
- e. At the end of the game each team will present a game ball to a player. All players should get an opportunity for a game ball.
- f. Outfielders must make a throw in order to record an out on the base pads (ie. An outfielder cannot run into the infield and step on a base or make a tag).

PLAYERS AND POSITIONING

- a. There is a minimum of 7 players to start a game. Managers should loan players to make sure a game is played.
- b. There will be a pitcher's helper at the Shetland level, but not a catcher. The pitcher's helper must start play with one foot inside the pitching circle. On the line is not considered in the circle
- c. All defensive players are allowed on the field at one time. The extra fielder(s) must be in the outfield. Outfielders must play at least 10 ft. beyond the baseline.
- d. Any player taken out of the game for injury may reenter if able to do so.
- e. Defensive players should be instructed on the interference rules as stated in the baseball rulebook.

EQUIPMENT

- a. The batter and all base runners must wear a baseball helmet.
- b. The pitcher's helper must wear a heart guard and facemask at all times.

PITCHING

- a. All players must attempt to hit a pitched ball. Batters will get four (4) pitches from a manager or coach. If the batter fouls off a pitch, the coach can choose to throw a 5th and final pitch. If the batter does not hit the ball after four (4) pitches the batter will hit from the tee.

BATTING

- a. Each team will bat through the entire roster each inning. Batter order will change each inning.
- b. Batters are not permitted to bunt or swing easy at a ball. The ball must pass the home plate arc to be considered in play.
- c. Batters will be instructed on not throwing the bat
- d. The last batter of the inning will hit a "home run" and will run/clear all of the bases.

BASE RUNNING

- a. Players are not permitted to steal or lead off base.
- b. Base runners will stop at each base, except for when the last batter is batting.

- c. On a play at any base, the base runner should attempt to avoid contact. Sliding into bases where a play is being made is acceptable/encouraged. No head first sliding is permitted.
- d. Players will be removed from the bases when an out is recorded.