



SHETLAND

2017 Ground Rules

League age is 5 & 6 years old as of May 1st 2017

GENERAL RULES

1. Rosters must be turned in once a month.
2. All players must be in MBA issued regulation uniform at all scheduled games. Uniform consists of a baseball cap, baseball jersey with number, baseball pants. Fitted hats will be allowed as long as it's the same exact design/logo as the rest of the team. Steel cleats are *not* allowed in the Shetland division.
3. **Manager and coaches must wear MBA issued baseball cap and jersey on the field of play.** No tank tops will be allowed. **Fitted hats will be allowed as long as it's the same exact design/logo as the rest of the team.** Coaches are *not* allowed to wear steel cleats, but can wear rubber cleats. **NO SANDALS ALLOWED. Penalties for not wearing MBA issued jersey are as followed:**
 - a. 1st – **Manager will receive a warning.**
 - b. 2nd - **Manager will not take the field.**
 - c. 3rd - **Up to the director's discretion.**
4. All players must remain in the dugout and on the player's bench during games with the exception of those on the playing field and the on-deck batter. The umpire shall enforce this rule.
5. Only the manager from each team will be allowed on the field during any discussion with the umpire(s).
6. At no time will any person that is not a manager or coach of any team playing be allowed on the playing field during a game.
7. All complaints shall be taken to the division director.
8. Starting lineup card with substitutes must be turned in to the scorekeeper 10 minutes prior to game time.
9. If a manager/coach is ejected from the game, depending on the severity of the ejection, as determined by the board, that manager/coach must sit out the next game or the entire season.
10. Any team with females should have a female assistant coach or Team Mom in the dugout.
11. At least one (1) adult manager and no more than four (4) adult coaches shall be in the dugout or on the playing fields at any time during the game.
12. Managers and coaches are not allowed behind the backstop screen during the games. No coaching of any kind directed to players on the field shall be allowed from any area other than the playing field and/or the dugout.
13. **Home team will be in charge of setting up the field. Away team will be in charge of putting away all equipment.**
 - a. **Any loss of MBA equipment could result in losing your deposit fee.**
14. The home team shall be responsible for supplying the official scorekeeper. Scorekeeper must be an adult 18yrs of age or older.
15. Scorekeepers are prohibited from coaching from the scorer's table.
16. Scorekeeper shall notify Division Director within 24 hours of completion of game, of any protests.
17. Use of cell phones and other electronic equipment are prohibited on the field or inside the dugouts.
18. No jewelry of any kind may be worn by a player on the field or in the dugout during practice or games.
19. Each team is responsible for cleaning the dugout, bleacher area, and surrounding field area after each game or practice.

PLAYING RULES

20. The ball shall be a rubber sponge core ball "Safety ball."
21. The distance between bases is 50 feet.
22. Playing time will be 1 hour and 15 minutes or 5 innings which ever comes first.
23. A team shall consist of no more than 15 or less than 10.
24. A circle will be put around the pitching machine. The machine will be in the center of the circle. A chalked rover-line will be added directly behind second base, where the rover will stand.
Defense
25. Base stealing is not allowed. The runner must wait until the batter makes contact with the ball before leaving the base or he/she will be called out. There is no warning for leaving early.
26. Infield fly rule does not apply in Shetland Division.
27. Each player will be given 5 pitches from the pitching machine. If after the 5th pitch the ball is not put in play the batter is out.
28. Pitching distance is 35 feet.
29. There is a minimum distance the ball must travel in order to be fair, this area will be marked with a 10 foot arch in front of home plate.
30. No bunting allowed. Batter must take a full swing at the ball.
31. If a bat is unintentionally thrown by a batter a warning will be given. If the bat is subsequently thrown by the same player, an automatic out will be called. UMPIRES JUDGEMENT.
32. Runners may not remove helmets at any time. Removing of a helmet will result in an out.
33. No sliding into 1st base. Head first slides are not allowed. Penalty is an out. However a player may dive back after rounding a base.
34. There will be chalked 5 foot hash marks halfway before 2nd 3rd and home base. These marks are guidelines for advancing to the next base or returning to the previous base. UMPIRES JUDGEMENT.
35. All players of a team must bat in the line up. Late players must be inserted at the end of the batting order. If a team has less than 10 players in the batting order, an out will be assessed each time the 10th position comes up.
36. Nine players are required or the game is a forfeit. Coaches and parents are responsible for any and all forfeit fees when an umpire is required. There will be a 15 minute grace period to field nine players.
37. Shetland Division will play tournament style rules of play second half of season. Umpires will be used for this type of play. Start date will be determined by Division Director.
38. Teams will change sides if the defense gets 3 outs or the offense scores 5 runs, whichever occurs first. During Tournament style Play.
39. Maximum runs per inning allowed are five (5). **The last inning will be open if it begins within 15 minutes before the game ends. Open inning is the last inning of the game.**
40. In an open inning, each team bats once through the line up with the same amount of batters to the plate.
41. Three coaches are allowed on the field on offense, a pitching coach, 1st base coach, and a 3rd base coach.
42. After the ball is put into play, the coach pitcher may remain behind the pitching machine for safety purposes. Ball is live when pitching coach or pitching machine is struck by a batted ball or a ball thrown by the defense.
43. Any coach physically assisting a runner will cause the runner to be called out.

DEFENSE

44. A team will field up to ten players on defense. 6 infielders, 3 outfielders, and 1 rover.
45. The "rover" must be identified to the umpire and shall start every pitch at the "rover line". The "rover" may act as an infielder or outfielder. The rover player may be switched during an inning as long as the umpire is notified.
46. At any point during an inning, the "rover" can be moved and lined up as a 4th outfielder. If this move occurs, the umpire must be notified and said player can no longer act as an infielder.
47. If a team only fields 9 defensive players, the "rover" position will be forfeited.
48. Infielders are not allowed to make a play on a ball in the outfield unless they are assisting a throw and are the cut-off.
49. Outfielders are not allowed in the infield at any time while the ball is in play.
50. In the event that an infielder or an outfielder field a ball beyond their boundaries, the play will be called dead and runners shall be given one free base.
51. A line will be drawn from 1st base to 3rd base; all infielders except the pitcher must remain behind this line until the ball is put in play.
52. Any infielder can kill the play that is within the baselines.
53. A maximum of three (3) defensive coaches are allowed on defensive. Two (2) coaches should be positioned along the outfield foul lines. One (1) coach is allowed in front of the dugout.
54. Umpires and coaches on the field are part of the field and any ball hitting one is considered a live ball.

PROTESTS

1. All protest must be recorded immediately following the infraction in question to the umpire and the official scorekeeper. Umpire must inform the opposing manager that the game is under protest.
2. A protest based on a play which involves an umpire's judgment shall not be permitted.
3. When protests are based on interpretation of the rules, the objecting manager shall, at that time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or secretary or the Decisions Committee, within 24 hours of the start of the scheduled game.
 - A. When protests based on interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
 - a. Umpires should make a public announcement to the crowd when a game is
 - b. Being played under protest.
4. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

PENALTIES

1. Penalty for use of an illegal player shall be forfeiture of games in which illegal players participated. An illegal player is one who is not on an official roster.
2. Penalty for use of an ineligible player, upon appeal by the opposing manager, the scorekeeper or league Director, when the official scorebook or league records verify a player to be ineligible, shall be immediate removal from the line up and ejection of the team manager from the game. Both player and manager will be suspended from the next scheduled game.
 - a. An ineligible player is one who is on a roster, but is ineligible to play or pitch in a particular game due to other limitations set forth in these Rules and Regulations.
 - b. A player shall not be considered in violation of the rules until at least 1 pitch has been thrown to the batter.
 - c. When a player is determined to be ineligible after completion of a game, the game shall stand as played, but player and manager will be ineligible for the next scheduled game.