

CHESTERFIELD BASEBALL CLUBS, INC.

PLAYING RULES

SHETLAND LEAGUE (ages 7 & 8) (time 1 hour and 30 minutes)

The official playing rules, with the exceptions and variations contained in the current year's "Rules & Regulations for Pony Baseball, Inc." and the "CBC Playing Rules" noted below, shall be the "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.

1. The defensive team will consist of 10 players, with a normal infield and four (4) outfielders. The outfield cannot play closer than five (5) feet behind the imaginary baseline until the ball is hit. All players must participate at a minimum of alternate defensive innings.
2. All players must participate offensively as determined by the batting lineup. Players who arrive after the lineups have been exchanged by the coaches, will be placed at the end of the batting order. The team manager may exempt a player from the must play and must bat rule for team disciplinary reasons if the manager notifies the opposing manager prior to the start of the game. Defensive substitutions may be made each inning, however, all players must bat in original batting order regardless of whether they played a defensive position in that inning or not.
3. Pitchers' rubber is 42 feet from home plate. Base length is 60 feet to the center of each base.
4. The manager/coach pitcher shall stand not more than fifteen (15) feet in front of the regulation pitcher's mound, i.e. 27 feet from home plate.
5. The manager/coach pitcher shall pitch to his team either underhand or overhand. No called strikes, no walks. Fouls do not count as strikes or in the pitch count. Three swinging strikes is an out, seven pitches maximum (excluding fouls as noted above). Pitches not swung at do count in the maximum of seven pitches.
6. The defensive team will have an adult and a child catcher at home plate. If the child is catching the pitched balls, he will be in full catcher's equipment and the adult will be behind him. If the adult is catching the pitched balls he will be behind the plate and the child will be on the first base side of right-handed batters and the third base side for left-handed batters. Once the ball is in play the adult catcher shall exempt himself from play and he will function as the home plate umpire calling plays at the plate and fair and foul balls. If he is struck by a ball in play, the play will continue as is.
7. The defensive pitcher shall stand to either side of, behind and within a 10 foot radius of the pitcher's rubber.
8. An inning shall consist of five runs or three outs, whichever occurs first.
9. A regulation game is one hour thirty minutes or six innings, whichever comes first. In the event of a tied regulation game, the teams will play the tie until the time limit is reached. If the game remains tied, the game shall be recorded as a tie game.
10. In the event a game is called due to weather, three and one half (3 ½) innings constitutes an official game if the home team is ahead; four (4) innings if the visiting team is ahead.
11. Opposing managers will each umpire the game. Both will agree on all calls or play will resume at the point just prior to the questionable incident, unless a league official is present and can rule on the call.

12. The coach pitcher must not obstruct play. If he is struck by a batted or thrown ball, it is a dead ball and the batter will bat again with the number of strikes and pitches the same as before the dead ball.
13. One defensive manager/coaches is permitted in the outfield for coaching purposes. If contact with a ball in play is incurred by the defensive manager/coach, the ball shall be considered dead and all runners get the base that they are advancing to plus one additional base.
14. After an attempt is made to get a base runner out, play will be dead when the ball is thrown to home plate or the adult or child pitcher.
15. Once a hit ball enters the outfield, the outfielder only need to pick up the ball and throw it towards the infield. Upon making the throwing motion, the ball is considered dead and the play is over. Runners advancing must stop at the base they are advancing to. If a play is made and the runner tagged out, the runner shall be out.
16. During the series of events following a ball being hit, regardless of the number of overthrows, the runners may advance only one base plus the base they were going toward.
17. No bunting is allowed.
18. No infield fly rule.
19. Each team is permitted five (5) coaches.
20. All other rules of play are governed by the current official rules and regulations of the Pinto league.