

CHESTERFIELD BASEBALL CLUBS, INC.

PLAYING RULES

Shetland LEAGUE (ages 5 & 6) (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. 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.
2. No infield fly rule applies.
3. Pitchers' rubber is 36 feet from home plate. Base length is 50 feet to the center of each base.
4. A curved line shall be placed from the first base foul line to the third base foul line not more than three feet in front of home plate. A batted ball must pass over this line before it is a fair ball or it shall be called a foul ball.
5. An inning shall consist of five runs or three outs, whichever occurs first.
6. No runner can advance bases except by a hit ball or being forced by another runner.
7. The batter and batter on deck are the only two players allowed to be swinging bats.
8. In the event a game must be called due to weather, three and one half innings constitutes an official game if the home team is ahead: four innings if the visiting team is ahead.
9. No bunting. If so it shall be called a strike.
10. No stealing of bases. Base runners cannot take a lead from the base.
11. No balls will be called. Foul tips do not count as a pitched ball.
12. 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.
13. 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. All players must participate at a minimum in alternate defensive innings.
14. If one team reaches a fifteen (15) run lead after three (3) innings, the team behind has the option of ending the game.
15. An injured player may return to the game anytime play is stopped.

16. The defensive pitcher shall stand to either side or behind and within a 10 foot radius of the pitcher's rubber.
17. 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. Seven swinging strikes is an out, nine pitches maximum (excluding fouls as noted above). Pitches not swung at do count in the maximum of nine pitches.
18. The manager/coach pitcher shall stand not more than fifteen (15) feet in front of the regulation pitcher's mound.
19. The player/catcher shall stand to the left (i.e. first base side) of a right-handed batter and to the right (i.e. third base side) of a left-handed batter.
20. The manager/coach catcher and the manager/coach pitcher, once contact is made by the batter, shall exempt themselves from play until the defensive play(s) is (are) complete.
21. If an adult from the offensive team 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.
22. The base runner gets the base they are going to when the ball is over or under thrown into foul territory. Only one base on an overthrow per batted ball.
23. Batting helmets must be worn by the batter, all base runners, the player/catcher, the player pitcher, and the batter on deck. Face guards are recommended.
24. **Once a hit ball enters the outfield, the outfielder only needs to pick up the ball and throw it towards the infield. Upon Releasing The Ball, the ball is considered dead and the play is over. Runners advancing must stop at the base they are advancing to. If the runner's foot touches the base, they are advancing to before the ball is released they may continue to the next base. If a play is made and the runner tagged out, the runner shall be out. If the coaches determine its a tie, then the tie shall go to the fielding team unlike force outs where the tie goes to the runner.**
25. On an infield play, after an attempt to get a base runner out, the ball is dead when thrown to the home plate or pitcher (adult or child).
26. Two defensive manager/coaches are 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.
27. Each team is permitted 5 coaches.
28. 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 base line until the ball is hit. All players must participate a minimum of alternate defensive innings.
29. The use of a batting T is prohibited at all times in the Pee Wee League
30. **Ball to used is Wilson Soft Compression 1228.**
31. **If a fly ball is caught by the catcher, it will count as an out only if the catcher was positioned in the catchers position with full catchers gear on**