

Acworth Baseball – Shetland Division

In-Park Rules

- 1) There are no strikes or balls in pitching. The coach will pitch (4) balls to the batter. If there is no live ball, the coach may choose one of the following: The batter can have - (2) swings off the tee. If the batter fouls his/her sixth try, he/she will get (1) more swing off the tee. If that ball goes foul, the batter is out. The other option the coach may choose is to pitch to the batter (2) more times. If the batter fouls his/her sixth try, he/she will get (1) more pitch. If the ball goes foul the batter is out. Using either method there are never more than (7) attempts at bat.
- 2) The coach must pitch behind the foul arch, and must pitch overhand. The hit is only fair if it crosses over the foul arch. If it rolls into fair territory, and rolls back over the foul line, it is foul.
- 3) Coaches will do the pitching. Coaches may switch pitchers at the beginning of the inning.
- 4) Each team will supply one game ball for each of their games.
- 5) A live hit ball which hits the pitching coach shall be considered dead and a replay is in order. Coaches should make every effort to avoid this interference.
- 6) Base stealing or playing off the base is not allowed. Base runners can only leave the base after the batter has hit the ball.
- 7) All players shall wear protective helmets while batting and running the bases.
- 8) The distance between the bases shall be (60) feet.
- 9) Outfielders shall play at least twenty feet behind the base paths until the ball is hit. Coaches assisting on defense shall be positioned behind the defensive players, **in foul territory**.
- 10) Only (10) players on the field during play. The coach will alternate sitting other player(s) for only one inning. The sitting player(s) shall still hit in rotation.
- 11) An inning shall be comprised of either (3) outs or (5) runs for the team batting.
- 12) All players shall be included in the batting order. Succeeding innings will begin with the next batter in the order. The batting order cannot change after play begins except for removal due to injury or a late arriving player. The late player shall be entered into the order following the last player in the original order.
- 13) The game shall last 6 innings or (1) hour and (15) minutes. No new inning shall start after (1) hour and (10) minutes, but once an inning has started it shall be completed by both teams unless the Home team is ahead after the Visiting team has batted.

- 14) An overthrown ball to first base which remains on the playing field shall be played as follows:
 - ❖ The batter may advance to second base at the risk of being out, but cannot advance beyond second base.
 - ❖ All base runners shall be allowed to advance one extra base, at the risk of being thrown out, beyond the base occupied at the time of the overthrow..
 - ❖ If the overthrown ball goes into an out of bounds or dead area, the ball will be dead and the batter and the base runners shall be awarded (1) extra base.
- 15) During the game only approved Managers, Coaches, Dugout Help, and Scorekeepers will be allowed in the dugouts and on the playing field.
- 16) Catchers shall wear standard approved safety protective equipment but may use a fielder's-type glove while catching. Shin guards and chest protector are optional.
- 17) After one warning per game per player for slinging his/her bat, the batter will be out, a dead ball called, and no runners can advance.
- 18) A runner must be thrown out at home plate after he/she crosses into the arch at home plate. **The catcher must make the first attempt to catch ball at home plate.** Prior to entering the arc a player may be tagged out.
- 19) Rather than forfeit games because of insufficient amount of players, the policy on fill-ins are as follows
 - A) Only first year players of the same division may be used as fill-ins.
 - B) Fill-in players may only play in the outfield position and may only be added to the bottom of the batting lineup.
 - C) A minimum of (8) players is required to play the game. A team failing to field at least 6 uniformed players from their team and 2 fill-in player (maximum of two fill-in players) shall forfeit the game.
- 20) It is the Visiting team's responsibility to keep the official scorebook (which remains at the field at ALL times), and it is the Home team's responsibility to keep the scoreboard.
- 21) Players playing the pitcher's position shall be required to wear a face mask.
- 22) Shetland baseball is all about teaching the fundamentals of baseball to your players, teaching good sportsmanship, and letting them have fun so they will always want to play ball. Acworth baseball has a "Zero Tolerance Policy". This means we will not tolerate any form of poor sportsmanship such as throwing bats, gloves, or helmets, making undo comments to any player or umpire, and having an overall bad attitude. This includes Coaches, Players, and Parents. Any such behavior should be reported to your league director and/or appropriate board member.
- 23) Any coach that does not shake the other coaches or players hands will be automatically suspended for (1) game. Any coach that does not allow the Team to shake hands, he will get suspended for (2) games, for unsportsmanlike conduct. (See Bylaws)

