

KINGWOOD/FOREST COVE BASEBALL ASSOCIATION

League Rules

Shetland – Age 6

1. General

- A. Each Manager shall adhere to the KW/FC Baseball Association list of Managers' Duties and Responsibilities.
- B. KW/FC Baseball's objective for Shetland players is to have fun while they learn the very basics of the game. Scorebooks will not be kept for the "first half" of the season.
- C. After each game or practice, fields must be raked and repaired.
- D. Batting practice and soft-toss against the fences are permitted only if plastic balls are used.
- E. Each team is responsible for cleaning its dugout and spectator areas of all trash.
- F. Each manager is responsible for the actions of his players, coaches and fans.

2. Duration of Games

- A. Subject to the time limits specified in 2(B), a game is 4 innings.
- B. No inning will start after 1 hour and 15 minutes from the actual starting time. The official scorekeeper shall stop the clock during weather or similar delays.
- C. Once an inning has started, it will be played to completion.
- D. If a game is "called" for any reason other than the expiration of the time limit, it shall be a complete game if 3 innings have been completed or if the home team is ahead after 2 1/2 innings.
- E. Rainouts, or other reasons for cancellation of games, will be rescheduled by the League Coordinator.
- F. Ties will stand, except in tournament play.

3. Player Participation

- A. All players on the roster who are present will be listed in the lineup and will bat in turn through the lineup. Players who arrive after the game has started will be added to the end of the batting lineup.
- B. All players will play defensively in the field each inning. Six infielders are allowed with no catcher. The remaining players will be positioned in the outfield.
- C. Every player must play a minimum of one inning of infield, and one inning of outfield by the third inning of each game. Every player will play every position at least once during the season.
- D. No player may be held out of the game for disciplinary reasons.

4. Pitching

A. No player may pitch. The coach/dad shall be approximately 20 to 30ft from the plate and deliver the pitch either underhand or overhand (adult pitcher shall be in designated 10ft. circle). If the batted ball strikes the adult pitcher the ball is dead and the hitter will bat again. An adult coach/dad shall retrieve and hold all missed attempts in order to keep the game moving, but shall not interfere with a live ball. It is recommended that the adult pitcher pitch from a knee so the trajectory of the pitch is more realistic.

B. The player assigned to the position of pitcher shall be at least 30 ft. from home plate to the left or right of the designated 10 foot pitcher's circle.

5. Game Rules

A. The home team shall occupy the third base dugout and be responsible for preparing the field for play, including chalk lines for base paths, mid-way hash marks, pitching circle, and foul ball arc. The visiting team is responsible for raking the field at the completion of the game and ensuring all equipment is returned to the shed.

B. The home team may take infield practice for 10 minutes beginning 30 minutes prior to scheduled game time. The visiting team shall then have 10 minutes to use as infield practice, if so desired.

C. All reasonable efforts shall be made to start games at the scheduled starting time, including shortened infield practice, if necessary.

D. Teams should "hustle" on and off the field. No more than three players may "huddle" on the field at once.

E. Only one offensive time-out is allowed per inning.

F. Each team shall furnish one adult umpire to officiate the game, while their team is on defense.

G. In the "second half" of the season the home team shall provide the official scorebook and scorer. Lineups must be submitted and exchanged with the opposing team 10 minutes prior to the scheduled starting time of the game. Lineups may be changed until the first pitch is thrown. Lineups must include names and jersey numbers. The "first half" of the season, scorebooks will not be kept.

H. Rules for hitting a pitched ball.

1. Each player will receive a maximum of 6 pitches. If he/she fails to hit the ball into fair territory, an out will be recorded. If the player fouls the 6th pitch they will be permitted additional pitches until they are out.

2. No bunting; batter must take full swing.

3. Ball must go beyond an arc that is chalked between 1st and 3rd base lines, 10 ft. from home plate or it will be called a foul ball.

4. Any ball hit that goes beyond the 10 foot arc, whether intentional or not, is in play.

5. Any player dangerously throwing a bat will be issued one warning. If the infraction continues, he/she will be called automatically out.

6. All batters, runners, and on deck batters shall wear helmets.

I. In the "first half" of the season, an inning will be complete when the offensive team has batted completely through its lineup. When it is the last batter's turn to hit, there will be two outs assumed. There will be no run rule.

1. In the "second half" of the season, an inning will be complete when either three outs have been made, or the offensive team has batted completely through its lineup, whichever happens first. When it is the last batter's turn to hit, there will be two outs assumed. There will be no run rule

2. In the "second half" of the season, if the two teams playing have a different number of roster players, the team with the least will bat the same number as the team with the most. The same player cannot bat twice in an inning more than once in a single game.

J. A ball is considered dead and base runners no longer advance when either:

1. An out is made. No double plays. (Coaches may encourage double plays, but the second out will not be recorded)

2. The ball is controlled by the pitcher inside the pitcher's circle.

3. A defensive player throws to any base attempting to make an out. Runners that have advanced past the mid-way hash mark may continue on to that base, based on the arrival of the ball to the infield (The umpire will make his decision based on when the ball crosses the "line" between the outside edges of the bases between 1st and 2nd or 2nd and 3rd).

4. An out can only be made on a runner that is forced or who is trying to advance to the next base. Players retreating to the base or accidentally overrunning the base will not be called out.

5. Players may only advance one base if defensive player keeps ball in the infield.

K. A pitcher may not make an unassisted out at any base except for a play at home plate.

L. An outfielder may not make an unassisted out in the infield.

M. All players OUT must be removed from the base.

N. There is no lead off or stealing of bases.

O. An adult shall be in the dugout with the players at all times.

6. Standings/Tournaments

A. No standings will be kept in 6 year old Shetland Division.

B. A single elimination tournament will be held after the completion of the regular season to determine the Division Champion. Seeding will be done by blind draw. 1st and 2nd place trophies will be awarded with all other teams receiving participation awards.

1. Rules from the "second half" of the season will apply.

2. A team failing to field at least 8 uniformed players within 15 minutes after the scheduled starting time of a game, or at any time during the game, shall forfeit the game.

7. Other Rules

A. All other rules will be specified in the current "Official Baseball Rules" (Sporting News Edition), as modified by the current PONY Baseball Rules and Regulations for the appropriate age division.

B. All baseball activities, rules and regulations provided for the hereinabove are subject to the Kingwood/Forest Cove Baseball Association Bylaws, particularly the Local League Rules of Article VIII.