



ACWORTH BASEBALL ASSOCIATION **SHETLAND DIVISION RULES**

HIERARCHY OF RULES:

- 1) Acworth Baseball shall use the Acworth Baseball Association Park Rules.
- 2) In any event not covered by those rules, Acworth Baseball shall turn first to the Official Dizzy Dean Rulebook.
- 3) If the event is not covered by either the ABA Park Rules, or the Dizzy Dean Rulebook, then official Major League Baseball Rules shall be applied.
- 4) Sources for Rules:
 - a) Major League Baseball (mlb.mlb.com/mlb/downloads/y2016/official_baseball_rules.pdf)
 - b) Dizzy Dean (http://dizzydeanbbinc.org/Rules/2017_baseball_rule_book.pdf)
 - c) Acworth Baseball Park Rules (this document)

SPORTSMANSHIP:

- 1) Acworth Baseball Shetland Division strives to:
 - a) Teach the fundamentals of baseball to players;
 - b) Teaching good sportsmanship; and
 - c) Let players have fun so they will remain enthusiastic about baseball.
- 2) Zero Tolerance Policy:
 - a) ABA will not tolerate any form of poor sportsmanship including, but not limited to:
 - i) Throwing bats, gloves, or helmets;
 - ii) Making undo comments to any player or umpire; and
 - iii) Having an overall bad attitude. This includes coaches, players, and parents.
 - b) Any behavior exhibiting poor sportsmanship shall be reported to the Shetland Division Director and/or an appropriate ABA board member.
- 3) Concluding a Game:
 - a) At a game's conclusion, all coaches shall shake the hand of all opposing coaches. Failure to do so will result in a one game suspension.
 - b) Any coach that does not allow his players to shake the hands of the opposing team shall be suspended for two games.

GENERAL GAMEPLAY:

- 1) Pre-Game Checklist:
 - a) A hash-mark should be chalked halfway down the baseline from home plate to first base.
 - b) Each team shall supply a game ball to be used during the game.
 - c) It is the visiting team's responsibility to maintain the game's official scorebook.
 - d) It is the home team's responsibility to maintain the game's scoreboard.
 - e) A minimum of eight players is required to play a game. A team failing field at least eight players shall forfeit. If a team is unable to field eight uniformed players of their own team, a maximum of two fill-in players will be allowed. Those fill-in players shall:
 - i) Be first-year players in the Shetland Division;
 - ii) Only play in an outfield position; and
 - iii) Bat at the bottom of the batting lineup.
- 2) Length of Play:
 - a) The game shall last six innings or one hour and fifteen minutes.
 - b) No new inning shall start after one hour and ten minutes

- c) Once an inning has started, it shall be completed unless the home team is ahead after the visiting team has batted.
- d) Innings shall be comprised of either three outs or five runs, whichever occurs first.
- 3) For the duration of a game, only approved managers, coaches, dugout help, and scorekeepers will be allowed in the dugouts and on the playing field.

OFFENSE:

1) Pitching:

- a) The pitching coach must pitch overhand to batters. Pitchers may be switched at the beginning of each inning, before any pitches have been thrown.
- b) No strikes or balls shall be called.
- c) There are never more than seven attempts at bat.
- d) A coach will pitch four balls to the batter. If none of these pitches are put in play by the batter, the coach may choose to:
 - i) Give the batter two swings off the tee; or
 - ii) The coach may pitch to the batter two more times.
 - iii) Using either method, if the batter fouls on the sixth try, they will receive one more attempt.
 - iv) If the batter fouls on the seventh try, the batter is out.

2) Batting:

- a) All players shall be included in the batting order.
- b) The batting order cannot change after gameplay begins except for:
 - i) Removal due to injury; or
 - ii) A late arriving player, who shall be entered as the last batter in the batting order.

DEFENSE:

- 1) Three defensive coaches may be allowed on the field while their team is on defense:
 - a) One coach must remain near the gate to the dugout and shall not enter fair territory or obstruct offensive base coaches or players.
 - b) Two coaches may be in fair territory but must stay behind all defensive players.
- 2) Outfielders shall play at least twenty feet behind the base paths until the ball is hit.
- 3) Every attempt must be made to throw the runner out, as opposed to chasing the runner down.
 - a) The pitcher may tag the runner if the ball is in play, and the runner has not passed the halfway point between home plate and first base; but, the pitcher must make a throw to first when the runner has passed the halfway point.
 - b) Judgment calls of a player's position will be at the discretion of the Umpire(s).
- 4) On plays at home, the catcher must make the first attempt to catch the ball, and tag the approaching runner.
- 5) Base runners must be thrown out at home plate after they cross the arch at home plate. Prior to entering the arch the base runner may be tagged out.
- 6) The coach will sit players for only one inning. A sitting player shall still bat during offense.

President, Acworth Baseball

Director, Shetland Division