

**CHARTER OAK TOURNAMENT
SHETLAND/COACH PITCH DIVISION RULES**

Managers and coaches are encouraged to be supportive of the umpires and players on all teams, exercise patience and remember that these players are at different levels of skill, understanding and attention span.

1. Base distances shall be 50 feet. The pitching rubber shall be 38 feet from home plate.
2. There is no infield fly rule.
3. Bunting is not allowed. The batter is out if he/she intentionally bunts.

UMPIRES

1. The umpire prior to the start of the game shall define the playing field boundary. Any ball that enters foul territory shall be considered live unless the ball (a) enters the dugout or (b) crosses the prolongation of the sideline fences and travels outside of the playing field boundary. A ball striking the fence will still be considered a live ball. The ball is dead the moment it leaves the playing field boundary.
2. Umpires have the right to limit the number of managerial visits to the field, if necessary.

COACHES

Each team will be permitted to have two offensive base coaches who will remain within the coaching boxes at all times. Managers and team personnel must remain in foul territory while coaching.

Each team will be permitted to have two defensive coaches who will remain in the outfield in foul territory. Managers and team personnel must remain in foul territory while coaching.

OFFENSIVE LINE-UPS

1. Managers must exchange lineups at the beginning of each game and teams must bat entire lineup. If a player arrives late that player must be added to the bottom of the lineup.
2. The batting order may not change once the game has started unless the removal of a player is required because of injury, illness or removal from the game by the umpire.
3. MLB Out of batting order rules will apply.

DEFENSIVE LINE-UPS

Each team shall have a maximum of ten players on the field in defensive positions. The tenth player, (short fielder), shall be positioned no closer than 30 feet to the baseline when the ball is hit. An outfielder cannot tag or force a runner out. They must throw or give the ball to an infielder to make the play. A short fielder is considered an outfielder.

PITCHERS

1. Hard Baseballs will be used.
2. The offensive team coach pitcher must pitch only from the standing position inside the pitching circle and shall make every effort not to interfere with a play and shall exit the field immediately.
3. The defensive pitcher will play defense from a position behind the offensive team coach pitcher. There will be a 10 foot line that the defensive pitcher must stand behind prior to the pitch.

PLAY

1. The offensive team coach pitcher must exit on either the first or third base side of the field; whichever is the side opposite of the play when the ball is hit.
2. If the Umpire determines that the offensive pitcher interferes with a play, the play will go over and the pitch does not count. If a batted ball hits the pitcher, the ball shall be called dead and play will go over. If a thrown ball hits the pitcher, the runners shall be awarded their bases according to their position at the time the ball hit the pitcher. The offensive pitcher may only coach the batter. When the ball becomes dead, the offensive pitcher may talk to the runners.
3. The offensive pitcher must remain off the field of play until the ball has been called dead by the umpire. If the offensive pitcher repeatedly interferes with the play of the game, the umpire may ask him to assume a different coaching position for the remainder of the game. The offensive pitcher may be changed at any time.
4. A batter will bat until he/she hits either a playable ball or has received a total of **five pitches**. A fifth pitch that is hit foul is not counted. However, should the player swing and miss on the sixth pitch he/she is out. The batter may foul off pitches in excess of the five pitches and still remain at bat until he/she misses the ball completely or hits a playable ball.
5. If a batter foul tips the fifth pitch or subsequent pitch and the catcher makes a clean catch of the foul tip, the batter shall be called out. If the batter hits a foul ball on any pitch, and the foul ball goes higher than the batter's head, the batter is out if the ball is caught.
6. Base coaches shall not physically assist or impair a runner. First offense shall constitute a team warning. A second team offense shall be declared out, (does not have to be the same runner).
7. "Infield chatter" or taunting (e.g. yelling "Swing" or "Hey Batter") of opposing batters is prohibited. No attempt should be made to disrupt an opposing batter. Mechanical noisemakers are not permitted at any game. First offense shall constitute a team warning ~ second offense/manager ejection ~ third offense/forfeit of game.

STOPPAGE OF PLAY

1. The ball is dead the moment it is in the possession of any infielder who is in the pitcher's circle or a ten-foot circle around second base, (either foot inside the ten-foot diameter), and the ball is held up over his/her head. The runner(s) at that moment who are more than two thirds to their next base (past the hash mark) shall automatically proceed to that base. No runner shall be forced to the next base.
2. No outs can be made once the play has been called dead by the umpire, even if after a call a defensive play is made. The exception to this will be an out that could come as a result of an appeal call made on a runner missing a base.
3. An appeal play shall be allowed at anytime prior to the first pitch to the next scheduled batter following the play. The manager need only notify the umpire that he/she wishes to appeal.

SCORING AND TIME LIMITS

1. Four run rule will apply. A team beginning their at-bat tied or ahead of its opponent, may score a maximum of 4 runs. A team beginning their at-bat behind their opponent may score enough runs to catch their opponent, plus enough runs to take a four-run lead.

There will be no four run rule in the sixth inning. Teams will be allowed to score six runs or go ahead by six runs, whichever is greater, in the sixth. No new inning may be started 1:15 after the official start time of the game.

2. If a team is ahead by 10 runs after 4 complete innings or 3.5 innings if the home team is ahead, the game will be terminated and considered a complete and official game.
3. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. A game shall be deemed official if the following number of innings have been played: 3 ½ - 4.
4. The official start time of the game shall be provided by the umpires to both the home and visiting team scorekeepers. However, the home team scorekeeper keeps the official time of the game.
5. Bunting is not allowed. A batter must take a full swing.
6. Home plate is fair territory. If a batted ball hits home plate, the ball is in play! If the ball subsequently rolls foul ball will be ruled a foul ball.

BASE RUNNING

1. A runner who over-runs first base may not be tagged out. A runner who rounds first base towards second base does so at his own risk and may be tagged out. A runner who over-runs 1st base then turns to the infield (left) to return back to 1st will be called safe unless runner makes an obvious attempt towards 2nd base.
2. A runner who over-runs second base or third base may be tagged out.
3. A runner who runs more than five (5) feet out of the base path is out. If there is not a play then a runner is not out for going more than 5 ft out of the base path.
4. No lead offs. Players cannot break contact with the base until the batter hits the ball. PENALTY...the first illegal lead off shall result in a warning to the team of the runner. The second illegal lead off by the team, the runner shall be called out.
5. A runner not in contact with a base will be called out if a batted ball hits him, while he is in front of, or even with, an infielder trying to make a play. If a batted ball hits a runner, after a defensive player has made an attempt to field the ball, the runner is not out and the ball is still in play. If a thrown ball hits a runner, the ball is still live and nothing happens to the runner.
6. If a runner interferes with a defensive player's attempt to initially field a batted ball, the runner is out.
7. Runners are not allowed to leave a base until the batter has hit the ball.
8. Base stealing is not allowed.
9. One base on an overthrow does not apply. Runners may advance and run until time is called.
10. There will be chalked 4-foot hash marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. These hash marks will be the guidelines for base advancements. If a player passes the hash mark in the middle of the base path before the ball has been declared dead, that player is allowed to advance to the next base. If the player has not reached the hash mark, they must go back to the previous base.
Note: a player does not have to have all of his body past the hash mark, only a portion to be awarded the next base.