

**OSAA Shetland (Kindergarten & 1<sup>st</sup> Grade) League Rules**  
***\*These are IN ADDITION to the OSAA Softball General Rules\****

**2020**

The Shetland League is for girls in Kindergarten (at least 5 years old by Sept 1 of the current school year) and 1<sup>st</sup> grade of the current school year. This league plays on a smaller field with a base distance at 45 feet, and a distance from pitching rubber to home plate of 25 feet. An 11-inch reduced injury factor ball is used in this league. No umpires are provided in these leagues. These are developmental leagues and no scores are kept. ***Outs will not be called in this League.***

**1. TEAM:**

A team may play all players in the field on defense. Coaches should place one player at each infield position and evenly space the remainder of the players behind the base path. A team needs six players to field a team: they may borrow players from the opposing team to complete the field. The borrowed players will still bat on their own team.

**2. GAME:**

A game will consist of 6 innings or 1 hour and 20 minutes. Game scores and league standings are not kept in these leagues. INSTRUCTION and FUN are the goals. An inning will consist of seven (7) batters for each team. Inning is over when play on the 7th batter finishes her at bat. The 7th batter will run all 4 bases to end the inning.

**3. PITCHING/CATCHING:**

A player will be placed at the pitching position on the field for defensive purposes. NO catcher will be provided from the team roster. An adult or another capable assistant will act as the catcher/shagger to retrieve the ball after the pitching machine throws the pitch. The pitcher must remain in or near the pitching circle while the coach is feeding the pitching machine. The pitcher is to stay behind the machine until the ball is pitched.

**4. BATTING:**

The batting team's coach will operate the pitching machine and pitch (3) hittable pitches. If the player does not hit the ball, a tee is placed on home plate for the 4th pitch. The batter's coach should assist in placing the ball on the tee and helping the

batter get positioned correctly. Once the ball is placed on the tee by the coach, the batter will swing until they put the ball into play off the tee.

#### **5. BASE RUNNING:**

No base stealing is allowed. The runner must hold base until the ball is hit. The runner may advance one base on an infield hit (a hit that stays on the dirt) and two bases on a ball hit to the outfield.

#### **6. MISC:**

When on defense a team may have up to four coaches (two in outfield; two in infield) to help their players with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball.