

Cypress Youth Baseball (CYB)  
2026 Local League Rules  
**Shetland Division**

Local rules are adopted rules governing play for CYB. These rules are a supplement to the governing rules of Major League Baseball and PONY Baseball Inc. These rules are designed to tailor participation in the Shetland division to meet the objectives of CYB. Violation of these rules may result in forfeiture of the game, and/or suspension of a Manager, Coach, or Player, at the discretion of the CYB Board.

**1. OBJECTIVES OF THE SHETLAND DIVISION:**

- 1.1. Introduce players, coaches, and parents to the game of baseball
- 1.2. Teach and refine game concepts, positions, and skills. This is a non-competitive instructional season.
- 1.3. Introduce the concepts of:
  - Competition, winning and losing
  - Scoring runs and run limits
  - Batter/runner outs
  - Machine Pitch
  - Have fun!

**2. SAFETY**

- 2.1. Shoes with metal cleats are not allowed.
- 2.2. Protective hard cups are required for all male players; all female players require protective soft cups.
- 2.3. Players are not allowed to stand or sit in the doorway of the dugouts.
- 2.4. **Nothing is allowed in the dugout except water and sport drinks. No gum or glass bottles are allowed.**
- 2.5. Players may not serve as base coaches.
- 2.6. A base runner is automatically out and subject to disciplinary action if in the Umpire's judgment:
  - He/she fails to slide which results in a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
  - He/she slides "with cleats high" carelessly or attempts to intimidate or injure a defensive player in any way.
  - He/she purposely attempts to dislodge a ball from a defensive player other than by a slide.
- 2.7. Defensive players may not block the progress of a runner without possession of the ball. To do so is "Defensive interference" and should be ruled as such by the Umpire.
- 2.8. Batter throwing the bat and or helmet (non-sportsmanlike infractions) - For safety reasons, a player may be removed from a game by the Umpire (non-ejection) for multiple offenses of throwing the bat and or helmet
  - The umpire must first issue a warning to the player for throwing the bat or helmet. The umpire may remove the player from the game for a subsequent infraction during the game.

- An umpire cannot declare a player “out” for throwing the bat. If a ball is put in play, the umpire must allow all play to stop then take appropriate action. A substitute runner may be used to replace a player removed from the game under this safety provision.
- The removed players’ batting spot shall be skipped over without penalty for the remainder of the game. A player removed from the game under this provision shall not be considered ejected from the game and shall not be subject to additional game suspensions.

### 3. MANAGERS & COACHES

- 3.1. No more than one manager and three coaches are allowed to participate in games. There must be one adult in the Dugout at all times. All of these must be CYB Background Approved.
- 3.2. Once the game begins, managers and coaches are not allowed to leave the playing field without permission from the umpire. Umpires may remove managers or coaches from the game who leave the field without permission.
- 3.3. Coaches may alternate in the dugout during a game. However, should a manager or coach be ejected or be removed from the game, the team shall complete play with one less manager/coach
- 3.4. Managers and coaches are permitted to “warm-up” players and pitchers.
- 3.5. The defensive team will be allowed one coach on the field to be positioned behind home plate, so they do not interfere with the fielders or base runners.
- 3.6. Manager and all coaches on the field of play must be properly dressed; closed toed shoes, appropriate team hat, shirt, and pants/ shorts.

### 4. FIELD PREPARATION & BREAKDOWN

#### 4.1. Pre-Game Responsibilities – Both Teams

- The Home Team will occupy the 3rd base dugout
- Provide 5 game balls to be used for the game. The Home team will keep all game balls at the conclusion of the game.
- Both teams are responsible for getting the field ready for play, including raking, dragging and lining the batters’ boxes and base paths, setting up the pitching machine, and placing the bases on the field.

#### 4.2. Post-Game Responsibilities – Both Teams

- Assist the teams for the next game with preparing the field for play – raking, dragging and lining the batter’s boxes and base paths and calibrating the pitching machine.
- **If last game of the day** - both teams must, drag the field, rake the batter’s box and base lines, **water the dirt and infield grass areas** and remove and store bases.

#### 4.3. Scorekeeping Responsibilities (end of season tournament only)

- The last scorekeepers of the day will be responsible for putting all equipment away, including chairs and scorekeeping box in the proper place in the shed.
- **The HOME team will be the scorekeeper**

4.4. Prior to the start of the game **managers must** submit a completed line-up card to the scorekeeper and opposing manager with player’s jersey number, last name, first initial and complete 6 innings of position numbers for each player. Designated defensive positions will include: #1-Pitcher, #2-Catcher, #3-First Baseman, #4 -Second Baseman, #5 – Third Baseman, #6-Shortstop, #7-10- Left Field to Right Field

- **Note:** If a team fails to perform all required field duties the team's manager will be suspended for the next scheduled game, as determined by the Division Commissioner or VP of Operations
- 4.5. **In the event of rain** – Check the [cypressyouthbaseball.org](http://cypressyouthbaseball.org) website for the latest information on game status. If games are going to be played, both teams will be required to send a group of parents to the field at least 2 hours before scheduled start or time permitting to help get the fields ready.

## 5. GAME MANAGEMENT

5.1. There is no live batting practice. Soft toss into a net, whiffle balls/heavy balls and hitting sticks are permitted. Helmets must be worn by all players participating in pre-game bang drills.

5.2. There will be no pre-game infield/outfield practice on the game field. All warmup activities must take place off the playing field.

5.3. Field Markings: In addition to the baselines and batter's box, the following markings will also be placed on the field:

- Halfway mark between all bases: 25 Feet
- Defensive Line behind infield: 15 feet
- Home Plate Foul Arc: 10-foot radius from home plate connecting foul lines

5.4. Defense Playing Rules

- No more than 10 players will play defensively per inning.
- A team must have at least nine (9) players to begin a game and eight (8) players to finish a game.
- All players must play a minimum of 2 innings in the infield and can sit on the bench no more than one (1) inning for teams with 12 players or less
- All defensive players, except the catcher, must stay behind the pitcher's designated area extended foul line to foul line.

5.5. Playing time for games will be 5 Innings, time permitting. Drop dead is 1 hour 40 minutes. 3 innings will constitute a completed game. **A new inning starts as soon as the last out is recorded.**

- The 5th inning or any inning that starts after 1 hour and 20 minutes will be open.
- Time limits will be based upon actual start times as designated by the umpire. **The official scorekeeper shall record the start time of the game as indicated by the umpire (tournament play only)**
- At the discretion of the league, time limits may be modified or removed for the purposes of tournament or all-star play.

5.6. **Inning Run Limits:** A team may score a maximum of five (5) runs per inning except open inning.

- The 5-run limit shall be waived in the event of any over-the-fence home run, allowing all runs to count on that particular play. If this rule comes into effect, the home run will constitute the final play of that half inning. **A fence must be up for this to apply**

5.7. Umpires

- Two junior umpires will be assigned to umpire the game. The Visitors will supply umpire for game if at least one is not provided by the league.
- The umpire will take a position that allows the best call to be made without interfering with the play.

- **The umpire's judgment cannot be protested.**

## **6. GENERAL PLAYING RULES**

**6.1. The Shetland division will be completely non-competitive and purely instructional the entire season.**

6.2. The Shetland division shall use a "continuous batting order"

- Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game.
- Any player unable to bat due to injury or illness will have his/her batting position skipped for the remainder of the game without penalty

**6.3. A half inning will be completed when 3 outs are recorded or 5 players cross home plate, whichever occurs first.**

**6.4. There is no "infield fly" rule in the Shetland division.**

6.5. The play ends and a batted ball becomes dead when an infielder is within the baselines of the infield or at a base has possession of the ball holds the ball over their head.

- A runner must be halfway (both feet over the halfway line) to the next base by the time the ball is controlled in the infield, or runner will be sent back to base runner came from.

**6.6. A ball is considered to be a "dead ball"** when it hits the barrier fence, a spectator in the outfield, or the out of play lines. The base runner shall be awarded the next base the runner has not yet reached on a "dead ball". The "halfway lines" do not determine the runner's position on "dead ball" plays; rather it is the last base that he/she was on.

- Example #1: A base runner past the halfway line between 1<sup>st</sup> base and 2<sup>nd</sup> base but who has not yet reached 2<sup>nd</sup> base, when the play is ruled a "dead ball". Base runner would be awarded 2<sup>nd</sup> base.

- Example #2: A batter has batted a ball to right field, the right fielder, picks up the ball, and throws ball to 3<sup>rd</sup> base and hits dugout fence, the batter reaches 1<sup>st</sup> base and base runner has past 3<sup>rd</sup> base but has not yet reached the halfway line between 3<sup>rd</sup> base and home. Ruling: The ball is deemed dead, since ball has hit barrier, all runners advance 1 base. Batter goes to 2<sup>nd</sup> base and base runner rounding 3<sup>rd</sup> is awarded home on dead ball ruling.

- **A manager may appeal to the umpire when a "dead ball" has been called.**

6.7. Runners advance one base if the ball is thrown out of play. If the ball is intentionally thrown out of play, the umpire will use his judgment and award extra bases if necessary.

## **7. PITCHING RULES**

7.1. All games will use a pitching machine only - the **Louisville Slugger UPM 45.**

- **Pitching Machine Settings:** Power Lever = 2; Micro Adjust = 3; Release Block = 4

7.2. Pitching distance will be 38 feet

7.3. The pitcher must take the position 5 feet behind the pitching machine and up to 3 feet to the left or right of the machine.

**7.4. The coach operating the pitching machine shall not direct base runners. PENALTY – The coach will receive one warning and the second time he/she must be removed.**

## **8. BATTING RULES**

**8.1. Each batter has 5 machine pitches to put the ball in play**

- **FALL BALL ONLY:** If the batter fouls off the 5<sup>th</sup> pitch, he/she will receive another pitch, until he/she puts the ball in play or does not make contact with a subsequent pitch.

- **SPRING BALL ONLY:** The batter will be declared out after the 5<sup>th</sup> pitch in all instances or 3 strikes whichever comes first.

- A batter may get 3 swings off a tee if he/she has not struck out for the first 4 weeks of season only

8.2. **There is no bunting – a bunted ball will be considered a foul ball.**

8.3. If a batted ball strikes:

- The coach operating the pitching machine, it shall be declared an out.

- The pitching machine and remains in fair territory, the ball is in play.

- If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

8.4. **Batting out of turn:** The proper batter may take his/her place at bat (and assumes the count) any time before the improper batter becomes a base runner. The improper batter will be called out, and all scores resulting will not be allowed, if either team appeals to the umpire prior to the first pitch to the next batter.

8.5. **Bats that are labeled TEE BALL cannot be used when batting from the pitching machine.**

8.6 **All bats must have a USA stamp or sticker**

## 9. BASE RUNNING RULES

9.1. **There is no stealing or leading off in Shetland.**

9.2. Instruct runners to slide at 2<sup>nd</sup> base, 3<sup>rd</sup> base, and home plate when a play is being made. Failure to slide **will NOT result in a penalty**, but is intended to teach the importance of sliding for participation in higher division.

9.3. **There is no headfirst sliding.**

## 10. EJECTIONS

10.1 Any Coach or Player ejected from a game for unsportsmanlike conduct **must leave the field and immediate vicinity**. Failure to do so may result in forfeiture of the game. Additionally, any ejected Coach/player shall be assessed the following penalties.

- For their 1<sup>st</sup> offense, the offending individual shall be suspended for their next game

- For a 2<sup>nd</sup> offense in the same season, the offending individual shall be suspended for their next three games

- For a 3<sup>rd</sup> offense in the same season, the offending individual shall be suspended up to the remainder of the season based on Board Review.

10.2 **Suspended players may be present** at any suspended games but cannot participate. **Suspended coaches cannot be physically present** at the game site.

**Same rules apply for FALL BALL unless otherwise noted.**