

## B. SHETLAND DIVISION RULES

### National League (NL) and American League (AL)

#### OVERVIEW:

50' bases, 38' to back of pitching machine, 10' arc in front of home plate (fields 2 & 4)

A half circle should be made even with the pitching machine to 5' behind pitching machine.

There should also be a 3' hash mark in front of pitching machine that a player can go to when a batter is hitting off of the T. (First Half Only)

#### PLAYERS:

1. Uniforms- No player or team shall alter any part of the league issued uniforms, including hats, shirts, socks, or pants.
2. Protective Cups- All Players are required to wear protective cups during practice, and games.
3. Conduct- Players shall conduct themselves in an orderly manner in the dugout and on the field. Horseplay, profanity, or the behavior deterring from the orderly progression of the game is prohibited.
4. Discipline- For disciplinary reasons, a manager may bench a player before and during a game. When this action has been taken, the manager shall report it to the opposing manager, the plate umpire and the official scorekeeper, citing the player's name and circumstance.
5. When a player is ejected from a game, the player shall leave the field of play immediately and take no further part in the game. The player may sit in the stands and may not be recalled. Any player ejected from the game is suspended for the next scheduled game.

#### GAME:

1. Games are limited to 5 innings and no new inning after 1:15.
2. No player shall play more than 2 consecutive innings at any one position. Each player must play at least 1 inning in the infield within the first 4 innings of each game. Except for safety reasons and this should be communicated with the parent.
3. No player may sit out a second defensive inning until every other player has sat out at least one inning. Managers violating the defensive playing and positions rules will forfeit that game and will be suspended from the next scheduled game.
4. The pitching machine shall be located approximately 38 feet from home plate. If a chalked line is not present, both coaches need to agree where the 38' line is and mark it with a cleat drawn line.
5. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first. **Each team will be allowed to score unlimited runs in the last inning only (5th Inning).**
6. In the 5th inning, the half inning at bat will end upon the completion of one of the following:
  - a. The defensive team records 3 outs.
  - b. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players, Team B will bat once through the line up and then 2 additional batters will hit in

order). This only occurs if the defensive team does not record 3 outs. If the team records 3 outs, the half-inning is over.

## **BATTING:**

### **1. National League (NL) First half of season:**

Each batter will receive (5) pitches total. 3 off the machine, and if the ball is not put into play, the batter will receive 2 additional swings off the Tee to put the ball in play. If they do not put the ball in play, it will be considered strikeout.

### **2. National League (NL) Second Half of season:**

Each batter will receive (5) Pitches. Managers will try and go away from the Tee for the second half. If needed, you may utilize T.

\*\*\*Note: If a batter hits a foul ball on the 5th pitch, one final pitch may be thrown, until the ball is either put into play, or the batter swings and misses for a strike out.

**AL - The batter is "out" if failing to hit a fair ball after a maximum of five (5) pitches or after 3 strikes from the coach pitcher feeding the machine. A batter is not out on a foul ball unless it is the fifth pitch.**

3. Bunting is not allowed. A batter must take a full swing. (see minimum distance a ball must travel below)
4. There is a minimum distance that a batted ball must travel in order to be a fair ball. This area will be marked with a 10 foot arc in front of home plate fields 2 and 4. (home plate is in fair territory so any batted ball that hits home plate first, is considered a fair ball unless it subsequently rolls untouched into foul territory prior to reaching first base or third base)
5. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
6. 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.
7. A ball that is hit fair on the third base side and rolls into the ivy will be ruled a double.
8. A ball that bounces out of play between CF and RF into the apartments will be ruled a double. (field 4)
9. A ball that is hit on the fly and hits or goes through the fence at the apartments will be ruled a home run. (field 4)

## **BASE RUNNING:**

1. A runner who runs more than 5 feet out of the base path is out.
2. 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.
3. An attempt should always be made to get a fielding out. A play is over once an infielder has complete possession of the ball within the baselines (not the base path) or inside the diamond. The infielder must hold the ball at or above his head for the play to be ruled dead. The umpire has full discretion of this interpretation and ruling. The infielder position is defined as 1B, 2B, SS, 3B, P, or C. Outfielders are NOT permitted to render a play dead, but MAY participate in infield play by tagging or forcing a runner out.

4. 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 any portion of the 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.
5. The batter may not advance any further than 1 base on an overthrow to 1 base in an attempt to put him/her out. Runners on base before the ball is put into play may continue and are encouraged to advance around the bases at their own risk (it is not automatic) after any overthrow until the play is correctly stopped by a defensive infielder holding up the ball within the lined area. (infield)

**AL** - Runners are free to run until the play is dead. Aggressive base-running is recommended for this division.

### **DEAD BALL:**

1. A batted ball that hits the pitching coach is declared dead and will count as a foul ball against the batter. If this occurs on the 5th pitch, the batter will receive one additional pitch. Should the batter fail to put the ball in play on this 6th pitch, the umpire will declare him out.
2. 2 defensive coaches are allowed in the outfield. A batted ball that hits a defensive coach, before a defensive player touches it, is declared dead. All runners will advance one base and the batter would be awarded 1st base.
3. If a live ball hits the pitching coach, the umpire shall declare the ball dead, and award the batter the bases he/she feels they would have reached.
4. If in the umpire's judgment a coach interferes in a fielder's attempt to make a play, the ball will be declared dead and the lead runner will be called out.

### **DEFENSE:**

1. Each player should be rotated into as many positions as possible.
2. A single player may not play first base and/or pitcher more than a combined three innings per game.
3. The pitcher shall be positioned next to or behind the pitching coach and not directly in front of the pitching coach/machine. A half ark even with the front of pitching machine to 5' behind pitching machine should be mark. (NL first half of season: If a batter goes to the T, the pitcher can assume the position at hash mark in front of pitching machine)
4. Teams are limited to 6 players in the infield: pitcher, catcher, first base, second base, third base and shortstop.
5. Teams are limited to 4 players in the outfield: left field, left-center field, right-center field and right field. If you are short players, you may cut outfielders to make your 8 players needed to play rule.
6. Outfielders may participate in infield plays by tagging or forcing a runner out.
7. Players shall not play more than three innings in the outfield. Except for safety reasons and this has been communicated with the parents.

8. Players shall not play more than three innings in the infield. This rule may be adjusted if you are short players. In the case of 8 or 9 players, you are able to play some players in the infield 4 times as long as everyone else has played 3 innings in the infield.

### **COACHING & UMPIRING:**

1. While at bat, a team shall have a pitching coach (to pitch the baseballs), a first-base coach, a third-base coach and a batting coach (for batting safety and to catch and store passed balls).
2. In order to keep the game moving, at a good pace, the batting coach from the offensive team should assist the catcher in returning the balls to the pitching coach after each at-bat not each pitch. The catcher should not throw the ball back to the pitching coach after every pitch. A second bucket behind home plate can be used to collect the balls
3. A maximum of two defensive coaches are allowed. Additional coaches must remain in the dugout. First half defensive coaches are allowed in the outfield to help direct his players. Defensive coaches should be positioned along the outfield foul lines at a minimum of 15 feet behind the 1st and 3rd base, so as not to visually impede defensive players or base runners. Defensive coaches are not allowed in the playing field except during defensive changes.
4. When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If an umpire feels that the pitching coach did not move, they may elect to call the batter out for obstruction.

### **EQUIPMENT:**

1. Bats labeled for T-ball use, or coach pitch shall NOT be used.
2. Diamond DFX-LC5" baseballs shall be used in this division.
3. The Louisville Slugger UPM 45 pitching machine shall be used for Shetland Machine Pitch. Distance 38' from back of plate.

Machine settings:

Power level 2, micro adjust 3, release block 4.

### **KEEP OUR FIELDS, PARKS, AND PRACTICE SITES CLEAN**

**\*\*DISCLAIMER REGARDING ALL RULES:** There will be issues and situations that test the integrity of the above listed rules during the season. Please note that the Division Rep and/or the PONY Board reserves the rights to change or modify any of the above items at any time to better serve the division as a whole. **ANY RULE NOT MENTIONED ABOVE WILL BE REFERRED BACK TO 2015 PONY BASEBALL RULES AND REGULATIONS BOOK.**