

Shetland Division Rules

The Shetland division is designed for kids to get a better understanding of the real game of baseball. This division is more advanced than our Foal division, and the players will learn that the more traditional rules of baseball with some modifications.

1. EQUIPMENT:

- A.** The Louisville Slugger UPM 45 and the UPM 50 Pitching Machines are the Official **PONY** Baseball Pitching Machine for Shetland .
- B.** The ball should weigh not less than 5 or more than 5 1/4 ounces & measure not less than 9 or more than 9 1/4 inches in circumference. PONY Officials shall have final approval on all game balls.

2. PITCHING:

- A.** Pitching Machine ONLY. See Equipment A above.
(Recommended settings for the machine: Power Lever = 2: Micro Adjust = 3: Release Block = 4).
Settings may be adjusted by the Managers before the game to achieve a good strike pitch.
- B.** The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and 3 feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line until the start of the pitch. If the other foot is free it will be on the side of the line extending away from the pitching machine.
- C.** If a batted ball strikes the coach pitcher, the batter is awarded first base and all runners advance one base.
- D.** If a batted ball strikes the pitching machine and remains in fair territory, the batter is awarded first base and all runners advance one base.
- E.** 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.
- F.** The coach who is feeding may not in any way interfere with the defensive players. The coach pitcher must operate the machine in accordance with the operation manual.

3. PLAYING RULES:

- A.** Game length shall be a max of five (5) innings or one hour, whichever comes first.
- B.** WHEN A DEFENSIVE OUT IS MADE, THE BASE RUNNER IS OUT AND GOES TO HIS/HER DUG OUT. BASES ARE CLEARED AFTER 3 OUTS BUT THE INNING CONTINUES UNTIL THE WHOLE OFFENSIVE LINE UP HAS BATTED THROUGH. – **Once the season has reached the half way point (i.e. after the Spring Break) The teams will switch after 3 outs are made or 5 runs cross the plate.**
- C.** A batted ball becomes dead when an **infielder** has possession and control of the ball in the infield or at a base and holds the ball over their head AND CALLS TIME OUT
- D.** Defensive and Offensive Substitutions:
 - 1) ALL PLAYERS PLAY. NO PLAYERS ON THE DEFENSIVE BENCH. There will be free defensive substitutions. – Once the season has reached the half way point (i.e. after the Spring Break) the teams will play with 10 fielders in the field (6 infield and 4 outfielders). No player shall sit twice before all players have sat once. Violations of this rule will be brought to the rule committee, and the manager can face the suspension of the next game.
- E.** Offensive coaches will be stationed in the coach's boxes and as a coach feeding the pitching machine. PLUS ONE IN THE BATTERS BOX TO HELP THE HITTERS. AN ADDITIONAL coach will be in the dugout or designated area. One defensive coach will be ALLOWED behind the catcher. DEFENSIVE COACHES ARE ALLOWED ON THE FIELD.

4. BATTERS:

- A.** Are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a foul- strike, the ball is dead and no runners may advance).
- B.** If a batter fails to hit a fair ball after a maximum of 3 hittable PITCHES the player will hit off a tee. No batter will be out on "strikes".

C. Batters are not permitted in the "on deck circle". There will be no on deck circle for the Shetland division. Next batter should be sitting in the dugout, first on the bench, with helmet on ready to bat.

5. RUNNERS:

A. Runners are not permitted to steal or lead-off, and shall remain in contact with the base until the ball *crosses the plate*.