

Shetland Tournament Division Rules

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. EYB will provide 3 balls at the snack bar. Balls are to be returned at the conclusion of the game.

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 1 hour 20 min**, 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 or Max Runs (5) have been made.** Teams will switch (just like a standard baseball game).

C. The Fifth Inning shall be an Open Inning – no max runs in the 5th inning ONLY.

D. 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**

E. Defensive and Offensive Substitutions:

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.

F. 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.**

G. Mercy Rule shall apply as follows: 15 after 3rd inning, 10 after 4th inning

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.

B. On a batted ball runners may advance until an infielder has control of the ball *in the infield* or at a base and holds the ball up and CALLS TIME OUT. At this point, the ball becomes dead. IF the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from. This determination will be made by the umpire during tournament play.

6. SHETLAND TOURNAMENT TIES

In the event a game is tied after the 1 hr 20 MIN or 5 inning max regulation, the team recording the most outs in the game will be declared the winner. If both teams have recorded the same amount of outs, the game will proceed an additional inning (if time and visibility permit). If time or visibility do not allow for an additional inning (as determined by director on duty), then a coin flip will decide the winner. The game will only continue for 1 additional inning. If the game is still tied, the team recording the most outs will be declared the winner. If still tied, coin flip will determine winner.

Championship Game Tie: If the game is tied after 5 innings for the Championship game or If game, then the team will proceed under the **USA Baseball/World Baseball Classic tie breaker** - Beginning with the end of regulation game, and each inning needed thereafter, base runners will be placed on first and second base with no outs. The order of any subsequent innings will be determined by how the previous inning ended. The inning will proceed as an open inning until 3 outs are made.