

APPENDIX C. SHETLAND DIVISION

C.1. Introduction

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 the more traditional rules of baseball.

C.2. Division Composition

- A. The Division will consist of six (6) to eight (8) teams depending on league registration numbers.
- B. Each team will consist of a minimum of nine (9) players and a maximum of ten (10) players, unless approved by EYB administration.

C.3. Equipment

- A. The Louisville Slugger UPM 45 and the UPM 50 Pitching Machines are the Official **PONY** Baseball Pitching Machine for Shetland and will be positioned 38 feet from home plate.
- 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.

C.4. Playing Rules

The Shetland Division will be governed by the current season's edition of the *PONY Official Regulations and Playing Rules*, unless otherwise specified in the *EYB Policies & Procedures* or in the Shetland Division 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 THEIR DUGOUT. Inning continues until half of the offensive lineup has batted through or five (5) batters if team size is smaller than the ten (10) kid roster.
- C. Once the season has reached the half-way point, the teams will switch after 3 outs are made or five (5) runs have crossed the plate.
- D. A batted ball becomes dead when an infielder has possession and control of the ball in the infield within fair territory or at a base and holds the ball over their head AND CALLS TIME OUT.
- E. No player shall sit twice before all players have sat once. Violations of this rule shall be brought to the Rules Committee, and the Manager can face suspension of the next game.
- F. Offensive Coaches will be stationed in the Coach's boxes and one Coach feeding the pitching machine. The fourth Coach will be in the dugout or designated area.
- G. The Coach operating the pitching machine may not in any way interfere with the defensive players.
- H. One defensive Coach will be behind the catcher.
- I. Maximum of 4 Coaches per team.

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C.5. Scorekeeping

See Sections: [5. Responsibilities of Teams](#) and [7. Official Scorekeeper Responsibilities](#)

C.6. 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 Coach pitcher must operate the machine in accordance with the operation manual.
- C. It is a requirement that the player fielding the pitcher's position wear a protective face mask, provided by the league.
- D. 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.
- E. If a batted ball strikes the Coach pitcher, the batter takes first base and all runners advance one base.
- F. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- G. If a batted ball strikes the pitching machine and goes into foul territory, (1) the ball is dead, (2) the batter is awarded first base and all runners advance one base.

C.7. Batters

- A. NO BUNTING ALLOWED. (**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. After the midpoint of the Spring ball season, the batter shall be declared out after six (6) pitches OR three (3) swings. If the batter fouls the sixth (6th) pitch, they may continue to bat until they either hit the ball fair, or swing and miss. The umpire may declare a no-pitch for a ball that is either above the player's head or in the dirt.
- D. Batters are not permitted in the "on-deck circle". There will be no on-deck circle for the Shetland division. The next batter should be sitting in the dugout, first on the bench, with helmet on ready to bat.

C.8. 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*. Runners not in contact with the base will receive a warning and will be an out
- B. On a batted ball, the runner 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 and the runner has not

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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

C.9. Mercy Rule

- A. There shall be no Mercy rule.
- B. Runs will be counted only to determine if five (5) runs have crossed the plate.

C.10. Umpires

Junior umpires may be used in this division during the second half of the season. Managers and Coaches should be aware of the following:

- A. Any Umpires decision which involves judgment calls, such as but not limited to: whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out is final. No player, manager, Coach or spectator shall object to any such call. Official baseball rule 9.02 (a)
- B. Each umpire has authority to disqualify any player, Coach, spectator, or manager for objecting to a decision, for unsportsmanlike conduct or language. And to eject the disqualified person from the playing field. All ejections will be conducted by the BMOD.
- C. The umpire has the discretion at the 1hr to 1 hr 10 min of play to declare the top of any inning the "last inning".

C.11. Shetland Tournament Play

- A. All Shetland rules listed in the current season's edition of the *PONY Official Regulations and Playing Rules* are enforced for Playoff/Tournament.
- B. If a game is tied after time expires or the fifth inning has expired (whichever is earlier), the teams will play an open inning until a winner is declared. The game shall not proceed more than 2 open innings. If the game is tied after the second open inning, a coin flip will determine the winner.
- C. Championship game should be played to a complete 5 inning game.

SECTION 5. RESPONSIBILITIES OF TEAMS

Division Directors will also email these responsibilities to each manager prior to the start of the season.

5.1. Home Team Responsibilities

Responsibilities of the **HOME TEAM** as designated by the playing schedule:

1. Prior to the game, prepare the field as outlined in [Section 15](#) and see to it that the Home Team side of the field, including dugout and bleachers, is cleaned up.

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2. See to it that the EYB-provided iPad and scoreboard controller are present, and that the official scorekeeper is present in the scorekeeper's booth and logged into GameChanger.
3. Prepare a lineup card and furnish one copy to the official scorekeeper, one copy to the opposing Manager, and one copy to the plate umpire.
4. After the game, clean up the assigned area as outlined in [Section 15](#), and ensure the return of the iPad and scoreboard controller to the Snack Bar.

5.2. Visiting Team Responsibilities

Responsibilities of the **VISITING TEAM** as designated by the playing schedule:

1. Prior to the game, see to it that the Visiting Team side of the field, including dugout and bleachers, is cleaned up. Assist in any way to get the game started on schedule.
2. Prepare a lineup card and furnish one copy to the official scorekeeper, one copy to the opposing Manager, and one copy to the plate umpire.
3. On fields that have electronic scoreboards, the Visiting Team will provide a scoreboard operator.
4. After the game, cleanup the assigned areas as outlined in [Section 15](#).
5. The after-game responsibilities must be completed within 15 minutes of game completion.

5.3. Joint Team Responsibilities

The managers of **BOTH TEAMS** will be responsible for:

1. The conduct of all players on their team, the parents of the players, and the spectators on their side of the field. ***The managers will comply with the umpire's request to control the parents if necessary. Refusal to comply will result in an immediate ejection.***
2. Familiarizing themselves with the field rules in [Section 15](#) of these rules for the current year.

5.4. Penalties

Failure to comply with the responsibilities as outlined herein shall result in the suspension of the Manager for a minimum of one (1) game.

5.5. Equipment Boxes

Failure to close and lock the equipment box during the Managers scheduled time will be held responsible for any missing equipment and subject to the cost of the missing equipment.

SECTION 7. OFFICIAL SCOREKEEPER RESPONSIBILITIES

7.1. Home Team GameChanger Scorekeeper

The team designated as 'HOME TEAM' must designate an official GameChanger scorekeeper, who will have the following duties:

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1. Keep the official score (in accordance with the Rules of Baseball, Section 13.00) in **GameChanger**.
 2. The official scorekeeper **must** sit in the scorekeeper's booth provided by the League so that each of the opposing managers can have equal ease of access to: (1) submit lineups and confirm changes during the game; (2) check the score as the game progresses; (3) be able to easily confer with the umpires as pertaining to runs scored, counts on the batter, etc.
 3. If the Home Team cannot provide a GameChanger Scorekeeper, they must confer with the Visiting Team to arrange one.
 4. Return the EYB-provided iPad to the Snack Bar the League following each game.
 5. All scorekeepers in the score booth must **comply with the established Pony rule** to not influence the game, by ensuring that they refrain from **cheering for or coaching a player**, or pointing out infractions, unless approached by Umpires or Managers. Managers are responsible for bringing any infractions to the Umpire's attention, at which time, the scorekeeper may be asked by the Umpire(s) to verify if the infraction did indeed occur.

PENALTY: Game may be recorded as a protest by the Manager of the team that committed the infraction.
 6. The scorekeeper will start the iPad clock when the Umpire calls "Play Ball".
- 7.2. **Visiting Team Scoreboard Operator**
On fields that have an electronic scoreboard, the team designated as "VISITING TEAM" must designate a scoreboard operator who will operate the scoreboard during the game. The scoreboard operator will be responsible for returning the scoreboard controller box to the Snack Bar after the last game of the day on that particular field.
- 7.3. **Additional Scorekeepers**
Each of the teams playing in the game may have their own scorekeeper but they will not be considered as the official scorekeeper.
- 7.4. **Manager Responsibilities**
Both home and visiting managers shall report all changes to their team's line up to the official scorekeeper before the start of each inning.

SECTION 15. FIELD CARE AND CLEAN-UP

- 15.1. **Pre-Game / Practice Duties**
Prior to commencement of each game, it is the responsibility of both team managers to ensure that the field of play and the stands are put in playable condition. The following rules are set forth and must be adhered to.
- A. Responsibilities of the Home Team:
1. Rake home plate and pitcher's mound, and chalk fields as necessary.
 2. Install bases as needed.

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3. Put away, in its proper place, all equipment used for pre-game duties.
4. Pick up all litter in and around home stands and dugouts.

B. Responsibilities of Visiting Team:

1. Pick up all litter in and around the visitor stands.
2. Pick up all the litter in the visitor dugout and put it in trash barrels.
3. Put away, in its proper place, all equipment used for pre-game duties.
4. Pick up litter and clean out the score booth.
5. Wet and drag the field before the next game.
6. Rake the pitcher's mound and batter's box and repack as necessary.

15.2. Post-Game / Practice Duties

Upon completion of each game, the field of play and stands must be left in a presentable condition. The following rules are set forth and must be adhered to

A. Responsibilities of the Home Team:

1. Pick up all litter in and around home stands and dugouts and empty trash cans.
2. Put away, in its proper place, all equipment used for post-game duties.
3. Pick up litter and clean out the score booth.
4. After completion of the last game of the day, return the scoreboard controller to the Snack Bar.

B. Responsibilities of Visiting Team:

1. Put away, in its proper place, all equipment used for post-game duties.
2. Pick up all litter in and around visitor stands and dugouts and empty trash cans.
3. Put away, in its proper place, all equipment used for post-game duties.
4. Pick up litter and clean out the score booth.
5. Wet and drag the field before the next game.
6. Rake the pitcher's mound and batter's box and repack as necessary.

15.3. Responsible Enforcement Authority

In keeping with their responsibilities, any of the following persons have the authority to enforce all of the aforementioned rules: League Duty Official, League Umpires, or any member of the Board of Directors. They will notify the Rules Committee, which team(s) failed to comply with the pre-game or post-game duties. The Rules Committee will make the final decision as to what team penalties will be assessed due to an infraction of the rules governing pre-game and post-game duties (See Section IV, Rule 4).