

APPENDIX C - SHETLAND DIVISION

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.1. 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.2. 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 6 batters if team size is smaller than the 12 kid roster. Once the season has reached the ½ way point, the teams will switch after 3 outs are made or 5 runs have crossed the plate.
- C. 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.
- D. 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.
- E. Offensive coaches will be stationed in the coach's boxes and as a coach feeding the pitching machine. The fourth coach will be in the dugout or designated area. One defensive coach will be behind the catcher. Maximum of 4 coaches per team.

C.3. Pitching

- A. Pitching Machine ONLY. See Equipment C1 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. It is a requirement that the player fielding the pitcher's position wear a protective face mask, provided by the league.
- C. 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.
- D. If a batted ball strikes the coach pitcher, the batter takes first base and all runners advance one base.
- E. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- F. 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.
- G. The coach operating the pitching machine may not in any way interfere with the defensive players. The coach pitcher must operate the machine in accordance with the operation manual.

C.4. 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 three (3) HITTABLE pitches, the player will hit off a tee. No batter will be out on "strikes". Once the season has reached the ½ way point, the batter shall be declared out after he/she has six (6) pitches. If the batter fouls the sixth 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 players head or in the dirt. After spring break, the batter shall be declared out after they have 6 pitches OR 3 swings. If the batter fouls off the 6th pitch, they may continue until the ball is batted fair or the batter has swung and missed.
- 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.

C.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*. 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 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.6. Mercy Rule

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

C.7. 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.8. 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.