

Shetland Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

- Coaching:** Shetland coaches may be allowed on the field with their players while on defense and may provide verbal instructions during play. Managers and coaches may call time-out in order to provide additional instructions to their players at bat or in the field.
- Dugouts:** Home team will occupy the 3rd base dugout. All offensive players (with the exception of the batter, on-deck batter and any base runners) must remain fully inside the dugout, and remain in the dugout during play.
- Uniforms:** All players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields with the exception of medical I.D. bracelets.
- Play Requirements:** All players present and on the lineup shall bat in order and play in the field every inning. Players must be rotated from the infield to the outfield each inning. Coaches should rotate the positions so the most experienced players are not always in the most active batting or fielding positions.
- Basepaths:** Bases will be set at fifty (50) feet.
- Scorebook / Umpires:**
- 1) Score is not kept in the Shetland Division. Outs are not recorded.
 - 2) Umpires are not used in the Shetland Division. When necessary, coaches should act as umpires in an unbiased manner.
- Innings / Time Limit:** No new inning shall start after one (1) hour.

DEFENSE

- Pitching:**
- 1) Pitching will be by machine ONLY.
 - 2) Players will be given 5 pitches from the machine. If a player fouls the final pitch, they shall get another pitch (similar to 2-strike count). If they fail to hit a pitch, they will be given the opportunity to hit from the tee. Managers are encouraged to load the ball as quickly as possible and not coach every pitch.
 - 3) Machine settings will be Power Level 2, Micro Adjust 3, Release Block 4.
 - 4) Pitching machine will be set at thirty eight (38) feet for the entire season.
 - 5) If a batted ball strikes the coach pitcher, the ball is dead. The pitch counts and no runners shall advance. If the batted ball is also the fifth (5th) pitch, the batting tee shall be used for the next swing.

- 6) If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. 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.

OFFENSE

Batting:

- 1) Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS.
- 2) If the batter is unsuccessful hitting a pitched ball, the ball shall be hit off a batting tee. The batting tee shall be placed directly on home plate. A batter shall swing the bat until the ball is hit into play.
- 3) Beginning in the second half of the season, batters hitting the ball beyond the infield may advance additional bases. If a play is made on a runner as he advances to a base on a hit ball and the ball is overthrown and goes out of play, the runner or runners are allowed to advance to the next base only.
- 4) Starting at the second half of the season, offensive players will be ruled out and the player that is ruled out will be removed from the base path / base. Each inning, there is no limit in the number of outs that may be recorded.
- 5) If the ball and hose (from the batting tee) are hit at the same time, the ball shall be considered fair if it has traveled at least ten (10) feet.
- 6) Bunting is not permitted.

Base Running:

There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Headfirst sliding should be strongly discouraged by coaching staff.