



2024 Spring Season League Playing Rules SHETLAND DIVISION

Shetland Division is for instructional and developmental purposes. WINNING IS NOT THE PRIORITY!!! No official score is kept. No league standings will be maintained. All players will receive a participation award at the end of the season. Many of the players in this division are playing on an organized sports team for their first time ever. As a coaching staff your priority is training and assisting your players to learn how to play and to have fun. Team spirit and good sportsmanship will be emphasized. Positive coaching is to be used.

DIVISION MAKE-UP

- Players of League Age 5 and 6, as per PONY rules.
- The team roster shall not include more than eight of the older age players.

PLAYING FIELD

- Distance between bases is **50** feet.
- The pitcher's plate is **38** feet from home plate.
- Fields should be marked with two hash marks 5 feet on each side of the pitching rubber and 3 feet behind the pitcher's mound.
- A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.
- Fields will be marked with 10-foot horizontal lines at 15 feet beyond 1st, 2nd, 3rd base. This determines where the infield ends, and the outfield begins.

EQUIPMENT

- Louisville Slugger UPM 45 pitching machine. Settings: Power Lever = 2; Micro Adjust = 3; Release Block = 4).
- A safety base will be used (at first base).
- Standard size safety baseball

GAME DURATION

- One hour and fifteen minutes drop-dead game time (no matter which inning it is).
- Each team will be allowed maximum 5 runs per team / per inning, or 3 outs, whichever comes first.
- No score will be kept. No standings will be kept.

OFFICIAL TEAM PARENT: Two official team parents are allowed in the dugout.

PLAYING RULES

BATTING:

- Each batter will be allowed a maximum of 5 pitches by the coach/machine-pitcher. If the ball is not hit into fair play after the 5 pitches the batter is out.
- CONTINUOUS BATTING ORDER: Regardless of defensive play. The batting order is established by the manager on the line-up sheet given to the home team's official scorekeeper. The line-up sheet must list all players that are present.



2024 Spring Season League Playing Rules SHETLAND DIVISION

- If a batted ball strikes the pitching machine and remains in fair territory, the ball is fair and live. If the ball strikes the pitching machine and goes into foul territory, without a player touching the ball in fair territory first, the ball is considered dead. All base runners will be awarded the next base and the batter will be awarded 1st base.

PITCHING: PITCHING MACHINE ONLY. Coach/machine pitcher is from the team that is up to bat.

- Interference by the coach/machine pitcher will result in a no play being called by the umpire. The runners will return to the base they occupied before the pitch. If it is the umpire's opinion the interference was intentional the batter will be called out.

DEFENSIVE PLAY:

- Players may only be in the same defensive position maximum 2 innings, per game. It is important that players rotate positions, i.e. playing infield, outfield, pitcher position, etc.
- All players will play defensively each inning.
- 6 players allowed on the infield (pitcher, catcher, 1st, 2nd, 3rd and short stop). All other players must be in the outfield.
- Outfield is designated as the grass area. All outfields must be in the outfield prior to a batter attempting to hit the ball.
- COACHES: 3 defensive coaches; home plate area, outside the foul line near 1st base and 3rd base. No coaches allowed on the infield.

AFTER THE BALL IS PUT INTO PLAY:

- Ball hit on the infield. An attempt must be made to make an out, if the play results in an overthrow, the runner may not advance.
- Ball hit to the outfield: The batter and base runners may run to as many bases as possible. The ball is considered dead when an infielder has control of the ball on the infield and in the umpire's judgment play has stopped.
- Overthrows: (Not involving an infield play) Runners may advance one base, at their own risk.
- If a player has crossed the hash mark (both feet), they shall be awarded the next base, after the umpire declares the play dead.
- STEALING BASES: Not permitted. Base runners must remain in contact with the base until the ball is hit. If in the umpire's judgment a runner leaves the base too soon the umpire may call the runner out.
- NO BUNTING: Or showing the intent of a bunt is permitted. Penalty: Ball is dead.
- NO infield fly rule.