

**PONY BASEBALL**  
**2020**  
**Rules and Regulations for**

**SHETLAND NATIONAL LEAGUE**  
**Orangecrest PONY Baseball, Inc.**

*In addition to the rules stated herein, all games are subject to the 2020 PONY Baseball Rules & Regulations, Orangecrest PONY Baseball Inc. 2020 Ground Rules and/or Official Rules of Major League Baseball*

**1. PLAYING FIELDS:**

- A.** Pitching Distance: 38 feet (Machine Pitch)
- B.** Distance between bases: 50 Feet
- C.** The recommended homerun fence distances:
  - 1)** Foul Line: 125 ft minimum to 150 ft maximum
  - 2)** Centerfield: 125 ft minimum to 150 ft maximum
- D.** 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.
- E.** The infield ends and the outfield begins at the dirt/grass boundary. In the event that the field does not have a grass outfield, then a chalk line ten feet wide shall be drawn 15 feet from the baseline to determine the infield/outfield boundaries.

**2. EQUIPMENT:**

- A.** The Louisville Slugger UPM 45 and the UPM 50 Pitching Machines are the Official **PONY** Baseball Pitching Machine for Shetland Tournaments and is the only pitching machine approved for Shetland Tournament Play.
- B.** Safety baseballs, both leather and vinyl are the baseballs required. **MANDATORY:** Flexi Ball-Level 5.
- C.** **PONY** Recommends: That an extended safety base be used at first base.
- D.** **PONY** Recommends: That players in the pitching position wear a protective product designed to protect the heart.
- E.** **USA approved bats are required for play in PONY Baseball. NO 2 3/4" barrel bats allowed. Wood Bats OK.**

**3. PITCHING:**

- A.** Pitching Machine ONLY. See Equipment 2A above.  
(Recommended settings for the machine: Power Lever = 2: Micro Adjust = 3: Release Block = 4). **Settings may be adjusted by the Tournament Director 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 ball is dead and no pitch is counted.
- D.** If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If the deflected ball hits a runner in fair territory he/she is not out, and the ball is live and in play.
- 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 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. **(PENALTY):** The coach pitcher shall be warned once and if a second infraction occurs the coach pitcher must be removed for the remainder of the game as the pitcher and a new coach pitcher put in his/her place.
- G.** If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielders attempt to make a play, the ball is dead and the lead runner is out. If in the umpire's judgment the ball is intentionally thrown at the coach, the ball is dead and all runners advance one base.

#### 4. PLAYING RULES:

- A. Game length shall be five (5) innings max. Games can end in a tie. No New inning after 1:00. Drop Dead at 1:15. In the event of a tie during Spring Playoffs and Championships, then extra innings will be played with no Drop Dead time. In this event the game will be played to its conclusion. Playoff Games and Championship Games will not be rescheduled to a later date.
- B. All players present will bat. Once the batting order is submitted to the scorekeeper it will not be changed, except for injury, illness or ejection. When a player is removed from the lineup due to injury, sickness, ejection, or other reason, the lineup will be collapsed. No automatic out will be used. The player that was removed from the lineup shall not return to that game in any capacity.
- C. A batted ball becomes dead when an infielder has possession (meaning the infielder has to have two feet on the ground, in a standing position, with both hands up in the air, and control of the ball in the infield) (*see 1-E for where the infield begins*) or at a base and holds the ball over their head.
- D. Defensive and Offensive Substitutions:
  - 1) Minimum of eight players shall be used defensively with a maximum of ten. There will be free defensive substitutions.  
Teams must have a player at the pitcher and catchers position. Catchers are allowed to defensively field the position. If there are only 8 players in the lineup then you can play without a Catcher.
  - 2) There shall be a maximum of four outfielders, stationed not less than 15 feet behind the baseline when the coach pitches the ball.
- 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 *or designated area as directed by the umpire in consultation with the Division Director*. The other defensive coaches must remain in the dugout or designated area (not along the fair/foul lines). Since this division is instructional, then Orangecrest Pony will allow TWO defensive coaches to help coach the outfielders. These coaches need to be on the Grass Area (Outfield) in Foul Territory and not along the fair/foul lines. They must make an attempt to move out of the way if a ball is hit near them.
- F. It is the job of the defensive coaching staff to have infielders play either in front or behind the baseline. Defensive infielders shall not come in contact with baserunners for any reason. No holding, tripping, or interfering with the baserunner in any way. PENALTY: Manager will receive 1 warning FOR THEIR TEAM, not per player. On the second and continuous offenses, and after the existing play stops after time is called by an infielder, all remaining base runners will be awarded ONE BASE. After the 3rd offense by a defensive team, at that moment, the manager of the team is suspended for the remaining of the game. No automatic next game suspension shall be given, however the Division Director may impose penalties deemed reasonable
- G. **\*If a team cannot field eight players for a scheduled game, each manager shall contact the Division Director.**
- H. **If a team will knowingly have eight players at a specific game, then the Manager can reach out to the Division Director in advance to get pool players for the game.**

#### 5. 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. The batter is out if failing to hit a fair ball after a maximum of six (5) pitches or after 5 strikes from the coach pitcher feeding the machine.
- C. The batter is NOT OUT on a foul ball, foul strike, and/or foul tip on the 5<sup>th</sup> pitch. Additional Fouls are live. Batter is out if no contact is made on the ball on any pitch after 5<sup>th</sup> pitch. No Dropped 3<sup>rd</sup> Strike Rule.

#### 6. 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 or contact is made with the ball by the batters batt..*  
(**Penalty: PONY Rule Book 9G**).
- B. On a batted ball runners may advance until an infielder has control of the ball *in the infield (see 1-E for where the infield begins)* or at a base and holds the ball up. Once the ball becomes dead and in the judgment of the umpire 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.

**7. MERCY RULES:**

- A.** If the visiting team is leading by at least 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has completed batting in the 4<sup>th</sup> inning or later, the game shall be declared complete and the home team shall be declared the winner.
- B.** Maximum five (5) runs per half inning.
  - (1)** No maximum runs apply in the 5<sup>th</sup> and all subsequent inning (if more than 5 innings needed).