

# **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

## **Shetland Division Rules**

### **Fields**

- Base Path Distance: 50 feet
- Machine Pitch Distance: 38 feet from HP
- Machine Pitch Speed: 20 MPH (Blue Flame Settings 4/2/3)
- Home run cones shall be placed 125' down each line and 200' to centerfield on fields without a permanent fence.

### **Equipment**

- No metal cleats.
- All male players must wear protective cups during practices and games.
- It is strongly encouraged that all players wear mouthguards.
- Defensive players, as pitchers, must wear a helmet.

### **Pitching**

- The use of a pitching machine is mandatory. No coach pitch shall be allowed.

### **Batting**

- No on-deck batter is allowed.
- Four (4) machine pitches per at-bat, then hit from the batting tee if necessary.

### **Fielding & Base Running**

- All players shall play defense every inning.
- Outs shall be played after the first game. i.e., any batter or runner who is called out shall be removed from the base.
- Outs are not recorded and the entire lineup shall still hit.
- No catcher shall be used. A defensive coach should be placed in this position.
- Base runners do not advance on overthrows.
- Hold base runners after the ball is thrown into the infield.
- On fields without a permanent fence, any ball that touches the ground prior to passing the home run cones is a ground rule double. When this occurs, the ball is dead. The batter is awarded second, and all runners advance two (2) bases.
- On fenced fields, any ball hitting the fence remains live and playable.
- Defensive coaches (limit 3) are allowed on the field to ensure all players are positioned properly and paying attention.
- A defensive coach (not the pitching coach) who is hit by the batted ball shall automatically award the batter a triple.

### **Game Start & Finish**

- The starting time for each game is as shown on the schedule. If the game is delayed (e.g. due to a previous game running late, umpires arriving late, or light failure), the umpires shall designate the start time. A game may be started early only with the agreement of both coaches.
- No new ½ inning may start after 50 minutes. Hard stop at 1:00.

# **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

## **Pinto Division Rules**

### **Fields**

- Base Path Distance: 60 feet
- Machine Pitch Distance: 38 feet from HP
- Machine Speed: 40 MPH
- Home run cones shall be placed at 150' down each line and 200' to centerfield on fields without a permanent fence.

### **Equipment**

- No metal cleats.
- League Play Only - USA Certified or Wood Bats
- All male players must protective cups during practices and games.
- It is strongly encouraged that all players wear mouthguards.
- It is strongly encouraged that the pitcher wear a helmet.
- *Interleague Play Only – USSSA Bats allowed*

### **Pitching**

- The use of a pitching machine is mandatory. No kid or coach pitch shall be allowed.
- A defensive player fielding the pitcher position shall stand to either the left or right and behind the front of the pitching machine to see the batter.
- The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and three (3) feet to the left or right. A two (2) footline will be drawn at this position. The player must keep at least one foot on this line at 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.

### **Batting**

- Coaches are allowed (3) pitches before the inning to calibrate the machine.
- The batter is out after failing to hit a fair ball after six (6) pitches are delivered. Exception: If the batter hits a foul ball on the third strike or sixth pitch, the batter continues until a fair ball is hit or a third swinging strike.
- The batter is out if there are three strikes prior to the sixth pitch.
- 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. (National rule)
- If a batted ball hits the coach operating the pitching machine, the ball is dead. The pitch is a foul strike, and no runners may advance.
- If a live ball hits the coach operating the pitching machine and, in the umpire's judgment, the coach interferes in the fielder's attempt to make a play, the ball is dead, and the runner is out, and no runner may advance.

### **Fielding & Base Running**

- To maximize play time, there is a 2-minute interval between innings (**New Rule 2025**)
- The inning can start without a catcher. The catcher can enter when a new hitter comes to bat.
- No player may sit out for more than one (1) inning until all other players have sat out for one (1) inning.
- No player may sit out for two consecutive innings. (**Rew Rule 2025**)
- No player may play a single position for more than two (2) innings in a game, and every player must play 1 inning at an infield position by the 4<sup>th</sup> inning. This rule only applies to the full regular season (**Revised 2025**). (It is strongly encouraged to let all players experience every position on the field.)
- Positions fielded and continuous batting order: Field ten (10), bat the entire lineup.

## **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

- Teams must have a player at the Pitcher and Catcher position. A maximum of four (4) outfielders may be used. A minimum of eight (8) players on defense is required to continue playing the official game.
- When a player is removed from the lineup due to injury, sickness, ejection, or other reasons, the lineup will collapse. No automatic out will be used. The player that was removed from the lineup shall not return to that game in any capacity.
- Free defensive substitutions are allowed.
- Runners may not lead off or steal.
- Runners may not advance on overthrow of first base.
- A limit of one (1) base may be advanced on an overthrow of second or third base.
- On fields without a permanent fence, any ball that touches the ground prior to passing the home run cones is a ground-rule double. When this occurs, the ball is dead. The batter is awarded second, and all runners advance two (2) bases.
- On fenced fields, any ball hitting the fence remains live and playable.
- Once the ball is thrown into the infield and in possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time." The ball is considered dead and should be returned to the mound.
- Possession of the ball by an infielder will be determined by the umpire(s) and does not require the infielder raise the ball above head.
- If a runner is less than halfway to the next base when control is made, and the umpire calls the play dead, they must return to the prior base at the natural completion of the play.

### **Six Run Rule & Mercy Rules**

- Leading teams may score a maximum of six (6) runs in any given inning.
- The trailing team may score enough runs to tie the inning and an additional six (6) in an inning.
- No Maximum applied in the stated last inning and all subsequent innings.
- The game is over if one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

### **Umpires & Coaches**

- Umpires are provided for games at this age level.
- Coaches must define the limits of the infield during the pre-game conference with the umpire.
- A limit of one (1) defensive coach is allowed in the outfield to ensure all players are positioned properly and paying attention. All other coaches must remain in the dugout.
- One coach may stand behind the catcher during pitches to collect baseballs.
- Limit of four (4) coaches on a team.
- Coaches must provide an official line-up to the opposing team's scorekeeper 10 minutes prior to the scheduled game time.
- The home team will be the official scorekeeper.
- Game Changer will be used to track scores.
- Each head coach will be responsible for submitting game results to the Division Director via a division group text thread within 2 hours.

### **Game Start & Finish**

- The starting time for each game is as shown on the schedule. If the game is delayed (e.g. due to a previous game running late, umpires arriving late, or light failure), the umpires shall designate the start time. A game may be started early only with the agreement of both coaches.
- No new inning may start after 1:30. New inning starts when third out is made.
- Hard stop at 1:45. If the inning is not completed the score reverts to the last completed inning.

# AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony

## **Mustang Division Rules**

### **Fields**

- Base Path Distance: 60 feet
- Pitching Mound Distance: 46 feet from HP
- Home run cones may be placed at 175' down each line and 225' to centerfield on fields without a permanent fence.

### **Equipment**

- No metal cleats.
- League Play Only - USA Certified or Wood Bats
  - If a batter gets on base using an illegal bat, and the opposing team brings it to the attention of the umpire BEFORE the next pitch is thrown, the batter will be called out, and if any runners had advanced or scored as a result of the at bat, the runners will then be sent back to the bases they had previously occupied.
- All male players must protective cups during practices and games.
- It is strongly encouraged that all players wear mouthguards.
- *Interleague Play Only – USSSA Bats allowed*

**\*\*\*If any of these rules above are not followed the team is subject to a forfeit of the game and or coach is subject to suspension up to the board's discretion. \*\*\***

### **Pitching**

<u>LEAGUE AGE</u>	<u>DAILY PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- The “DAILY PITCHES” limit for Mustang players is either 50 or 75 depending on the players “LEAGUE AGE” not their actual age. No Mustang player will have a “DAILY PITCHES” limit higher than 75.
- A pitcher may start a new batter before reaching the “DAILY PITCHES” limit, and the pitch count will revert.
- A pitcher may start a new batter before reaching the “REQUIRED REST” threshold, and the pitch count will revert to the lower threshold
- Full calendar days of rest are required per the table above.
- Upon five (5) bases on balls or hit batters within the inning, the pitcher must be removed from pitching.
- A pitcher must be removed from the mound upon a second visit in the same inning.
- Once a pitcher is removed, they cannot re-enter the game as a pitcher.
- Enforcement of balks is up to the discretion and judgment of the umpire.

### **Batting**

- Continuous batting order.

# **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

## **Line Up**

- No player may sit out for more than one (1) inning until all other players have sat out for one (1) inning. Players cannot sit out for two consecutive innings. This rule only applies to the regular season.
- No player may play a single position more than two (2) innings in a game (exception is pitcher within pitch count and catcher) and every player must play 1 inning at an infield position by the 4th inning. This rule only applies to the full regular season. (It is strongly encouraged to try to get kids into the infield 2 times per game).
- Positions fielded: Teams may field ten (10) and play with four (4) outfielders. This rule applies to regular season and playoffs.
- When a player is removed from the lineup due to injury, sickness, ejection, or other reasons, the lineup will collapse. No automatic out will be used. The player that was removed from the lineup shall not return to that game in any capacity. This rule applies to regular season and playoffs.
- Free defensive substitutions are allowed except for the pitcher position. This rule applies to regular season and playoffs.

**\*\*\*If any of these rules above are not followed the team is subject to a forfeit of the game and or coach is subject to suspension up to the board's discretion. \*\*\***

## **Stealing**

- Runners may lead off and steal.
- A player may freely steal 2<sup>nd</sup> and take one base on an overthrow.
- A player may freely steal 3<sup>rd</sup> bases, no base on an overthrow.
- A player may not steal home or score on a wild pitch
- Runners go from 3B to home by force or batted ball. Runners on 3B cannot score unless the play starts with a batted ball or forced in by walk (or hit by pitch).
- A courtesy runner is allowed for the catcher at any time. The last batted out shall be used as the courtesy runner.
- Sliding: Runners approaching home plate MUST slide at home plate on a play. They may also not deviate on their path to home plate in order to initiate contact with a defensive player. In either situation, they will be called out. Judgment is left to the umpire.
- Batter is only allowed one base on a walk. Batter can't steal second base on the fourth ball pitch or hit by pitch.
- Drop 3<sup>rd</sup> Strike Rule does not apply to Mustang Division of the Phoenix Pony Baseball League.

## **Defense**

- Home Plate Defense: Unless a defensive player is in possession of the ball, they cannot block home plate. In this situation, the runner will be called safe. The umpire makes the judgment.
- To maximize play time, there is a 2-minute interval between ½ innings. Pitchers must use this time efficiently! Enforcement is up to the discretion and judgment of the umpire. (New Rule 2025)

## **Six Run Rule & Mercy Rules**

- Leading teams may score a maximum of six (6) runs in any given inning.
- The trailing team may score enough runs to tie the inning and an additional six (6) in an inning.
- No Maximum applied in the stated last inning and all subsequent innings.

## **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

- The game is over if one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

### **Umpires & Coaches**

- Umpires are provided for games at this age level.
- No defensive coach on the field is allowed.
- Limit of four (4) coaches on a team. Each team can have only 4 approved coaches on their roster (1 Manager, 2 coaches, and 1 alternate coaches). The alternate coach can only be used for games in the absence of the Manager or coaches. (Note: The league only supplies three coaches' uniforms)
- Coaches must provide an official line-up to the opposing team's scorekeeper 10 minutes prior to the scheduled game time.
- The home team will be the official scorekeeper.
- Game Changer will be used to track scores.
- Each head coach will be responsible for submitting game results, and pitch counts to the Division Director via a division group text thread within 2 hours.

### **Game Start & Finish**

- The starting time for each game is as shown on the schedule. If the game is delayed (e.g. due to a previous game running late, umpires arriving late, or light failure), the umpires shall designate the start time. A game may be started early only with the agreement of both coaches.
- No new inning may start after 1:30. New inning starts when third out is made.
- Hard stop at 1:45. If the inning is not completed the score reverts to the last completed inning.

# **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

## **Broncos Division Rules**

### **Fields**

- Base Path Distance: 70 feet
- Pitching Mound Distance: 50 feet from HP
- On fields without a permanent fence, home run cones may be placed 225' down each line and 275' to centerfield.

### **Equipment**

- No metal cleats.
- League Play Only - USA Certified or Wood Bats
  - If a batter gets on base using an illegal bat, and the opposing team brings it to the attention of the umpire BEFORE the next pitch is thrown, the batter will be called out, and if any runners had advanced or scored as a result of the at bat, the runners will then be sent back to the bases they had previously occupied.
- All male players must protective cups during practices and games.
- It is strongly encouraged that all players wear mouthguards.
- *Interleague Play Only – USSSA Bats allowed*

*\*\*\*If any of these rules above are not followed the team is subject to a forfeit of the game and or coach is subject to suspension up to the board's discretion. \*\*\**

### **Pitching**

<u>LEAGUE AGE</u>	<u>DAILY PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

- The “DAILY PITCHES” limit for Bronco players is either 75 or 85 depending on the players “LEAGUE AGE” not their actual age. No Bronco players will have a “DAILY PITCHES” limit higher than 85.
- A pitcher may finish the current batter.
- A pitcher may start a new batter before reaching the “DAILY PITCHES” limit, and the pitch count will revert.
- A pitcher may start a new batter before reaching a “REQUIRED REST” threshold, and the pitch count will revert to the lower threshold.
- Full calendar days of rest are required per the table above.
- A pitcher must be removed from the mound upon a second visit in the same inning.
- Once a pitcher is removed, they cannot re-enter the game as a pitcher.
- Enforcement of balks is up to the discretion and judgment of the umpire.

### **Batting**

- Continuous batting order.

### **Line Up**

## **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

- Every player must play 9 defensive outs per game. Players cannot sit for two consecutive innings. This rule applies to regular season and playoff games.
- It is strongly encouraged to let all players experience every position on the field.
- Positions fielded: Teams will play with three (3) outfielders.
- When a player is removed from the lineup due to injury, sickness, ejection, or other reasons, the lineup will collapse. No automatic out will be used. The player that was removed from the lineup shall not return to that game in any capacity.
- Free defensive substitutions are allowed except for the pitcher position.

**\*\*\*If any of these rules above are not followed the team is subject to a forfeit of the game and or coach is subject to suspension up to the board's discretion. \*\*\***

### **Stealing**

- A runner may steal any base.
- A courtesy runner is allowed for the catcher at any time. The last batted out shall be used as the courtesy runner.
- Sliding: Runners approaching home plate MUST slide at home plate on a play. They may also not deviate on their path to home plate in order to initiate contact with a defensive player. In either situation, they will be called out. Judgment is left to the umpire.

### **Defense**

- Home Plate Defense: Unless a defensive player is in possession of the ball, they cannot block home plate. In this situation, the runner will be called safe. The umpire makes the judgment.
- To maximize play time, there is a 2-minute interval between ½ innings. Pitchers must use this time efficiently! Enforcement is up to the discretion and judgment of the umpire. (New Rule 2025)

### **Six Run Rule & Mercy Rules**

- Leading teams may score a maximum of six (6) runs in any given inning.
- The trailing team may score enough runs to tie the inning and an additional six (6) in an inning.
- No Maximum applied in the stated last inning and all subsequent innings.
- The game is over if one team is ahead by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

### **Umpires & Coaches**

- Umpires are provided for games at this age level.
- No defensive coach on the field is allowed.
- Limit of four (4) coaches on a team. Each team can have only 4 approved coaches on their roster (1 Manager, 2 coaches, and 1 alternate coaches). The alternate coach can only be used for games in the absence of the Manager or coaches. (Note: The league only supplies three coaches' uniforms)
- Coaches must provide an official line-up to the opposing team's scorekeeper 10 minutes prior to the scheduled game time.
- The home team will be the official scorekeeper.
- Game Changer will be used to track scores.
- Each head coach will be responsible for submitting game results, and pitch counts to the Division Director via a division group text thread within 2 hours.

### **Game Start & Finish**



## **AFPBA Local Rules – Shetlands, Pinto, Mustang, Bronco & Pony**

- The starting time for each game is as shown on the schedule. If the game is delayed (e.g. due to a previous game running late, umpires arriving late, or light failure), the umpires shall designate the start time. A game may be started early only with the agreement of both coaches.
- No new inning may start after 1:45. New inning starts when third out is made.
- Hard stop at 2:00. If the inning is not completed the score reverts to the last completed inning