

Division Overview

The combined Black/Gold Shetland division of Newbury Park Pony Baseball will transition from less to more competitive baseball as the season progresses. This will provide all players the opportunity to further develop baseball skills to transition to the next season of Shetland or first season in the Pinto division.

General Rules

1. Game Timing
 - a. No new innings after 1 hour 15 minutes.
 - b. Game drop-dead time at 1 hour 45 minutes.
 - c. If both coaches agree, and it does not appear that both teams will have an equal opportunity to bat before the drop-dead time limit, the game may be ended slightly in advance of the 1 hour 15 minute timeframe.
2. Scorekeeping
 - a. Scoring will only be kept starting game 9 and through the playoffs.
 - b. The home team will be assigned the third base dugout and bat last.
 - c. The home team is responsible for reporting the final game score to the Shetland division director and player agent within 24 hours of the game end time.
 - d. In the event a new inning cannot be completed due to time limit or weather the game score will revert to the full previous inning completed. A complete game is the result of 3 full innings completed.
 - e. Scored games will follow five innings maximum, three outs per inning and five runs maximum per inning, except the fifth inning where a ten run maximum applies.

Coaches

1. Three Offensive coaches are allowed on the field:
 - a. Pitching machine coach
 - b. First base coach
 - c. Third base coach
2. Three Defensive coaches are allowed on the field:
 - a. Infield coach for player positioning and development.
 - b. Outfield coach player positioning and development.
 - c. Home plate coach to assist the catcher, tee placement/removal, bat and ball retrieval.
3. Dugout Manager
 - a. It is highly recommended that a dugout manager be assigned to help speed transitions between batters and half innings.

Offense

1. Pitching Machine
 - a. Distance: 38 feet
 - b. Settings: Power Lever = 2, Micro Adjust = 3, Release Block = 4
 - c. If the pitching machine distance or settings are not suitable to provide an acceptable strike, at a hittable speed, they may be changed provided both managers agree.
 - d. The pitching machine may throw bad pitches. It is up to the coaches to agree and call a "No Pitch" if they feel the batter could not hit the ball due to malfunction.
2. Batting Lineup
 - a. A continuous batting order will be used.
 - b. All players present will bat.
 - c. If a player is late to the game, the player should be placed at the bottom of the batting order.
 - d. When a player is removed from the lineup due to injury or other reason, the lineup will be collapsed. No automatic out will be used. The player that was removed from the lineup may return to the game when they are ready.
3. Bunting
 - a. Batters are not permitted to bunt or swing easy at the ball.
 - b. 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.
4. If Batted Ball Hits:
 - a. The pitching machine coach, it is a dead ball strike, no runners may advance.
 - b. The pitching machine then remains fair, it is live in play.
 - c. The pitching machine then goes foul, it is a dead ball, the batter is awarded first base and all runners advance one base.
5. Games 1-8 (First half of season):
 - f. All players in the lineup will bat only once through the batting order per inning.
 - g. A maximum of three pitches will be sent to the batter unless the last ball is a foul tip where the batter will continue to be served balls.
 - h. The tee will be used when a batter fails to hit from the machine.
 - a. No outs will be recorded.
 - b. Runners should be removed from the field if a defensive out is made.
6. Games 9+ (Second half of season and playoffs):
 - a. A maximum of three pitches will be sent to the batter unless the last ball is a foul tip where the batter will continue to be served balls.
 - b. The tee will be used when a batter fails to hit from the machine.
 - c. There are no strikeouts.
 - d. Three outs will be recorded.

- e. Five runs maximum, except fifth inning ten run maximum.
7. Playoffs
- a. A modified double elimination tournament will be held over a total of six games during the last two weeks of the season.
 - b. If the team making the championship game from the winner's bracket (without a loss) does not win the final game, there will not be a second chance game held.

Base Running

1. General
- a. Singles maximum if the batted ball does not leave the infield.
 - b. Double maximum if the batted ball reaches the outfield.
 - c. Runs do not need to be forced in.
 - i. Example. Single with runners on first and third would allow for the runner on third to attempt to score.
 - d. No additional bases are awarded for overthrows.
 - e. Runners must stay on the base until the batter hits ball. There are no leadoffs and no base stealing.
 - f. If a runner is hit by a batted ball, they will be warned the first time and the base they are advancing to awarded. Subsequent times with that same player will result in the runner being called out.
2. Halfway Hash Marks
- a. Halfway hash marks will not be used unless both managers agree to play with them. The field prep team should be notified as soon as possible on this decision.
 - b. If halfway hash marks are agreed on, they should be chalked as seen below between first and second base, second and third base, and third base and home plate. They are guidelines for base advancement when the play is stopped. If a player passes the hash mark in the middle of the base path before the ball has been declared dead (timeout), that player advances to the next base. If the player has not reached the hash mark before the ball has been declared dead (timeout), they must go back to the previous base.



Defense

1. General
 - a. Teams are limited to ten total defensive players on the field with six players in the infield and four in the outfield.
 - i. Infield: catcher, pitcher, first base, second base, shortstop, third base.
 - ii. Outfield: left field, left center, right center, and right field.
2. Positioning
 - a. The pitcher shall be positioned five feet back and three feet left or right of the pitching machine.
 - b. Infielders should start on the infield dirt and not be on the infield grass (except the pitcher) or outfield grass.
 - c. Outfielders should start on the outfield grass and not be on the infield dirt.
 - d. Catchers
 - i. A catcher is required unless the team has fewer than ten players.
 - ii. Catchers must wear full protective gear, including cup, shin guards, chest protector and helmet with face protector.
 - iii. Catchers should be in the correct position and must be able to protect themselves behind the plate while the ball is being pitched.
3. Overthrows
 - a. No additional bases are awarded for overthrows.
4. Interference
 - a. If a live ball thrown from a defensive player hits the pitching machine, the ball is dead, and the runners advance one base.
 - b. When a batted ball is in play, the pitching coach will often need to duck or move quickly so they do not interfere with the play. If a thrown ball hits the pitching coach or the pitching coach interferes with the fielder's attempt to make a play, the ball is considered dead and the lead runner is out. This includes the pitching coach failing to try and get out of the way.
5. Stopping Play "Time"
 - a. A play is over once an infielder (not an outfielder) is in complete possession of the ball within the infield (on the dirt in fair territory), then calls for and is awarded "Time" by the umpire. The player must call "Time" with hands in the air for the play to be stopped. The play will continue if the player is only holding onto the ball, is trying to make a defensive play, is not an infielder, is not in fair territory.

Defensive Rotation

1. General
 - a. Defensive player rotation is a fundamental part of instructional baseball and player development that must be followed.

- b. Managers are required to provide a rotation sheet to the opposing team prior to the start of each game.
 - c. Managers are required to use their best judgment when positioning players in certain defensive positions (pitcher, first base, catcher). We must put safety first and do our part to ensure no player gets hurt.
2. Defensive Rotation Rules
- a. Each player must play an infield position at least once by the end of the third inning.
 - i. Infield is defined as pitcher, first base, second base, shortstop and third base only. Catcher is not considered an infielder for rotations.
 - b. Each player must play an outfield position at least once by the end of the third inning.
 - i. Outfield is defined as left field, left center, right center and right field only.
 - c. Players can only play first base or pitcher combined a total of two times per game.
 - i. Example: A player who plays the pitcher position twice is not allowed to play first base in the same game.
 - d. Players are not permitted to play pitcher or catcher more than two innings in the same game.
3. Sit Out Rule
- a. No player shall sit out two innings before all players on the team have sat out one inning. No player shall sit out three innings before all players on the team have sat out two innings...

Note: All rules not covered will be governed by NPPB League Rules, "Rules and Regulations of PONY Baseball" and the "Official Rules of Major League Baseball".