

SHETLAND MAJORS RULES (FALL ONLY)

For rules not described here, the league will be governed by the current year's edition of the "Pony Baseball Rules and Regulations". For rules not described by either of these sources, play will be governed by the current year of the "Rules of Baseball Sporting News Edition", ie: MLB Rules. If any of the rules described by these sources are in conflict, these Local League Rules will prevail.

Equipment

1. Medical Releases - Medical releases are held by the league and available at any time
2. Altering League Issued Equipment – The equipment issued by the league shall not be altered in any way, except for minor repairs. Uniforms shall not be altered without prior approval by the Board of Directors. Personal equipment can be used, provided that it conforms to the standard established by league issued equipment
3. Jocks and Cups – All players are encouraged to wear a jockey strap and cup
 - a. It is encouraged to wear catchers gear if in the squatting position
4. Helmets – Helmets must be worn by players while batting, running the bases and while on- deck or coaching first or third base
5. Uniforms – Players are given a shirt and a hat by the league and encouraged to wear baseball pants, socks and cleats
6. Managers and coaches are allowed to wear shorts, but a shirt and shoes are required
7. Louisville Slugger UPM 45 pitching machine is the standard pitching machine for Pony ***Pitching machine settings; Power Level = 2, Micro Adjust = 3, Release Block = 4***
8. Cleats are encouraged but not required, sneakers or treaded shoes are acceptable
9. USA stamped Tee Ball bats are required
10. No player will be allowed to play with a cast. Players will need a medical release in order to resume play after a medical leave
11. The Pledge of Allegiance is to be recited before all games

Playing Rules

1. There is no score and no scoreboard will be used
2. Each team will bat through their entire lineup per inning
3. The batting tee is used in conjunction with the pitching machine
 - a. Each child may receive a max 3 pitches from the machine before moving to the tee or may decline the machine and go straight to the tee
 - b. There is no striking out, a batter must put the ball in play. If after 6 failed swings the coach may assist the batter to put the ball in play.
4. Each team shall play only 6 in fielding positions at correct position (ie: pitcher, first, second, etc.) and place all remaining players in the outfield, spread out evenly

5. Games shall be 3 or 4 innings in length or 1 hour depending on speed of game
6. There are no outs or runs recorded during the fall season, instructional emphasis only
7. It is encouraged to rotate players all season to ensure a quality baseball experience, except in the cases where safety is a concern

Field Prep

Home team occupies the third base dugout, and preps the field including dragging, chalking (including a 10' arc in front of home plate), and setting up the machine. Home team is also responsible for ensuring all equipment is put away and locked up after the last game of the day.

SHETLAND MAJORS RULES (SPRING ONLY)

There are two halves to this division; To be determined by the Official Scorekeeper/Scheduler but usually the split is Spring Break or Easter Break. For rules not described here, the league will be governed by the current year's edition of the "Pony Baseball Rules and Regulations". For rules not described by either of these sources, play will be governed by the current year of the "Rules of Baseball Sporting News Edition", ie: MLB Rules. If any of the rules described by these sources are in conflict, these Local League Rules will prevail.

Equipment

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3. Jocks and Cups – All players are encouraged to wear a jockey strap and cup
 - a. It is encouraged to wear catchers gear if in the squatting position
4. Helmets – Helmets must be worn by players while batting, running the bases and while on- deck or coaching first or third base
5. Uniforms – Players are given a shirt and a hat by the league and encouraged to wear baseball pants, socks and cleats
6. Managers and coaches are allowed to wear shorts, but a shirt and shoes are required
7. Louisville Slugger UPM 45 pitching machine is the standard pitching machine for Pony
Pitching machine settings; Power Level = 2, Micro Adjust = 3, Release Block = 4
8. Cleats are encouraged but not required, sneakers or treaded shoes are acceptable
9. USA stamped Tee Ball bats are required
10. No player will be allowed to play with a cast. Players will need a medical release in order to resume play after a medical leave
11. The Pledge of Allegiance is to be recited before all games

PLAYING RULES

FIRST HALF OF SEASON / SECOND HALF OF SEASON

1. All players bat in rotation every inning
 - a. When a defensive out is made, the base runner is out and goes to his/her dugout. After three outs are made, bases are cleared and batting continues through the lineup. ***SECOND HALF OF SEASON: After three (3) outs or five (5) runs, half inning is over and teams switch.***

2. All players play the field and must rotate between all available positions throughout the season. All players play (6 infield, all remaining to be spread out in the outfield.)
 - a. Players are not to play the same position more than twice in the same game *SECOND HALF OF SEASON: Max 10 players in the field (6 infield, 4 outfield). NO player may sit the bench twice before all players have sat once.*
3. All players must play at least one infield position per game
 - a. THE ONLY EXCEPTION TO THE FIELD PLAY RULE IS WHEN SAFETY FOR THE PLAYER IS A CONCERN. THIS IS BASED ON EXCLUSION NOT INCLUSION. IE: "JOHNNY" DOES NOT HAVE THE ABILITY TO SAFELY PLAY FIRST VERSUS "JOHNNY" IS THE ONLY ONE WHO CAN CATCH THEREFORE HE MUST PLAY FIRST ALWAYS
4. Coaches are permitted on the field and encouraged to do so to offer instruction to fielding players and keep the momentum of the game going.
 - a. Coaches are not to interfere with a live ball. If a live ball hits a coach, the ball is dead.
 - b. If the ball hits the pitching machine, first base is awarded and all runners advance one base.
 - c. Offensive Coaches – One at home plate, one at first and one at third and one operating the machine
 - d. Coach at home plate will be available to offer instruction to batter
5. Each batter will be given 3 hittable pitches from the machine, then a tee will be placed to help pace of play. / *SECOND HALF OF SEASON, The batter is declared out if failing to reach base after a maximum of six pitches or after 3 strikes. The batter is not out on a foul ball if it is the 6th pitch or any subsequent pitch that is a foul ball.*
 - a. Runners are not permitted to steal or lead-off and shall remain in contact with the base until the ball is put into play.
 - b. Runners may advance up to two bases on a fly ball hit to the outfield grass
 - c. There is no infield – fly rule
6. Games will last approximately one hour and fifteen minutes or three innings. No new inning should be started after an hour and fifteen minutes. *SECOND HALF OF SEASON, Games will last one hour and 30 minutes or 5 completed innings*
7. Scores will be kept for all games in the second half of the season, on a scorecard provided by the league. A max number of 5 runs are allotted per half inning regardless of actual runs received. *SECOND HALF OF SEASON, follows 3 outs for 5 runs to end the half inning.*
8. OVERTHROWS – there is no additional running allowed due to an overthrow. Runners shall continue to the next base as base hits are allowed.
9. Pitching player's position – there will be no "running down" of the base runner by the pitcher to either the base runner going to first or to home. To teach the

fundamental skills of baseball and good sportsmanship, an attempt must be made to make the out at either first or home when a runner is advancing.

Field Prep

Home team occupies the third base dugout, and preps the field including dragging, chalking (including a 10' arc in front of home plate), and setting up the machine. Home team is also responsible for ensuring all equipment is put away and locked up after the last game of the day.