

## 2015 FALL BALL RULES

DIVISIONS ARE BASED UPON PLAYER'S AGES AS OF THE YEAR 2016 LEAGUE AGE.

LEAGUE RULES ARE AS FOLLOWED: LOCAL RULES THEN MLB RULES. IF THE RULE IS NOT FOUND IN THE LOCAL RULES THEN WE GO TO MLB RULES.

*ONLY PLAYERS LISTED ON THE ROSTER ARE ELIGIBLE TO COMPETE IN THE LEAGUE. ROSTERS CAN BE CHANGED DURING THE SEASON, AND PLAYERS MAY BE ABLE TO PLAY ON MULTIPLE TEAMS IN ANY AGE GROUP.*

### **LENGTH OF GAMES:**

To ensure that all games end with ample time to get the whole game in, there will be no mercy rule. If a team is up by 10 runs, that team may elect to just play defense to work their pitching/defense for the rest of the game. There will also **not** be a no new inning time limit but instead a drop dead time limit to ensure that you get as many innings in as possible.

### **The drop dead time limits will be:**

- 1:45 for 8U or 5 innings (whichever comes first),
- 1:45 for 10U or 6 innings (whichever comes first),
- 1:55 for 12U or 7 innings (whichever comes first) and
- 2 hours for 14U or 7 innings (whichever comes first).

If a game is called due to darkness, regardless which team is winning or at bat (UMPIRES JUDGEMENT) score will revert back to the last completed inning.

Ties count on records.

Home team is responsible for keeping score.

Each team must sign the scorecard that the home plate umpire has at the conclusion of the game.

### **PITCHING RULES:**

- Pinto = 2 per game, 4 innings per day
- Mustang = 3 per game, 6 innings per day
- Bronco= 4 per game, 7 innings per day
- Pony = No limit (manager's please use discretion)

A pitcher who pitches in more than one game on the same calendar day may pitch any combination of innings as long as they do not exceed the division max.

Violation of the above pitching rules will result in the ejection of both the manager and the player from the game. If this violation occurs both manager and player must sit out their next scheduled game also.

Once a pitcher pitches one pitch, it's considered an inning pitched.

Upon a second trip to the mound in the same inning, the pitcher must be removed for ALL divisions.

A maximum of 9 defensive players in the field and a minimum of 8 required to play. If a team can only field 8 players, every time the 9th spot come up in the batting order it is an OUT. This will continue throughout the game.

- ⊕ Round Robin play in divisions 6U-10U. Free substitutions.
- ⊕ 12U-14U manager may elect to bat 9, EH or entire roster.

Teams may run for the catcher at ANY time with a player on the bench. If a team is batting 9 players it must be the sub, if batting entire lineup it's the last out.

Once lineup is submitted, the number of batters may not change. Players not in the original lineup may only enter once and once removed can no longer re-enter the batting order. Offensive players that were in the original lineup and removed for substitution must re-enter lineup in the original spot they were removed from and may not be removed again. All substitutions must be made through the umpire, including pitching changes.

If a player is injured or sick and no substitution is available, the player will not be called out, but may not return to league play for remainder of day.

Must slide rule is in effect for all ages. Safety of the players is a priority. A runner must slide or attempt to avoid contact with another player. Any player that attempts to hurt or injure another player will be called out. If the umpire feels the contact was malicious, the offending player will be ejected from the game.

Metal spikes are allowed in 12U and up.

**FORFEITS:** If a team fails to show up for 2 scheduled games, that team will be removed from the league with **NO REFUND** of league fees. In the case a team forfeits the score will be as followed: 6u-10u (6-0) / 12u-14u (7-0).

- ⊕ **Protest Rule:** There will be no protests, umpire discretion calls the game.

All managers are responsible for their fans, coaches and players. It will be their responsibility to keep the fans in line. If a parent or spectator is causing a distraction to the game or umpire, the manager will be warned and if repeated, the manager will be ejected from the game. In the event the manager, coach, player spectator is thrown out of the game they will be asked to leave the baseball compound. If he/she does not leave the field within 5 minutes his or her team will forfeit the game at that time.

If a player is ejected from the game and no substitute is available, an out will be recorded every time he/she comes up in the batting order. If a manager/player is ejected, they must also sit out the next scheduled game.

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## Pinto Additional Rules

- NO INFIELD FLY RULE
- Stealing is permitted. The runner must remain on the base until the pitch leaves the pitcher's hand. If the runner leaves early and is thrown out, the out remains. If a runner leaves early and makes it safely to the next base, the runner will still be called out.
- Home plate is open. It is NOT FROZEN.
- Bunting is not allowed.
- There is a NO Balk rule.
- A player may not return to the pitcher's mound after once having been removed as a pitcher.



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## *Shetland Exclusive Rules*

### **Playing Field:**

Machine pitching distance: 38 feet (Machine Pitch) Distance  
between bases: 50 feet

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.

A 10-foot arc will be inscribed in front of home plate from the first to the third base foul lines. Ten foot horizontal lines will be drawn 15 feet from the base lines and the second base to determine where the outfield begins and the infield ends.

### **Equipment:**

The Louisville Slugger UPM 45 Pitching Machine is the Official PONY Baseball Pitching Machine for Shetland and is the only pitching machine approved for Shetland play.

The ball must weigh not less than 5 or more than 5-1/4 ounces & measure not less than 9 or more than 9-1/4 inches in circumference. No tee-ball bats allowed.

Safety baseballs, both leather and vinyl covered bearing the emblem of PONY BASEBALL which are manufactured to the specifications above are the baseballs required.

RECOMMENDED: Diamond Flexi Ball-level 5.

- Both metal and wooden bats are legal provided the barrel does not exceed 2-5/8".  
Tee ball bats will not be allowed.

It is recommended that "rubber molded cleats" or "tennis shoes" be used for Shetland play.

Batter, players in the on deck batter area, and base runners are required to wear protective head gear which gives protection to the top of the head, temple, ears, and base of the skull.

Catchers are required to wear a mask with throat guard (Hockey style, if not throat guard must attach to mask and extend to top of chest), chest protector, shin guards, protective athletic cup, and protective head gear, which gives protection to the top of the head and both ears when catching behind the plate.

Extended Safety base will be used at first base.

### **Pitching:**

Pitching machine only. See Equipment 2A above.

i. Setting for machine: Power Lever = 2; Micro Adjust = 3; Release Block = 4

A player will receive four pitches from the machine, if player still has not hit the ball, the tee will be used.

The player fielding the pitcher's position shall take a position four (4) feet to the side of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.

If a batted ball strikes the coach feeding the pitching machine, the ball is dead, the pitch counts as a strike, and no runners shall advance.

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.



The coach who is feeding the pitching machine shall not give coaching instructions to batters or runners. They may not in any way interfere with the defensive players.

- On a batted or thrown ball that enters the outfield, the coach/pitcher must move to foul territory.

## *Playing Rules*

Game length shall be five (5) innings or 1-1/2 hours, whichever comes first. No new inning can start 1-1/2 hours from game time.

### ☛ "Round Robin" Rules

The entire roster of players present for the game shall bat in rotation. Once the batting order is submitted to the scorekeeper, it will not be changed, except for injury or ejection. A batted ball becomes dead when an infielder within the baselines of the infield or at a base and has possession of the ball and holds the ball over their head.

### **Defensive and Offensive Substitutions:**

- Minimum of nine (9) players shall be used defensively with a maximum of twelve (12). There will be free defensive substitutions.
- Extra infielders are to be stationed between first base and second base, and between third base and second base.
- There shall be a maximum of four outfielders, stationed not less than 15 feet behind the base line when the coach feeds the pitching machine.

Offensive coaches will be stationed in the coach's boxes, as a coach feeding the pitching machine, and behind the catcher.

Defensive coaches may include two (2) adult coaches who may be positioned on the playing field, beyond the baselines, to provide verbal instructions to the defensive team. Maximum five (5) runs per half inning. Exception: Home run over the fence, all runs will count.  
No mercy rule.

### **Batters:**

Batters are not permitted to bunt or swing easy at the ball. (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.)

- A ten-foot arc will be inscribed in front of home plate, from the first base line to the third base line and any batted ball which does not travel beyond that line (arc) will be considered a foul strike.

The batter is out if failing to hit a fair ball after a maximum of six (6) pitches from the pitching machine.

The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth pitch.

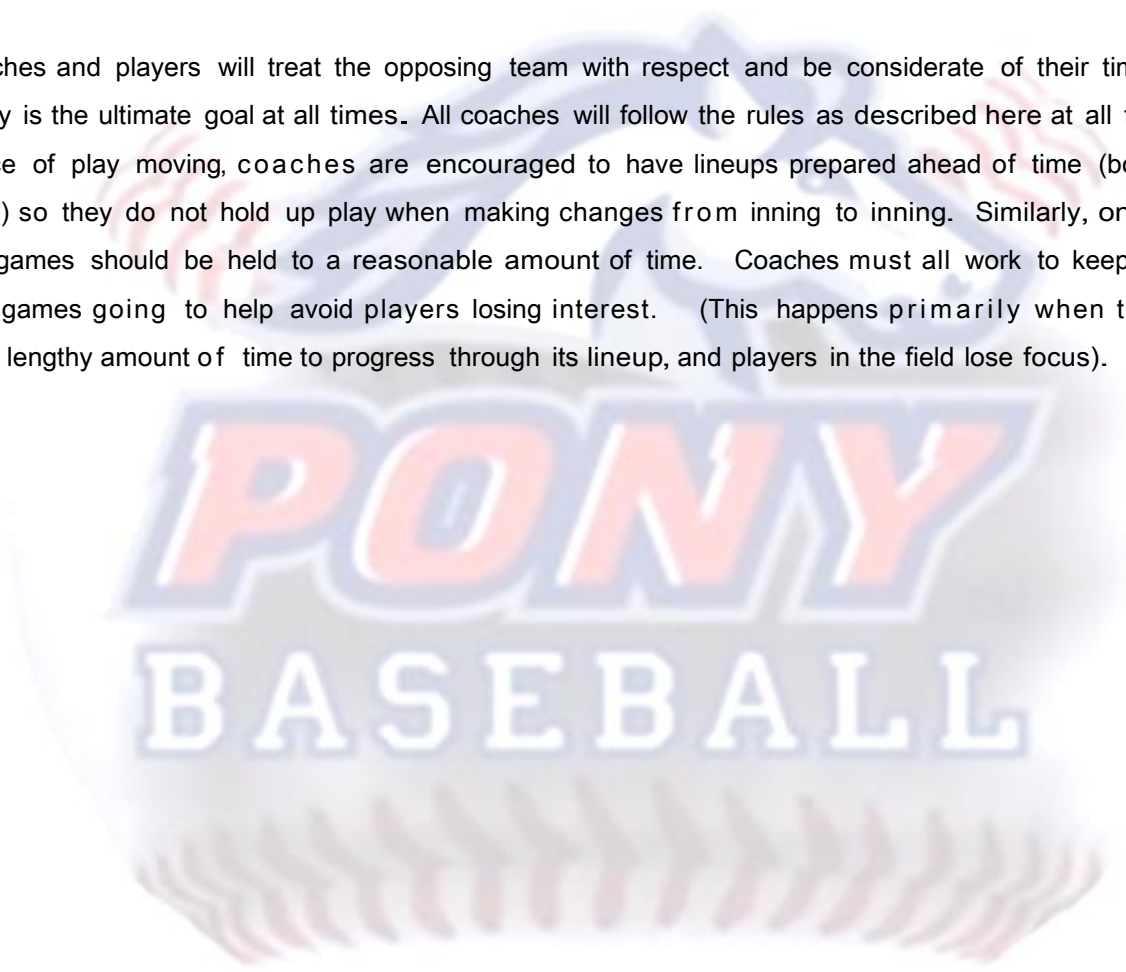
No dropped third strike rule.

**Runners:**

Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit. (Penalty: Runner is out).

On a batted ball, runners may advance until an infielder has control of the ball between the bases or at a base and holds the ball up. Once the ball becomes dead in the judgment of the umpire the runner has not gone beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from. No infield fly rule. Scoring from third: On a batted ball. Continuation play of a batted ball.

All coaches and players will treat the opposing team with respect and be considerate of their time on the field. Fair play is the ultimate goal at all times. All coaches will follow the rules as described here at all times. To keep the pace of play moving, coaches are encouraged to have lineups prepared ahead of time (both offense and defense) so they do not hold up play when making changes from inning to inning. Similarly, on-field instruction during games should be held to a reasonable amount of time. Coaches must all work to keep the momentum of the games going to help avoid players losing interest. (This happens primarily when the team at bat takes a lengthy amount of time to progress through its lineup, and players in the field lose focus).



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