

FYB SHETLAND DIVISION RULES Revised 2/14/2024 -

ALL RULE VIOLATIONS WILL BE BROUGHT TO THE FYB BOARD THIS DIVISION  
FOCUSES TOTALLY ON INSTRUCTION OF BEGINNING PLAYERS

Pony Baseball Rules and Regulations will be followed with the exceptions noted below:

1. Prior to an at-bat, the coach operating the sling must declare whether the batter will hit off the sling or use the tee. In an effort to expedite the game and keep the defensive team engaged, if a player/coach elects to hit off the sling, no tee will be used, even if the batter strikes out or exceeds the 6-pitch limit explained in rule # 6.

2. Games will be five innings in duration or until the period of one hour and fifteen minutes has been reached. NO new inning shall begin after one hour. All players on the roster must play defensively.

3. Ten players shall be used defensively. Regulation infield (C, P, 1B, 2B, SS, 3B) with four outfielders positioned 15 feet behind the baselines when the pitching motion is made. No player may play the same position twice in one game, except for the first baseman who can play first base two innings during one game. It is recommended to always have a catcher. All catchers must play in full catcher's protective gear, including a cup.

4. Each team shall bat their entire roster each inning. Declare the last batter. LAST BATTER RULE: The last batter will be treated like any other batter. If a ball is hit into the infield, a play must be made before the ball is thrown back to the pitcher. The play is then "dead" and the teams switch sides. DO NOT RUN YOUR LAST BATTER ALL AROUND THE BASES JUST FOR THE FUN OF IT; IT CREATES A SAFETY ISSUE FOR THE PLAYERS.

5. During games, each player will be given six (6) pitches off the sling, and if they don't get a hit, they will be out. If the 6th pitch is hit foul, then the batter is allowed more pitches until they put the ball in play or swing and miss. If a player gets three swinging strikes off the sling, they are out.

6. Play will end when the ball is thrown into an infielder and the infielder raises their hands to call me/end of play.

7. A forced out, caught fly ball, or tag out will constitute an out and the player must return to the dugout. After three outs are made, the bases will be cleared.

8. There may be THREE defensive coaches on the field at one time.

9. The base coach cannot touch the runner when the ball is in play.

10. No metal cleats are allowed.

11. No eating or drinking (except water, sports drinks, sunflower seeds, or similar) will be permitted in the dugout.

12. Players at the pitching position MUST wear a protective heart guard device and a helmet. A face shield is also strongly recommended. These items are located in the Shetland equipment

shed and available for both teams during the game. It is acceptable if the player has their own equipment.

13. Shetland teams may have a maximum of twelve (12) PLAYERS, though ten (10) players are preferred.

14. No team shall get together as a team for a game or practice more than two times a week in any combination, i.e. one game and one practice equal two team meetings. Any practice immediately before a game that lasts over one hour fifteen minutes constitutes a team meeting.

15. Both teams are responsible for the preparation of the playing field before and after each game. Both teams are responsible for the clean-up of their respective stands after each game. Both teams are also responsible for the clean-up of their respective dugouts.

16. Loud arguments with the opposing manager/coaches, umpire(s) and/or parents in the stands are not permitted. Any discussion will be conducted in a sportsmanlike manner.