

## Shetland Rules

### First half of the season (approx. 8-10 games) - Before Easter break

1. No scorekeeper. No official score kept.
2. No umpire. Managers and coaches responsible for making calls.
3. 3 inning game. Both teams bat their entire lineup 3 times.
4. Home team responsible for field prep and pitching machine setup.
  - a. Pitching machine set to pony baseball recommended distance (38 ft.) and recommended settings.
5. (3 -4) Coaches/Parents on field for offense and defense.
  - a. Offense- (1) @ pitching machine, (1) at the plate with batter, (1) as first base coach and (1) as third base coach.
  - b. Defense – (1) coach with your catcher, (2-3) in outfield.
6. Entire team plays the field.
  - a. Normal infield positions played by (6) players at positions 1-6. All extra players shall play in outfield.
  - b. A batted ball must be returned to the infield, (either thrown or run in) and be in control to stop runners from advancing. The manager/ coach operating the pitching machine shall make decision as to when time is called.
  - c. If an out is made, that player shall be removed from the field of play. No matter how many outs are recorded in 1 half inning of play, entire team shall still hit. Bases are not cleared after 3 outs. Only the player who got out shall leave field.
7. Entire team shall hit every inning.
  - a. Max of (3) pitches from pitching machine to put ball in play. After (3) pitches from pitching machine and ball has not been put in play, the player shall get (3) attempts to hit the ball from the tee. After (6) swings total from either method with the ball not entering into fair play, then that batter is out. ***Pitching machine is encouraged to be used, but with manager/coach discretion. If you have a 4 or 5 year old first time player, go straight to tee.*** Max of (6) swings from tee to put ball in play.

Second half of the season (approx. 8-10 games) - After Easter break

**(I suggest we play as closely to all-star/tournament rules as possible).**

1. Home team shall provide scorekeeper. Official score shall be kept for per game results only. Not intended for overall standings, since only last half of season shall be recorded.
2. (1) Umpire provided by league.
3. 5 inning game. Once (3) outs are recorded defensively or 5 runs are scored offensively; that half of inning is over and the teams swap positions.
  - a. **Inning's 1-4 - (5) runs max per inning.**
  - b. **The 5<sup>th</sup> / final inning shall be unlimited runs.**
4. Home team responsible for field prep and pitching machine setup.
  - a. Pitching machine set to pony baseball recommended distance (38 ft.) and recommended settings.
5. Max of (3) Manager/Coaches on field for offense and defense.
  - a. Offense- (1) @ pitching machine, (1) as first base coach and (1) as third base coach.
  - b. Defense – (2-3) in outfield.
6. (10) Players max in the field of play.
7. Each player shall play a minimum of (3) innings per game.
8. Normal infield positions played by (6) players at positions 1-6. (4) Players shall make up the outfield, with positions 6-10. These players shall be stationed 15' behind baseline per Pony rules.
  - a. A batted ball must be returned to the infield, (either thrown or run in) and be in control to stop runners from advancing. The umpire shall make decision as to when time is called and where runners shall be placed. Chalk lines will be provided by home team manager during field prep per pony tournament rule(s) to guide umpire.
9. Teams shall hit consecutively in the batting order provided at the beginning of the game.
  - a. Max of (3) pitches from pitching machine to put ball in play. After (3) pitches from pitching machine and ball has not been put in play, the player shall get (2) attempts to hit the ball from the tee. After (5) swings total from either method with the ball not entering into fair play, then that batter is out. A foul ball on the 5<sup>th</sup> pitch results in an out.

### Permanent changes for entire year

1. Have a mandatory meeting with all Shetland coaches before team practices begin. Go over rules, field prep, practice drills and other general info.
2. Each manager to receive (1) pitching machine for use during the year.
3. A temporary or permanent fence installed at the field.
4. Install a safety base/breakaway base at first.
5. Pitching machine set by home team and is set to Pony recommended settings.
6. All players should play every position multiple times through the season. (Unless the player's safety is jeopardized by playing a certain position).
7. No player shall play the same position more than two times in the same game.
8. There should be 2 hours between scheduled game times when multiple games are being played on the same day.
9. No double headers should be scheduled unless make up games are needed due to field closures.

### Shetland- Draft Rules

1. 3 players may be protected by each manager before draft begins.
2. Draft order shall be set by Board members based on strength of protected players. Factors shall include but are not limited to; players age, experience and all-star participation in past.
3. The pool of remaining players shall be drafted with the goal of having equal amounts of 4, 5 and 6 year olds on each team.
4. Any requests made by parents to be placed on a certain team shall be considered, but not guaranteed.