



2021 SHETLAND Ground Rules

Jurupa Pony League rules will govern decision-making. PONY Baseball Rules and Regulations will apply when necessary.

1. Time Limit on all games will be 1 hour and 15 minutes.
2. This is a non-competitive instructional division. Teaching the children the fundamentals of baseball and how to enjoy the sport is most important. Rotation of players in the infield is strongly encouraged.
3. Both Teams are responsible for cleaning up all trash in the dugout area and in the spectator stands along their side of the fence. Failure to clean up properly may result in a one game suspension for the manager involved. Remember we are guests at the park and must act responsibly.
4. Time will be called and all play will be dead immediately when any player is injured at any time during the game.
5. Maximum of 4 Coaches per team. Coaches must be in uniform consisting of at least baseball pants and a Jurupa Pony baseball hat.

SELECTION OF PLAYERS

1. Returning players will be placed on the team they played on the previous year. Players can be placed on another team by a parent's request only.
2. Each Team will have no more than (8) eight 6-year old players if possible.

TEAM RESPONSIBILITIES

1. **HOME TEAM** will be the official scorekeeper. Scorekeeping must be done on Game Changer. Lineups must be given to the Official Scorekeeper 30 minutes before game time. Games cannot be played without an official scorekeeper. Failure to keep score on Game Changer may result in the following:
 - a. **First Offense:** Forfeit (upon an Executive Board review)
 - b. **Second Offense:** Forfeit & 1 game suspension for the Manager (upon an Executive Board review)

****Visiting team must make every effort to provide a scorekeeper, if Home team doesn't have one****
2. **HOME TEAM** will chalk the field prior to the start of their game
3. **HOME TEAM** will be responsible for setting up the patching machine & placing it in the storage bin after the game, if there are no more games being played on that field.
4. **VISITING TEAM** will be responsible for dragging the field prior to the start of their game.
5. **VISITING TEAM** will be responsible for setting up the bases the bases prior to their game & placing them into the storage bin after the game, if there are no more games being played on that field.
6. **BOTH TEAMS** are responsible for cleaning up all the trash in the dug out area and in the spectator stands.

DEFENSIVE GROUND RULES

1. Two defensive coaches will be allowed to stand in foul territory (15 feet beyond first and third base). No coaches are allowed to stand in the field.
2. The entire team will take the field. The infield will consist of 1st Base, 2nd Base, Shortstop, 3rd Base, Pitcher, & Catcher.
3. The player fielding the pitcher's position shall take a position of (5) feet to the rear of the pitching machine, and be on the left or right side of the coach utilizing the pitching machine.
4. Defensive catcher must wear protective gear during the game. The catcher's position must be fielded.
5. A batted ball becomes dead when an infielder has control of the ball in the infield **and** holds the ball up.
 - a. The Infield begins 20 feet from the base lines and second base.
6. Outfielders shall be stationed not less than 20 feet behind the baseline when the pitch is made, and the ball is hit into play by the batter. This is officially where the infield ends & the outfield begins.
7. No player shall be benched. Any disciplinary action must be presented to the Division Director prior to implementation.
8. All players must stay in front or behind the base path. If a player obstructs a runner by blocking, tripping, holding, etc. they will be warned. If a second occurrence happens, the runner will be awarded the base. (Umpire's judgment).
9. If a ball is thrown out of play, then the batter/runner will be awarded one base. (Note: the ball is dead at this point).
10. The runner may advance one base per overthrow at his own risk. After two (2) overthrows, the ball is dead and the runner goes to the nearest base. (Umpires judgment)

OFFENSIVE GROUND RULES

1. Two offensive coaches will be allowed to stand in the coach's boxes or the designated area adjacent to first and third base. No Coaches are allowed to stand in the filed of play except the Coach Pitching.
2. In the 1st, 2nd, 3rd and 4th innings, teams will be allowed 5 runs or 3 outs, whichever occurs first. In the 5th inning, all teams may bat around their line up once or three outs, whichever occurs first.
3. "On Deck" batters, "At Plate" batters and base runners must wear protective helmets at all times.
4. The batter is out if failing to reach base after a maximum of six (6) pitches or after 3 strikes from the coach pitcher feeding the machine. The batter is not out on a foul ball if it is the 6th pitch or any subsequent pitch that is also a foul ball.
5. The batter is out on a foul tip (SEE MLB DEFINITION OF TERMS FOR FOUL TIP) if it is also the 3rd strike regardless of the pitch number. The batter is out on a foul tip if it is the 6th pitch.
6. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
7. 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.
8. If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielders attempt to make a play, the ball is dead and the lead runner is out. If in the umpire's judgment the ball is intentionally thrown at the coach, the ball is dead and all runners advance one base.

9. Any player throwing the bat after he/she hits the ball will receive one (1) warning, then every time after he/she comes to bat and throws the bat again they will be called out.
10. No bunting allowed.
11. No walks will be allowed. The player must hit the ball to reach the base.
12. No infield fly rule.
13. No base stealing is allowed. The player must stay on the base until the ball is hit. If leading off, runner will be called out, one warning per Team, per game.
14. On a batted ball runners may advance until an infielder has control of the ball in the infield **and** holds the ball up. Once the ball becomes dead and in the judgment of the umpire the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.
 - a. The Infield begins 20 feet from the base lines and second base.

Louisville Slugger UPM 45 & UPM 50 Pitching Machine Rules

1. The Louisville Slugger UPM 45 Pitching Machine shall be placed at a distance of **38** feet measuring from the rear of home plate.
2. Settings for Machine: Power Lever = 2, Micro Adjust = 3, Release Block = 4
Settings may be adjusted to achieve a good strike pitch.
3. The coach who is feeding the pitching machine may not in any way interfere with the defensive players.

PLAYOFFS

1. There will be a playoff tournament at the end of the regular season to determine the League Champion. The Manager of the League Champion will get first right of refusal to Manage the all-star team, then the runner up on so on. All all-star Managers and Coaches will have to be approved by the Executive Board.
2. Seeding will be determined by regular season record.
3. In the 1st, 2nd, 3rd and 4th innings, teams will be allowed 5 runs or 3 outs, whichever occurs first. In the 5th inning will be an open inning and can only end when 3 outs are recorded.
4. No team will be allowed to bat out of order, if an incorrect batter is at bat and is noticed before the turn is complete, the proper batter will be inserted with a new count. If the incorrect batter is put out or reaches the base safely then the batter will be legal and the proper batting order will resume. Line-ups are to be exchanged.
5. **Mercy Rule:** 15 run lead after 4 or more complete innings for the visiting team and 3 ½ or more innings for the home team.