

Shetland Interleague Division Rules

Ages 5 and 6

League Specific Rules

Garden Grove Pony & Tustin Pony are located on school property. There are NO animals, smoking/vaping, alcohol allowed.

Fountain Valley, no music or walk up music during the game.

All parents and visitors must adhere to these rules when visiting fields.

Overview

Managers and coaches are encouraged to be supportive of players on all teams, exercise patience and remember that these players are at different levels of skill, understanding and attention span. All leagues will respect/follow the general PONY baseball playing rules and code of conduct for coaches, players and parents.

The following are specific guidelines for interleague play:

1. Games are limited to 5 innings. No new inning may be started after 1 hour and 20 minutes. Time adherence is critical on days when multiple games are scheduled.
2. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first.
3. Each team will be allowed to score unlimited runs in the 5th inning only. Their half inning at bat will end upon the completion of one of the following:
 1. The defensive team records 3 outs.
 2. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the lineup and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs. If the team records 3 outs, the half-inning is over.
4. Mercy Rule: The game shall be a mercy if the home team is leading by at least 10 runs after the first half of the 4th inning, or the visiting team is leading by 10 runs after 4 complete innings.
1. There are no "extra innings" in the regular season. If the game is called due to darkness, the score shall revert to the previously completed inning. If the game is tied, it will be recorded as such.

Equipment & Setup

1. Aluminum, Composite, and bats marked for T-ball may be used. All bats must bear the USA Baseball Certification stamp.
2. Safety "sponge core" baseballs shall be used in this division. Ex. Diamond Flexi Ball - DFX-LC5 PL
3. The Louisville Slugger Blue Flame pitching machine shall be used for Shetland Machine Pitch
4. 50' bases, 38' to front of pitching machine
5. Pitching machine settings: Power Lever = 2: Micro Adjust = 3: Release Block = 4

Batting

1. Entire line up bats. (12 players present = 12 kids in the line up) If a batter needs to leave the game for any reason, their first at bat after leaving is considered an out, then removed from the lineup thereafter
2. Each batter will receive five (5) pitches. If the batter does not put the ball in play after the first (3) pitches off the machines, the last (2) can be off the tee. On April 5th, the tee will no longer be used and if the batter does not put the ball in play after (5) pitches, the at-bat will be recorded as a strike out. If the 5th pitch is fouled off the batter will get a 6th pitch. The 6th pitch will be the final pitch, if the ball is fouled, the batter will be called out.
3. Any "bad pitch" caused by the machine does not count in the pitch count (e.g. pitches neck high and shoe low), and shall be called, at the umpire's discretion, a "no pitch."
4. The batter must leave one foot in the batter's box at all times. The umpire will give one warning and the next offense will be called a strike.
5. If a ball is hit from the tee only 1 base is awarded on a hit for the batter and any runners on base.
6. Bunting is not allowed. A batter must take a full swing.
7. If a batted ball strikes the pitching machine and remains in fair territory, the ball is live and play is continued.
8. 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.

Shetland Interleague Division Rules

Base Running

1. No lead offs. Players cannot break contact with the base until the batter hits the ball.
2. Any runner occupying a base shall not exceed 5 feet in the base path and this will be judged by the umpire.
3. On a batted ball runners may advance until an infielder has control of the ball in the infield or at a base 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. The "infielder" position is defined as 1B, 2B, SS, 3B, P, or C. Outfielders are NOT permitted to render a play dead, but MAY participate in infield play by tagging or forcing a runner
4. A base runner is not declared out if hit by a batted ball deflected off of the pitching machine.
5. There will be chalked 4-foot hash marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and home plate. These hash marks will be the guidelines for base advancements. If the entire player passes the hash mark in the middle of the base path before the ball has been declared dead, that player is allowed to advance to the next base. If the player has not passed the hash mark, they must go back to the previous base.

Defense

1. Each player should be rotated into as many positions as possible.
2. A single player may not play first base and/or pitcher more than a combined three innings per game.
3. Players should not sit out two (2) consecutive innings and no player shall sit out a second inning until all other players have sat out one inning. All players must play one inning in the infield before the fourth inning
4. The pitcher shall be positioned with one foot on the 2' line 5' behind the pitching machine and not directly in front of the pitching coach/machine.
5. Teams are limited to 6 players in the infield: pitcher, catcher, first base, second base, third base and shortstop.
6. Teams are limited to 4 players in the outfield: left field, left-center field, right-center field and right field.
7. Outfielders must remain 15 feet behind the baseline until ball is hit but can participate in infield plays by tagging or forcing a runner out

Coaching

1. While at bat, a team shall have a pitching coach (to pitch the baseballs), a coach positioned behind the catcher, a first-base coach, and a third-base coach.
2. Two defensive coaches are allowed. Additional coaches must remain in the dugout. Defensive coaches should be positioned along the outfield foul lines at a minimum of 15 feet behind the baselines, so as not to visually impede defensive players or base runners. Defensive coaches are not allowed in the playing field except during defensive changes.
3. In order to keep the game moving, at a good pace, the offensive coach behind the catcher should assist the catcher in returning the balls to the pitching coach after each at-bat, not each pitch. The catcher should not throw the ball back to the pitching coach after every pitch.
4. When the ball is put in play, the pitching coach must duck to become inconspicuous and part of the pitching machine, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If an umpire feels that the pitching coach did not move, they may elect to call the batter out for obstruction. The pitching coach is not a base coach and therefore cannot instruct the runners on base.