



## 2026 WEST COVINA YOUTH PONY BASEBALL

### SHETLAND DIVISION GROUND RULES

**WCYPB League rules will govern decision-making. PONY Baseball Rules and Regulations will apply when necessary. Protests are not permitted in this division.**

1. Time limit on all games will be **1 hour and 20 minutes**. To keep the pace of play moving, coaches will have lineups prepared (both offense and defense) so play is not held up when making changes from inning to inning. On-field instruction during games should be held to a minimum. Coaches must all work to keep the momentum of the games going. **SLOW PLAY WILL NOT BE TOLERATED. UMPIRES JUDGMENT**
2. This is a non-competitive instructional division. Teaching the fundamentals of baseball and how to enjoy sport is most important. Rotation of players in the infield is strongly encouraged. All games will be played by WCYPB Ground Rules.
3. **Field Set Up: Both teams** brush up mound and batter's box. **Both teams** are responsible for cleaning up all the trash in the dugout area and in the spectator stands.
4. Game Changer will be the authority on innings played. Each manager is responsible for confirming final score with umpire. The Home Team is responsible for keeping score on game changer app. **Penalty for not keeping score on Game Changer: Game will not count in standings.**
5. When any player is injured at any time during the game, time will be called and all play will be dead immediately.
6. Managers and Coaches will not be permitted to manage or coach multiple All Star teams. They can only appear on one (1) post season tournament affidavit.
7. Managers are allowed to borrow up to 2 players to make a 9-player roster in order to avoid a forfeit. Borrowed players' names must be posted to division chats and cannot be borrowed twice during a season by the same team.
8. The coach who is feeding the pitching machine may give coaching instructions to batters and baserunners. However, coach may not in any way interfere with the defensive players. The coach pitcher must operate the machine in accordance with the operation manual. Pitching coach must remain on the pitcher's mound dirt only and may not go on the grass. Umpires' discretion if pitching coach interferes with the play. (PENALTY): The coach pitcher shall be

warned once and if a second infraction occurs, the coach pitcher must be removed for the remainder of the game as the pitcher and a new coach pitcher put in his/her place.

9. All runners may advance one extra base when an overthrow occurs at their own risk. Regardless of the number of overthrows during an active baseball play, a runner can only advance a max of one extra base. This applies to all runner(s) that may be on base(s) at the time of the overthrow. Upon completion of the play; the ball is dead and All base runners who advance safely, will be placed back to their allowed 1 extra base. If any player is tagged out while trying to advance to any base, they will be called "out". An overthrow is considered but not limited to; any throw above the head, to the right or left of the fielder, wild throw, errant throw, up the 1B line, up the right field line, error off the glove, or pass ball in effort to get a force out.

### **DEFENSIVE GROUND RULES**

1. Two defensive coaches will be allowed to stand in foul territory (15 feet beyond first and third base). Coaches are not allowed to stand in the field of play.

2. The entire team will take the field. Managers found in violation of this rule will be ejected and automatically be subject to the following disciplinary actions:

**First Offense:** Umpire **2** Shetland games and serve a **1** game suspension.

**Second Offense:** Umpire **4** Shetland games and serve a **2-game** suspension.

3. The player fielding the pitcher's position shall take a position to the rear of the pitching machine and three (**3**) feet to the left or right of the machine. The player must keep at least one foot in the pitching line until the start of the pitch. The foot outside the line, must extend away from the pitching machine.

4. Defensive catcher must wear protective gear during the game.

5. A batted ball becomes dead when an infielder has possession and control of the ball inside of the baselines in the infield or at a base and holds the ball over his/her head. Umpires Judgement.

6. Two extra roving infielders may be stationed in the infield between first and second base and second and third base behind the base path. There is no limit on the number of outfielders.

7. No player shall be benched. If the manager feels there is a need for disciplinary action, please contact the Player Agent to discuss the matter.

8. All players must stay in front or behind the base path. If a player (not fielding the ball) obstructs a runner by blocking, tripping, holding, etc. they will be warned. The obstructed 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. (The ball is dead at this point.)

### **OFFENSIVE GROUND RULES**

1. USA Bat rules apply. Pitching distance will be 38 feet. The recommended pitching machine (Louisville Slugger UPM 45) settings are:

**Power Lever= 2 Micro Adjust= 3 Release Block = 4**

**\*\*Settings may be adjusted to achieve a good strike pitch.**

**Both Managers must agree on good strike pitch\*\***

2. USA Bat rules apply. Use of non-USA stamped bats will result in batter being called out. 2¼ and 25/8 barrels are legal in all divisions. Use of wood is legal as well, except bamboo wood. Manager must bring attention (to the Umpire or Board Member) to the use of an illegal bat before next pitch after use bat. Any runner will return to the previously occupied base. Bat will be confiscated and returned at the completion of game.

3. Two offensive coaches will be allowed to stand in the coach's boxes or the designated area adjacent to first and third base.

4. In innings 1, 2, 3, and 4, teams will be allowed 5 runs or 3 outs, whichever occurs first. In the 5th inning, all teams may bat their line up even with the team with the most players once or three outs, whichever occurs first. (Exception: Home run over the fence all runs will count).

5. 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.

Managers found in violation of not batting their entire roster will be automatically subject to the following disciplinary actions:

First Offense: Umpire **2** Shetland games and serve a **1** game suspension. Second Offense: Umpire **4** Shetland games and serve 2 game suspensions.

6. "On Deck" batters, "At Plate" batters and " Base Runners" must wear protective helmets at all times.

7. The batter will receive (5) pitches or (3) strikes from the pitching machine to hit the ball into fair territory. If the ball is not hit into fair territory by the 5th pitch, the batter is out.
8. There will be a ten (10) foot "Foul Ball", arc in front of home plate. The ball must travel beyond this arc to be a fair ball.
9. If a batted ball strikes the "Coach Pitcher", the ball is dead, the pitch counts, 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.
11. Any player throwing the bat after he/she hits the ball will receive one (1) warning. After the warning, every time he/she comes to bat and throws the bat again, they will be called out.
12. No bunting allowed.
13. No walks will be allowed. The player must hit the ball into fair territory by the 5th pitch to reach the base.
14. No infield fly rule.
15. Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is hit or crosses the plate. If the runner/s leave early and the ball is not hit into fair territory, the runner/s will return back to their base. If the runner/s leave early and the ball is hit into fair territory, the runner/s leaving early are out (Umpire's judgment)
16. No sliding at first base.
17. If a ball on a hit, bounces over, goes under or gets stuck in the fence, it will be a ground rule double.
18. On a batted ball, runner may advance until an infielder has possession and control of the ball inside the base lines infield or at a base and holds the ball over his/her head. Once the ball becomes dead (Umpire's judgment), if 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.
19. Any Manager or Coach ejected from a game will automatically be suspended from their next game. Managers and Coaches that have been suspended will not be allowed around the playing field from 1 hour before scheduled game time until the end of the game and will not be permitted any closer to the field than the center field fence. Failure to comply with this rule will result in additional disciplinary action by the Board of Directors. Additionally, any Manager or Coach removed from the game by the umpire or causing a forfeit will be automatically subject to the following disciplinary actions which must be completed.

**First Offense: Umpire 2 Foal games and serve a 1 game suspension. Second**

**Offense: Umpire 4 Foal games and serve a 2-game suspension.**

**\*\*Any Manager or Coach who receives a Second Offense within the same season, will automatically forfeit their right to Manage or Coach ANY All-Star Team\*\***