

PONY BASEBALL
2014
Rules and Regulations for



SHETLAND LEAGUE

West Zone

Tournament Rules

In addition to the rules stated herein, all games are subject to the 2014 PONY Baseball Rules & Regulations and/or Official Rules of Major League Baseball

11/01/2013

1. PLAYING FIELDS:

- A. Pitching Distance: 38 feet (Machine Pitch)
- B. Distance between bases: 50 Feet
- C. The recommended homerun fence distances:
 - 1) Foul Line: 125 ft minimum to 150 ft maximum
 - 2) Centerfield: 125 ft minimum to 150 ft maximum
- D. A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.
- E. Ten foot horizontal lines will be drawn 15 feet from the base lines and second base to determine where the outfield begins and the infield ends.

2. EQUIPMENT:

- A. The Louisville Slugger UPM 45 Pitching Machine is the Official PONY Baseball Pitching Machine for Shetland Tournaments and is the only pitching machine approved for Shetland Tournament Play.
- B. The ball should weigh not less than 5 or more than 5 1/4 ounces & measure not less than 9 or more than 9 1/4 inches in circumference. PONY Officials shall have final approval on all game balls.
- C. Safety baseballs, both leather and vinyl covered bearing the emblem of PONY BASEBALL which are manufactured to the specifications above are the baseballs required. **RECOMMENDED:** Diamond Flexi Ball-Level 5.
- D. PONY Recommends: That an extended safety base be used at first base.
- E. PONY Recommends: That players in the pitching position wear a protective product designed to protect the heart.

3. TOURNAMENT PITCHING:

- A. Pitching Machine ONLY. See Equipment 2A above.
(Recommended settings for the machine: Power Lever = 2: Micro Adjust = 3: Release Block = 4). *Settings may be adjusted by the Tournament Director to achieve a good strike pitch.*
- B. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and 3 feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line until the start of the pitch. If the other foot is free it will be on the side of the line extending away from the pitching machine.
- C. If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a strike and no runners shall advance.
- D. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- E. 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.
- F. The coach who is feeding the pitching machine shall not give coaching instructions to batters *after they hit the ball* or to base runners. They may not in any way interfere with the defensive players. **(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 and a new coach pitcher put in his/her place.

4. PLAYING RULES:

- A. Game length shall be five (5) innings, unless the score is tied. In this event the game will be played to its conclusion.
- B. All players listed on the Affidavit will bat. Once the batting order is submitted to the scorekeeper it will not be changed, except for injury, illness or ejection.
- C. A batted ball becomes dead when an infielder has possession and control of the ball in the infield (*see I-E for where the infield begins*) or at a base and holds the ball over their head.
- D. Defensive and Offensive Substitutions:

- 1) Minimum of nine players shall be used defensively with a maximum of ten. There will be free defensive substitutions.
- 2) There shall be a maximum of four outfielders, stationed not less than 15 feet behind the baseline when the coach pitches the ball.

E. Offensive coaches will be stationed in the coach's boxes and as a coach feeding the pitching machine. The fourth coach will be in the dugout or designated area. One defensive coach will be behind the catcher *or designated area as directed by the umpire in consultation with the Tournament Director*. The other defensive coaches must remain in the dugout or designated area (not along the fair/foul lines).

5. **BATTERS:**

- A. Are not permitted to bunt. (**Penalty:** The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead and no runners may advance).
- B. The batter is out if failing to hit a fair ball after a maximum of five (5) pitches or after 3 strikes from the coach pitcher feeding the machine.
- C. A batter is not out on a foul ball unless it is the fifth pitch.

6. **RUNNERS:**

- A. Runners are not permitted to steal or lead-off, and shall remain in contact with the base until the ball *crosses the plate*. (**Penalty:** PONY Rule Book 9G).
- B. On a batted ball runners may advance until an infielder has control of the ball *in the infield (see 1-E for where the infield begins)* 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.

7. **MERCY RULES:**

- A. If the visiting team is leading by at least 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has completed batting in the 4th inning or later, the game shall be declared complete and the home team shall be declared the winner.
- B. Maximum five (5) runs per half inning.
 - (1) No maximum runs apply in the 5th and all subsequent innings.