

Shetland Division Rules (League Age 5/6)

Shetland games shall be played under official PONY Baseball Rules and Regulations and supplemented by the general League rules defined in this document. Any other rule not mentioned will defer to the MLB rule book.

Mercy Rule:

1. 15 runs after 3 innings.
2. 10 runs after 4 innings.

Inning Run Limit:

1. A maximum of 5 runs allowed per inning for the first 4 innings.
2. The Fifth inning will be capped at 10 runs.
 - o **Exception:** A home-run over the fence that puts the team over the 5-run limit will entitle the offense to all runs scored on that play.

Game Duration/Time Limit:

1. Five (5) innings total.
2. No new inning shall start after 1 hour and 15 minutes.
3. Drop-dead time limit is 2 hours at which point the game reverts back to the last completed inning.
4. Extra innings are not allowed during the regular season; games that are tied at the end of regulation will remain as ties.
5. If the home team is winning and the "no new inning" time limit has been reached, the inning will finish, and the final score shall be recorded at that point.

Minimum Play Rule:

1. All players must sit out once before any player is permitted to sit out a second time.
2. All Players must play one inning in the in-field prior to the completion of the 4th inning
3. All minimum play rules are in place for parents to monitor their coach and not to be policed from team to team. Managers who fail to comply with minimum playtime rules face suspension and possible forfeiture of games.

Field Markings:

1. A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining runner placement when a batted ball is dead.

Pitcher's Position:

1. Player fielding the pitcher's position must stand 5 feet behind and 3 feet to the left or right of the pitching machine. A 2-foot line will be drawn to indicate this position.

2. At least one foot must remain on the line until the pitch starts.

Batted Ball Rules:

1. Ball hitting the coach pitcher: Dead ball, Batter gets first runners advance to next available base.
2. Ball hitting the pitching machine:
 - **Remains fair:** Live ball.
 - **Deflected into foul territory:** Dead ball, batter awarded first base, runners advance one base.

Coach and Manager Requirements:

1. Managers must wear league-supplied uniforms to be on the field.
2. A maximum of Five (5) Coaches are allowed on the field during a game. This number includes the manager.
3. Coaches may be in the outfield
4. Both the offensive and defensive team may have a coach positioned behind home plate.

Additional Rules:

1. The entire lineup will bat, no limit on defensive substitutions.
2. **Infield Overthrow Rule:** If an infielder makes a play resulting in an overthrow, the ball becomes dead immediately, and runners may not advance further than the base they were actively going to.
3. On a batted ball, runners may advance until an infielder has control of the ball in the infield, in fair territory, 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.
4. If a catcher is not in the crouched position at the time of the pitch, an out will not be recorded if a fly ball is caught by the catcher in foul territory.