



Real Baseball...Real Fun!

LCYO Shetland Division Rules

LCYO Shetland is divided into two groups, based on age and friend requests. League-age-5 teams will play Shetland T-ball and league-age-6 teams will play Shetland Pitching arm.

LCYO Shetland T-Ball Division Rules

The Shetland Division will follow the rules set forth by PONY Baseball with the following highlights and exceptions:

1. All players available at the beginning of a game must be in the regular batting lineup. A player arriving late will be placed at the bottom of the batting order.
2. When at bat, a team shall have an adult coach at home plate. When runners are in scoring position, the coach at home plate will be responsible for removing the batting tee from the plate area after each hit ball in case there is a play at home.
3. To aid game flow and encourage fielding, batting will be done using the tee. Time permitting, coaches may pitch one or more innings, as mutually agreed by managers. This may be most feasible on weeknights, when there is more time. Each player will receive a maximum of five (5) pitches and then the tee must be used.
4. There will be no strikeouts. Each batter will take as many swings as necessary to hit a fair ball off the tee.
5. Batters must come to the “ready” position before swinging at the ball. Batters must take a full swing. Bunts or half swings are not allowed. The tee must be symmetrically placed on home plate when the batter is up.
6. The batting order should be altered each inning to prevent the same player from batting last the entire game, but all players must bat every inning. The last batter for each inning is awarded a “home run” and will clear the bases.
7. Each 1/2 inning will end after all players have had one (1) at bat, regardless of how many outs are made or runs scored. Yes, we acknowledge outs and it is at the discretion of the manager whether to send the runner back to the dugout (based on the players’ maturity). Three (3) outs does not end an inning. Under no circumstances will score be kept by managers, coaches, parents, or players or announced to players during or after a game.
8. Runners may not lead off base and cannot leave the base until the ball is hit. If a runner does lead off, the team will be given a warning by the umpire/coach. The second offense in the game may result in the runner being called out.
9. All players will play defensively in every inning, even if one team has more players than the other. There may be a fifth infielder set between the 2nd base/1st base positions. The extra infielder may not play any closer to home plate than any other infielder (see Rule #14) and should not stand directly on 2nd base. There shall be only one pitcher at all times (see Rules #12 and #13 for positioning). There is no catcher’s position in LCYO Shetland Division.



Real Baseball...Real Fun!

10. Each player must play an infield position at least one inning per game and an outfield position at least one inning per game. Pitcher is considered an infield position.
11. Base coaches, at 1st and 3rd bases, will be adults. Each team will provide one adult umpire (who may be a coach) to call outs at 1st/2nd base and 3rd base/home.
12. The defensive pitcher must have both feet within 5' of the pitcher's rubber when the batter hits the ball.
13. In the interest of safety and fair play, no infielders may be positioned closer to the batter than 5 feet from the 1st/2nd or 2nd/3rd base lines (inside of the bases).
14. All outfielders must be at least 20 feet into the outfield from the baselines when the batter hits the ball.
15. All throws must be overhand, except when an underhanded toss would be a normal play (e.g. a shortstop/2nd baseman exchange within a few feet of the base). Runners are automatically safe when the ball is rolled or thrown underhand (except during normal play) to the base, even if the ball beats the runner. If a ground ball is hit to the pitcher, the pitcher is required to throw to 1st, 2nd, or 3rd base as in normal baseball (the pitcher may make an unassisted play at home). The pitcher is not allowed to race the batter to the base. If the pitcher does race the batter, the runner is automatically safe, even if the pitcher beats the runner to the base. On grounders hit up the first- or third-base line, the pitcher is allowed to tag the runner.
16. Outfielders cannot make force or tag plays. If this occurs, the runner is safe. Outfielders must throw the ball to the infielder to record a force or tag play.
17. Up to three coaches may be on the field with their team assisting and coaching defensive play.
18. If a throw goes over or gets by 1st or 3rd base and leaves the field of play, the ball is dead. Runners are safe at the base to which they are advancing, but do not advance an extra base. When either second base or home plate is overthrown, the ball is still in play, unless it leaves the field of play (the lines extended from the backstop).
19. Balls are dead and play is stopped when the ball is controlled by the pitcher, any infielder in the infield or at home plate and that player elects not to make a throw. Runners will go to the nearest base, which may be forward or back, at the umpire's discretion. An uncontrolled ball is a live ball and runners may continue to run the bases.
20. Throwing the bat is a safety issue. The first time a player throws a bat in a reckless manner, a warning is given. If a player throws the bat recklessly a second time, that player will not bat the remainder of the game and is subject to ejection from the game by the team manager.
21. Any player who throws a helmet and/or bat in an obvious display of anger (or commits any other obvious act of poor sportsmanship) is subject to immediate ejection from the game by the team manager.
22. Regulation games are to be no longer than three (3) complete innings or one (1) hour on weekends or one (1) hour and 15 minutes weekdays.



Real Baseball...Real Fun!

23. Teams will share responsibility for setting up the field before a game, and breaking it down after the game. Duties shall be as follows:
 - a. Before the game:
 - i. Home Team: Bring out equipment and set up fields (bases, tees)
 - b. After the game:
 - ii. Away Team: Bring in equipment, verify bases/equipment in locker, and LOCK THE BIN (unless you communicate **directly** with the manager of the team playing immediately after you).

LCYO Shetland Pitching Arm Division Rules

The Shetland Pitching Arm Division will follow the rules set forth by PONY Baseball with the following highlights and exceptions:

1. All players available at the beginning of a game must be in the regular batting lineup. A player arriving late will be placed at the bottom of the batting order.
2. When at bat, a team shall have an adult coach at home plate. When runners are in scoring position, the coach at home plate will be responsible for removing the batting tee from the plate area after each hit ball in case there is a play at home.
3. The Blue Flame pitching machine will be introduced this season. The Blue Flame UPM is the official pitching machine of PONY Shetland baseball. The machine will be placed 38 feet from home plate. A coach will serve as catcher or will otherwise be present at home plate.
 - a. Managers may use a combination of tee, coach pitch, and blue flame. This should be based on player maturity and as mutually agreed upon by managers. T-ball rules apply for tee and coach pitch (see rules above in T-ball Rules).
 - b. In the 3rd inning (or as mutually agreed), the Blue Flame pitching machine will be used so that players are exposed to it. Each batter will receive five (5) pitches off the machine. If the ball is not hit in fair play in five (5) pitches, the tee will be used. Each batter will take as many swings as necessary to hit a fair ball off the tee. No Strikeouts. We want players to bat.
 - c. The pitching machine can be used for the entire game, at manager discretion, based on player ability and time constraints. Do not allow games to go over 1 hour and 15 minutes.
4. When the tee is in use, the defensive pitcher must have both feet within 5' of the pitcher's rubber when the batter hits the ball.
5. When the blue-flame is in use, the player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and three (3) feet to the left or right. A two (2) foot line will be drawn at this position. Players should not stand directly behind or in front of the pitching machine. Pitcher must wear chest/heart protection and helmet/face mask.
6. Batters must come to the "ready" position before swinging at the ball. Batters must take a full swing. Bunts or half swings are not allowed. The tee must be symmetrically placed on home plate when the batter is up.



Real Baseball...Real Fun!

7. Batting order:
 - a. The batting order should be altered each inning to prevent the same player from batting last the entire game. All players will bat every inning. The last batter for each inning is awarded a home run and will clear the bases.
8. Runners may not lead off base and cannot leave the base until the ball is hit. If a runner does lead off, the team will be given a warning by the umpire/coach. The second offense in the game may result in the runner being called out.
9. Under no circumstances will score be kept by managers, coaches, parents, or players or announced to players during or after a game.
10. The concept of **outs** will be introduced at the beginning of the season. Defensive plays will be acknowledged. Managers should agree at the beginning of the game whether out runners will return to the dugout or stay on base.
 - a. Three outs does not end an inning. Each team will bat its entire lineup, even if three outs are made. We want all players to bat.
 - b. When a ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time." The ball is dead and shall be returned to home plate, if a tee is used, or to the mound.
11. All players will play defensively in every inning, even if one team has more players than the other. There may be a fifth infielder set between 2nd base or 1st base. The extra infielder may not play any closer to home plate than any other infielder. There shall be only one pitcher at all times (see Rule #5 for positioning). There is no catcher's position in LCYO Shetland Division.
12. Each player must play an infield position at least one inning per game and an outfield position at least one inning per game. Pitcher is considered an infield position.
13. Base coaches at 1st and 3rd shall be adults. Each team will provide one adult umpire (may be a coach) to call outs at 1st/2nd base and 3rd base/home.
14. In the interest of safety and fair play, no infielders may be positioned closer to the batter than 5 feet from the 1st/2nd or 2nd/3rd base lines (inside of the bases).
15. All outfielders must be at least 15 feet into the outfield from the baselines when the batter hits the ball.
16. All throws must be overhand, except when an underhanded toss would be a normal play (e.g. a shortstop/2nd exchange within a few feet of the base). Runners are automatically safe when the ball is rolled or thrown underhand (except during normal play) to the base, even if the ball beats the runner. If a ground ball is hit to the pitcher, the pitcher is required to throw to first, second, or third as in normal baseball (the pitcher may make an unassisted play at home). The pitcher is not allowed to race the batter to the base. If the pitcher does race the batter, the runner is automatically safe, even if the pitcher beats the runner to the base. On grounders hit up the first- or third-base line, the pitcher is allowed to tag the runner.



Real Baseball...Real Fun!

17. Outfielders cannot make force or tag plays. If this is done, the runner is safe. Outfielders must throw the ball to the infielder to record a force or tag play.
18. Up to three coaches may be on the field with their team assisting and coaching defensive play.
19. If a throw goes over or gets by 1st or 3rd base and leaves the field of play, the ball is dead. Runners are safe at the base they are advancing to, but do **not** advance an extra base. When either 2nd base or home plate is overthrown, the ball is still in play, unless it leaves the field of play (the lines extended from the backstop).
20. Balls are dead and play is stopped when the ball is **controlled** by the pitcher, any infielder in the infield or at home plate and that player elects not to make a throw. Runners will go to the nearest base, which may be forward or back, at the umpire's discretion. An uncontrolled ball is a live ball and runners may continue to run the bases.
21. Throwing the bat is a safety issue. The first time a player throws a bat in a reckless manner, a warning is given. If that player throws the bat recklessly a second time, that player will not bat for the rest of the game and is subject to ejection from the game by the team manager.
22. Any player who throws a helmet and/or bat in an obvious display of anger (or commits any other obvious act of poor sportsmanship) is subject to immediate ejection from the game by the team manager.
23. Regulation games are to be no longer than one (1) hour on weekends and one hour 15 minutes mid-week. You cannot start a new inning after 60 minutes.
24. Teams will share responsibility for setting up the field before a game, and breaking it down after the game. Duties shall be as follows:

Before game:

- i. **Home team:** Bring out equipment and set up fields (bases, tees)

After game:

- ii. **Away Team:** Bring in equipment, verify bases/equipment in locker, and LOCK THE BIN (unless you communicate **directly** with the manager of the team playing immediately after you).