HIGH POINT PONY LOCAL RULES
SHETLAND BASEBALL DIVISION

Play in the Shetland Baseball Division will be governed by the Official Pony Rule Book, except for the Division specific Local Rules detailed below which supersede Pony Rules. Any agreement changing Local or Pony Rules will not be allowed. High Point Pony reserves the right to review and change these local rules as deemed necessary.

Coach & Team Expectations

1. All coaches and adult volunteers must have an approved background check on file with the league. It is the head coach's responsibility to ensure coaches and volunteers have their approved background check on file before allowing them to assist with the players. Background checks are good for the year in which approved.
2. Only coaches with a completed volunteer and background check form on file with HP PONY can be on the field. If a noncertified Coach is used, the team's Manager will be suspended for one game. A 2nd offense will result in suspension for the remainder of the season.
3. 4 coaches in dugout area. Defense - 2 in the outfield to direct players. Offense - 1 pitching and 1 each coaching 1st and 3rd.
4. Any player, coach, or fan that is ejected from a game will receive an automatic 1 game suspension.
5. The HOME team will occupy the 3rd base dugout for all games.
6. The Home Team is responsible for turning off the field lights.

Equipment

1. Bats may not be larger than 2 ⅝" diameter.
2. All bats must be certified with the USABat licensing stamp, BBCor (-3) or wooden.
3. The following equipment is STRONGLY ENCOURAGED TO BE USED BY ALL PLAYERS:
   a. Mouth Guards
   b. Athletic Supporters w cups
   c. Helmets & Facemasks
   d. Heart Guards
4. Metal cleats are only allowed in Pony Baseball. All other divisions must use rubber/molded.

Game Play

1. Coach pitcher must pitch within pitching circle. Batter will receive max of 6 pitches or 5 swinging strikes. If last pitch is foul, batter will receive a new pitch. After 5 strikes or 6th pitch, batter may attempt 1 swing from batter's tee before a strikeout is recorded.
2. After 3 outs, the teams will switch offense/defense.
3. Defensive play is stopped after an infielder has possession of the ball and runners are not attempting to advance, or "Time" may be called by a player, but the runner will be allowed to advance to the next base (no halfway judgement).

4. There should only be a maximum of 4 outfielders.
5. Games will be a maximum of 6 innings, but no new inning after 1 hour 15 minutes.
6. There is no specific run limit per inning – but if a team goes one complete round through the batting lineup without 3 outs, they will automatically switch.
7. No bunting, stealing, or leading off base. No infield fly rule applies.
8. Runners may advance one base on an overthrow.
9. Pitchers must throw overhand and cannot use props such as buckets to sit on while pitching. Pitchers may move in front of the rubber if needed.
10. Balls hitting the Coach Pitcher are dead balls and batter will remain at bat without losing a pitch.
11. A 10' arc will be drawn in front of home plate. If the batted balls don't cross the line, it will be deemed a dead ball and the batter will continue the at bat.
12. Recommended 8 players to start. No forfeits. No outside players may be used, should 8 players not be available. May use players from opponent (Shetland only) if extras are available.
13. Late players may enter at any point but must bat at the bottom of the lineup.

<u>Misc Rules</u>

1. Swinging bats outside of the fenced area is NOT allowed. Throwing balls for warmups should be done in areas away from spectators.
2. All players must remain in the dugout area during the game. Only players and certified coaches are permitted in the dugout area and playing field.
3. Coach's buckets must remain on the concrete walkway in front of the dugout and may not be out in the dirt.
4. No food in the dugout; drinks only. PLEASE CLEAN UP AFTER YOUR TEAM.