

**2010 Morgan Hill Pony Baseball**  
**SHETLAND DIVISION**  
**Outline of Play**

1. Philosophy

The Shetland Division is a non-competitive division that emphasizes the following:

- A. Teaching the basic rules, fundamental skills, and safety of baseball.
- B. Encouraging parent participation.
- C. Playing baseball in an environment of friendly competition with little emphasis on winning (no scorekeeping, no standings, and no playoffs, and no post-season play).
- D. Having fun!

2. General

- A. The normal rules of baseball will apply with the exception of the following modifications.
- B. All Pony Baseball Shetland Division rules and regulations apply except as modified below.

3. Organization

- A. The Shetland Division will consist of 10-14 teams.
- B. Each team will carry up to 12 players.
- C. Team Selection Process
  - 1) Teams will be selected by the DR's using the division database listing from the official registration.
  - 2) Siblings and others defined by MHBP rule 2G will be placed on the same team.
  - 3) Consideration will be given to requests for team assignment based upon need and geographical location.

4. Schedule /Fields

- A. The regular season will consist of 10 games for each team.
- B. Regular season practice/games will normally occur between 8am - 6pm on Saturdays except for a few Sunday games early in the season. Once daylight savings time allows for more play time all games will be completed on Saturdays. There may be Sunday games during Opening Day Weekend.
- C. Games/practices will be held at Britton and Burnett fields unless notified otherwise.
- D. Regular season practices may be scheduled with the Shetland Representative Monday through Friday as fields are available. These practices are optional for player attendance.
- E. Weather and field conditions permitting, the game/practice will consist of a 30 minute practice followed by a game that lasts three 3 or 4 full innings of play, or 60 minutes, whichever comes first. The intent is to provide approximately a 1.5

- hours of play. Game start time will be 30 minutes after the schedule arrival time. No team is authorized to arrive after the posted arrival time.
- F. Practices during the season are not mandatory but are strongly encouraged. The parents do hold a certain expectation that practices will occur. The Division Representative will provide a practice schedule via email.
  - G. Makeup games will be considered. The Division Representative and the Player Agent will determine feasibility and scheduling.

## 5. Equipment

- A. The league-supplied uniform will consist of a game jersey, baseball pants (no beltloops), and hat.
- B. Any official tee-ball bat may be used, aluminum or wood.

## 6. Shetland Division Specific Rules

### A. Batting

1. An inning will consist of each team batting through their entire order regardless of the number of outs. Batting orders are to switch so that everyone has a chance to bat in all positions in the line up.
2. The batter and the on-deck batter are the only players allowed to have a bat in their hands. The on-deck batter is to warm up in the designated on-deck area. An adult should supervise the on-deck area at all times.
3. The batter must not throw the bat or let it "slip" from his/her hands. The first throw or "slip" will result in a warning.
4. A ball hit off the tee must travel six (6) feet to be considered in-play. Bunting is not allowed. We will strive to scribe a chalk line to identify the 6-foot line.
5. It is the manager's option as to which batters will be pitched to; Coach pitching may be done from any distance that instills confidence in the batter and encourages the batter to hit the pitched ball with the goal of every hitter hitting a ball pitched from the pitching rubber. The player will receive five (5) swings of the bat if pitched to. If the batter fails to hit the ball in fair territory, he/she must use the tee. A foul ball on the fifth pitch, the batter will receive another pitch. If the batter uses the tee, they will receive two (2) swings off the tee. If the batter fails to hit in 2 swings, the coach will assist the player in hitting the ball.

### B. Base Running

1. The runner will be awarded the base to which they are advancing. Even if the runner is out he/she will remain at that base.
2. Runners will advance 1 base at a time per batted ball.
3. Automatic Home Run for the last batter – It is encouraged that batting orders switch to allow a different player to be the last batter.

### C. Pitching

1. Pitching will be done by the batting team's manager, coach, or another adult designated by the manager or coach.

2. Adult pitchers must attempt to get out of the way of a ball hit to the pitcher's mound area
3. The pitch must be overhand. Underhand will not be allowed. It is encouraged that the adult pitching be down on one knee in order to be at the same level as the batter.

#### D. Fielding

1. The entire team of players will be allowed on the field, defensively, at the same time.
2. Fielders positions are to be changed regularly to provide as much variety as possible (no player is to play the same defensive position for more than one consecutive inning).
3. All extra players will be distributed through the outfield.
4. The defensive pitcher must stay within the pitcher circle until the ball contacts the bat. Infielders cannot charge home plate.
5. To stop a play after the ball has been hit the defensive team must return the ball to the player pitcher, or close to that individual, since throws and catches are not very accurate at this level.
6. Outs can be recorded, but base runners will remain at the base.