

SHETLAND BYLAWS

GENERAL RULES

- Shetland League is designed to teach baseball to those players who have advanced beyond T-Ball.
- Official baseball rules apply except where superseded by PONY baseball rules or Farmington City bylaws.
- Games will be played on Wednesdays.
- Score will be kept for each game. Standings will be kept and used to determine a single elimination playoff at the end of the season.
- Players must wear the team issued hat and shirt when playing a game. Any alterations or additions to the uniforms require approval from Farmington City. Jackets may be worn over the uniform during cold weather.
- Dugout selection will be determined as follows: home team will take 3rd base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Any violation of Shetland Bylaws could result in disciplinary action as determined by the Farmington City.

GAME RULES

- Regulation games will consist of three innings or a time limit of an hour. ALL innings will have a five run rule or three outs, whichever is first. No new inning may start after 45 minutes from scheduled start time.
- Before each game, both teams will provide the score keeper with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number.
- Pitch will be delivered by UPM45 mechanical pitching device or coaches may elect to pitch themselves. The machine shall be placed 30 feet from home plate.
- All players shall play in the field for defense.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. This includes the possibility of make-up games on Mondays or Saturdays.

BATTERS

- Each player may be pitched 6 balls maximum by a coach. If the player does not hit the ball after 6 pitches, the player is out.
- If a batted ball first hits any part of the pitching machine prior to being touched by a fielder, it is then considered a live ball.
- If a batted ball hits the machine and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base.
- If a ball directly hits the coach pitcher, the ball is dead, the pitch counts, and no runners shall

advance, and the batter shall resume batting.

- Batters are not permitted to bunt or soft swing at the ball. Penalty: ball is dead and pitch counts.

BASE RUNNERS

- Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit. Penalty for leaving early: runner is out.
- Players are not limited to one base per hitter.

DEFENSE

- Each player will play defense in every inning. Two coaches are allowed on the field when their team is on defense.
- Play is considered dead when a player has control of the ball inside the infield boundaries. Player will indicate control of the ball by holding the ball in the air above his head while within the infield boundaries. Advancing runners may continue if at least halfway to the base.