

# WHITTIER PONY BASEBALL

## 6.0 Foal & Shetland Division Rules:

Rev. 2/23

### 6.1 Description

6.1.1 The WPB Board has adopted the following rules for the Shetland Baseball Season. These rules will follow the general format listed in the Pony Baseball, Inc. Rules and Regulations, Official Baseball Rules as released through the office of the Commissioner of Professional Baseball and The Sporting News Edition. The WPB Board has chosen to adopt or modify the following local rules for Whittier Pony Baseball.

### 6.2 Managers/Coaches

- 6.2.1 A Manager may manage only one team, however, it is permissible to manage one team and coach another, as long as they are in separate divisions.
- 6.2.2 The Manager may designate base Coaches, other than regular coaching personnel, when additional help is needed.
- 6.2.3 The Managers from each team will act as umpires during all scheduled games.
- 6.2.4 Managers and Coaches should be excessive in their praise of players.
- 6.2.5 Managers and Coaches are encouraged to praise the opposing team players and help them where necessary.
- 6.2.6 Positive cheering towards your own team.
- 6.2.7 Cell phones, pagers, or other communication devices are not allowed on the field of play.
- 6.2.8 "Boom boxes" or music devices are not allowed at the fields.
- 6.2.9 Any Managers meetings are to be conducted at home plate.

### 6.3 Selection of Players

- 6.3.1 There will be no less than (11) eleven players per team. (Shetland)
- 6.3.2 The selection of players will be conducted as per section 5.4.

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## 6.4 Uniforms

6.4.1 1. Whittier Pony Baseball supplies full uniforms to all players in our league; the uniform consist of jersey, cap, belt, socks and solid grey pants with no piping or stripes. Teams may pick the color of their sleeves that are worn underneath the jersey. Any change in caps must match colors that were given to players, by the league, so all players match. [Stirrup socks are allowed.](#)

2. Whittier Pony Managers and Coaches are required to wear a representative team color jersey and/or cap, in order to identify them as a coach in the dugout, as well as on the field

## 6.5 Equipment

6.5.1 Shetland-4 & Shetland players will use a #5 Safety Training baseball at all practices and official games.

6.5.2 No hardballs will be used in this division including during team practices.

6.5.3 Team Managers will be issued appropriate equipment by WPB, Inc., including game balls, tee, and batting helmets, catcher's gear.

6.5.4 Managers are responsible for all issued equipment and will maintain control during the regular season.

6.5.5 Bat barrel diameter is 2-5/8" maximum \*Refer to [www.pony.org](http://www.pony.org) for latest bat regulations. 2-1/4" bats must be "Approved for PONY Baseball" and have the **USABat** stamp.

6.5.6 Bats that are labeled as "Tee Ball" are illegal.

6.5.7 Any cracked or broken equipment should not be utilized. If equipment is needed, please contact the Equipment Manager.

6.5.8 Equipment must be returned at the conclusion of the season.

6.5.9 PONY Rule 8.J - No jewelry shall be worn by any player, except for medical identification. **Penalty:** PONY Rule: 18. E (5) Any player refusing to remove jewelry will be ejected from the game.

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## 6.6 Game Balls

- 6.6.1 Each team will supply (1) one game ball per game.
- 6.6.2 Game balls are not to be used for practice.
- 6.6.3 If a manager does not have a game ball, he/she must purchase one at the snack shack for \$5.00.
- 6.6.4 Six practice balls will be included in the equipment bag.

## 6.7 Infield Practice

- 6.7.1 No infield practice will be allowed before the game on any field.

## 6.8 Home Team

- 6.8.1 The home team will be the team whose name or number appears last on the game schedule.
- 6.8.2 The home team will occupy the third base dugout.

## 6.9 Playing Time

### 6.9.1 Defensively

- 6.9.1.1 A team will field (10) ten players.
- 6.9.1.2 Any player at the pitcher's position must wear a batting helmet for protection.
- 6.9.1.3 Players must be rotated defensively every inning, in both the outfield/infield. All players must sit one (1) inning before anyone sits twice.
- 6.9.1.4 Players must play at least (1) outfield position and at least (1) infield position per game.
- 6.9.1.5 Outfielders must play 20' back from baselines before pitch is made.
- 6.9.1.6 Players may not play the same position in (2) two consecutive innings.
- 6.9.1.7 **Stoppage of Play:** When the ball is in the possession of an infielder or thrown to an infielder, the infielder may call time out. The infielder must be within the base lines. The ball is to be called dead and the play is stopped, the runner will take the closest base.
- 6.9.1.8 There is no infield fly rule in Shetland Division.
- 6.9.1.9 The Manager and/or Coach may take the field defensively (only 2 adults in the outfield), 15 feet behind the bases, with their players to offer guidance. [The Division Commissioner will allow outfield coaches for a pre-determined amount of initial games.](#)
- 6.9.1.9.1 Manager/Coach may not interfere with the opposing team's players or the ball.
- 6.9.1.10 Players not playing a defensive position in an inning must remain seated on the bench in their respective batting order. It is suggested the team parent remain in the dugout with these players.

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## 6.9.1.11 **Catching**

- 6.9.1.11.1 Catcher will wear a catcher's mask and chest protector. (Shetland only)
- 6.9.1.11.2 Catcher must stand off to the side of home plate and near the backstop until the ball is hit.

## 6.9.2 **Offensively**

- 6.9.2.1 All players will bat. Teams will bat through their lineup continuously.
- 6.9.2.2 All batters must wear a batting helmet at bat and on the bases.
- 6.9.2.3 The first (6) games of the season, (6) batters will bat for both teams. The 7<sup>th</sup> game of the season: A half inning will conclude when the defensive team has made (3) three outs, or offensive team has batted (6) batters consecutively.
- 6.9.2.4 A thrown bat is an out after the player has received (1) one warning.
- 6.9.2.5 Bunting is not permitted.
- 6.9.2.6 There will be no "on deck" hitters. The next batter will not approach the tee until all play has been stopped on the field.
- 6.9.2.7 While at bat, the batter must stand within the marked batter's box.
- 6.9.2.8 When waiting to bat, all players will remain seated in the dugout in their respective batting order.
- 6.9.2.9 **Foal & Shetland will use the pitching machine for the entire season.**
  - 6.9.2.9.1 The player will receive four (4) pitches from the machine.
  - 6.9.2.9.2 If player does not hit any pitches, player will be given the tee. Batter and runners will be allowed to advance (1) base on a ball hit safely off the tee.
  - 6.9.2.9.3 Manager/Coach must be in the circle while pitching and must kneel down as to avoid blocking the pitcher and avoid being struck by ball.
  - 6.9.2.9.4 A foul ball, missed ball, or a ball that does not travel beyond the (10) ten-foot mark will be considered a foul ball.
  - 6.9.2.9.5 The (10') ten foot hitting arc rule applies for both the pitching machine and the tee. (All hit balls)

## 6.9.3 **Base Running**

- 6.9.3.1 Base runners are not permitted to steal or lead off base.
- 6.9.3.2 Sliding is not permitted in the Shetland Division.

## 6.10 **Length of Games**

- 6.10.1 **Weekday games will be (1) one hour and (30) thirty minutes.**
- 6.10.2 **Saturday games will be (1) one hour and (45) forty-five minutes.**
- 6.10.3 **Foal Division teams will play for (1) hour and (15) min.**
- 6.10.4 Shetland games will be played to full time length. (daylight permitting)

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- 6.10.5 Nine players are needed by both teams to start a game. (Shetland)
- 6.10.5.1 If team does not have (9) nine players, you can use players from the opposing team. There will be no pickups in these circumstances. Only registered players.
- 6.10.5.2 All players are required to be in full uniform to participate in games
- 6.10.6 During Standard Time weekday games will begin at 4:30 pm.
- 6.10.7 During Daylight Savings weekday games will begin at 5:00pm.
- 6.10.8 **Granada Only**-games played during standard time will end at the sound of a horn due to darkness.

## 6.11 Playing Field

- 6.11.1 Bases are to be a distance of: **50'**
- 6.11.2 **Pitching Distance: 25'** for **Foal**  
**Pitching Distance: 38'** for **Shetland**  
- Distance is measured from back point of plate to the front cross bar of machine.
- 6.11.3 **Shetland machine setting:** Power Lever=2, Micro Adjust=3 & Release Block=4 (UPM45 pitching machine)
- 6.11.4 **Shetland-4 machine setting:** Power Lever=1, Micro Adjust=5 & Release Block=1 (UPM45 pitching machine)
- 6.11.5 An arc will be chalked (10) ten feet from home plate. This only applies when hitting off the tee.
- 6.11.5.1 The arc will extend from the first base foul line to the third base foul line.
- 6.11.5.2 The ball must travel beyond this arc to be considered playable.
- 6.11.6 **A chalk line must be marked 5ft. behind the pitching machine, on the pitcher's mound. When using the pitching machine or Tee, the pitcher must have one foot on line and stand to the left or right of the machine prior to the ball being hit.**
- 6.11.7 The pitching machine coach must remain on the field to assist players from running into the machine. The ball is live if it strikes the machine and stays in fair territory. If the ball strikes the machine and goes foul, the batter is awarded first base and runners may advance one base. Coaches must avoid being struck by the ball. ***If the pitching coach is struck by ball, the batter is out and play is dead.***
- 6.11.8 Base lines and the batter's box will be marked in the traditional manner.
- 6.11.9 Both teams are to help with the marking of the playing field prior to the first game of the day and on Saturdays. 20' outfield hash marks should be made for outfielders.
- 6.11.10 The field must be marked far enough in advance so games may start as scheduled, preferably thirty minutes prior to start of game.
- 6.11.11 Both teams are responsible for cleaning up trash in dugouts and spectator area at the completion of their game.
- 6.11.12 All spectators are to remain off the playing fields during regular scheduled games.

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## 6.12 Time outs

- 6.12.1 A Manager/Coach must request a timeout from the opposing team when attempting to demonstrate a technique or explain a play to any player(s) during the progress of the game.

## 6.13 Official Scorebook

- 6.13.1 Foal & Shetland Divisions are instructional only, therefore there will be no standings or score books allowed.

## 6.14 Batting Roster

- 6.14.1 Each Manager will prepare a roster for their team.
- 6.14.2 Roster will be in batting order and consist of all players present. Any player(s) not present or ineligible to play should be listed with an explanation as to their inability to participate.

## 6.15 Game Reports

- 6.15.1 Game reports must be turned in at the end of each game, in the file tray located at the Granada snack shack. Please file by division. Any players not present or ineligible to play must be listed with an explanation why.
- 6.15.2 **Failure to submit game reports will result in Manager being suspended from next scheduled game. (Managers will be given one written warning)**

## 6.16 Rainouts

- 6.16.1 Check website for “Stormwatch” details. The Shetland Commissioner will send a text or phone call to teams, as well.
- 6.16.2 Rainouts will be made up, if time allows during the season. Games are rescheduled by the Player Agent.

## 6.17 Suggestions

- 6.16.1 Safety is our main concern and suggestions are always welcome from Manager, Coaches, parents, etc. Submit your suggestions, in writing, to the Division Commissioner.

## 6.18 Protests

- 6.18.1 There are no protests allowed in Shetland Division

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## 6.19 Complaints

- 6.19.1 Any complaints must be in writing with your contact information and submitted to Division Commissioner.
- 6.19.2 The WPB Board cannot act on verbal complaints.

## 6.20 Ejections

- 6.20.1 Ejections will result in the following: Once ejected from the game, the manager, coach, player, parent, or spectator must leave the field immediately. The ejected person will not be allowed to loiter in the bleachers, behind the dugout, or at the adjacent field. The ejected person must leave the facility and wait in the parking lot until the game is finished. Failure to leave the field will result in forfeiture of the game. The person ejected from the game will be suspended for their next scheduled game and have to meet with the Disciplinary Committee.

### 6.21 If anyone is ejected from the team, the manager will also be ejected.

No one may take the place of any ejected Manager or Coach for that game. The disciplinary committee may suspend the manager for next scheduled game, if the manager has failed to leave once an ejection has been made. The Disciplinary Committee will review reports from the Field Director, as well as the umpire, on any field incident.

**6.21.1** Any reports of game misconduct by managers/coaches will be reviewed.

**6.22 PLAYER, PARENT AND FAMILY MEMBER CONDUCT:** We have zero tolerance for any parent or family member who verbally or physically abuses any coach, parent, player, umpire or board member. This parent, along with their player, will be suspended or removed from the team. Suspension length will be determined by the disciplinary committee.

## 6.23 Suspension

To be reinstated from a suspension/ejection, you must meet with the Disciplinary Committee before you can return to the field.