

SHETLAND DIVISION RULES

Updated February 2026

For rules not described here, the league will be governed by the current year's edition of the "Pony Baseball Rules and Regulations". Shetland Majors follows Pony 6U rules with a pitching machine, unless tailored specifically here. For rules not described by either of these sources, play will be governed by the current year of the "Rules of Baseball Sporting News Edition", ie: MLB Rules. If any of the rules described by these sources are in conflict, these Local League Rules will prevail.

Equipment

1. Medical Releases - Medical releases are held by the league and available at any time
2. Altering League Issued Equipment – The equipment issued by the league shall not be altered in any way, except for minor repairs. Uniforms shall not be altered without prior approval by the Board of Directors. Personal equipment can be used, provided that it conforms to the standard established by league issued equipment
3. Jocks and Cups – All players are encouraged to wear a jockey strap and cup
 - a. It is encouraged to wear catchers gear if in the squatting position
4. Helmets – Helmets must be worn by players while batting, running the bases and while on- deck or coaching first or third base
5. Uniforms – Players are given a shirt and a hat by the league and encouraged to wear baseball pants, socks and cleats
6. Managers and coaches are allowed to wear shorts, but a shirt and shoes are required
7. Louisville Slugger UPM 45 pitching machine is the standard pitching machine for Pony
Pitching machine settings; Power Level = 2, Micro Adjust = 3, Release Block = 4
8. Cleats are encouraged but not required, sneakers or treaded shoes are acceptable
9. USA stamped Tee Ball bats are required

10. No player will be allowed to play with a cast. Players will need a medical release in order to resume play after a medical leave

11. The Pledge of Allegiance is to be recited before all games

Tailored League Playing Rules

1. There is no game scorebook or league standings. Scoreboard operation is optional.

2. Games shall have no new inning start after 1 hour or 3 innings.

3. No player should sit on defense twice, before every player has sat once.

4. After three pitches from the machine, the batter tee will be used for 3 attempts. If after three swings off the tee if the ball has not been put in play, the batter is out.

4a. When a third pitch from the machine is fouled off during an at bat, the batter receives an additional pitch. The batter may continue to receive pitches if fouls continue. If the additional pitch is not fouled or put into play, the batter will still have 3 attempts from the tee.

5. If the ball is hit in the air to the outfield grass area, or is hit hard enough and rolls to the fence, runners may advance one extra base. No advancing on overthrows.

6. The plate umpire is responsible for removing the tee if the ball is put in play.

6. It is encouraged to rotate players all season to ensure a quality baseball experience, except in the cases where safety is a concern.

7. There is no infield fly rule in Shetland.

8. Each team will bat through the line up or the defense achieves 3 outs.

9. When the 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 the pitching machine.

10. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

Field Prep

Home team occupies the third base dugout, and preps the field including dragging, chalking (including a 10' arc in front of home plate), and setting up the machine. Home team is also responsible for ensuring all equipment is put away and locked up after the last game of the day.