



2018 Father's Day Baseball Tournament Official Rules 6U Shetland thru 14U PONY Divisions

I. GENERAL INFORMATION:

1. **Please keep in mind that this is intended to be a FUN tournament for the players and their families.** Confrontational actions by coaches, players or family members will not be tolerated and will result in game forfeiture and or removal from the tournament. We do have paid umpires but umpire abuse will not be tolerated in any fashion.
2. The tournament will be governed by the Official Rules of Baseball as published by the Sporting News, as modified by the most current PONY Baseball rulebook and information provided in this document. The Official Rules of Baseball can be purchased at Barnes & Noble and other bookstores (as well as some sporting goods stores) and the PONY rulebook may be viewed-only at www.PONY.org. Redondo Sunset PONY Baseball and the tournament director have the final decision making power in regards to rule changes for this tournament.
3. All teams will need to bring a notebook with the following items in plastic sleeves for easy viewing:
 - **TRAVEL TEAM DECLARATION**, all travel teams must identify themselves as such at registration.
 - **Proof of league/ team insurance-** (this must be current and cover the team/league registering)
 - **Printed Roster (see league age chart posted on website)**
 - **Signed medical release** form for each and every child (usually the leagues regular registration form)
 - **Copy of a birth certificate** for each player- (this may be from any country, if not available-some sort of government paperwork is required, i.e. passport or medical paperwork from a doctor)
 - **This book MUST be checked before your first game, check in table will be near the snack bar at Alta Vista Park.**
4. FULL Snack bar menu available at all parks.
 - Redondo Sunset is a non-profit organization. Please come to the park ready to play and eat. Our snack bars will be fully stocked and operational for the entire tournament.
5. School District and City Property: All of the fields that Redondo Sunset holds permit to are on Redondo Beach Unified School District or Redondo Beach City property. Therefore, the following regulations apply:
 - No RVs or overnight parking is allowed.
 - No dogs are allowed at any RB Parks. RBPD fines begin at \$200.
 - No Alcohol is allowed.
 - No BBQs are allowed.

II. PLAYING RULES: *The tournament is governed by the most recently published Official Rules of Major League baseball, with exceptions covered in the Pony Rule book in addition to the below rules.*

Division	Complete Game / Time Limit	Mercy Rule	Pitching Limits and Base Distances	Bats	Metal Cleats
SHETLAND (6U)	<ul style="list-style-type: none"> 6 innings 1:20 – no new inning 1:30 Drop Dead 	NO MERCY RULE, but when the game becomes mathematically impossible to win the umpire shall end the game	<ul style="list-style-type: none"> 38 ft. mound 50 ft. bases Level 5 Ball Blue Flame Machine 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
PINTO (7U MP)	<ul style="list-style-type: none"> 6 innings 1:35 – no new inning 1:45 Drop Dead 	NO MERCY RULE, but when the game becomes mathematically impossible to win the umpire shall end the game	<ul style="list-style-type: none"> 38 ft. mound 60 ft. bases Regulation Ball 40 mph Single Wheel JUGS Machine 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
PINTO (8U MP)	<ul style="list-style-type: none"> 6 innings 1:35 – no new inning 1:45 Drop Dead 	NO MERCY RULE, but when the game becomes mathematically impossible to win the umpire shall end the game	<ul style="list-style-type: none"> 38 ft. mound 60 ft. bases Regulation Ball 40 mph Single Wheel JUGS Machine 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
PINTO (8U)	<ul style="list-style-type: none"> 6 innings 1:35 – no new inning 1:45 Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> 3 innings per game 9 innings for tournament 40 ft. mound 60 ft. bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
MUSTANG (9U)	<ul style="list-style-type: none"> 6 innings 1:50 – no new inning 2hr Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> 3 innings per game 9 innings for tournament 46 ft mound / 60 ft bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
MUSTANG (10U)	<ul style="list-style-type: none"> 6 innings 1:50 – no new inning 2hr Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> 3 innings per game 9 innings for tournament 46 ft mound / 60 ft bases 	2 5/8" maximum diameter with USABat stamp approved for play in PONY baseball. Wood bats allowed.	NO
BRONCO (11U)	<ul style="list-style-type: none"> 6 innings 1:50 – no new inning 2hr Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> 6 innings per game 9 innings for tournament 50 ft mound / 70 ft bases 	2 5/8" maximum diameter with USABat stamp and BBCORR -3 approved for play in PONY baseball. Wood bats allowed.	NO
BRONCO (12U)	<ul style="list-style-type: none"> 6 innings 1:50 – no new inning 2hr Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> 6 innings per game 9 innings for tournament 50 ft mound / 70 ft bases 	2 5/8" maximum diameter with USABat stamp and BBCORR -3 approved for play in PONY baseball. Wood bats allowed.	NO
PONY (13U)	<ul style="list-style-type: none"> 7 innings 1:50 – no new inning 2hr Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> 7 innings per game 11 innings for tournament 54 ft mound / 80 ft bases 	2 5/8" maximum diameter with USABat stamp and BBCORR -3 approved for play in PONY baseball. Wood bats allowed.	Fielders YES Pitchers NO (No on Turf mound)

PONY (14U)	<ul style="list-style-type: none"> • 7 innings • 1:50 – no new inning • 2hr Drop Dead 	10 runs after 4 innings	<ul style="list-style-type: none"> • 7 innings per game • 11 innings for tournament • 60 ft mound / 90 ft bases 	2 5/8" maximum diameter with USABat stamp and BBCORR -3 approved for play in PONY baseball. Wood bats allowed.	Fielders YES Pitchers NO (No on Turf mound)
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1. Team Rosters: All teams entered shall be approved by the tournament director, made up of no more than 15 players. All players must be listed on the team's official roster that was submitted to tournament officials. Players may only be on one team roster. Refer to 2018 PONY Baseball age chart for team classification (see chart on RS website). Note this is the new age chart with birthday cutoff August 31. PENALTY= Game Forfeit

2. Games Times: All games are official regardless of length. All game times are based on umpire's time keeping and shall be recorded by the scorekeeper in the scorebook. The umpire should announce the start time at the beginning of the game and will determine the last inning declaration based on his time keeping. If the umpire believes that a team is intentionally delaying the game to take unfair advantage of the Time Rule, the umpire may warn that team and if the condition persists, may declare a game forfeiture. **New inning starts upon recording of 3rd out in prior inning.** Umpire's declaration of last inning makes it the last inning in the game even if time remains after completion of the inning. Time limit rules do not apply to championship games.

3. Drop Dead Time Limit:

- a) During pool play, a game shall end at the drop dead time and the score reverts back to the last complete inning. *Note that ties are allowed during pool play games.
- b) In elimination play, if the score is tied either at the end regulation play or the drop dead time limit, teams will play a **CALIFORNIA TIE BREAKER**. Each team will start the extra innings with no outs and a baserunner at second base (last out).

4. Protests: Protests are not allowed. If you have a problem with a call, an interpretation or anything what-so-ever, you need to call time out during the game and the Head Coach only, may quietly discuss it with the umpire. Each coach is responsible for having a copy of the PONY rules and these rules to reference when in discussion with the umpire. HIS DECISION IS FINAL.

5. Ejections: Any manager, coach, player or spectator ejected by an umpire must leave the field area and shall be suspended from the next game.

6. Pitching Rules: One pitch to a batter in an inning constitutes an inning pitched. An official pitching log form shall be maintained by each team. The log must be signed by the umpire at the conclusion of each game and must be presented to the opposing team or Tournament Official upon request. Failure to maintain or present on request a pitching log may disqualify the team from the playoff rounds.

7. Official Score Recording and Scorebook:

- a) Both teams will keep score
- b) **The HOME team will record the game in the official scorebook for that field provided by the tournament officials OR electronically in Game Changer or similar software.**
- c) Both scorekeepers will confer after each half inning
- d) If a disagreement arises the umpire will be the final arbiter for any disputes
- e) The official score will be signed and recorded by both managers and the umpire at the conclusion of the game. ***The winning team will text a picture of the scorebook OR score sheet signed by the umpire to the Tournament Director at 310-529-7768 with winning team name, score, field and game time in the text. (Ex. Sunset 9U 8-6 Good Stuff Field 10am)***

8. Mercy Rules: Mercy Rules are listed in the table above.

9. Lead-offs/Balks: Lead-offs are allowed in Mustang, Bronco and Pony. Please note that MLB rule 6.02(a)(2) will be enforced: "If there is a runner, or runners, it is a balk when – The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw." In Mustang, umpires have been encouraged to briefly instruct the pitcher on the reason for the balk but the base will nonetheless be granted to the base runner.

10. Sliding: Base runners must slide or avoid contact. Intent to injure will result in the ejection from the game, and possibly the tournament.

a. Head first sliding is allowed at all bases in 11U Bronco and up.

b. Head first sliding is allowed in Mustang and below at all bases **except home**.

*A player who violates the head first sliding rules shall be deemed automatically out.

11. Minimum Play: There is no minimum innings of play rule.

12. Batting Order/Defensive Play Options (please see substitution rules in rule 13 below):

a) You may bat 9 players and all of whom play defense and substitution per rule 13 below, or

b) You may bat 10 players, one of whom is designated an Extra Hitter (EH). The EH may be freely substituted on defense along with the other players in the line-up. However, the use of substitute players for the starting 10 and the re-entry of any of the starting 10 shall be subject to rule 13, or

c) You may bat everyone on your roster, with free defensive substitution.

13. Substitution Rules:

a) A starting player who has been removed for a substitute may re-enter the game one time. The starting player shall return to the line-up in his/her original place in the batting order. While more than one substitute may be used in that position before the starting player is returned, no substitutions shall be made that shall alter the original batting rotation of any of the starting or substitute players.

b) After making a pitching appearance, a pitcher may return to the lineup but shall not pitch again in the same game. Throwing one warm-up pitch constitutes a pitching appearance and an inning pitched.

c) If a team bats 9 or 10 and has no subs when a player is injured or ejected, then an out is recorded only on the first time the player's spot comes up in the batting order. Used subs are eligible to re-enter in this instance only. If a team bats the entire order and a player is injured or ejected, that player is removed from the lineup without penalty as long as the team has 9 or more players remaining. If below 9 players an out is recorded only on the first time the player's spot comes up in the batting order. Once a player is removed due to injury, he may not return.

14. Determination of Home Team and Dugout Assignment:

a) Teams listed second in pool play and teams at the bottom of a bracket will occupy 3rd base dugout, except when a team plays back to back games, in which case a team may remain in the same dugout.

b) Home team for pool play will be decided by a coin toss.

c) The higher seed in elimination bracket play will be the home team.

d) For Championship games home team will be the higher seed in the event that both teams have the same seed then home team will be determined by coin toss.

15. Courtesy Runner: Must use a courtesy runner for catcher with 2 outs. *The option to courtesy run for the catcher with less than 2 outs is manager discretion. Must be a player not in the game, or last out if batting entire roster. Player pulled must start as catcher and complete the inning as catcher unless injured.

16. Forfeits: A forfeiting team will be charged with a loss and the game score will be deemed to be 7-0. However, neither the team in the forfeiting game shall benefit from the result of a forfeit – this includes up to not being allowed the highest seed in its respective playoff round (whether gold or silver bracket).

17. Playoffs: After the first 2 games are played, teams will be seeded for a single elimination playoff round.

Tie-breaker - standings will be determined in the following order:

- Overall Record
- Head-to-Head Record
- Fewest Runs Allowed
- Run Differential (Runs for minus runs against up to 8 per game)
- Coin Flip

18. Managers & Coaches: Only uniformed players, manager and coaches are allowed in the dugout and on the playing field: before, during and after the games. No more than the manager plus 3 other coaches are allowed for any game.

19. Behavior:

- a. Each manager is responsible for the behavior of himself/herself, coaches, players and fans. Ejection of a fan will also cause the manager to be suspended for the remainder of that game plus the next game.
- b. While amplified sound systems are not prohibited, we ask that each team use discretion and keep in mind that coaches need to be able to communicate easily with their players. So if it is too loud, you will be asked to turn it down. If you don't comply, you will be required to turn it off!
- c. The use of artificial noise makers is prohibited.
- d. There shall be no harassment or taunting by the teams or fans of the opposing team.

20. No Throwing of Equipment:

- a. Any player who intentionally throws bats or protective headgear or who intentionally discards protective headgear while batting or running the bases, may be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such player shall be substituted as the batter or the baserunner, if appropriate.
- b. Any player who unintentionally throws or discards a bat shall be given a warning in that game. If a warned player commits a subsequent violation, the player may be ejected from the game (subject to the remainder of this rule) following completion of any play in progress at the time the violation occurs. Such ejection does not constitute an out and such player shall be replaced as batters or baserunners, if appropriate. Rule 5 above shall not apply to an ejection for an unintentional act under this rule so the ejected player may continue to sit on the bench and is not considered ejected for the subsequent game.
- c. With respect to the ejected batter, the substitution rules in rule 13 shall apply and with respect to the ejected baserunner, the substitute runner must be a player not in the game or last out if batting entire roster. If the ejected player's team is batting a full roster, the next time the ejected player's position is reached in the batting order shall constitute an out. This applies only on the first time the position comes up in the batting order, subsequent at bats will not constitute outs.
- d. This rule shall be enforced upon the judgment of the umpire.

21. Practice on Fields: No practice is permitted on the infields. If there is time, warm ups on the grass is permitted. Baseballs cannot be hit against the fences.

22. On Deck: On deck batter must remain in the dugout ON DECK circle until ball is put in play. He is then allowed to help instruct a base runner heading to home plate.

23. BAT SPECIFIC RULES (ALL DIVISIONS):

- a. Effective January 1, 2018, with the exception of the -3 bat (BBCOR certified), all other 2 1/4" and 2 5/8" inch bats must be certified with the USABat licensing stamp on the bat in order to be used for tournament play.
- b. Wood bats are legal.
- c. Bats manufactured specifically for use in tee ball, shall not be used when the ball is pitched by a player, coach, or pitching machine, unless using a safety ball.

- d. A violation of the bat rules is cause for game forfeiture and manager suspension in the discretion of the umpire and tournament officials.

III. ADDITIONAL PINTO 8U KID PITCH RULES

1. TEAM ELIGIBILITY:

A. Tournament teams will be comprised as follows:

- 1) Tournament team shall consist of a minimum of 12 and a maximum of 15 players, one manager, one coach and one business manager, which will be permitted on the field or bench.

2. PLAYING FIELDS:

A. Pitching Distance: 38 feet

B. Distance between bases: 60 feet

3. TOURNAMENT PITCHING:

A. A manager must change the pitcher on the second trip in the same inning to the same pitcher.

B. Managers must adhere to the pitching limits of the Tournament.

4. BATTING ORDER AND SUBSTITUTIONS:

A. See section II paragraph 12 & 13 of these rules.

5. STEALING:

A. No leading off. Runner must remain in contact with the base until the pitcher releases the ball.

B. Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitcher has released the ball. PENALTY: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitcher has released the ball and the pitch is hit are out and the ball is in play. If the pitch is not hit the runner must return to the base and the ball is dead, however if the runner is put out trying to steal the out will supersede the dead ball.

C. Home base is closed, stealing home is not allowed.

6. MERCY RULES:

A. If the visiting team is leading by at least 10 runs at the end of 4 or more complete innings, the game shall be declared complete and the visiting team shall be declared the winner. If the home team is leading by at least 10 runs after the visiting team has completed batting in the 4th inning or later, the game shall be complete and the home team shall be declared the winner C. Maximum five (5) runs per half inning.

- 1) No maximum run applies in the 5th and all subsequent innings.

IV. ADDITIONAL PINTO (7U & 8U) MACHINE PITCH RULES

1) The pitching machine will be throwing regulation baseballs from 38 feet at approximately 40 miles per hour.

2) Each half inning will end when the offensive team scores five (5) runs or the defensive team records three (3) outs, except as listed below:

- A. On homerun over the fence - all runs will count.
- B. Each team will be allowed to score more than 5 runs in the **last inning only**. Their half inning at bat will end upon the completion of one of the following:
 - I. The defensive team records three (3) outs.
 - II. The offensive team bats their entire lineup as described below:

Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs.

- C. In the event of a tie at the end of regulation play in Elimination or Championship Games then the last inning rule (See B II above) will apply to any extra inning(s) played.

3) There is NO mercy rule in Pinto Machine Pitch. However, when the game becomes mathematically impossible to win the umpire shall end the game. (See above paragraph)

4) All players must wear a protective cup. All Catchers must wear full protective gear: protective cup, shin guards, chest protector and helmet with face protector. Catchers must be in the correct position behind the plate while the ball is being pitched. The game will be stopped until this rule is adhered to.

5) Players are **NOT ALLOWED** to operate the pitching machine in any manner.

6) A batter shall be declared out after failing to hit a fair ball after 6 pitches are delivered. The batter is out if there are 3 strikes before the 6th pitch. Missed swings are counted as strikes as are foul balls and foul tips. **A batter is not out on a foul ball or a foul tip unless it is also the 6th pitch.** Bunting is not allowed. A batter must take a full swing. **PENALTY:** Dead ball strike.

7) Base stealing is not allowed. Runners must remain in contact with the base until the ball is hit.

- **PENALTY:** If a runner is off base and the ball is hit, the runner is out and the ball is in play.
- If the ball is not hit, the ball is dead and the runner must return to base.

8) Base Running: *All runners may advance on a hit ball at their own risk. Once the ball is under the control of an infielder and the forward progress of the lead base runner has been stopped, the umpire shall call "time out."*

Players may ask for a time out at any time, but the umpire shall not call a time out until the progress of the lead base runner has been halted. If the fielding team attempts to make a play on a runner before time out is called, then the umpire shall not call time out until active pursuit of a base runner has stopped.

Example: *Base runners are advancing to second and third. The throw goes to the third baseman, but he is too late in trying to tag the sliding runner. Before time out is called, the third baseman tries to throw out the runner advancing to second.*

The umpire will not call time out because the defensive player kept the ball in play, rather than letting the umpire call time out. Once the umpire calls time out, play is "dead" and no play can be made on any base runner. The lead base runner shall return to the base from which his forward progress has been stopped. All other base runners shall proceed or return to the base to which they were nearest when time out was called, unless that base is occupied by the lead base runner. The ball is then dead and shall be returned to the defensive pitcher to give to the pitching coach.

9) One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph.

10) Pitching Machine, Player Pitcher and Coach Pitcher: The pitcher shall take a position 5 feet back and 3 feet left or right of the machine. Chalk lines will identify these positions. The defensive pitcher *should* be the only player to hand the pitching machine coach the ball. If a batted ball hits the machine and remains fair - the ball is in play. If the batted ball strikes the machine and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base. **The coach operating the machine shall not coach or direct players in any way (PENALTY: 1 warning then removal)** and should get returned balls only from the defensive pitcher, the defensive coach behind

home plate or the umpire. Pitching Coach counting up (1, 2, 3) or down (3,2,1) prior to each pitch is allowed and is not considered coaching or talking. However, directing a batters position or any other directions are not permitted by the Pitching Coach.

11) Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and short stop. Teams are limited to four (4) players in the outfield: left field, left-center field, right-center field and right field.

12) Outfielders may participate in infield play.

13) Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play.

14) On offense, teams should have a maximum of three coaches on the field, one feeding machine and two in the coaches' boxes. All/any other coaches must remain in the dugout.

15) The defensive team shall position a coach near the backstop behind the catcher to assist in collecting and storing pitched balls. Defensive catchers should not throw pitched balls back to the mound area. **This defensive coach shall not provide any instruction to the defensive players - his/her sole purpose is to assist with the pitched balls and keep the game moving along. (PENALTY: 1 warning then removal)** All other defensive coaches shall remain in the dugout.

16) When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If a live thrown ball hits the coach pitcher or in the umpires judgment the coach interferes in the fielder's attempt to make a play the ball is dead and the lead runner is out. (This includes failing to get out of the way). **If a batted ball hits the coach operating the pitching machine, the ball is dead. The pitch is a foul strike and no runners may advance.**

17) The pitching machine may at times throw bad pitches. It is up to the umpire to call a "NO PITCH" if they feel the batter could not hit the ball due to it being wild. There can be no adjustments to the pitching machine without the umpire's approval.

18) If at any time during the game a throw from a defensive player hits the pitching machine, the ball is dead and the runners advance one base.

19) There is NO mercy rule in Pinto Machine Pitch. However, when the game becomes mathematically impossible to win the umpire shall end the game. (See Rule 2 B II of this section)

V. ADDITIONAL SHETLAND (6U) MACHINE PITCH RULES:

1) Level-5 (RIF-5) safety balls will be used for this division. Pitching machine is a Slugger UPM 45 ("Blue Flame")

2) Each half inning will end when the offensive team scores five (5) runs or the defensive team records three (3) outs except as listed below.

- A. Exception: On homerun over the fence - all runs will count.
- B. Each team will be allowed to score more than 5 runs **in the last inning only**. Their half inning at bat will end upon the completion of one of the following:
 - I. The defensive team records three (3) outs.
 - II. The offensive team bats their entire lineup as described below:

Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the line-up and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs.

- C. In the event of a tie at the end of regulation play in the Elimination or Championship Games then the last inning rule (See B II above) will apply to any extra inning(s) played.

5) All players must wear a protective cup. Catchers must wear full protective gear: protective cup, shin guards, chest protector and helmet with face protector. Catchers must be in the correct position behind the plate while the ball is being pitched.

6) Players are **NOT ALLOWED** to operate the pitching machine in any manner.

7) Each player will be given **5 pitches** from the machine. The batter is out if failing to hit a fair ball after 5 pitches or three strikes. A foul ball on the fifth pitch is an out. Baseballs are not to be laid on the ground during play. Buckets are not permitted out by the pitching coach.

8) Bunting is not allowed. A batter must take a full swing. Penalty: Dead ball strike, runners and batter don't advance.

9) There is a minimum distance that a batted ball must travel in order to be a fair ball; this area will be marked with a 10-foot arc in front of home plate. The area within this arc is considered foul territory. (Remember, home plate is in fair territory so any batted ball that hits home plate first, is considered a fair ball unless it subsequently rolls untouched into foul territory prior to reaching first base or third base.)

10) No lead offs. Base stealing is not allowed. Players cannot break contact with the base until the batter hits the ball. **PENALTY** If ball is hit then runner is out and ball is live. If not hit, then runners return to base. Base stealing is not allowed.

11) A play is over once an infielder (not an outfielder) is in complete possession of the ball within the infield, calls for and is award timeout by the umpire at his/her discretion. The infield for purposes of this rule ends 15 feet beyond the baselines so on certain larger fields, players may need to move closer to the baselines to get a called time-out. **The player with the ball must have control of the ball and call time with his hands in the air**

12) **One base on an overthrow does not apply.** You may advance until the ball is dead as described in the above paragraph.

13) A 5-foot hash mark will be chalked half way between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. These hash marks will be the guidelines for the umpire to determine base advancements. If a player passes the hash mark in the middle of the base path before the ball has been declared dead, that player is allowed to advance to the next base. If the player has not reached the hash mark, they must go back to the previous base.

14) **The Pitcher and Machine**

- A batted ball that hits the pitching coach is declared dead. It's ruled a dead ball, strike, and no runners advance.
- If a batted ball hits the machine and remains fair - the ball is in play.
- If the batted ball strikes the machine and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base.
- The coach-pitcher is allowed to instruct hitters, runners and bench players *prior to the pitching of the ball*. Once the ball is in play the pitcher coach shall not give coaching instructions to the batter or runners in any way (PENALTY: 1 warning then removal).

- 15) The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.
- 16) Teams are limited to six (6) players in the infield.
- 17) Teams are limited to four (4) players in the outfield.
- 18) Teams may field between 9 and 10 players on defense.
- 19) Outfielders may participate in infield play.
- 20) Outfielders must remain at least fifteen (15) feet behind the baseline (or on the outfield grass on most fields) until a ball is put in play.
- 21) On offense, teams should have a maximum of three coaches on the field, one feeding machine and two in the coaches' boxes. On defense, teams shall/must have a coach behind the catcher to assist with ball retrieval. **This coach may not coach defensive players at all under any circumstance** (PENALTY: 1 warning then removal). All other defensive coaches must remain in the area of the dugout.
- 22) When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If a live ball hits the coach pitcher or in the umpires judgment the coach interferes in the fielder's attempt to make a play the ball is dead and the lead runner is out. (This includes failing to get out of the way).
- 23) The pitching machine may at times throw bad pitches. It is up to the umpire to call a "NO PITCH" if they feel the batter could not hit the ball due to it being wild.
- 24) If at any time during the game a throw from a defensive player hits the pitching machine, the ball is dead and the runners advance one base.
- 25) There is **NO** mercy rule in Shetland 6U. However, when the game becomes mathematically impossible to win the umpire shall end the game. (See Rule 2 B II of this section)

****Time limits apply to all games except Championship games****

Disclaimer to all rules: there will be issues and situations that test the integrity of the above listed rules during the Tournament. Please note that the Redondo Sunset PONY Baseball Tournament director and/or committee reserve the right to change or modify any of the above items at any time to better serve the tournament as a whole.

In the event of incomplete Championship games on the last day of the tournament, for any division and for whatever the reason, the tournament director reserves the right to make all decisions on any final arrangements including, but not limited to, completing games on Monday or Tuesday or a later date TBD.