

# 2023 Father's Day Baseball Classic Tournament

## OFFICIAL RULES

### 6U thru 16U Divisions

*For the 2023 Tournament we will use the May 1st cut off. Whatever your player's age is on that day is what division he/she is eligible to play in.*

#### 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 participation. Umpire abuse will not be tolerated in any fashion.

**2.** All games 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](http://www.PONY.org). The tournament director, or his designees, have the final decision-making power regarding rule changes for any games.

**3. DIGITAL BOOK CHECK TO BE COMPLETED BY JUNE 12<sup>th</sup>, 2023:** All teams will need to upload the following items by the deadline using the **Digital Upload LINK's** sent to each team:

- **UPLOAD PDF Proof of league / team insurance-** (this must be current and cover the team/league registering)
- **UPLOAD pic of Signed medical and covid release TEAM FORM**
- **UPLOAD pic of birth certificates** 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 up to 4 BC's per pic max)
- **COMPLETE and SUBMIT Tourney Machine Roster LINK** (and carry printed copy with you)
- **PRINTED PITCHING LOG carried with manager and must be updated after each game.**

**4.** Most fields are on School District or City Property therefore, the following regulations apply:

- No RVs or overnight parking is allowed.
- No dogs are allowed at any Parks, fines begin at \$200.
- No Alcohol is allowed.
- No BBQs are allowed.

**II.PLAYING RULES:** *The league 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	Metal Cleats
SHETLAND (6U Blue Flame)	<ul style="list-style-type: none"><li>• 6 innings</li><li>• 1:15- no new inning</li><li>• 5 run rule</li></ul>	NO MERCY RULE, but when the game becomes mathematically impossible to win the umpire shall end the game	38 ft. mound 50 ft. bases Level 5 Ball Blue Flame Machine	NO
PINTO (7U JUGS)	<ul style="list-style-type: none"><li>• 6 innings</li></ul>	NO MERCY RULE, but when the game becomes	38 ft. mound 60 ft. bases	NO

	<ul style="list-style-type: none"> <li>• 1:30 – no new inning</li> <li>• 5 run rule</li> </ul>	mathematically impossible to win the umpire shall end the game	Regulation Ball 40 mph Single Wheel JUGS Machine	
PINTO KID PITCH (8U KP)	<ul style="list-style-type: none"> <li>• 6 innings</li> <li>• 1:30 – no new inning</li> <li>• 5 run rule</li> </ul>	10 runs after 4 innings	3 innings per game 9 innings tournament total 40 ft. mound 60 ft. bases	NO
MUSTANG (9U)	<ul style="list-style-type: none"> <li>• 6 innings</li> <li>• 1:45 – no new inning</li> </ul>	10 runs after 4 innings	3 innings per game 9 innings tournament total 46 ft mound / 60 ft bases	NO
MUSTANG (10U)	<ul style="list-style-type: none"> <li>• 6 innings</li> <li>• 1:45 – no new inning</li> </ul>	10 runs after 4 innings	3 innings per game 9 innings tournament total 46 ft mound / 60 ft bases	NO
BRONCO (11U)	<ul style="list-style-type: none"> <li>• 6 innings</li> <li>• 1:45 – no new inning</li> </ul>	10 runs after 4 innings	6 innings per game 9 innings tournament total 50 ft mound / 70 ft bases	NO
BRONCO (12U)	<ul style="list-style-type: none"> <li>• 6 innings</li> <li>• 1:45 – no new inning</li> </ul>	10 runs after 4 innings	6 innings per game 9 innings tournament total 50 ft mound / 70 ft bases	NO
PONY (13U)	<ul style="list-style-type: none"> <li>• 7 innings</li> <li>• 1:45 – no new inning</li> </ul>	10 runs after 4 innings	7 innings per game 11 tournament total 60 ft mound / 90ft bases	Fielders YES Pitchers NO if on turf mound
PONY/COLT (14U/16U)	<ul style="list-style-type: none"> <li>• 7 innings</li> <li>• 1:45– no new inning</li> </ul>	10 runs after 4 innings	7 innings per game 11 innings tournament total 60 ft mound / 90 ft bases	Fielders YES Pitchers NO if on turf mound

**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. PENALTY Determined by Tournament Director.

**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 that inning. Time limit rules do not apply to championship games.

**3. No New Inning Time Limits:**

- a) During pool play, a new inning shall not start after the No New Inning limit. Once started, the inning shall be played to completion.

- b) If it appears to the umpire that a team is purposely delaying the game to reach no-new inning status, then the umpire can speed up the game by calling players out or declaring a forfeit after issuing one warning.
- c) There will be no extra inning games in pool play games; a tie at the end of regulation play will be recorded as such.
- d) For all playoff/elimination games, if the game is still tied after the time limit, then the California Tie Breaker will be in effect.
- e) California tie breaker - Starting the new inning, after the no-new time limit has expired, a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.
- f) The Tournament Director reserves the right to shorten any game for any reason.

**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. **The UMPIRE'S 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 and may risk trespassing if non-compliant.

**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. **Metal cleats are NOT allowed in the 6U thru 12U divisions. Metal cleats are allowed in the 13U thru 16U divisions. METAL CLEATS ARE NOT ALLOWED ON ANY PORTABLE MOUND, bring turf shoes.**

**7. Official Score Recording and Scorebook:**

- a) Both teams will keep score on paper, Game Changer or similar software
- b) **The HOME team scorekeeper will be the official scorekeeper of the game.**
- 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 submitted by the winning team via text to 310-529-7768 in the following manner: 1) winning team Division (6U, 8U, 10U...) then 2) the team name and score then 3) the losing team name and score then 4) the field name and game time ALL in the text. (See Ex) (Example: 10U NAVY 8, City All Stars 6, XYZ Field, 10am)**

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

**9. Lead-offs/Balks:** Lead-offs are allowed in 9U thru 16U. 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 9/10U, 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 or multiple games.

- a. Headfirst sliding is allowed at all bases in 11U Bronco and up.
- b. No Headfirst Sliding at HOME BASE in 6U thru 10U. However, head first sliding is allowed in 6U-10U at all other bases.
- c. *A player who violates the headfirst 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 3<sup>rd</sup> 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 if both teams are the same seed then home team will be determined by coin toss.

### 15. Courtesy Runner: ALL TEAMS 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.

Courtesy Runner must be a player not in the game or last out if batting entire roster.

Player pulled off base 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.

*\* Neither team in the forfeiting game shall benefit from the result of a forfeit – this includes up to not being allowed the highest or higher seed in its respective playoff round. Forfeit winners will be seeded the lowest seed of their record group if multiple teams have the same record UNLESS the forfeiting team is also in that group in which case the forfeiting team will be the lowest seed of that group and the forfeit winner would be the second lowest seed of the group. For example, if 3 teams are tied 1-1 at the end of pool play the forfeit winner team will be placed as the lowest of those 3 seeds unless the team that forfeited is one of the other 2 teams then the forfeit winner would be the number 2 seed of these 3 seeds and the forfeiting team would be the 3 seed of this group.*

**17. Playoffs and Seeding:** After the first 2 games are played, teams will be seeded for a single elimination playoff round using the following tie-breaker steps with the following **EXCEPTION** - *The Tournament Director and Committee reserve the right to adjust seedings in order to maintain competitive fairness or for whatever reason determined that is in the best interests of the Tournament.*

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

- **Overall Record**
- **Run Differential (max 8 runs per game)**
- **Least runs allowed**
- **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, warmups 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. NO ILLEGAL BATS (ALL DIVISIONS):**

- These bats are NOT ALLOWED.
- To see a list of illegal bats, go to the USSSA website or [click on this link](#).
- For USA Bats, [click on this link](#).
- Tee Ball Bats are allowed in 6U.

**24. BAT STANDARDS**

- A violation of the bat rules is cause for up to game forfeiture and manager suspension which will be at the discretion of the umpire and Tournament officials.
- All PONY, Little League, USSSA and/or USA certified/approved baseball bats are allowed. Big Barrel and wood bats are accepted. 2 3/4" and 2 5/8" bat diameters are allowed in all divisions.
- 12U Division and below – required USSSA or USA certified bats
- 13U Division – players must swing a bat with no lighter than a drop-8
- 14U and 16U Divisions – players must swing a bat no lighter than a drop-5 but are encouraged to use a BBCOR with a drop weight of -3. (-3) or (-5) bats are allowed
- 16U Division Must swing BBCOR or Wood ONLY

**25. UMPIRE NO SHOW AT GAME TIME:** In the unlikely event that your game has no umpire at game time we ask the affected teams to follow the following procedure.

- We ask all teams to identify one representative that would be able to fill as an umpire in an emergency.
- At 10mins after game start time text or call the Tournament HQ #.
- At 10mins after game start time, or sooner, START the game with a predesignated representative as umpire for your team. The umpire will position himself behind the pitcher.
- Each team representative can umpire their teams hitters OR if teams agree upon one person to do so for both teams until an umpire arrives.

### **III. ADDITIONAL PINTO 8U KID PITCH RULES**

- 1) Pitching: There are no balks. There is no dropped third strike rule. A third strike is recorded as an out even if the catcher drops the ball. The strike zone will be expanded at the discretion of the umpire.
- 2) Fielding: On a walk - ball is live. Bunting is allowed. Nine players on defense, 3 outfielders.
- 3) Scoring: An inning is complete when (a) three outs are recorded or (b) the offensive team has scored 5 runs. Exception: On homerun over the fence - all runs will count. There is no run limit in the final inning. The final inning may be determined based on time limitations and is frequently not the 6th inning. Managers and umpire shall agree on the final inning. If managers are unable to agree, then the umpire shall decide.
- 4) Base Running: Stealing is allowed. A runner may steal home on a wild pitch, passed ball or overthrow by the catcher. Base runners are not permitted to lead off and must remain in contact with the base until the ball has left the pitcher's hand. A player who leaves a base before then shall be called out.

EXAMPLE: 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 timeout 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 timeout until active pursuit of a base runner has stopped. (Example: Baserunners 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. Timeout will not be called by the umpire because the defensive player kept the ball in play, rather than letting the umpire call time out.) Once time out is called by the umpire play is "dead" and no play can be made on any baserunner. The lead baserunner shall return to the base from which his forward progress has been stopped. All other baserunners 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.

5) **TEAM ELIGIBILITY:**

- 1) Teams 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.

6) **PLAYING FIELDS:**

- A. Pitching Distance: 40 feet
- B. Distance between bases: 60 feet

7) **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 in chart above.

8) **BATTING ORDER AND SUBSTITUTIONS:**

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

9) **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.
- B. 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

#### **IV. ADDITIONAL PINTO MACHINE PITCH RULES**

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

1. 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.
2. Each team will be allowed to score unlimited runs in the last inning only. Their half inning at bat will end upon the completion of one of the following: The defensive team records three (3) outs or the offensive team bats their entire lineup as described below:
3. 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.
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 or crosses home plate. 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. When the ball is in possession of an infielder and in the umpire's judgment, all play on the runners has ceased; the umpire will call "Time". The ball is then dead and will be returned to the pitching coach of defensive pitcher.
9. One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph
10. The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.
  - If a batted ball hits the machine or bucket and remains fair - the ball is in play.
  - If the batted ball strikes the machine or bucket 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 in any way (PENALTY: 1 warning then removal).
  - Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and shortstop.
11. 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 a max 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 in a ball bucket. 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. 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 umpire's judgement 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 pitcher or the coach operating the pitching machine, the ball is dead. The pitch is a foul strike and no runners may advance.
17. 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.
18. There is NO mercy rule in Pinto Machine Pitch. However, when the game becomes mathematically impossible to win the umpire shall end the game.

## **V. ADDITIONAL SHETLAND MACHINE PITCH RULES:**

The pitching machine will be throwing regulation baseballs from 35 feet a approximately speed 2. Level-5 (RIF-5) safety balls will be used for this division. Pitching machine is a Slugger UPM 45 ("Blue Flame")

1. 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. Exception: On homerun over the fence - all runs will count.



2. Each team will be allowed to score unlimited runs in the last inning only. Their half inning at bat will end upon the completion of one of the following: the defensive team records three (3) outs or the offensive team bats their entire lineup as described below:
3. 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.
4. 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.
5. Players are NOT ALLOWED to pitch to other players.
6. Each player will be given 6 pitches from the machine. The batter is out if failing to hit a fair ball after 6 pitches or three strikes. A foul ball on the sixth pitch is an out. Baseballs are not to be laid on the ground during play. Buckets are not permitted out by the pitching coach.
7. Bunting is not allowed. A batter must take a full swing. Penalty: Dead ball strike, runners and batter don't advance.
8. 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. Ball is a foul-strike. (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.)
9. 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.
10. A play is over once an infielder (not an outfielder) is in complete possession of the ball within the infield, i.e. on the dirt in fair territory at most fields, 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.
11. One base on an overthrow does not apply. You may advance until the ball is dead as described in the above paragraph.
12. There will be chalked 5-foot hash marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. These hash marks will be the guidelines for 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.
13. A batted ball that hits the pitching coach is declared dead. It's ruled a dead ball, strike, no runners advance.
  - If a batted ball hits the machine or bucket and remains fair - the ball is in play.
  - If the batted ball strikes the machine or bucket and goes foul - then the ball is dead, the batter is awarded first base and all runners advance 1 base.
  - The coach-pitcher may give coaching instructions to the batter and baserunners however they must not in any way interfere with the defensive players.
14. The pitcher shall take a position 5 feet back and 3 feet left or right of the machine.
15. Teams are limited to six (6) players in the infield.
16. Teams are limited to four (4) players in the outfield.
17. Teams may field between 9 and 10 players on defense.
18. Outfielders may participate in infield play.
19. 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.

20. On offense, teams should a max 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. All other defensive coaches must remain in the area of the dugout.
21. 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 umpire's 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).
22. Pitching machine speed needs to be set on speed 2.
23. 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.
24. There is NO mercy rule in Shetland. However, when the game becomes mathematically impossible to win the umpire shall end the game.

**\*\*\*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 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. In the event of incomplete Championship games on Sunday, for any division and for whatever the reason, the 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.**