CC-PAL Shetland League Rules

The following is an addendum to the published Pony Baseball® Rules and Regulations for Shetland. This is a set of rules governing play for the T-Ball League at CC-PAL Sports Complex. These rules are in accordance with CC-PAL Constitution and Bylaws.

Rule 1: Teams

(A) Team roster shall not exceed 13 players per team. (Only exception, year to year basis, is if the Board agrees on either 14 or 15 players per team if needed).

Rule 2: Legal Players

(A) Players shall be of League ages five (5) or six (6).
(B) League age is that age attained by a player prior to July 31st of the current year.

Rule 3: Equipment

(A) The League will provide a T-Shirt and a Cap for each player. Uniform pants will be worn during games and provided by team members.
(B) All batters and base runners shall wear batting helmets (all helmets must meet required safety specifications). **NO PAINTING OF HELMETS IS ALLOWED.** Catchers shall wear all equipment required of a catcher when playing defense.
(C) With the exception of bats and gloves, all equipment not issued by CC-PAL shall meet baseball safety approval. Bats may not exceed 26” in length.
(D) Equipment not in actual use must remain inside the dugouts at all times.

Rule 4: Playing Rules

(A) There will be a maximum of ten (10) players on the field. Defensive substitutions must be made every other inning.
(B) A batting lineup that includes all team members present shall be submitted prior to the start of the game. All team members must bat according to that lineup. Any player arriving after the batting order has been submitted shall be placed at the bottom of the batting order.
(C) The ball shall not be pitched, but will be hit off a tee that shall be set on home plate. It shall be the umpire’s responsibility to move the batting tee from the plate area every time the ball is hit into fair territory. The pitcher must stay within the pitching circle until the ball is hit. The umpire will place the tee height to accommodate the batter.
(D) The batter shall not be allowed to bunt and may not take a half-swing or swinging bunt. If in the umpire’s judgement, the batter was not taking a full swing, the batter may be called back and strike called. **A bunt will be an out, no runners may advance.**
(E) Managers are to instruct their batter not to “Throw” bats. In the event that the child has been warned by the umpire once during a game, the next time the bat is thrown by the same child in the same game, that child shall be called out and no runners may advance.
(F) Leading off and base stealing is prohibited. Runners may not advance, except on a fair hit ball.
(G) Base running:
   (1) Runners must stay in contact with the base until the ball is hit.
   (2) Play is stopped when a fair ball is thrown back to the pitcher and the pitcher has control of the ball inside the pitching circle, or an infielder has control of the ball and the base runner can not advance. If, in the judgement of the umpire, a runner has advanced safely more than half way to the next base, such runner or runners will advance to the next base and play will be stopped.
(3) If the pitcher runs through the pitching circle that is considered a “Dead Ball” and play will be stopped.

(4) Infielder must have possession of the ball to be considered a “Dead Ball”.

(H) Outfielders
   (1) Must remain on the grass outfield area. This includes the rover.
   (2) Outfielders may not call time out if they have the ball in their possession.

(I) Foul Balls
   (1) A 10’ radius line, from the back corner of home plate will be marked from foul line to foul line. If the ball is missed, hit foul, or does not travel the required 10’, it is a foul ball and a strike to the batter.

(J) Strike-Outs
   (1) A batter shall be allowed (3) three swings. If, on the third strike the ball is not struck, the batter shall be declared out. If on the third strike the ball is fouled or the batting tee is struck, the batter shall be entitled to (1) one additional swing.

(K) Length of Game
   (1) Regulation game shall be five (5) innings or one (1) hour, which ever comes first.
   (2) Tie games, for League standing purposes, shall be counted as ½ game won and ½ game lost for each team.
   (3) Five (5) runs or three (3) outs consists a side change.

(L) Time Limitations
   (1) No new innings shall start later than one (1) hour after the actual starting time of the game. The beginning of each successive inning officially begins immediately after the last out of the previous inning. If time runs out during play, the complete inning will be finished.
   (2) On days when several T-Ball games are scheduled, the second and successive games shall start as near to starting time as possible.
   (3) The umpire behind home plate shall keep the official time for each game, unless an official clock is operating and in full view of the participating team.

(M) Complete Game
   (1) An inning, once started, shall be completed unless terminated by the umpire because of inclement weather or failure of proper lighting.
   (2) If a game is called for any reason, it shall be considered a completed game if three (3) innings have been completed, or if the home team has scored more runs in two (2) innings than the visiting team scored in the full three (3) innings.

(N) Postponed Games
   (1) All games, which are terminated/postponed, shall be rescheduled on the first available date.
   (2) Times and dates of scheduled games, where holidays or special occasions are involved may be changed with Board approval.

Rule 5: Coaching

(A) One (1) coach may stand near his/her defensive players to give advice, but must not interfere with play. He/She shall be confined to the outfield area and may not touch any player. It is recommended that each team have at least four (4) coaches: one (1) coach at third, one (1) at first and two (2) coaches to keep order in the dugout and keep up with the batting order. All other adults shall remain behind the fence.

Rule 6: Tobacco, Alcohol and Profanity

(A) NO ALCOHOLIC BEVERAGES OR SMOKING WILL BE ALLOWED ON ANY PLAYING FIELD OR DUGOUT THAT CC-PAL OCCUPIES.
(B) ANY PERSON HEARD BY THE UMPIRE OR BOARD USING PROFANITY SHALL BE EJECTED.
Rule 7: Team Duties

(A) The visiting team shall be responsible for putting out the bases and marking the field before each game.

(B) The home team shall provide an official score keeper for the game, which will keep score on the home team side. The official score book must be signed by each Manager at the completion of the game. The score book is to then be turned over to a Board member.

(C) After the last game, BOTH teams shall be responsible for picking up and storing the bases and dragging the skinned area of the playing field. NOTE: BOTH TEAMS WILL COORDINATE DUTIES BEFORE AND AFTER THE GAME OR COACHES WILL BE SUSPENDED.

(D) FAILURE TO DO ANY OF THE ABOVE ARE GROUNDS FOR COACHES TO BE SUSPENDED.

Rule 8: Umpires

(A) There will be one (1) umpire for each game.

(B) Umpires can be members of a duly recognized baseball officials association or a volunteer.

Rule 9: Protest

(A) There is no protest in T-Ball

***A Manager, Assistant Coach, Coach, Parent-Helper, or Player ejected from a game must leave the area immediately. He/She will also be suspended from the next regularly scheduled game. A report shall be filed with the Board as to the reason why the ejection was made. If any further action is to be taken it will be done with Board approval. Only the umpire or Board member present at the game has the power to eject a person.

These rules were adopted at a duly convened Board of Directors Meeting held on ________________.

David Morris, CC-PAL President________________________________________________________

Maricela Garza, CC-PAL Secretary_______________________________________________________