



San Marcos Youth Baseball
PO Box 111, San Marcos, CA 92079
www.sanmarcosyouthbaseball.com



SHETLAND DIVISION GUIDELINES

The following guidelines are for use during Shetland league play and, when applicable, are a supplement to the official Baseball Rules, PONY Baseball Rules, the SMYB Bylaws and these SMYB Division Guidelines. Any violation of the SMYB By-Laws, Division Guidelines, or Pony Rules, may result in a forfeit of the game and/or the suspension of a player, manager, coach, umpire, or any other person for such period as shall be deemed appropriate by the Board.

Only SMYB Board approved managers and coaches will be allowed on the field during practices and games. The team manager is solely responsible for ensuring that each assistant coach registers on the SMYB website and that they are approved by the SMYB board prior to being on the field. See the “credentials” section at the bottom.

Shetland is a development division intended to prepare kids for the next level of play in Pinto Division. Use these rules to teach the players baseball, adjust where needed to keep the engagement and build the love of the game.

1) General Guidelines

- a) A safety ball shall be used.
- b) Home Team shall occupy the 3rd base dugout; the visiting team is in the 1st base dugout.
- c) The Home team is responsible for setting up the field with bases and chalk if needed.
- d) All games will be no longer than 1 hr in length. No new inning should start after 50 minutes of play.
- e) No player shall play the same position more than one inning in the same game. Rotating positions is necessary to give each player a chance to play a different position. No player will sit with out parent approval (Injury or Behavioral)

- f) Home team of the final game is responsible for putting all equipment away, including bases, chalkers, rakes, brooms, and box stencils.
- g) All players must remain in the dugout when not on defense, on base, at bat, or on deck.
- h) The batter and base runners must wear a helmet. The catcher must wear the catcher's gear.
- i) All players will be issued a jersey and cap. That must be worn with baseball pants, belt, and baseball socks. 4 Adult volunteer jerseys will be issued and must be worn while on the field during games. No Volunteer shall be given a jersey until all "Volunteer Requirements" are complete.
- j) Throwing any equipment will not be tolerated. First time the player will be warned. Second time the player will sit out the remainder of the game.

2) Game Guidelines

- a) Shetland will use the blue flame pitching machine. The machine will be placed approximately 38 feet from home plate and set to roughly 26 mph.

The pitching machine should be set and tested prior to the start of the game. As a general preference, to save time, adjustments to the machine should be made between innings. The Blue Flame has 3 different adjustment points and should be set to following standards.

- Micro Adjustment (3)
- Release Arm Block (4)
- Power Pedal (2)

- b) Outs will be enforced. Half innings will end after 3 outs recorded by defense from a ball hit into play, or 5 run rule is reached.

- c) Teams shall not score more than (5) five runs per inning.

- d) If a batted ball strikes:

(1) The pitching machine and remains in fair territory, the ball is still in play. If the deflected ball hits a runner in fair territory he/she is not out, and the ball is live and in play.

(2) The pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.

- e) A batted ball becomes dead when an infielder has possession and control of the ball in the infield.

- f) Maximum of 7 infielders and all remaining players can play in the outfield. (2 Pitchers, Catcher, First Baseman, Second Baseman, Third Baseman, Shortstop)
- g) Offensive coaches will be stationed in the coaches box (1st base & 3rd base), feeding the pitching machine, and a coach in the dugout.
- h) Defensive coaches must remain off the field (in foul territory, 2 on third base side and 2 on first base side) while the ball is in play. Defensive coaches may coach from foul territory or the dugout, not in the field of play.
- i) Two base maximum from where the batter/runners started unless an "over the fence" home run is hit - no exceptions. Balls hit to the outfield (defined as hitting the ball to the grass) allow for a 2-base maximum. Balls hit to the infield allow for a 1-base maximum.
- j) Bunts are not permitted (penalty is a foul strike).
- k) The batter will receive a maximum of 5 pitches. If the batter does not put the ball in play after 5, the batter will hit from the Tee.
- l) Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball is put into play.
- m) Once the ball becomes dead and the runner has not gone entirely beyond the halfway point between bases, the runner will be required to return to the base that they are coming from.

3) Credentials

Prior to stepping on the field, Managers and Assistant Coaches are required to do the following trainings:

- ☐ Live Scan (Only Needed One Time)
- ☐ Background Check (Needed Every Spring & Fall)
- ☐ Sudden Cardiac Arrest (Needed Every Year)
- ☐ Abuse Awareness (Needed Every Year)
- ☐ Concussion in Sports (Needed Every Year)

■ NOTE: The above (3) training certificates and Background check confirmation need to be uploaded to the google form, prior to your teams first practice.

Team Parents are required to complete the Background Check (Needed Every Spring & Fall)

■ NOTE: If your team parent will be entering the field or dugout, then they will be required to do all (3) training stated above for Coaches, as well as the live scan. All Volunteers (Managers, Assistant Coaches, and Team Parents) must register as a volunteer on the SMYB website.

Updated June, 2026

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