



Rocklin PONY – Shetland 6 2026 Rules

Dugouts & Field:

- Home team will occupy the 3rd base dugout. Visiting team will occupy the 1st base dugout.
- All offensive players – except for the batter, on-deck batter and any base runners – must remain fully inside the dugout and remain in the dugout during play.
- Base lengths are to be 50'. Pitching mound not used, machine set up at the front.

Field Prep & Scorekeeping:

- The Home team is responsible for field prep (water, drag and chalk batter's boxes and base lines. We don't keep score in Shetland. The visiting team is responsible for cleanup if you're the last game of the day/night. This includes putting away the bases, replacing plugs, putting away chalkers and any other equipment and dragging/raking the field. As a best practice, if nobody is grabbing a tractor directly from you, put it away in the shed and lock up.

Uniforms & Equipment:

- All players must wear their team jersey & hat, with the jersey tucked in. Plastic or molded cleats are recommended. No metal cleats are allowed. We recommend that all male players wear a cup.
- Helmets must be worn during all hitting activities in practice and while hitting or in the on-deck circle during games.
- All bats must have the USA stamp. Use of illegal bats (USSSA) will result in the player/manager ejection and suspension.

Playing the Field:

- All defensive players will play the field, nobody on the bench. Four (4) outfielders, an extra pitcher or infielder etc.
- Every player must play at least one (1) inning in the infield. In the event the game goes longer (3-4 innings), they should play about half the game in the infield.

Pitching:

- Pitching will be by machine ONLY.
- Players will be given 3 pitches from the machine. If a player fouls the 3rd pitch, they shall get another pitch (similar to 2-strike count). If they fail to hit a pitch, they will be given the opportunity to hit from the tee. Managers are encouraged to load the ball as quickly as possible and not coach every pitch.
- Machine settings will be Power Level 2, Micro Adjust 3, Release Block 4
- Pitching machine will be set at thirty-eight (38) feet for the entire season.

Hitting & Baserunning:

- No leads or steals and no sliding into first base. Feet first sliding preferred into all other bases.
- Upon the batter hitting the ball in play, they may advance at their own risk. In the event a ball gets into the outfield, a baserunner may only advance if they've rounded the base prior to the ball leaving the outfielder's hand.
- Runners may not advance on overthrows.
- A baserunner that is thrown/tagged out at first base or any base will be taken off the bases. No outs will be recorded, we don't keep score.

Game Length & Mercy Rule:

- Each inning will consist of a full rotation through the batting lineup for each side.
- Games have a drop-dead time of 1 hour and 15 minutes. No new inning may begin after 1 hour.