North City Fall 2026 Rules

Initial Revision Date: 8/31/2026

Rev Date 9/6/2026 - Made the fall ball rule set a full ruleset as opposed to linked to the spring ruleset

1. General
    - 1.1. Fall Ball is intended to be a way to develop players and get reps in a real game environment. Competition is important for development, but should not be used as a reason why players aren't getting infield reps.
    - 1.2. Alcohol is not permitted in the vicinity of the fields, snack bar or parking lot. The first offense, you will be asked to leave the fields. The second offense may result in a ban from the fields for the season.
    - 1.3. The use of tobacco or illegal drugs by anyone is not allowed on the lower area surrounding the snack bar and playing fields.
    - 1.4. Climbing on the cliffs and hillsides surrounding the fields is not permitted because of erosion. Please remind your players and parents.
2. Safety
    - 2.1. All players will wear a protective helmet while in the on-deck circle, at the plate, while running the bases, and while providing protection to a pitcher warming up. Helmets must remain on the player's head until he/she is safely inside the dugout.
    - 2.2. All Male players must wear a cup for protection. Catchers must also wear a protective helmet, mask, and throat protector. This is required during practices, while in the bullpen, and during games. While warming up pitchers and catchers, proper headgear must be always worn.
    - 2.3. Players NOT wearing a cup shall NOT play. (Safety procedure)
    - 2.4. Metal cleats are permitted only in the Pony Division.
3. PONY Baseball Bat Rules
    - 3.1. Below is a summary of the PONY and NCYB bat rules.
    - 3.2. Please reference the PONY rule book for a more detailed description.
    - 3.3. Metal Bats must be certified by either USA Baseball or BBCOR.
    - 3.4. Wood bats are allowed in all divisions

3.5. First bat violation during a game will result in an out for the player using an illegal bat during a game. Second illegal bat violation for the same player in the same game will result in Manager ejection.

4. Managers and Coaches
    4.1. Managers shall be appointed by the Board of Directors as per Article 4, Section B, Subsection 15 of the North City Baseball Constitution and Bylaws. Coaches and other team representatives shall be selected by the manager subject to approval by the Board.
    4.2. During practices and games, each team must be under the direct supervision of at least two adults who should include a manager or official coach.
    4.3. During practices and games, shirts and shoes must be always worn on the playing fields and the batting cage.
    4.4. The managers of both teams shall be responsible for the preparation of the field before and after games.
        4.4.1. The home team is responsible for field set up (raking, water dirt as needed, bases and chalk lines).
        4.4.2. The visiting team is responsible for field breakdown on the last game of the day (rake, field drag, remove bases, water infield grass and dirt and secure shed).
        4.4.3. These tasks can be shared by both teams if desired.
        4.4.4. Note: In scenarios where North City hosts an interleague game, the North City coach is responsible for both the field setup and tear-down.
    4.5. Each manager is responsible for cleaning up his/her dugout and bleacher area after each game.
    4.6. ALL managers will be responsible for watering the infield after any practice they have on North City fields. First offense is a warning; second offense will result in loss of next scheduled practice on North City playing field.
    4.7. The official scorekeeper shall sit directly behind the umpire and is provided by the home team. The scorekeeper shall not be in the dugout or on the field. The visiting team shall be responsible for keeping score on the electronic scoreboard if provided.
    4.8. After the last game of the day, the managers (or a representative) must remain near the snack bar until it is fully closed and locked. This is for the safety of those working in the snack bar.

4.9. If a player has been benched for disciplinary reasons the division rep shall notify the player agent on the first offense. On the second offense the division rep shall notify the player agent, and the player agent shall notify the Board of Directors. The Board of Directors will determine consequences of further disciplinary problems. Consequence considerations shall be suspension from further games, disqualification for tournament play, and/or expulsion from NCYB.

4.10. A manager and/or coach who are determined by a majority vote of the Executive Board of Directors to have knowingly violated the player selection rules shall be prohibited from managing and/or coaching at North City for two years.

4.11. Managers and coaches must pass a background check prior to selection.

4.12. A player that leaves a game early for any reason will not result in an out during regular season play (exception - Rule 8.6.2.1).

4.12.1. During the playoffs, leaving a game early will result in an out upon that player's turn in the batting order (1st time only). - If a player leaves because of an injury, then this rule does not apply.

4.13. Any manager that does not follow the minimum playing requirement rules during playoff games will result in the game being forfeited.

5. Player Uniform

5.1. All players must wear the uniforms provided by NCYB.

5.2. The NCYB provided uniform will consist of a NCYB team jersey and a NCYB team hat. A player may substitute the NCYB team hat for a comparable baseball hat. Shirts must be worn tucked in, with a belt and socks.

6. PLAYER SELECTION-Shetland

6.1. The President and/or Vice-President, and Player Agent will assemble each team with input from Shetland Managers.

6.2. Each team will have approximately the same number of players. Shetland team composition will be balanced between player ages and playing experience.

6.3. Within the parameters of 7.1.2.1, every effort will be made to place players together as requested any parents/guardians.

7. PLAYER SELECTION Pony, Bronco, Mustang, Pinto, and Shetland (Majors) (THE DRAFT)

7.1. Definitions

7.1.1. Primary coach – the primary coach is the person named by the manager, prior to the draft, who shall act as a coach during the season. No individual shall be a manager and primary coach for the same division.

7.1.2. Reserved players – a reserved player is a player who is automatically placed on a team.

7.1.2.1. Reserved players are those players who are legal dependents of a parent, grandparent, or "close relative - with the approval of the board" of the manager and one primary coach.

7.1.2.2. Only if all managers agree before the draft begins will a team be allowed to reserve more than 2 players (other than siblings).

7.1.3. Pool players – all players who are registered prior to the draft who are not reserved players are pool players.

7.1.4. Non draft players – a player who is not registered prior to the draft. This includes waitlisted players

7.2. Assessments

7.2.1. The Board of Directors will set the date, time, and location of each divisional assessment.

7.2.2. The player agent and the division rep, with the assistance of other Board members, will conduct each divisional assessment. The President and/or Vice President will oversee the activities.

7.2.3. Reserved players are expected to assess just for rating and ranking purposes.

7.3. Draft

7.3.1. General

7.3.1.1. The draft shall be held at a location and time determined by the player agent with the approval of the president.

7.3.1.2. The player agent, the division rep or the Coordinator will chair the draft.

7.3.1.3. The president and/or vice president shall be present at the draft to ensure that all league rules are followed.

7.3.1.4. The manager shall select his/her players, or a manager may designate another official coach to make the player selection. In this situation, the manager must inform the player agent and/or the president.

7.3.1.5. Only two team representatives may be present at the draft.

7.3.1.6. The player agent must explain all rules to the team representatives prior to the draft activity.

7.3.1.7. Pool players may not designate a manager for whom they will not play unless they have previously filed a written letter with the Board describing the objectionable behavior of such manager. Such report must be approved by the Board as a reason for rejection of such manager or managers. Pool players who refuse to play for a manager or managers without a Board approved letter will not be permitted to play for another manager. Manager must notify Player Agent prior to tryouts or start of the season if this issue has been made known to them.

7.4. Activity

7.4.1. The player agent shall provide the managers with the following information for all players prior to the draft: name, age, years of experience, and if they played as an All- Star the previous year.

7.4.2. Reserve players will be placed on the appropriate team rosters.

7.4.3. The player agent shall provide a list of all available pool players' names.

7.4.4. All reserved players will be openly discussed, and managers will come to agreement by majority vote as to what round each player is to be placed. The player agent will break all ties or overrule the vote if he/she deems the vote is skewed. All players known by managers/coaches that were not present at tryouts will be discussed and rated prior to the start of the selection process. All players who are not known and not present for tryouts will be available for selection after the seventh round (starting 8th).

7.4.5. Managers will lose draft picks for each reserve player on their team in the respective round that each player was placed.

7.4.6. The manager or their representative will select players from the available pool players until all players have been selected.

7.4.7. Each selection should take less than one minute.

7.4.8. Players signing up after the draft will be placed on teams by division rep/player agent/president or vice president until all teams have the same number of players.

7.4.9. When all players have been selected, each manager will be given a complete roster of his selected players and their profile sheets or on-line access.

7.4.10. All player trades must be made within 24 hours of the completed draft. Player Agent, Division Rep, and President and/or Vice-President must giving final approval. Notification of any player prior to such approval invalidates the trade.

7.4.11. Managers should wait 24 hours to notify their team selections due to possible changes needed to be made by the Player Agent or President. Managers should then notify their selected players within 48 hours from the conclusion of the draft. (notify after 1 day, before 2 days from the conclusion of the draft)

7.4.12. Once a player has been notified of their team selection, they are not eligible to be traded. Any issues that arise must be brought to the attention of the Player Agent, President and/or Vice-President. They will determine a resolution if needed.

7.4.13. Siblings of pool players shall be assigned to the same team unless a request from the parents or guardians is received to separate the players.

7.4.14. The placement of siblings on a team shall result in the loss of a draft pick in the round in which the sibling is determined to be placed on that team.

7.5. Selection Order

7.5.1. Once all reserved players have been placed on their respective teams, the draft selection order will be determined by ranking of each player utilizing the Draft ranking system (see 7.5.1.1). The Player Agent along with the assistance of the Division Rep, President and/or Vice-President will calculate the team points to determine the draft order prior to the first three rounds. The draft order will be from weakest to strongest teams.

7.5.1.1. After reserved players are slotted by round, they will be assigned a point value. 10 points for first round, 9 for second, 8, for 3rd and so on. If a team has two players with a first round grade, then they will each be scored as 10 points. The two highest scoring reserved players are added up for a draft score.

7.5.1.2. First 3 Rounds

7.5.1.2.1. If a team has multiple reserved players that are assigned to the same round (i.e., two first round selections) then player A will be placed in round 1 while player B will be in round 2. However, both players will be assigned a first-round value of 10 points apiece (20 points total).

7.5.1.2.2. When it is the teams turn to draft in the 3rd round (they already have their first two rounds filled by reserved players) they will need to pick a 7-point value (4th round) player or lower since the overall point total for the first 3 rounds is 27 (10+9+8) and they already have 20 points worth of players.

7.5.1.2.3. This process will be followed for the first 3 rounds unless a team has 3 reserved players (due to siblings) then it will be followed for the first 4 rounds. Some other examples would be a team with two 2nd round players and a 3rd round player. That team would have rounds 2,3, and 4 filled out and still be able to draft a player in the first round. However, that player will need to be a 3rd rounder (8 points) or less.

7.5.1.2.4. The reason for this is their two second rounders are a total of 18 points (9 each) and their third rounder is 8 points for a total of 26 points. The total number of points for the first 4 rounds is 34 points (10+9+8+7) and the team already has 26 points worth of players. For any reserved players slotted outside the top 3 rounds this point system will not apply (i.e. If you have two 4th round players you will be allowed to select any value player available in the first three rounds).

7.5.1.2.5. If at the start of the 3rd round, all teams have exceeded the point limit for 3rd round selections, all teams may pick any available regardless of draft ranking.

7.5.2. The draft order for the Third round will be used for the remainder of the draft. The selection order shall “snake”, meaning reversed in every other round starting after the third round and continue until the second to last round of selections. In the final round, the selection of remaining players will be made from

(strongest to weakest team by ranking), until all remaining players have been selected.

7.5.2.1. Manager/Coaches kids will be ranked by board members (President, Vice President, Division Rep, and Player Agent) and debated with league managers prior to the draft. Ultimately, the board members mentioned above have final say regarding the player ranking.

7.5.3. Team uniform assignment will be handled by the Procurement Agent. The Procurement Agent may arrange a separate process, whereas managers can request or bid on a particular jersey by donating funds to the league to secure it.

8. General Playing Rules (All Divisions)

8.1. The rules of play will consist of current Official Baseball Rules, PONY Baseball Rules and Regulations; and NCYB League Rules, Regulations, and Playing Rules. If a conflict between rules exists, PONY Baseball Rules and Regulations override Official Baseball Rules; the NCYB League Rules, Regulations, and Playing Rules override both PONY and Official Baseball Rules.

8.2. All teams shall bat the entire line up during North City baseball.

8.3. No player shall sit out consecutive innings at any time, unless it's a safety issue and agreed upon by both managers, nor shall any player sit more than 2 innings in a standard-length Pinto and Mustang game, and 3 innings in Bronco. If a game goes to extra innings a player may sit one additional inning. A maximum of three innings in Pinto and Mustang, four in Bronco.

8.4. All players should play a minimum of 2 innings in the infield each game (minimum of 4 innings for this rule to take effect). Otherwise, 1 inning minimum in the infield. (Unless medical conditions apply and are discussed prior to start of game and agreed upon by both managers)

8.4.1. An inning will consist of three outs in the same inning. In Pinto, catcher will count as an infield position only if the player is in a crouching position behind the plate. This rule is NOT in effect during the playoffs

8.5. Failing to Follow rules 8.3 and 8.4 shall result in:

8.5.1. Infraction 1: warning

8.5.2. Infraction 2: manager ejection for one game

8.5.3. Infraction 3: appear before the Board of Directors for sanctions.

8.6. Coaches may warm up pitchers between innings. In Pinto and Mustang, there will be no more than four coaches on the field or in the dugout at any time. In Bronco, there will be no more than three coaches on the field or in the dugout at any time. Adults must stay in the dead ball area during defensive innings.

8.6.1. Only managers, coaches, and team players are allowed in the dugout. No one under the age of 16 may be on the field during games.

8.7. Ejections from a game:

8.7.1. Any player ejected from a game shall be listed as ejected in the official scorebook and the player will be ineligible for the following game. Two or more ejections may result in suspension from the league.

8.7.2. Any manager or coach ejected from a game shall be listed as ejected in the official scorebook and the manager/coach will be suspended from the following game.

8.7.3. A second ejection will result in ineligibility to manage or coach any Memorial or All-Star team and removal from coaching/managing your team, subject to consideration by the Board.

8.7.4. The league official scorekeeper will be responsible for notifying the Division Rep, President and Player Agent when an ejection occurs, in a timely manner.

8.8. Minimum Number of Players: In Fall Ball, the minimum number of players needed to start is 5 players.

8.8.1. If the case that a team has less than the minimum number of players of players to field a defense, the opposing team will loan their last batters to help fill in the outfield.

8.8.2. No automatic outs will apply to a team that does not have enough players.

8.9. The following circumstances will apply to a batter who, during his/her swing, inadvertently throws the bat will be:

8.9.1. First offense: the umpire will give an official warning. The warning will be recorded in the official scorebook.

8.9.2. Second offense: the umpire will call time out, the ball will be ruled dead, and the batter will be ruled out, and all runners shall return to the bases where they began play

8.10. When on offense, both teams will bat all players participating in the game and who are on the official roster of players. The official roster of

players is defined by the manager's team page on the North City Youth Baseball Homepage.

8.10.1. Substitute Players – In the event the coach knows that they will be short on players, they may try to acquire substitute players in the following order:

8.10.1.1. Other North City Divisions – Playing up a division can give kids an opportunity to learn more about baseball from older kids. In addition, we didn't have enough kids to field a Bronco team this season, so they are eligible to be used as Mustang substitutes this season

8.10.1.2. Intra-Division – If a kid wants to play multiple games in a single day, they are eligible to play

8.10.1.3. Other North City Families – If a kid can't be replaced by the above rules, then a kid from a family that normally plays spring ball at North City may be considered. Pre-approval from the Player Agent or Fall Ball Coordinator is required.

8.11. A player who is in the lineup and listed in the official scorebook and is not present for his/her scheduled batting appearance shall be removed from the lineup and the scoring boxes will be annotated with "failure to appear." This will create an updated batting order. This will not count as an out.

8.12. A player who is in the lineup, entered in the official scorebook, and leaves prior to the completion of the game shall be removed from the lineup and the scoring boxes will be annotated with "left early." This will create an updated batting order. This will not count as an out. Note this rule does not apply to a player who has temporarily left the field. In this case, the game will be delayed for a reasonable length of time.

8.13. A player not in the lineup, not entered in the official scorebook, and who arrives late will be added as the last batter in the lineup. This will create an updated batting order. These players will be credited with playing the inning.

8.14. Any game that needs to be continued to the next day will be considered a continuation of the game from the previous day. Any lineups and batting orders will be maintained in the order from the previous day. If a player leaves the game they will not be allowed to reenter. If a player has not started the game, they will be allowed to be entered according to 8.13. EXCEPTION: The pitch chart shall be followed and supersedes any rules for pitches allowed per game

8.15. Each team will be allowed up to 15 minutes on the field for pregame warmups. If there is less than 30 minutes before the game, each team will have equal warm-up time. This is in foul territory and outfield only. No warm ups on the infield.

8.16. No standings are kept for the Fall Season

8.16.1. Additional Exhibition Games may be scheduled

8.17. All hitting sticks and similar devices are not allowed during game time but can be used during pre-game warm-up.

8.18. f a runner is injured and cannot run the bases, the player who made the last recorded out shall be permitted to run for the injured player. This will only be allowed one time per player. Courtesy runners are allowed for catchers only.

8.19. Umpires control baseballs put into play. New baseballs can only be introduced into play at the top of an inning.

8.20. No headfirst slides at home, the player will be called out.

8.21. Any batter who places the bat in a bunting position while a pitch is delivered may not make a swing at that pitched ball. The result of a swing will be the batter ruled out.

8.22. Last Inning – Scores may be kept during the game. However, even if the home team is winning, they will get an opportunity to bat during their half of the inning. (The reason for this is to allow the home team players extra at bats, and defensive players – including pitchers – to get more reps)

8.22.1. Note: This is a run-capped inning for the home team if they are already ahead. Any open-inning rules do not apply.

9. Division Specific Rules – Pony

9.1. N/A

10. Division Specific Rules – Bronco

10.1. N/A

11. Division Specific Rules – Mustang

11.1. Pitch count & Innings – Mustang games are 6 innings

11.1.1. All players will pitch one full inning (3 outs) or a minimum of 25 pitches during the regular season. This may be waived for safety concerns to be approved by Division Rep and Player Agent. Manager must notify Division Rep and Player Agent if requesting a waiver.

11.1.2. An inning pitched for the season is 3 outs, 25 pitches, 4 runs allowed or 2 hit batters in an inning.

11.1.3. Limit of 2 innings or a maximum of 50 pitches

11.1.4. The official scorekeeper will record pitch count. (It is the manager's responsibility to keep updated pitch counts.) The official league book is the authoritative source for any pitch count discrepancies. Both managers need to sign the official Scorebook.

11.1.5. Scorekeeper to submit pitch counts along with game score to Chief Scorekeeper to be entered on the website and used for Reference

11.1.6. At 40 pitches, the scorekeeper will notify the manager of the pitch count. This notification will allow the team time to warm up the next pitcher.

11.1.7. The pitcher will be allowed to finish pitching to the batter if the 50count is reached during the batter's at bat.

11.1.8. Any ball delivered to home plate will count as a pitch. Excluding warm up pitches. Any pitch delivered in an inning will be counted as 1 inning pitched. (This is for the maximum of 2 innings per game. Not for a kid's inning of pitching count for the season)

11.1.9. Pitching rest periods must adhere to the 2018 Pitch Smart Chart. Each manager will review the Pitch Smart Chart on the league home page under Downloads section (the file is named "NCYB Pitch Count_Rest Period Chart") and will be solely responsible for making sure the guidelines are followed. Managers will be responsible that his coaching staff also follows the rest days required in his/her absence.

11.1.10. Pitchers may not pitch more than 3 innings on the same calendar day. (If a team has two games scheduled by NCYB in one day. A pitcher may pitch in more than one game in a calendar day)

11.1.11. Umpire will issue one balk warning per pitcher. All other balks following the warning for that pitcher will result in 1 base being awarded to each base runner.

11.1.12. Any pitcher who hits two batters during one inning or three batters during his/her innings on the mound will be removed from the pitching position for the remainder of the game.

11.2. If there is a play at home plate, the runner must slide or avoid contact. Failure to do so may result in the player being called out. This is at the discretion of the umpire. If the outcome is determined to be intentional/malicious, the runner will be ejected from the game. The umpire will be the sole, undisputed judge of these actions.

11.3. Maximum 4 runs per inning except in the 6th, last, or extra inning which is open. The last inning played – no cap on runs scored. 3 outs must end the inning.

11.4. PONY Baseball Rules for Mustang, Section 9, Paragraph O, Option 1 will be used for the entire season: "Runners may lead off and steal bases, as in the Official Baseball Rules" with the following exception. No direct stealing of home off the pitcher will be allowed.

11.5. A runner on 3rd base is not allowed to advance to home plate on a passed ball on the catcher, or a bad throw from the catcher to the pitcher

- 11.5.1. The runner can advance on a pickoff play to 3rd base, or any other base. (ie. If the runner is on 3rd, and the pitcher attempts to pick off a runner on first, the runner on 3rd can advance)
- 11.5.2. The runner can advance home on a bad throw from a non-catcher player to the pitcher. (ie. If the catcher makes a bad throw to the pitcher, and the ball rolls to center field, and the center fielder also makes a bad throw to the pitcher, the runner can advance then)
- 11.5.3. If the runner improperly advances, they will be sent back to 3rd base. However, if they are tagged out while the ball is still live (and before they make it to home plate), they will be out.
- 11.5.4. Note: At any time while the ball is live (including past balls and overthrows), runners are able to advance to 2nd and 3rd base.

11.6. Runners will not be able to advance home from third base on a steal attempt of second base. Should the throw to second base on a steal attempt reach into the outfield grass territory, the runner at third base can advance home at their discretion.

11.7. No "swinging" squeezes during the regular season or in the playoffs. A player is allowed to bunt a player home from 3rd base. A runner is allowed to break for home after the hitter bunts the ball (foul or fair territory). If a runner breaks before contact is made with the ball the runner will be sent back to 3rd. If the runner is tagged out at any time while the ball is live the runner is out.

11.8. For the fall season, the dropped 3rd strike rule will not apply. If the catcher does not catch the 3rd strike, the batter is still out.

11.9. Game Times:

- 11.9.1. No new inning shall begin at or after the 1:40 mark, with a 5 minute umpire discretion to start a new inning. (This is to allow for injury time, etc)

11.9.2. A “drop dead” time of 2:00 minutes will apply.

11.10. All players shall play a minimum of two innings in the infield each game. (Unless medical conditions apply and are discussed prior to start of game and agreed upon by both managers). An inning will consist of three outs or five runs in the same inning. (This rule only applies if a game lasts 4 innings or more.)

12. Division Specific Rules – Pinto

12.1. Pinto games are 6 innings

12.2. PONY Baseball Rules for Pinto, Section 10, Paragraph B, and Option 2 will be used. A pitching machine will be used.

12.2.1. The machine shall be set at 38 mph during the season.

12.2.2. During the first 4 weeks of the fall season, a coach has the option to lower the speed to 36 mph or up to 40 mph to match the skill level of the kid at bat. The coach should not adjust the machine pitch height to adjust for this speed tweak. (In general, the machine pitches at similar heights for this speed range)

12.2.3. The umpire will be positioned behind the plate and a coach will deliver balls into the machine.

12.3. If there is a play at home, the runner MUST slide or avoid. Failure to do so will result in the runner being called out at the discretion of the umpire.

12.4. The defensive team will play ten players, 4 players being outfielders. No player may play the same position more than 2 innings per game during the regular season.

12.5. There is no infield fly rule in Pinto.

12.6. Modify PONY Baseball Rules for Pinto, Section 9, Paragraph H, add: “Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate.” If this rule is violated, the umpire shall give one warning per team to the manager. Subsequent violations will be called out.

12.7. Modify PONY Baseball Rules for Pinto, Section 9, paragraph F: A batter is given five pitches per at-bat, unless they foul off the fifth pitch, the batter is allowed as many pitches after a fouled 5th pitch until the ball is in play or the batter strikes out. If pitches delivered by the pitching machine may be declared “no pitch” if, at the discretion of the umpire, the pitch was not in the strike zone.

12.8. Maximum 5 runs per inning except in the 6th, last, or extra inning which is open. The last inning played – no cap on runs scored. 3 outs must end the inning.

12.9. Game Times:

12.9.1. No new inning shall begin at or after the 1:45 mark, with a 5 minute umpire discretion to start a new inning. (This is to allow for injury time, etc)

12.9.2. A “drop dead” time of 2:15 minutes will apply.

12.10. If a batted ball hits the pitching machine or coach at the pitching machine:

12.10.1. If the ball does not go into foul territory, the ball shall be deemed to be “live” and must be played by the defensive players.

12.10.2. If the ball goes into foul territory prior to first or third base, the batter is awarded first base and all runners advance only one base.

12.10.3. If the ball goes into foul territory after third or first base, the ball is live and runners may advance at will.

12.11. On any overthrow a runner may advance to one additional base beyond the base he was traveling to. An example would be, if a player was between 1st and 2nd base proceeding to second base and the fielder overthrows 1st or 2nd base. The runner could advance to 3rd base at his discretion. The play remains live, and the player is at risk of being thrown out when he attempts to advance. No additional bases may be gained regardless of additional overthrows.

12.12. A runner attempting to advance to the next base will be sent back to the previous base if he is less than ½ way to the next base, when the infielder has control of the ball and is controlling addressing the runner and the play. This is a judgment call and is at the discretion of the umpire.

12.13. A dead ball is when a player, an infielder, has control of the ball, in fair territory, in the infield, and is addressing the LEAD runner, play will cease. This is a judgment call and is at the discretion of the umpire. Please note that the player with the ball simply raising the ball above his/her head will not end the play.

12.14. Pinto players in the pitching position must wear a protective product to protect the heart and a facemask to protect the face.

12.15. Pinto player must play the same position they start the inning in. (With the exception of injury)

12.16. No headfirst slides at any base. A headfirst slide will result in the player sliding being called out.

12.17. If a player from any position other than the catcher, makes a play at home plate, the play will be called dead, and the runner in question will be awarded home, and the run will count

12.17.1. Exception 1: An overthrow that catcher retrieves. In this case another field position can cover home plate

12.17.2. Exception 2: On a batted ball to the pitcher or 3rd baseman, and the fielders that fielded the ball runs down the runner.

13. Division Specific Rules – Shetland Majors

13.1. Shetland games are 5 innings

13.2. PONY Baseball Rules for Shetland, Section 10, Paragraph B, and Option 2 will be used. A pitching machine will be used.

13.2.1. The machine shall be set at 34 mph during the season.

13.2.2. During the first 4 weeks of the fall season, a coach has the option to lower the speed to 32 mph or up to 36 mph to match the skill level of the kid at bat. The coach should not adjust the machine pitch height to adjust for this speed tweak. (In general, the machine pitches at similar heights for this speed range)

13.2.3. The umpire will be positioned behind the plate and a coach will deliver balls into the machine.

13.3. If there is a play at home, the runner MUST slide or avoid. Failure to do so will result in the runner being called out at the discretion of the umpire.

13.4. The defensive team will play ten players, 4 players being outfielders. No player may play the same position more than 2 innings per game during the regular season.

13.5. There is no infield fly rule in Shetland.

13.6. Modify PONY Baseball Rules for Shetland, Section 9, Paragraph H, add: “Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate.” If this rule is violated, the umpire shall give one warning per team to the manager. Subsequent violations will be called out.

13.7. Modify PONY Baseball Rules for Shetland, Section 9, paragraph F: A batter is given five pitches per at-bat, unless they foul off the fifth pitch, the batter is allowed as many pitches after a fouled 5th pitch until the ball is in play or the batter strikes out. If pitches delivered by the pitching machine may be declared “no pitch” if, at the discretion of the umpire, the pitch was not in the strike zone.

13.8. Maximum 5 runs per inning except in the 5th, last, or extra inning which is open. The last inning played – no cap on runs scored. 3 outs must end the inning.

13.9. Game Times:

13.9.1. No new inning shall begin at or after the 1:15 mark, with a 5 minute umpire discretion to start a new inning. (This is to allow for injury time, etc)

13.9.2. A “drop dead” time of 1:45 minutes will apply.

13.10. If a batted ball hits the pitching machine or coach at the pitching machine:

13.10.1. If the ball does not go into foul territory, the ball shall be deemed to be “live” and must be played by the defensive players.

13.10.2. If the ball goes into foul territory prior to first or third base, the batter is awarded first base and all runners advance only one base.

13.10.3. If the ball goes into foul territory after third or first base, the ball is live and runners may advance at will.

13.11. On any overthrow a runner may advance to one additional base beyond the base he was traveling to. An example would be, if a player was between 1st and 2nd base proceeding to second base and the fielder overthrows 1st or 2nd base. The runner could advance to 3rd base at his discretion. The play remains live, and the player is at risk of being thrown out when he attempts to advance. No additional bases may be gained regardless of additional overthrows.

13.12. A runner attempting to advance to the next base will be sent back to the previous base if he is less than ½ way to the next base, when the infielder has control of the ball and is controlling addressing the runner and the play. This is a judgment call and is at the discretion of the umpire.

13.13. A dead ball is when a player, an infielder, has control of the ball, in fair territory, in the infield, and kills the play by holding the ball up in the air. This is a judgment call and is at the discretion of the umpire.

13.14. Shetland players in the pitching position must wear a protective product to protect the heart and a facemask to protect the face.

13.15. Shetland player must play the same position they start the inning in. (With the exception of injury)

13.16. No headfirst slides at any base. A headfirst slide will result in the player sliding being called out.

13.17. If a player from any position other than the catcher, makes a play at home plate, the play will be called dead, and the runner in question will be awarded home, and the run will count

13.17.1. Exception 1: An overthrow that catcher retrieves. In this case another field position can cover home plate

13.17.2. Exception 2: On a batted ball to the pitcher or 3rd baseman, and the fielders that fielded the ball runs down the runner.

14. Division Specific Rules – Shetland
    - 14.1. No score shall be kept.
    - 14.2. All games will be official ties
    - 14.3. PONY Baseball Rules for Shetland, Section 9, Paragraph C, will be in effect - 10 defensive players, 4 of the defensive players will be in the outfield.
    - 14.4. Starting on Opening Day, teams will play with recorded outs, but each team when at bat, will bat the entire line up regardless of the number of recorded outs that occur during the inning. If a defensive team records three outs in an inning, the bases will clear, but the batting team will proceed to bat the remainder of the lineup. This ensures all players get the same number of at-bats throughout the game.
    - 14.5. Starting on Opening Day, a coach from the offensive team will deliver 3 machine pitches to the batter. If no balls are batted fair, then the batter will get three swings from the tee. Pitches delivered by the pitching machine may be declared "no pitch" if, at the discretion of the offensive manager, the pitch is not in the strike zone. The defensive manager must approve each "no pitch" ruling before delivering an additional pitch.
    - 14.6. If the batter has advanced to first base, then the first base runner will advance to second base and so on.
    - 14.7. Defensive coaches will be allowed on the field for instructional purposes. They are not to interfere with the ball or players.
    - 14.8. The offensive team can have four coaches on the field for season. They are pitching sling coach, batting, 1st base, and 3rd base coaches.
    - 14.9. All Shetland managers and coaches are reminded that Shetland is likely to be a player's first encounter with organized baseball. This is an instructional division. Good sportsmanship must be the priority of all adults.
15. Protests
    - 15.1. Note: This is fall ball, and this section really shouldn't apply
    - 15.2. Protests must be submitted in writing to the vice president of NCYB within 24 hours of the protested game. All protest should be vocalized to the Umpire, opposing Manager and recorded in the official score book at the time of the incident.
    - 15.3. A consideration fee of $100 in cash must be submitted with the written protest. The fee will be refunded if the ruling is favorable to the protestant. The fee will be donated to NCYB if the ruling is unfavorable to the protestant.

15.4. The Review Committee will hear protests. The President, Chief Umpire, and Player Agent will comprise the Review Committee. If any of these Board members are not available or if a conflict of interest exists, the president shall replace the Board member with another Board member

15.5. Protests will be acted upon within 48 hours of receipt. Sundays and holidays will be excluded from the 48-hour time constraint.

IF YOU HAVE ANY QUESTIONS REGARDING THE NCYB RULES, PLEASE CONTACT THE CHIEF UMPIRE FOR CLARIFICATIONS OF RULES