**2025 Center Township Athletic Association – League Rules:**

For any rules other than those listed below, refer to the “official Pony League” rulebook available here:

[2025 Pony Rule Book](https://drive.google.com/file/d/1aoHxSAOEcmfrdVH5fHOZ32H8pRBJu3fW/view)

League Guide:

Foal 4U – Age 3-4 – Tee Ball

Shetland 6U – Age 5-6 – Coach Pitch

Pinto 8U – Age 7-8 – Coach Pitch

Mustang 10U – Age 9-10 – Player Pitch

Bronco 12U – Age 11-12 – Player Pitch

Pony 14U – Age 13-14 – Player Pitch

Colt 16U – Age 15-16 – Player Pitch

Ages are cut off at April 30th – i.e. A player must not turn 7 before May 1, 2025 to still be eligible for Shetland league.

Bats:

All Center Township Athletic Association leagues require the use of USA stamped bats. All Colt 16U bats must be -3 BBCOR standard. 2 ¾” bats are prohibited across all CT leagues. Wood bats are permitted across all leagues.

Shetland 6U League Rules – 2025:

1. Games are ~90 minutes or 4 full innings, whichever comes first. No new inning will begin after 1 hour and 15 minutes, but play can continue until the inning is completed.
2. If we experience inclement weather, 2 full innings will be considered an official game, with no make-up planned.
3. Games cannot be resumed until 30 minutes after a lightning strike.
4. The coach may pitch from any distance reasonable to allow players to hit a pitched ball. It is suggested to pitch from a knee to match the height and swing plane of the players. Underhand toss is not permitted.
5. If a batted ball touches the coach pitcher, the play is dead and the pitch is a foul strike. All runners must return to their respective bases.
6. If a coach pitches and the result of the play is a hit by pitch, the ball is dead and the batter does not advance to first.
7. After three thrown pitch attempts where the batter fails to put the ball in play, a tee is placed directly on home plate and the batter has three attempts to hit off of the tee. Even if the batter fouls off the third pitch, they will be given a tee. The batter is “out” after 3 missed attempts from the tee.
8. A half inning will be over when a team scores 5 runs or 3 outs are recorded. There is no “continuation” to score more than 5 runs in an inning.
9. All team rostered players in attendance will bat in an official batting order. Rostered players arriving late will bat at the bottom of the batting order. Player changes in the field do not affect the batting lineup. If a player has to leave early due to circumstances beyond his control (injury, sickness, family emergency) , his name will be skipped when it is his turn to bat. However, if a player leaves for any other reason (parent pulling the kid, extended bathroom break, other) the player will record an out for his or her team.
10. The batting order should change each game, such that a new batter hits first each game, rotating throughout the year. If a batter hits first in the first game, they should hit second in the next game. If a batter hits second in the first game, they should hit third in the second game. This follows for all batting order positions such that the last hitter hits first in the second game. If a player is absent, simply move each batter up one spot in the batting order to compensate. See Appendix 1 – Example Batting Order Rotation for reference.
11. A maximum of nine players shall be used defensively. Each team will have a pitcher, first basemen, second basemen, shortstop and third basemen. No catcher. Any additional players must be positioned in the outfield grass.
12. Each player on the roster should play a minimum of 4 innings in the field and 2 innings in the infield of each regulation game. No player may play first base or the pitcher position more than 2 innings per game. It is strongly encouraged to rotate positions such that every player plays every position multiple times over the course of the season. First base may be an exception, as that position can be a safety risk for learning players. A simple way to do this is to rotate positions every two innings, and make sure that all four outfielders move to the infield in the next rotation and anyone that was on the bench rotates to the field. Change starting lineups each game to ensure players see new positions. An example suggested rotation is included in Appendix 2 for reference.
13. Metal cleated baseball shoes are prohibited.
14. Bunting is prohibited, results in a dead ball and replay of the pitch.
15. Stealing is prohibited. No leading off bases. 1 team warning will be issued per game. Any other occurrence will result in the runner being called out.
16. No infield fly rule.
17. Players in the pitching position must wear a helmet or mask. A chest shield is encouraged but not required.
18. Defensive fielding pitcher must start within 8 feet of the pitching rubber.
19. Except for the pitcher and catcher, no infielders shall be more than 5 feet inside the baselines until the ball is hit.
20. Collisions must be avoided. If a runner interferes with a defensive player making a play the runner will be called out. Sliding is suggested into 2nd, 3rd and home when a play is being made. Head first sliding is prohibited and runners attempting to slide head first will automatically be called out. The only exception is diving back to a base the runner came from.
21. For batted balls that go into the outfield, base advancement will end once the ball is thrown back to the infield dirt (no possession is required by an infielder). If the runner is less than halfway to the next base, they will be returned to their previous base. Players will not be returned to the previous base until play ends, meaning if the player is tagged out, then they are out, even if the halfway point was not obtained. Fielder can make a play on a runner and if out then the player is out. If safe, then the runner will go back to the previous base if they didn’t make it halfway.
22. In the event of an injury, the ball will be considered dead. Any runners advancing will be awarded 1 base.
23. Thrown bats will result in one team warning. The second occurrence of a thrown bat will result in the batter being called out and all runners returning to their bases.
24. A runner may not advance to the next base on an overthrow from the infield.
25. Overthrows from infielders that end up out of play will result in runners being awarded one base. Overthrows from the outfield that end up out of play will result in the runners being awarded two bases.
26. Runners are not allowed to tag and advance on fly balls in the infield. Runners may try to tag and advance on fly balls to the outfield but the same advancement rules apply. If an infielder has infield possession before the runner reaches the white line, the runner will be returned to the base they last occupied.
27. Runners may advance one base on infield plays where they are not forced. They must advance on the throw and not wait for an overthrow. (Example: runner on second only, ground ball to shortstop. Runner may advance on the throw as long as they leave the base when the throw is made) this will be the umpires discretion.
28. You are permitted to position a maximum of three coaches in the grass while on defense. Base coaches are permitted while on offense.
29. Tee-Ball Bats are permitted if stamped USA bat, but note that the bat is likely to dent if well struck by a stronger player.
30. Outfielders cannot tag a runner out or cover a base.
31. No score shall be officially kept. Coaches may choose to record the book to assist with awarding game balls and understanding team progress, but no official records or standings will be kept.

Appendix 1 – Example Batting Order Rotation:



Appendix 2 – Example Fielding Position Rotation:

