

# Pinto Division Rules

The game will be played on the "OFFICIAL BASEBALL RULES" Sporting News Edition as modified by the Pony League Pinto rule book and as further modified by the following rules.

## **PLAYING RULES: Pinto Division UPDATED 2-26-08**

- A batter shall be given SIX (6) pitches from the machine.
- If the last pitch is hit into foul territory, then there will be another pitch given by the machine.
- The coach has the option of having a regular catcher (with cup) catch the pitched balls or the catcher shall stand away from the batter until after the batter swings, then field the position defensively. (There is no dropped third strike rule).
- Base runners are not permitted to steal or lead-off base and shall remain in contact with the base until the ball is hit. Penalty: runner is called out (AND THE PITCH SHALL BE CONSIDERED AS A DEAD BALL). Section 8.G.
- There is no infield fly rule.
- **No fungo or hitting balls against dug-out fence or field fence.**
- No team shall score more than FIVE runs in one inning. If there are less than three outs when FIVE runs are scored, the teams shall change sides. THIS RULE DOES NOT APPLY IN THE SIXTH INNING OR EXTRA INNINGS.
- When the ball is in the possession of an infielder (and the infielder is in the infield) and in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time"\* The ball is dead and shall be returned to the mound. Placement of the runners is up to the discretion of the umpire. Appeal plays can be made, following the play that is to be appealed, at any time before the ball is ejected from the pitching machine. When appeal is requested after the ball has been returned to the pitching machine the player-pitcher may then proceed with the appeal. Umpire judgment calls cannot be appealed.

\*(Suggest holding up the ball for the umpire to see. This shows the umpire the fielders intent to not make a play.) Infield extends to the first and third base fence.

- All runners can advance one base on an overthrow, the ball can be retrieved from the overthrow and put in play at any base. If this throw results in an overthrow, the ball is dead, no further advance is allowed.
- SY Pony, Pinto Division, does not allow the use of 2-piece bats such as Connexion or other similar constructed bats. Any bats other than one piece aluminum or wood bats must be approved prior to use. No bats larger than 2 1/4" will be allowed.
- **PITCHING OPTIONS:**
- Hitting Tee will not be allowed.  
IF A PLAYER DOES NOT HIT THE BALL INTO PLAY AFTER THE PROPER NUMBER OF PITCHES FROM THE MACHINE, THIS RESULTS IN A TEAM OUT.

**For use with pitching machine:**

- The pitching machine shall be located 38 feet from home plate. (Front legs of the pitching machine should be over the rubber which is 38 feet.) The pitching machine shall be set at 30 mph.
- The pitcher shall take position. ALWAYS TO EITHER SIDE OF THE PITCHING MACHINE and behind the front legs of the pitching machine. The pitcher must have at least one foot in contact with the mound.
- If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- If a batted ball strikes the pitching machine and goes into foul territory before first or third, the ball is dead, the batter is awarded first base and all runners advance one base.
- If the coach is hit by the batter's ball the ball is dead. The result is the same as a foul ball with the batted ball counting against the batters pitch count. (Coach must attempt to get out of the way of a live play.)

**LENGTH OF GAMES:**

When a game is tied at the end of regulation length (6 innings), it shall go into extra innings until a decision is reached or the maximum number of innings is reached. In case of darkness, the umpire will call the game, and all play will stop and the score will revert to the last complete inning. There is a limit of 8 innings. (Section 10.A.(2)).

When playing a game in which a game follows, the game in play (usually Saturday games at 9 AM or 11 AM), the field must be available for the following game to begin on time. The inning beginning at or right after 10:30 AM or 12:30 AM shall be the final inning. The final inning is always the bat around even when it is not the 6th inning. All games played on weeknights or the last game on a Saturday shall run their course pursuant to the rules.

When the score is tied at the end of the maximum number of innings, the game shall be declared a tie game.

If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three innings, or three and a fraction innings, than the visiting team has scored in four completed innings.

No games may be rescheduled without prior approval of the commissioner.

**FIELD:**

- Both teams are responsible for field prep. Coaches should prep field minimum 1/2 hour prior to the start of game.
- The home team will take the 3rd base dug-out.
- The home team keeps the official record book.
- ALL TEAMS responsible for field clean-up (practices and games).
- The base length is set at 60 feet.

**TEAM:**

- Free substitution of players is allowed at any time.
- Head coaches will trade batting orders before the game.
- Ten players are to be used with 4 in the outfield.

- All players bat regardless if they played in the field.
- Both teams must have a minimum of 7 players at game time to start a game. If one team does not have 8 players ten minutes after official game time, they will forfeit.
- All players must play at least 4 innings, and not sit out two consecutive innings.
- A player may not be added to the line up after the team has gone through the batting order.
- Disciplinary actions imposed on any player must be reported to:
  1. The player's parents
  2. The opposing team's coach
  3. The head umpire.
- A team with 10 or more players must field a full team of 10 players. Each team will field a catcher, a pitcher, 4 infielders, and 4 outfielders. Pitcher and catcher must play the position as described below. If a team has less than 10 players, the coach will decide which position(s) will be vacant.

## **POSITIONS:**

- Infield is defined by the dirt area that includes 1st, 2nd and 3rd bases extending to the foul fences and to the fences around Home plate.
- Outfield means - on the grass. Mid-way between the grass and fence is the minimum distance. The outfielder must play in the grass.
- The pitcher must set up behind the front legs of the pitching machine and have one foot on the mound. Infielders may be no closer then 38 feet from Home.
- The catcher shall play one step in front of the backstop and behind the batter, not directly behind home plate.

## **UMPIRES:**

- A judgment decision of the umpire is final.
- There are no appeals to the commissioner.
- The batting team may, at its option, provide either the head coach or the assistant coach to run the pitching machine for their team. The umpire is free to position themselves where they wish.

## **COACHES:**

Note Section 15, items C & D regarding the number of times coaches are allowed on a field. No coach may be on the playing field by more than an arms length of the dugout gate except in the following cases:

- Offensive team
  - 1st Base
  - 3rd Base
  - Behind the play (and at pitching machine if desired)
- Defensive team
  - Two outfield coaches
- Once the season standings begin, no coaches may be allowed in the field. Coaches may ONLY be within arms distance from the mouth of the dugout opening.
- Coaches may not talk or yell when the ball is presented to the batter for delivery.

## **BATTING:**

**Thrown bat; If the ball is foul or a missed pitch, the batter is out, and a team out is recorded. If the ball is fair, play continues, the fielding team may record 1, 2, or 3 outs. If the batter/runner is safe then it is a dead ball, and the batter is out and a team out is recorded for a thrown bat. All other runners retain their base of possession, all outs recorded by the defense are team outs.**

## **UNIFORMS:**

- All players must be dressed in full uniforms (hat, pants, shirts, socks).
- All shirts must be tucked in pants, no exceptions. Penalty: Player will not be allowed on the field.
- No metal spikes shall be used.

## **BASE RUNNING:**

- Base runner must slide at home if a play on the runner is made and if runner has contact with the fielder. (Intent is to avoid accidents by runner taking out the catcher.) Penalty: Runner is out. This is a judgment call by the umpire and may not be appealed.
- Bunting is not allowed.
- If base is missed by the runner, fielding team must touch the base missed for an umpire to make a call (umpire does not make call on his own).
- Base runners are not allowed to leave the base until the ball is hit, **or until the ball crosses the plate.**

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