

## PINTO RULES

For rules not described here, the league will be governed by the current year's edition of the "Pony Baseball Rules and Regulations". For rules not described by either of these sources, play will be governed by the current year of the "Rules of Baseball Sporting News Edition", ie: MLB Rules. If any of the rules described by these sources are in conflict, these Local League Rules will prevail.

### Equipment

1. Medical Releases - Medical releases are held by the league and available at any time
2. Altering League Issued Equipment – The equipment issued by the league shall not be altered in any way, except for minor repairs. Uniforms shall not be altered without prior approval by the Board of Directors. Personal equipment can be used, provided that it conforms to the standard established by league issued equipment
3. Jocks and Cups – All players are encouraged to wear a jockey strap and cup
  - a. Catcher's gear is required when playing the catcher's position. It is highly encouraged to teach the catcher's position and squat to receive the ball from the machine.
4. Helmets – Helmets must be worn by players while batting, running the bases, while on- deck or coaching first and third bases
5. Uniforms – Players are given a shirt and a hat by the league and encouraged to wear baseball pants, socks and cleats.
6. Managers and coaches are allowed to wear shorts, but a shirt and shoes are required.
7. Metal spike cleats are not accepted in this division of play
8. USA Bats, 2 5/8 inch barrel width and below is allowed. Wood bats are allowed.
9. It is highly encouraged and recommended that players playing the pitching position wear a face mask and heart guard shirt
10. No player will be allowed to play with a cast. Players will need a medical release in order to resume play after a medical leave
11. The Pledge of Allegiance is to be recited before all games

### Playing Rules

1. Minimum playing time rules apply to eligible players only
  - a. Each player will play a minimum of 1 inning at one of the following infield positions (1st base, 2nd base, Short Stop, 3rd base, Pitcher, or Catcher).
  - b. All eligible players must play in the field a minimum of half the innings determined by the even number of innings completed.

- c. Any player who did not play the required time in an official game shortened because of a 10-run rule, weather, or darkness, must start the next game and play the minimum required time before being removed from the game.
  - d. If a player did not play the minimum required time in an official game not shortened because of a 10-run rule, weather, or darkness, it is a violation of the rule, with penalties described in the local league policies under, Conduct
2. Continuous batting order must contain all eligible players present at the start of the game.
    - a. Players, who are not present at the start of the game, but show up after the game has started, are placed at the end of the batting order. In addition, they must play in the field a minimum of half the innings for which they are present.
    - b. If a player arrives after the team has batted through the order, the manager may add the player to the end of the batting order
  3. A pitching machine will be used. The machine will be set at 40 miles per hour and be located 38 feet from home plate. The speed, height and direction of the machine may be adjusted at any time the umpire judges that it is necessary to do so. If both coaches decide the machine needs to be adjusted and the umpire has approved, the machine can be adjusted at the top of the next inning. A coach of the team at bat will feed the balls into the machine, but at no point will give instruction or coach the batter.
  4. A batted ball that strikes the pitching machine or coach feeder is a live ball, but a batted ball that hits the machine or coach feeder and goes immediately into foul territory inside the first and third baseline is a dead ball. The batter is awarded first base and all runners advance one base. If a player touches the ball before it goes foul it is a live ball.
  5. Pitching machines shall not be used for batting practice prior to the start of the game.
  6. The pitcher must be positioned to the side of or behind the pitching machine and have at least one foot inside the circle.
  7. Batters may not bunt or purposely “easy swing” at the ball. If, in the judgment of the umpire, a batter is doing this intentionally, the ball is dead, the runner(s) will return to their bases and the pitch will be counted as a strike.
  8. Teams are allowed 10 players in the field. At least four of these players (3 outfielders and a “rover”) must be positioned no closer than 20 feet into the outfield as measured from the baselines. This rule is to prevent teams from using the 10th player as an infielder.
  9. Teams shall be limited to no more than five runs in one inning for the first five innings.
  10. If five runs are scored before three outs are recorded, the teams shall change sides.
  11. This run limitation shall not apply to the sixth inning or any extra innings.

12. Generally, each pitch by the machine is close enough for the batter to hit. A strike will not be called unless the batter swings. There are no walks in Pinto. The batter must hit a fair ball within six pitches or will be called out on strikes (even if he/she does not swing at, or fouls off the sixth pitch). The umpire should warn the batter and his manager after the fourth pitch that he only has two more pitches. If the batter does not swing and the umpire rules that the pitch is so far out of the strike zone that the batter did not have a reasonable chance to hit it, the umpire can call “no pitch” and it does not count against the six pitches.

13. A batter hit by a pitch will remain at bat and will not be awarded first base. No runners can advance.

14. Base runners are not allowed to lead off or steal bases. Runners must stay in contact with their base until the ball is hit. A runner that leaves the base before the ball is hit will be called out.

15. There is no “infield-fly” rule in Pinto.

16. Games are limited in time to 6 complete innings, or no new after 2 hrs and 15 min. Run rule of plus 10 runs after 4 innings, game is over. If the game is tied after six innings, the game is over and shall be declared a tie. *FALL SEASON*: 6 complete innings or no new after 1 hr and 45 min

17. When the ball is in the possession of an infielder 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 pitcher.

a. Appeals that a runner missed a base can be made after the conclusion of the play, but prior to the next pitch as follows:

i. The defensive manager or coach can call time and explain the situation to his/her team.

ii. The pitcher declares that a runner missed a base and can either throw to or run over to and tag the base in question.

iii. The umpire calls the runner either “out” or “safe”.

18. Umpires shall not permit more than one offensive timeout in each inning to allow a manager or coach to talk with a batter.

19. Base runners must slide or avoid contact with defensive players. If the runner fails to attempt to avoid, the umpire may call the runner out. If in the judgment of the umpire, the collision was malicious, the base runner may be ejected from the game.

20. Home team occupies the third base dugout, and preps the field including dragging, chalking, and setting up the machine. Home team is also responsible for ensuring all equipment is put away and locked up after the last game of the day. Home team provides the official scorekeeper and completes the scorebook Visiting Team provides a scorekeeper to run the scoreboard box and verify minimum playing time sheets.

*FALL SEASON* – scorebook and minimum play sheets will be completed and used but standings will not be recorded.

21. Any player that is removed from the batting lineup for any reason will be an automatic out when their next turn to bat comes around. Following that at bat the lineup will be compressed and no further out(s) will be recorded.

### **Adding players**

Teams who have 8 or less players may pull up from Shetland, or add from within the division WITH PERMISSION FROM THE OPPOSING TEAMS MANAGER to reach a team of 9. Players pulled up may play anywhere except pitcher and bat anywhere in the lineup. Players from within the division must bat last and play outfield.