

# NLBA PINTO DIVISION RULES

## 2010

### GENERAL

1. Games played in the Pinto Division are six (6) innings.
2. A half inning will consist of three outs, or five (5) runs scored by the batting team.
3. The five (5) run rule is waived in the last inning.
4. Every player that shows up for a game must play a minimum of four (4) innings. With (12) players, this will not happen if the home team does not take the field in the sixth inning.
5. All teams must be ready to start the game at the designated start time. There is no fifteen (15) minute grace period to field a team or start a game. The inability to begin a game at its designated start time will subject it to forfeit.
6. NLBA does allow a Pinto game to begin and be played with eight (8) players. However, a nine (9)-player roster will be shared with the opposing team and an out will be recorded each time a ninth player does not bat.
7. In the event that a child becomes sick or injured during the game and has to be removed from the game, that player does not count as an automatic out when it is that child's turn to bat. You will simply skip that child in the batting order. If a child leaving the game causes your team to fall below nine (9) players, that player will be counted as an automatic out. A sick or injured child may enter back into the game at any time without penalty. The child will be put back into the original place in the batting order that they were in before leaving.
8. In the event that a child has to use the restroom during a game, if that child is not back by the time it is their turn to bat, it is considered an automatic out.
9. Pinto team managers may call up Shetland players to fill vacant roster spots in any game. As many Shetland players as needed to field no more than nine players and one substitute may be called up. Shetland players are not allowed to pitch in Pinto baseball. Keep track of your rosters well in advance of game times. Keep a list of Shetland players for call-ups.
10. No player sits for two (2) innings in a row during a regulation game.
11. Every player must play an infield position by the start of the 4th inning. Once a player has been placed in a certain position, that player must stay in that position for the entire half inning (defined in General Rule #2). Exceptions will be made for changes occurring as the result of pitching changes, injury, temporary changes for restroom breaks, disciplinary action taken by the umpire or managers, and other non-game related reasons
12. Pitcher and catcher are considered infield positions.
13. A player cannot play the same infield position more than two (2) innings in any game.

## **PITCHING**

1. Players pitch in the Pinto Division.
2. The pitching mound is thirty eight (38) feet from home plate.
3. There are no walks in the Pinto Division.
4. The dropped third strike rule does not-apply in Pinto baseball.
5. Starting with the first inning, a player will pitch until a walk count occurs. When this happens the manager/coach of the hitting team will enter the game and pick up the current strike count. The manager/coach will pitch while having contact with the pitching rubber. The manager/coach continues to pitch until the ball is put into play, the batter strikes out by swinging or the umpire calls the third strike. The manager/coach must attempt to stay in contact with the pitching rubber until the batter's turn has ended. No kneeling or pitching from the knee is allowed.
6. Every attempt should be made by the coach pitcher to prevent a hard hit ball from injuring the player pitcher who is standing nearby. If a routine ground ball comes in contact with the coach pitcher, the ball is dead. The pitch is a foul strike and no runners may advance. No intentional interference allowed.
7. Manager/coach pitchers are encouraged to throw the baseball and not lob it to prevent the batter from waiting for a walk so the coach can' come in and serve up a lollipop.
8. Pitchers will not pitch in more than two (2) innings a game/day. Remember, pitching one pitch to any batter in the inning counts as one full inning pitched. Once a pitcher has been relieved of pitching duties, that pitcher is not eligible to return.
9. Pitchers will have forty (40) hours rest after pitching in two (2) innings on the same calendar day.
10. Pitchers will not pitch more than four (4) innings in a week. Weeks run Sunday to Saturday.
11. A different seven (7) year old will pitch the first and fourth innings. A seven (7) year old can pitch in other innings provided all pitching rules are adhered to.
12. A seven (7) year old is a first year player and an eight (8) year old is a second year player by league years and not by actual age.
13. A pitcher who hits two (2) batters in the same inning will be replaced by a pitcher of the same age. The removed pitcher cannot pitch in later innings during the game. The rule of same age does not apply after the fifth inning.
14. A Manager/coach can visit the playing field/mound twice in the same inning in Pinto Division baseball before a pitching change has to be made. If a pitching change is made the same age or younger pitcher will be used as the replacement. The same age rule does not apply after the fifth inning. Once a pitcher is removed for any reason during a game, he may not return at any time.

This includes during the extra innings of a tied game. Manage your pitching staff carefully.

15. Visits to the field for injuries or time outs by the opposing team or umpire do not count as an official visit.

## **BASE RUNNING**

1. The distance between bases is fifty (50) feet. It's seventy (70) between home and second base.
2. There are no lead offs in Pinto Division baseball.
3. There are no stolen bases.
4. **When the ball is in control (Umpires Discretion) of an infield player in the infield the ball is considered dead and no runner can advance beyond the base the runner is closest to. The infield is considered anywhere in the dirt, regardless of foul lines. Control will be defined as in the glove or throwing hand of the infield player. Third base coaches need to pay close attention to this rule to prevent runners from advancing home only to be sent back to third by the umpire.**
5. If an overthrow occurs at first base, the batter MAY NOT advance past first base. All other runners on base can advance to the next base plus one more (only). The ball is considered live and those runners can advance at their own risk. EXAMPLE: There is an overthrow at first; the batter cannot advance to second. If there was a runner on first, he/she can advance to second and can continue to third at their own risk:
6. Teach base runners how to stay in the base paths and how to round bases when trying to advance.
7. Remember to talk to your team about when they can advance when a fly ball is hit or \\\nWhen a grounder is hit in the infield when base runners are on with one out, with two outs.

## **FIELDING**

1. The infield fly rule does not apply in Pinto Division baseball.
2. Teach infielders how to play their position properly so they avoid any interference with the base runners.

## **HITTING**

1. There is no bunting in Pinto Division baseball. Only full swings.
2. Only 2-1/4 inch approved bats are allowed in Pinto Division baseball. No 2-3/4" (big barreled) bats are allowed.

## **SAFETY**

1. All boys and girls must wear a protective cup.

2. Batting helmets are to be worn during all games and at all practices.
3. Helmets are worn by all players on deck and all base runners.
4. Players can bring their own helmet with face guards if preferred.
5. Players can wear their own heart guard if preferred.
6. Players can use their own catching equipment provided it is league certified and the manager deems it appropriate.
7. T-ball bats are not used in Pinto Division baseball.
8. Catchers will wear masks at all times even during warm ups.

## **MANAGERIAL RESPONSIBILITIES**

1. Each team will provide a new game ball provided by the league to the umpire before the game starts.
2. Managers will designate first/last name, uniform number, and age on line up cards that will be exchanged with the opposing team before the game starts.
3. Managers are encouraged to use line up sheets that show age, players name/number and position played for each inning. The manager should attach this line up to a clipboard and hang it somewhere in the dugout for all to see.
4. Home Team
  - Sets and removes all bases
  - Stripes foul lines and batter boxes
  - Operates scoreboard
  - Occupies the 3 rd base dugout.
  - Returns bases, chalk dispensers, and other appropriate equipment to the field box and lock the field box.
  - Installs all base caps.
5. Visitor Team
  - Obtain and return field rakes from the equipment garage.
6. A ten (10) foot radius circle shall be drawn around the pitchers mound with the chalk dispenser. The pitcher (player) must have at least one (1) foot inside this circle before a coach can pitch from the pitching rubber.
7. Only plastic "whiffle" balls will be used during any soft-toss or tee-batting drills when the ball is hit into field fencing.
8. Keep a clean dugout.

9. Coaches shall not switch coaching boxes during an inning.

10. If a manager or coach goes onto the playing field to talk to any player or players more than twice in an inning, while the same player is pitching, a pitching change shall be made. The only exception to this rule shall be in case of an injury, or if time is called by the opposing team or by the umpire.

11. Only one offensive time out per inning to allow a manager or coach to talk with a batter.

## **RAIN OUTS**

1. In the event of poor weather, both managers will arrive at the field to inspect its' condition and determine if the field is playable at the appointed time or can be delayed after remedies are made.

- If the field is not playable, both Managers must agree.
- Home Team Manager contacts the Division Vice President and informs him/her that the game was mutually called due to rain.
- Managers inform players.

2. Managers are expected to make every effort to restore the field to a playable condition and to avoid rainouts if at all possible. It's OK to start a delayed game. It's hard work, but even after a fresh rain the fields do recover quickly with your help.

3. Managers must call their Vice President right away to get rescheduled. Games rained out on Monday, Tuesday, Wednesday or Thursday, should be made up on the first Sunday following the rain out.

4. Games rained out on Friday or Saturday should be made up on the second Sunday following the rain out.

5. Don't wait to call in your rain out. You may not get rescheduled if you do.

## **COMPLETE GAMES**

1. Pinto games are six innings.

2. No inning shall start after one hour and fifty minutes. Keep in mind that on the fields that have lights, the game ends when the lights turn off (See Complete Games Rule #5).

3. A complete game consists of the game being played to regulation length (six innings) or five and a fraction if the home team is leading unless called because of the 10-run rule, or forfeited by the decision committee.

4. Games shall not exceed nine innings.

5. If a game is called for any reason, it shall be a complete game if four innings have been played, 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.

6. If a game is called for any reason before it is a complete game or when the score is tied, it shall be considered a suspended game and shall be resumed from the point of curtailment. Managers must be flexible at this time and might have to resume their game at a location other than the Ball Park since rainouts will take precedent for field assignment.

7. If a game is called for any reason in an uncompleted inning, after having reached complete game length and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment. Managers must be flexible at this time and might have to resume their game at a location other than the Ball Park since rainouts will take precedent for field assignment.

8. The 10-Run Rule or Slaughter Rule: If a team is leading an opponent by at least 10 runs after four or more complete innings have been played or after three and one half innings if the home team shall have a 10-run lead at the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in the lead shall be declared the winner.

9. Field B-6 is a Pinto field and has lights. All teams should have at least one scheduled game during the regular season on field B-6. Managers will be responsible for turning the lights on before the game. The lights have an automatic shut off and begin doing so at 10:05 P.M., and are completely turned off by 10:15 P.M. The park becomes real dark at this time so make sure any scheduled night game moves along at a realistic pace to avoid people from getting caught in the dark.

10. Complete game rules do not apply for playoffs.

## **PROTESTS**

It is the order of the NLBA Executive Board that the rules of Pony League Baseball that govern protests be adhered to in the event the Managers in the heated event can not resolve the issue(s) in an orderly fashion, in front of the children, on the field of play. Nothing further.