

## **APPENDIX D. PINTO DIVISION**

### **D.1. Introduction**

The Pinto Division is an instructional league for 7 and 8-year-old players.

### **D.2. Division Composition**

- A. The Division will consist of eight (8) to twelve (12) teams depending on league registration numbers.
- B. Each team will consist of a minimum of 11 players and a maximum of 13 players, unless approved by EYB administration.

### **D.3. Playing Rules**

The Pinto Division will be governed by the current season's edition of the *PONY Official Regulations and Playing Rules*, unless otherwise specified in the EYB Policies & Procedures or in the Pinto Division Rules.

- A. A full game shall consist of six (6) innings, a complete game shall consist of three (3) full innings. Any new inning starting after the 1 hour 10 minute mark shall be declared the last and an open inning. No new inning shall begin after 1hr and 25 mins. A game will end 10 mins before the start of the next game.
- B. A pitching machine will be used the entire season.
- C. The pitching machine will be placed 38 feet from home plate. And will be set at 40 mph.
- D. Managers/Coaches are expected to run the pitching machine. If adjustment to the pitching machine is needed, the Manager/Coach will adjust the machine accordingly. This Manager/Coach MAY provide verbal instruction to the batter to adjust the batter's position in the batter's box.
- E. Two offensive base Coaches will be allowed on the field in the designated Coaches' boxes only. All other Coaches must remain in the dugout. Maximum of 4 Coaches per team.
- F. One defensive Coach is allowed near the catcher in foul territory to help position the catcher in the proper area and help retrieve foul balls.
- G. Junior umpires will make calls from behind home plate.
- H. Minimum play rule: No player may sit out a second inning before all players have sat out for one inning. No player may sit out a third inning, until all players have sat out a second inning.
- I. All players must play at least one inning in the infield (exceptions are allowed due to safety but must be pre-approved with the league). The infield play rule always applies to ALL Spring, Fall and tournament play. **Infield rule does not apply to the catcher's position.**
- J. A fourth outfielder will be allowed. But must remain 10 feet behind the infield dirt.
- K. **Five run rule:** A team's at bat will be considered complete when five (5) runs have been scored or (3) outs have been recorded. The Pinto Division shall observe a "5 Run Rule" for the first four innings. When the fifth (5<sup>th</sup>) run of an inning crosses the plate, all play stops. If the fifth (5<sup>th</sup>) run scored during an over the fence home run, then *all* runners on base at the time the home run was hit will be allowed to score. Ties are permitted.
- L. There will be no protest in the Pinto Division.

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### **D.4. Scorekeeping**

See Sections: [5. Responsibilities of Teams](#) and [7. Official Scorekeeper Responsibilities](#)

### **D.5. Pitching**

- A. It is **highly recommended** for the pitcher to wear a protective face mask, provided by the league.
- B. The pitcher must stand behind the Coach running the pitching machine, and either on the left or right side of pitching mound

### **D.6. Batters**

- A. All players will bat in accordance with the team roster furnished by each manager prior to the start of the game. The Pinto Division will bat the entire roster.
- B. The batter shall be declared out after he/she has six (6) pitches. If the batter fouls the sixth pitch, they may continue to bat until they either hit the ball fair, or swing and miss. The umpire may declare a no pitch for a ball that is either above the players head or in the dirt. After spring break, the batter shall be declared out after they have 6 pitches OR 3 swings. If the batter fouls off the 6<sup>th</sup> pitch, they may continue until the ball is batted fair or the batter has swung and missed.
- C. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play and a live ball.
- D. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
- E. A dropped third strike rule will not apply. Bunting or soft swings are not allowed. Penalty: Pitch is a strike and the ball is dead.
- F. A batting tee will not be used at any time during games.

### **D.7. Runners**

- A. The ball is dead until the batter hits it, and the base runner may not advance until that point. Therefore, no play from a catcher to an infielder or any other combination of players will result in a put out. Ball will be declared dead and all base runners will be required to return to the base that they occupied at the time of the pitch.
- B. Base Stealing shall not be permitted.
- C. Runners may advance bases on live balls until in the umpire's judgment all play on advancing runners has ceased, and an infielder is in possession of the ball. At that point the umpire will call time out and raise his hands.
- D. Protective helmets shall not be intentionally removed by base runners while advancing between bases.  
**Penalty:** runner is out.
- E. The only offensive coaches allowed on the field shall be the base runner's coaches in the designated coaching boxes on the first and third base lines, as mentioned in [Appendix D.3.E. Playing Rules](#)

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F. The Infield Fly Rule shall not apply.

### D.8. Courtesy Runners

A courtesy runner may be used for an injured player only.

### D.9. Mercy Rule

The following run rules apply: 15 runs ahead after 3 innings; 10 runs ahead after 4 innings

### D.10. Unsportsmanlike Behavior

Any player using foul language during a game or who throws his helmet or bat "in anger" will be ejected from the game with no warning. That player will also serve a one game suspension, which he will have to attend and sit on the bench in street clothes. That player must report to the scorekeeper before the start of the game. If he fails to do so, he will have to sit out each following game until he complies.

### D.11. Umpires

Junior umpires may be used in this division. And managers and coaches should be aware of the following:

- A. Any Umpires decision which involves judgment calls, such as but not limited to: whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out is final. No player, manager, coach or spectator shall object to any such call. Official baseball rule 9.02 (a).
- B. Each umpire has authority to disqualify any player, coach, spectator, or manager for objecting to a decision, for unsportsmanlike conduct or language. And to eject such disqualified person from the playing field. All ejections will be conducted by the Board Member on Duty..

### D.12. Pinto Playoff/Tournament Rules

- A. All Pinto rules listed in the current season's edition of the *PONY Official Regulations and Playing Rules* are enforced for Playoff/Tournament.
- B. If a game is tied after time expires or the sixth inning has expired (whichever is earlier), the teams will play an open inning until a winner is declared. The game shall not proceed more than 2 extra innings. If the game is tied after the second extra inning, a coin flip will determine the winner.
- C. The Championship game should be played to a complete 6 inning game.

## SECTION 5. RESPONSIBILITIES OF TEAMS

**Division Directors will also email these responsibilities to each manager prior to the start of the season.**

### 5.1. Home Team Responsibilities

Responsibilities of the **HOME TEAM** as designated by the playing schedule:

- 1. Prior to the game, prepare the field as outlined in [Section 15](#) and see to it that the Home Team side of the field, including dugout and bleachers, is cleaned up.

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2. See to it that the EYB-provided iPad and scoreboard controller are present, and that the official scorekeeper is present in the scorekeeper's booth and logged into GameChanger.
3. Prepare a lineup card and furnish one copy to the official scorekeeper, one copy to the opposing Manager, and one copy to the plate umpire.
4. After the game, clean up the assigned area as outlined in [Section 15](#), and ensure the return of the iPad and scoreboard controller to the Snack Bar.

### 5.2. Visiting Team Responsibilities

Responsibilities of the **VISITING TEAM** as designated by the playing schedule:

1. Prior to the game, see to it that the Visiting Team side of the field, including dugout and bleachers, is cleaned up. Assist in any way to get the game started on schedule.
2. Prepare a lineup card and furnish one copy to the official scorekeeper, one copy to the opposing Manager, and one copy to the plate umpire.
3. On fields that have electronic scoreboards, the Visiting Team will provide a scoreboard operator.
4. After the game, cleanup the assigned areas as outlined in [Section 15](#).
5. The after-game responsibilities must be completed within 15 minutes of game completion.

### 5.3. Joint Team Responsibilities

The managers of **BOTH TEAMS** will be responsible for:

1. The conduct of all players on their team, the parents of the players, and the spectators on their side of the field. ***The managers will comply with the umpire's request to control the parents if necessary. Refusal to comply will result in an immediate ejection.***
2. Familiarizing themselves with the field rules in [Section 15](#) of these rules for the current year.

### 5.4. Penalties

Failure to comply with the responsibilities as outlined herein shall result in the suspension of the Manager for a minimum of one (1) game.

### 5.5. Equipment Boxes

Failure to close and lock the equipment box during the Managers scheduled time will be held responsible for any missing equipment and subject to the cost of the missing equipment.

## SECTION 7. OFFICIAL SCOREKEEPER RESPONSIBILITIES

### 7.1. Home Team GameChanger Scorekeeper

The team designated as 'HOME TEAM' must designate an official GameChanger scorekeeper, who will have the following duties:

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1. Keep the official score (in accordance with the Rules of Baseball, Section 13.00) in **GameChanger**.
2. The official scorekeeper **must** sit in the scorekeeper's booth provided by the League so that each of the opposing managers can have equal ease of access to: (1) submit lineups and confirm changes during the game; (2) check the score as the game progresses; (3) be able to easily confer with the umpires as pertaining to runs scored, counts on the batter, etc.
3. If the Home Team cannot provide a GameChanger Scorekeeper, they must confer with the Visiting Team to arrange one.
4. Return the EYB-provided iPad to the Snack Bar the League following each game.
5. All scorekeepers in the score booth must **comply with the established Pony rule** to not influence the game, by ensuring that they refrain from **cheering for or coaching a player**, or pointing out infractions, unless approached by Umpires or Managers. Managers are responsible for bringing any infractions to the Umpire's attention, at which time, the scorekeeper may be asked by the Umpire(s) to verify if the infraction did indeed occur.

**PENALTY:** Game may be recorded as a protest by the Manager of the team that committed the infraction.

6. The scorekeeper will start the iPad clock when the Umpire calls "Play Ball".
- 7.2. **Visiting Team Scoreboard Operator**  
On fields that have an electronic scoreboard, the team designated as "VISITING TEAM" must designate a scoreboard operator who will operate the scoreboard during the game. The scoreboard operator will be responsible for returning the scoreboard controller box to the Snack Bar after the last game of the day on that particular field.
- 7.3. **Additional Scorekeepers**  
Each of the teams playing in the game may have their own scorekeeper but they will not be considered as the official scorekeeper.
- 7.4. **Manager Responsibilities**  
Both home and visiting managers shall report all changes to their team's line up to the official scorekeeper before the start of each inning.

## SECTION 15. FIELD CARE AND CLEAN-UP

- 15.1. **Pre-Game / Practice Duties**  
Prior to commencement of each game, it is the responsibility of both team managers to ensure that the field of play and the stands are put in playable condition. The following rules are set forth and must be adhered to.
- A. Responsibilities of the Home Team:
1. Rake home plate and pitcher's mound, and chalk fields as necessary.
  2. Install bases as needed.

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3. Put away, in its proper place, all equipment used for pre-game duties.
4. Pick up all litter in and around home stands and dugouts.

### **B. Responsibilities of Visiting Team:**

1. Pick up all litter in and around the visitor stands.
2. Pick up all the litter in the visitor dugout and put it in trash barrels.
3. Put away, in its proper place, all equipment used for pre-game duties.
4. Pick up litter and clean out the score booth.
5. Wet and drag the field before the next game.
6. Rake the pitcher's mound and batter's box and repack as necessary.

### **15.2. Post-Game / Practice Duties**

Upon completion of each game, the field of play and stands must be left in a presentable condition. The following rules are set forth and must be adhered to

#### **A. Responsibilities of the Home Team:**

1. Pick up all litter in and around home stands and dugouts and empty trash cans.
2. Put away, in its proper place, all equipment used for post-game duties.
3. Pick up litter and clean out the score booth.
4. After completion of the last game of the day, return the scoreboard controller to the Snack Bar.

#### **B. Responsibilities of Visiting Team:**

1. Put away, in its proper place, all equipment used for post-game duties.
2. Pick up all litter in and around visitor stands and dugouts and empty trash cans.
3. Put away, in its proper place, all equipment used for post-game duties.
4. Pick up litter and clean out the score booth.
5. Wet and drag the field before the next game.
6. Rake the pitcher's mound and batter's box and repack as necessary.

### **15.3. Responsible Enforcement Authority**

In keeping with their responsibilities, any of the following persons have the authority to enforce all of the aforementioned rules: League Duty Official, League Umpires, or any member of the Board of Directors. They will notify the Rules Committee, which team(s) failed to comply with the pre-game or post-game duties. The Rules Committee will make the final decision as to what team penalties will be assessed due to an infraction of the rules governing pre-game and post-game duties (See Section IV, Rule 4).