

## **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 3 full innings. Any new inning starting after the 1 hour and 10 minute mark shall be declared the last and an open inning. No new inning shall begin after 1 hour and 25 minutes. A game will end 10 mins before the start of the next game.
- B. A pitching machine will be used the entire season.
- C. 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.
- D. 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 include the catcher's position.**
- E. **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 run of an inning crosses the plate, all play stops. If the fifth 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.
- F. Home team shall be in charge of keeping score through GameChanger. It is the responsibility of the Visiting team to maintain the scoreboard.
- G. If the home team cannot provide a score keeper, the visiting team shall keep score.
- H. At the completion of the final game of the day, the home team is to return the scoreboard to the snack bar.
- I. There will be no protests in the Pinto Division.

- J. The offensive team will be allowed two coaches on the field. In the designated coaches' boxes only. An offensive coach will feed the machine. He/She MAY provide verbal instruction to the batter to adjust the batter's position in the batter's box. All other coaches must remain in the dugout. Maximum of 4 coaches per team.
- K. 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.
- L. A fourth outfielder will be allowed, but must remain 10 feet behind the infield dirt.
- M. Any new innings started after 1 hour and before 1 hour 15 minutes will be declared an opening inning.

#### **D.4. Pitching**

- A. It is a requirement for the pitcher to wear a protective face mask, provided by the league.
- B. Managers/Coaches will be used to run the pitching machine. If adjustment to the pitching machine is needed, the Manager/Coach will adjust the machine accordingly. Junior umpires will make calls from behind home plate.
- C. The pitcher must stand behind the coach running the pitching machine, and either on the left or right side of pitching mound.
- D. The pitching machine will be placed 38 feet from home plate. And will be set at 40 mph.

#### **D.5. 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.6. 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.
- F. The Infield Fly Rule shall not apply.

**D.7. Courtesy Runners**

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

**D.8. Mercy Rule**

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

**D.9. 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.10. Umpires**

Junior umpires may be used in this division. M

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 said disqualified person from the playing field. All ejections will be conducted by the Board Member on Duty..

**D.11. 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.