



NLBA Pinto Division Rules

The following is not a complete list of Pinto Division rules. For complete rules consult the NLBA Handbook and the PONY Baseball Rule and Regulations. For any situation not covered below or in the NLBA Handbook, use official PONY rules.

A. GENERAL

1. Each team is required to have at least 8 uniformed players to start.
 - i. A 9th player will be shared from the opposing team, in the field.
 - ii. The 9th spot in the batting order will recorded as an automatic out.
2. All teams must be ready to start at the designated start time. Pinto does not have a 15 minute grace period to field a team. Any team not able to start shall forfeit the game.
3. Managers have the option of calling up NLBA Maverick/Shetland players.
 - i. You may call up as many as needed to fill no more than 9 players and 1 substitute (10 Total).
 - ii. Maverick/Shetland players are not allowed to pitch.
4. Every player that is in attendance for the entire game must play a minimum of 4 innings.

Note: Rule 4 cannot be guaranteed if less than 6 innings are played
5. Every player in Pinto must play an infield position by the start of the 4th inning.
 - i. Pitcher and Catcher are considered infield positions.
6. Once a player has been placed in a position they are to remain in that position the entire half inning (See Game Limits rule #2). Exceptions to this rule are:
 - i. Pitching Changes
 - ii. Injury
 - iii. Temporary changes for bathroom breaks
 - iv. Disciplinary action taken by umpire or manager
7. No player shall sit 2 innings in a row.

8. No player shall play the same infield position more than **2** innings in any game
9. The entire roster team shall bat in order.
10. No out will be given to an injured player that is forced to leave the game. If an injured player misses their turn in the batting order, they cannot reenter the game.
11. Ejected players will count as an automatic out in the batting order.

B. GAME LIMITS

1. Pinto games are **6** innings.
2. One half inning consists of **3** outs or **5** runs scored by the batting team. **5** run limit is waived in the last inning and extra innings.
3. No Inning shall start after **1 hour and 50 minutes** from the umpires designated start time.
 - i. Note that some fields have lights on them and the game also ends when the lights are turned off. (Refer to Game Limits Rule #6 and 7 for called games.)
4. A complete game is determined by any one of the following scenarios:
 - i. Game is played to regulation length (6 Innings) or 5 ½ innings if Home team is leading.
 - ii. If the game is called for any reason (Time, Weather, etc). (See Game Limits Rule #6 and 7).
 - iii. 10 Run Mercy Rule (See Game Limits Rule #8).
5. Tie games can go into extra innings, but shall not exceed **9** nine innings. Please note that the time limit rule (See Game Limits Rule #3) is in effect, and game may end in a tie. (Exception: Playoff games cannot end in a tie).
6. If a game is called for any reason (for instance: inclement weather), it shall be considered a completed game if **4** innings have been played or the Home team is leading after **3 ½** innings are completed. If the game is postponed and less the **3 ½** innings are complete or the home team is not winning after **3 ½** completed innings, play shall continue from the point of postponement at a future schedule date and time.
7. If a game is stopped mid inning (Weather, Lights out) and cannot be resumed within the time limit and it is past the **4** innings, the game is considered a suspended game and shall be continued from the point of stoppage.
8. 10 run mercy rule: If a team is leading by **10** or more runs:
 - i. After **4** completed innings or
 - ii. The home team is leading after **3 ½** completed innings, or
 - iii. The home team takes a lead of **10** or more runs during the bottom half of the **4th** or **5th** inning.

- iv. The game shall be terminated and the team in the lead will be declared the winning team.
 - v. Additionally, both managers may agree to play additional innings (within the limitation of the above mentioned time constraints). Any and all runs accumulated in the additional played innings do not count in the final score. However, any and all pitcher's innings do count toward the pitching limits as described in the pitching rules.
9. Complete game rules do not apply for playoffs and will be played a minimum of 6 innings.

Note: *Umpires must stay to the completion of 6 innings, or the time limit, in order to be paid. If they leave it is the responsibility of the managers to immediately inform the divisional VP so that umpire will not be paid for that game.*

C. PITCHING

- 1. Players pitch all innings in Pinto.
- 2. The pitching mound is **38'** from home plate.
- 3. There are no walks in Pinto.
- 4. Coach Pitching Rules
 - i. After Ball 4, a coach from the batting team will pitch to his/her players and inherit any strikes. The batter will either put the ball in play or strike out.
 - ii. The pitcher who is replaced by the coach should be behind the coach with one foot in the pitcher's mound circle and one foot outside the circle.
 - iii. Every attempt should be made by the coach pitcher to prevent a hard hit ball from injuring the player pitcher. If a routine ground ball comes in contact with the coach, the pitch is a foul strike and no runners may advance. Intentional Interference is not allowed.
 - iv. Manager / Coach pitchers shall pitch from the pitching rubber. Manager / Coach pitchers must throw the ball overhand.

Note: *Coach pitchers are not to lob the ball to the batter. A full overhand throwing motion is required (i.e. no "dart" type throwing motion). This prevents the batters from trying to wait for a walk so the coach can serve a lollipop for them to hit, and promotes player development.*

- 5. A manager gets 1 free trip to the mound per pitcher in each inning. A second trip to the mound will result in pitching change.
 - i. Visits to the mound for injuries do not count as an official visit.
- 6. A pitcher must be removed from the game if they hit **2** batters in the same inning or **3** batters during the course of the game.

7. NLBA has the following pitching rules placed on the Pinto players:
 - i. Pitching calendar week is from 12:01AM on Monday to Midnight the following Sunday.
 - ii. First pitch thrown by a pitcher will count as **1** full inning pitched.
 - iii. Pitchers SHALL NOT pitch more than **2** innings in the same calendar day.
 - iv. Pitchers SHALL NOT pitch more than **4** innings in any calendar week.
 - v. Pitchers SHALL have **40** hours rest after **2** pitching innings on the same calendar day.
 - vi. Pitching rules SHALL apply to **combined** in-House and Travel teams.
 - vii. Rules are not altered for rescheduled or postponed games.

Note: *These rules are put in place for the safety of the children. Violation of any pitching rule will result in forfeiture of that game and Manager will serve a minimum 1 game suspension (as deemed appropriate by the Executive Board).*

8. Different **7** year olds (as defined at the start of the season on the provided roster by the NLBA) must pitch **2** complete innings prior to the start of the **5th** inning.
 - i. Once a **7** year old starts pitching an inning and must be removed for *any reason (hit batters, injury, etc.)*, they must be replaced by a **7** year old, unless the **2** complete inning minimum has been met (Pitching Rule #8).
 - ii. Each team must declare a specific **7** year old in specific innings on the lineup card prior to the start of the game.
 - iii. A **7** year old is a first year Pinto player and an **8** year old is a second year Pinto player by league years, and not by actual age.

D. BASE RUNNING

1. There are no Leadoffs in Pinto.
2. There are no stolen bases in Pinto.
3. If an overthrow occurs at any base the runner MAY NOT advance past that base. All other runners on base can advance to the base they were headed for and no more.
4. If the ball leaves the field of play, the runners MAY NOT advance.
5. If a throw is made TO a base, or if the player has possession of the ball within the bases, any runners not halfway to the next base must return to the previous base. Having possession outside of the bases does not return the runner to the previous base.
 - i. Any player still advancing to the base they are headed to can be thrown out with no risk of any other players advancing. For example, runner on 2nd base and rounded third and is more than halfway home, the second baseman can attempt to throw him out with no risk of the other runners advancing.

6. Coaches are not allowed to make contact with the base runners. If contact is made the runner will be called out.

E. FIELDING

1. Bases are set at a distance of **50'**.
2. Home to Second base distance of **70'**.
3. Infield fly rule does not apply in Pinto.
4. The drop third strike rule does not apply in Pinto.

F. HITTING

1. All bat types are accepted (USSSA and USA bats).
2. All bats are to have barrel no larger than 2 1/4".
 - i. If a non-compliant bat is identified prior to the ball being put into play, the bat must be removed and no penalty enforced.
 - ii. If a non-compliant bat is identified after the ball is put into play, the bat is removed from play. Additionally the player is called out and all runners on base must return to their previously occupied base.
 - iii. If a non-compliant bat re-enters play at any time, the manager is subject to ejection and a 1 game suspension.
3. Tee Ball bats SHALL NOT be used.
4. Bunting is NOT allowed. Only full swings may be taken.

G. SAFETY

1. All players must wear a protective cup, regardless of gender.
2. Batting helmets are to be worn by all players batting, on deck or on the bases.
3. Batting helmets are to be worn any time a player is swinging at bat, including pre-game warm ups and at all practices.
4. Each team will be issued **1** warning for a batter thrown bat. A second occurrence on the same team will result in the batter being ruled out. Any runners that may have advanced on the play must return to their previously occupied base.
5. Players can bring their own helmet and face guards if preferred.
6. Players can wear their own heart guard if preferred.
7. Players can use their own catching equipment provided it is league certified and the manager deems it appropriate.
8. Catchers must wear masks at all times even during pre-game warm ups and getting a pitcher ready in between innings of a game.

H. MANAGER RESPONSIBILITIES

- 1.** Each team is responsible for providing **1** game ball each to the umpire prior to the start of the game. (Game balls are provided to all managers by NLBA before the start of the season.)
- 2.** Each manager will provide a lineup card to be exchanged with the opposing manager. That should include (See Exhibit 1)
 - i.** First/last name of player
 - ii.** Uniform number
 - iii.** League age
 - iv.** Player position by inning
- 3.** Home Team Responsibilities
 - i.** Occupies the 3rd base dugout.
 - ii.** Sets all the bases for the game.
 - iii.** Stripes the foul lines, batters boxes, on deck circle, and pitchers circle.
 - a.** A **10** foot radius circle shall be drawn around the pitcher's mound for the coach pitch. (Pitching Rule #4.ii.)
 - b.** Lines shall be marked with the chalk dispenser at the approximate half-way point between all bases, in the base paths. This line will be used by the umpire to judge the "half way" base running rule (Baserunning Rule # 5).

This will also provide a visual aid for base coaches in making the judgement on whether or not to hold or send the runner to the next base.
 - iv.** Obtains rakes from equipment garage.
 - v.** Turns on lights for night games.
- 4.** Visitor Team Responsibilities
 - i.** Occupies 1st base dugout.
 - ii.** Returns bases, chalk dispensers and all other equipment to field box and locks the field box.
 - iii.** Replaces all the base caps.
 - iv.** Field maintenance
 - 1.** Rake or Drag infield.
 - 2.** Push dirt back into all the holes around mound and bases.
 - v.** Sweep out dugouts and clear of trash.
 - vi.** Turn off lights if a night game.
- 5.** Coaches **SHALL NOT** switch coaching boxes during an inning.
- 6.** Only **1** offensive timeout per inning is allowed.

7. Only plastic “whiffle” balls will be used during any soft toss or tee-batting drills when ball is hit into fences.
8. In cases of schedule conflict with In-House and Part-Time games, the In-House takes priority unless the In-House manager makes a concession.
9. Managers are the only ones allowed to communicate with umpires and are responsible for the actions of their teams. Assistant Coaches, Parents, Families and Fans are not allowed to challenge an umpire before, during or after the game.
10. Pace of play and etiquette:
 - i. Managers are encouraged to hang up a lineup card in the dugout for all of the players to see.
 - ii. Managers are encouraged to have the catcher dressed in gear and ready to take the field after batting team has completed their half inning. Many games do not go (6) six innings due to time limits, and this is one big area to save time.
 - iii. Setting up and take down of the field should be a team effort by both teams in order to get the game started on time.
 - iv. Field maintenance is important. Disciplinary action, such as a (1) one game suspension could be handed down to Managers who are consistently not taking down fields properly after practices or games.
 - v. Keep a clean dugout.

I. RAIN OUTS

1. In the event of poor weather, both managers will arrive at the field to inspect field conditions and determine if field is playable or delays need to occur.
 - i. Both managers must agree that field is not playable.
 - ii. Home manager contacts the Division VP to inform them of the agreed upon cancellation.
 - iii. Manager and Division VP are responsible for contacting Umpire Organization and Umpire director to inform them.
 - iv. Managers shall inform their respective players and families.
2. The Division VP is responsible for rescheduling games. Make up games typically occur on Sundays. (Please do not wait to call in rain-outs or games may not be able to be rescheduled.)

J. UMPIRES

1. Umpires are covered in the NLBA Handbook as well as the signed Code of Conduct.

K. PROTESTS

1. 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 cannot resolve the issue in an orderly fashion, in front of the children, on the field of play.

EXHIBIT 1 (Manager Responsibilities Rule #2)

	Last	First	#	Age	1st	2nd	3rd	4th	5th	6th
1	Last	First	23	8	P	SS	1B	SS	1B	3B
2	Last	First	3	8	SS	2B	X	C	SS	P
3	Last	First	99	8	1B	1B	SS	X	P	SS
4	Last	First	35	7	2B	P	CF	X	2B	X
5	Last	First	21	7	LF	X	3B	RF	X	C
6	Last	First	5	7	CF	X	LF	2B	3B	X
7	Last	First	9	7	C	X	RF	3B	X	CF
8	Last	First	17	7	RF	C	X	P	X	LF
9	Last	First	44	8	X	LF	P	1B	C	1B
10	Last	First	28	7	X	3B	C	CF	X	2B
11	Last	First	2	8	X	RF	2B	X	LF	RF
12	Last	First	8	7	3B	CF	X	LF	RF	X