

NLBA PINTO DIVISION RULES  
2016

**A. GENERAL**

1. Games played in the Pinto Division are (6) six innings.
2. A half inning will consist of (3) three outs, or (5) five runs scored by the batting team.
3. The (5) five run rule is waived in the last inning and extra innings.
4. Every player that shows up for a game must play a minimum of (4) four innings. With (12) twelve 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 (15) fifteen minute grace period to field a team or start a game. The inability to begin a game at its designated start time will subject the game to forfeit.
6. NLBA does allow a Pinto game to begin and be played with (8) eight players. However, a (9) nine player roster will be shared with the opposing team and an out will be recorded each time a ninth player does not bat.
7. Pinto team managers may call up Maverick /Shetland players to fill vacant roster spot in any game. As many Maverick/Shetland players as needed to field no more than(9) players and (1) substitute may be called up. Maverick/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 Maverick/Shetland players for call ups.
8. No player sits for (2) two innings in a row during a regulation game.
9. Every player must play an infield position by the start of the 4<sup>th</sup> 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.
10. Pitcher and catcher are considered infield positions.
11. A player cannot play the same infield position more than (2) innings in any game.
12. Managers will exchange lineup cards at the start of each game. This exchange of information will have the designated position for each player for each inning and the batting lineup. (Please see Exhibit 1 for example)

**B. PITCHING**

1. Players pitch in the Pinto Division.
2. The pitching mound is (38) thirty-eight feet from home plate.
3. There are no walks in the Pinto Division.
4. After ball four, a coach of 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. If the coach hits the batter, the batter does not receive 1<sup>st</sup> base.
5. The pitcher replaced by the coach pitcher should be behind the coach with one foot in the circle and one foot outside the circle.
6. The dropped third strike does not apply in the Pinto Division.
7. 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 is allowed.
8. Manager/coach pitchers are encouraged to throw the baseball at the same speed of the replaced player pitcher, and not to lob it to prevent the batter from waiting for a walk so the coach can come in and serve a lollipop.
9. Pitchers will not pitch in more than (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.
10. Pitchers will have (40) hours rest after pitching in (2) innings on the same calendar day.

11. Pitchers will not pitch more than (4) innings in a week which includes Part-Time Travel games. Weeks run Monday through Sunday.
12. A different (7) seven year old (as defined at the start of the season on the provided roster by the NLBA) will pitch (2) innings prior to the start of the fifth inning. Once a (7) seven year old starts pitching an inning, they must be replaced by a (7) seven year old unless the (2) two complete inning minimum has been met. A complete inning is defined as (3) three outs or a maximum of (5) five runs scored in one inning. Each team must declare a specific (7) seven year old in specific innings on the line up card prior to the start of the game.
  - a. A (7) seven year old is a first year Pinto player and an (8) eight year old is a second year player by league years and not by actual age.
  - b. A pitcher who hits (2) two batters in the same inning will be replaced by a pitcher of the same league age. The removed pitcher cannot pitch in later innings during the game. The rule of same age does not apply after the fourth inning.
  - c. In regards to the (2) inning minimum for (7) seven year olds before the fifth inning, if a (7) year old is removed before completing an inning, the (7) seven year can not be replaced the (7) already specified to pitch in a subsequent inning. The Manager/Coach must make the selection of the (7) year old replacement with a different (7) year old.
13. A Manager/Coach can visit the playing field/mound twice in the same inning in the Pinto Division. On the second visit, a pitching change must be made. Once a pitcher is removed for any reason during the game, the player may not return to pitch at any time. This also applies for extra innings of a tied game.
14. Visits to the field or mound for injuries or time outs do not count as an official visit.

### **C. BASE RUNNING**

1. The distance between the bases is (50) fifty feet. It is (70) seventy from home to second base.
2. There are no lead offs in the Pinto Division.
3. There are no stolen bases in the Pinto Division.
4. 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 are headed for and no more. The ball is considered live until the player at the base either catches the ball or it gets past them.
5. If the ball leaves the field of play behind 1<sup>st</sup> base or 3<sup>rd</sup> base, the runners will not advance to the next base.
6. If a throw is made TO a base, or if a player has possession of the ball within the bases, any runners not halfway to the next base must return to the previous base. (The goal is to have the players throw to a base or have the cutoffs throw to a base. Having possession of the ball outside the bases (cutoff) does not return the runner to the previous base if not halfway to the next base.
  - a. 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 2<sup>nd</sup> base and ball is hit to RF. The player drops the ball and throws into 2<sup>nd</sup> base. The batter is still on first but the runner from 2<sup>nd</sup> base has rounded third and is more than halfway to home, the second baseman can attempt to throw that runner out at home with no risk of any other runner advancing.
7. Teach base runners how to stay in the base paths and how to round bases when trying to advance.
8. Please remember to talk to your team about when they can advance when a flyball is hit or a grounder is hit in the infield when base runners are on with one out, with two outs.
9. Coaches are not allowed to make contact with the base runners. The base runners will be called out if contact is made.

### **D. FIELDING**

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

## **E. HITTING**

1. There is no bunting in the Pinto Division. Only full swings.
2. Only 2 ¼ inch approved bats are allowed in the Pinto Division. No big barreled bats are allowed (anything > 2 ¼).
  - a. If a player is found to have an illegal bat, the following rule applies:
    - i. If the bat is identified prior to the player putting the ball in play, the Manager of the guilty player must remove the bat from the playing field. No penalty is given to the player and the player continues their at bat.
    - ii. If the bat is identified after the ball is in play, then the bat is to be shown to the umpire. If the bat is illegal, then the player is called out and all runners return to the bases that the previously occupied. The Manager of the guilty player must remove the bat from the playing field.
    - iii. A Manager may be subject to a (1) one game suspension after a warning is given for the first offense.
3. T-ball bats should not be used in the Pinto Division.

## **F. SAFETY**

1. All boys and girls must wear a protective cup.
2. Batting helmets are to be worn during all games including pre-game warm ups and at all practices.
3. Helmets are to be worn by all players on deck and all base runners.
4. Players can bring their own helmet and 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. Catchers must wear masks at all times even during pre-game warm ups and getting a pitcher ready in between innings of a game.
8. Each team will be issued (1) one warning for batter thrown bat. A batter will be called out for a second team occurrence.

## **G. MANAGER RESPONSIBILITIES**

1. Each team will provide a new game ball provided by the league to the umpire before the start of the game.
2. The line up cards will designate first/last name, uniform number, and league age, and player position by inning that will be exchanged with the opposing team before the game starts (Exhibit 1). It is suggested to provide the line up card to your coaches to help keep the game moving.
3. Managers are encouraged to hang up a lineup card in the dugout for all of the players to see.
4. 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.
5. Home Team
  - a. Sets all bases.
  - b. Stripes foul lines and batter boxes.
  - c. Occupies the 3<sup>rd</sup> base dugout.
  - d. Obtain field rakes from the equipment garage.
  - e. Turns lights on for night game (Field B7).
6. Visitor Team
  - a. Returns bases, chalk dispensers, and other appropriate equipment to the field box and lock the field box.
  - b. Installs all base caps.

- c. Return field rakes from the equipment garage.
  - d. Shuts lights off for night games (Field B7).
7. 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 and maintaining the fields. (1) one game suspension could be handed down to Managers for not taking down fields properly after practices or games.
  8. A (10) ten foot radius circle shall be drawn around the pitchers mound with the chalk dispenser. The pitcher (player) must be behind the pitcher (coach) and have at least (1) foot inside this circle before a coach can pitch from the pitching rubber.
  9. Only plastic "whiffle" balls will be used during any soft-toss or tee-batting drills when the ball is hit into the field fencing.
  10. Keep a clean dugout.
  11. Coaches shall not switch coaching boxes during an inning.
  12. Only one offensive time out per inning to allow a Manager or Coach to talk with a batter.
  13. In cases when players have conflicts with In-House schedules and Part-Time Travel schedules, the In-House schedule takes priority unless the In-House Manager makes a concession.
  14. Managers are the only ones allowed to communicate with the 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.

#### **H. RAIN OUTS**

1. In the event of poor weather, both managers will arrive at the field to inspect the field conditions and determine if the field is playable at the appointed time or can be delayed after remedies are made.
  - a. If the field is not playable, both Managers must agree.
  - b. Home Team Manager contacts the Division VP and informs them the game was mutually called due to rain.
  - c. Managers inform their respective players and families.
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 is hard work, but the Bentley fields recover quickly even after hard rain.
3. Managers must call their Division VP right way in order to get re-scheduled. Games rained out during Monday-Thursday will first be attempted to 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. Please do not wait to call in rain-outs or games may not get rescheduled.

#### **I. COMPLETE GAMES**

1. Pinto games are (6) six innings.
2. No inning shall start after 1 hour and (50) fifty minutes from the umpires designated start time. Keep in mind that on the fields that have lights (B7), the game also ends when the lights are turned off (See Complete Games Rule #5).
3. A complete game also consists of the game being played to regulation length (6 innings) or (5) five and (1) one half inning if the home team is leading unless called because of the 10-run rule, or forfeited by the decision committee.
4. Tie games can go into extra innings and shall not exceed (9) nine innings. Please note that the time limit rule (Complete Game Rule #2) may apply at any point.
5. If a game is called for any reason, it shall be a complete game if (4) four innings have been played, or if the Home team has scored more runs in (3) three innings or (3) three and a fraction innings, than the visiting team has scored in (4) 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. The Home team Manager must notify the Division VP to be rescheduled.

7. If a game is called for any reason in an uncompleted inning after having reach a completed 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. The Home team Manager must notify the Division VP to be rescheduled.
8. The 10 Run Rule or Slaughter Rule: if a team is leading an opponent by at least 10 runs after (4) four or more complete innings have been played or after (3) three and (1) 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 ended and considered complete and the team in the lead shall be declared the winner.
9. Field B7 is a Pinto field and has lights. All teams should have at least (1) one schedule game during the regular season and the Managers will be responsible for turning the lights on and off. Upon shutting off the lights, the park becomes very dark, so please notify and fans families to proceed to their cars to avoid people getting caught in the dark.
10. Complete games rule do not apply for playoffs and will be played a minimum of (6) six innings.

**J. PROTESTS**

1. It is the order of the NLBA Executive Board that the rules of the 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.

EXHIBIT 1

	Last	First	#	Age	1st	2nd	3rd	4th	5th	6th
1	Last	First	30	8	P	SS	1B	SS	1B	3B
2	Last	First	10	8	SS	2B	X	C	SS	P
3	Last	First	8	8	1B	1B	SS	X	P	SS
4	Last	First	1	7	2B	P	CF	X	2B	X
5	Last	First	5	7	LF	X	3B	RF	X	C
6	Last	First	32	7	CF	X	LF	2B	3B	X
7	Last	First	7	7	C	X	RF	3B	X	CF
8	Last	First	13	7	RF	C	X	P	X	LF
9	Last	First	99	8	X	LF	P	1B	C	1B
10	Last	First	20	7	X	3B	C	CF	X	2B
11	Last	First	22	8	X	RF	2B	X	LF	RF
12	Last	First	26	7	3B	CF	X	LF	RF	X