##  PINTO LEAGUE

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1. **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.

## Division Composition

* 1. The Division will consist of eight (8) to twelve (12) teams depending on league registration numbers.
	2. Each team will consist of a minimum of 10 players and a maximum of 13 players., unless approved by EYB administration.
1. **Introduction** – The Pinto Division is an instructional league for 7 and 8 year old players.

## The Game

* 1. A full game shall consist of five innings, with no new inning after 1 hr 15 min of play.
	2. A pitching machine will be used the entire season.
	3. 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. 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 only applies to all Spring, Fall and Tournament play.
	4. Five run rule: A teams 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 "5Run Rule" for the first four innings. When the fifth run of an inning crosses the plate, all play stops. In the event that 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. The fifth inning shall be an opening scoring inning. Ties are permitted.

* 1. Home team shall be in charge of keeping score. Score books are available at the snack bar. It is the responsibility of the home team to acquire the score book prior to the start of the game. It is the responsibilities of the visiting team to maintain the manual flip score board.
	2. If multiple games are played in a day, the home team will leave the score book and manual flip score board in the dugout before departing for the next team.
	3. At the completion of the final game of the day, the home team is to return the score book and the manual flip score board to the snack bar.
	4. If the home team cannot provide a score keeper, the visiting team shall keep score.
	5. Run Rule: The following run rules apply: 15 runs ahead after 3 innings; 12 runs ahead after 4 innings.
	6. There will be no protest in the Pinto Division.

k.. Managers/Coaches will be used to run pitching machine. If adjustment to pitching machine is needed, the manager/coach will adjust the machine accordingly. Junior umpires will make calls from behind home plate.

1. The offensive team will be allowed two coaches on the field. In the designated coaches boxes only. The offensive team’s manager or designated coach will feed the machine. He/she is not authorized to instruct the batter from the position of the machine.
2. The defensive team will be allowed one coach in foul territory to assist in ball return to the manager/coach running pitching machine. No manager/coach will be allowed to coach in the field of play.
3. The pitching machine will be placed 38 feet from home plate. And will be set at 38-40 mph.
4. A fourth outfielder will be allowed. But must remain 10 feet behind the infield dirt.

## The Pitcher

* 1. The pitcher must wear a protective face mask. (league supplied)
	2. The pitcher must stand behind the coach running the pitching machine, and either on the left or right side of pitching mound.

## Batter

* 1. 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.
	2. 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.

-----Half way through the season the league will adopt the 3 strikes and you’re out rule. The batter shall be declared out after he/she has six (6) pitches OR 3 swings. If the batter fouls off the 6th pitch they may continue until the ball is batted fair or the batter has swung and missed. (Per managers meeting prior to Pinto season)----

* 1. *A batted ball hitting the pitching machine will immediately be declared a "dead ball"* single. All runners who are forced will advance one base.
	2. Dropped third strike rule will not apply. Bunting or soft swings are not allowed. Penalty: Pitch is a strike and the ball is dead.
	3. A batting tee will not be used at any time during the season.

## Base Runners

* 1. 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.
	2. Base Stealing shall not be permitted.
	3. Runners may advance bases on live balls until in the umpires 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.

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* 1. Protective helmets shall not be intentionally removed by base runners while advancing between bases. **Penalty**: runner is out.
	2. 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.

k. The Infield Fly Rule shall not apply.

## 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.

1. **Courtesy Runner** - A courtesy runner may be used for an injured player only.
2. **Umpires -** Junior umpires may be used in this division. And managers and coaches should be aware of the following.
	1. 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)
	2. 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 Director on Duty.
	3. The umpire has the discretion at the 1hr 15 min to 1hr 20 min of play to declare the top of any inning the “last inning”. Once the “last inning” is declared, that inning shall be the Open inning (unlimited runs for each team before three defensive outs are made).

## Pinto Playoff/Tournament Rules

* 1. All Pinto rules listed in section 4 are enforced for Playoff/Tournament.
	2. The batter shall be declared out after he/she has six (6) pitches OR 3 swings. If the batter fouls off the 6th pitch they may continue until the ball is batted fair or the batter has swung and missed.
	3. If game is tied after time expired or fifth 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 open innings. If the game is tied after the second open inning, a coin flip will determine the winner.