



Frankfort Baseball, Inc.

P.O. Box 261, Frankfort, IL 60423
www.frankfortbaseball.com



Pinto League Rules

Directors of Pinto League:
Director of Player Personnel:

Mark Morrissey

Bill Jennrich

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The following Rules apply to all Pinto League games. All other Rules governing Frankfort Baseball are contained in the Official Pony League Rule Book.

1. A game shall consist of five full innings played with no extra innings. On days where two or more consecutive games are scheduled, a two-hour time limit will be imposed on each game played.
 2. Bases will be 50 feet apart. The pitching distance shall be 38 feet from pitching rubber to home plate
 3. Continuous Batting Order. That is, each boy will bat his respective turn whether he is playing a field position or is a reserve during any given inning.
 4. A player may only play the same position for a maximum of two innings per game.
 - 4.1. Each player must play an infield position at least one inning per game
 5. Each Team will use three Outfielders who must be positioned at least on the fringe of the outfield grass.
 6. An Umpire will be utilized for calling balls, strikes, and plays at the bases.
 7. Players will be utilized to pitch the entire game, and in each inning will pitch to a continuous batting order until:
 - 7.1. There are three outs, or
 - 7.2. all players have batted, or
 - 7.3. There are three walks
 - 7.3.1. A pitcher will be allowed three walks in each inning. For the remainder of the inning, if the pitcher walks a batter, the batter does not automatically take first base. Instead, the batter will receive 3 hittable pitches from the opposing coach.
 - 7.3.1.1. If the batter swings at strike 3, the batter is out.
 - 7.3.1.2. If the batter elects not to swing at the 3rd hittable pitch, the batter is out.
 - 7.3.1.3. The ball is live if the batter hits the ball into play.
 - 7.3.1.4. If bases are full and the pitcher walks the batter, the batter will receive three hittable pitches. See rule 16
 8. The defensive team will be allowed one Coach on the field to assist in instruction and positioning players.
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9. Balks will not be called.
10. Bunting is allowed.
11. A pitcher will be warned after hitting 2 batters in a game, and will be relieved after hitting 3 batters during the course of the game.
12. No pitcher will be allowed to pitch more than two innings per day, or three innings per week. One pitch shall constitute an inning. Monday is the first day of the week.
13. Runners will not be allowed to advance once the ball is within the control of an infielder in the infield, infield defined as the dirt area, foul or fair territory applies. This rule will be called at the discretion of the umpire and is not contestable. However, stranded Runners are at their own risk of being tagged or thrown out if they continue to advance after an infielder has the ball, even though they will be sent back to the base they left by the umpire.
14. Overthrows: An overthrow occurs at first or third base if the ball goes *beyond* the fences running down each wing of the backstop and leaves the field of play. If an overthrow occurs, the Runners are allowed to advance one base.
15. There will be no stealing and no lead-offs. A runner may not advance during a passed ball, wild pitch or dropped pitch.
16. Runners on third base may only score from a batted ball or an overthrow. A batter may not score from a walk while the bases are loaded. Runners are not allowed to steal home.
17. There will be Free Substitution of all Players with the exception of Pitchers. Once a pitcher is relieved he may not return to pitch in that game.
18. Each boy shall play a field position a minimum of three innings per game.
19. The Infield Fly Rule does not apply.
20. On a dropped third strike, the Batter is out and may not attempt to take first base
21. The Manager must announce his last Batter to the opposing Team. The last batter will advance on a hit in the normal manner. Play is stopped and the side retired when the last batter, or any base runner is out, or the ball is in the control of the pitching area.
22. A Player who intentionally throws off his helmet while running the bases is automatically out.
23. A player must slide, attempt to go back to the base he came from or give himself up as an out to avoid contact with a defensive player who has control of the ball and is covering his base. Any contact without sliding will result in the player being called out and the play being called dead at that point in time. Any time aggressive contact is made, the runner shall be ejected from the game.





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24. A Safety Base will be used at first base.
 - 24.1. A base runner may be called out if the runner does not touch the orange portion of first base, when a play is being made on the runner, and the runner is going through first base.
 - 24.2. A base runner may be called safe if the fielder does not touch the white portion of first base when making a play on a runner going through first base.
 - 24.3. These rules will be called at the discretion of the umpire.
25. Bats may have a **maximum** 2 ¼ inch barrel for all material except wood. A wood bat may have a maximum 2 3/8 inch barrel due to variance of the manufacturing process.
26. Score will not be kept. There will be a year end tournament where score will be kept and places will be awarded. The seeding for the tournament will be done by random draw.
27. All players must wear a protective cup at all games and practices.
28. No metal cleated shoes are permitted in practice, games, or tournaments. Some removeable cleats are made with a rubber coating over the metal cleat. These are also prohibited. Only rubber/plastic soled and cleated shoes are permitted.
29. Any Team Manager or Coach who withdraws a team from the field under any circumstances prior to the official completion of the game, shall forfeit all rights to protest the game as described below.
30. WEATHER-Both managers, coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 20 minutes. IF IN DOUBT, SUSPEND PLAY.
31. Filing of Protest Procedure.
 - 31.1. A protest based on a play which involves an Umpire's judgment is not permitted.
 - 31.2. A protest must be based on an interpretation of the rules.
 - 31.2.1. The protesting Manager must notify the home plate Umpire of his intent to protest at the time the play occurs, before the next pitch takes place. He must also notify the opposing Manager and/or Score Keeper. The score books must be marked so that the game could be replayed from that point, if the protest is upheld. The Umpires must initial the score books at that time.
 - 31.2.2. Protests must be submitted to the League Director or the Director of Umpires within 48 hours of the completion of the protested game.





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- 31.2.3.** A committee consisting of the League Director, the Director of Umpires and one Board Members will rule on the protest within one week. If the Director of Umpires was a working umpire during the game under protest than the Board President shall appoint a replacement at his sole discretion.
- 31.2.4.** If the protest is upheld, the game will resume from the point of the protest, as marked in the score books.

