



Pinto Rules

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. The Umpire

- 1.1. If there is no Umpire present within 15 minutes of the schedule game time, the game will be played with alternate umpires. If there is more than one umpire working any other Frankfort Baseball game at that time, one of those umpires can be used. Otherwise, both managers should select an adult to umpire the game.
- 1.2. An Umpire will be utilized for calling balls, strikes, and plays at the bases.
- 1.3. Any Manager and/or Coach arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach that argues with an umpire may be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.

2. The Equipment

- 2.1. Bats may have a maximum 2 1/4 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.
- 2.2. All players must wear a protective cup at all games and practices.
- 2.3. No metal cleated shoes are permitted in practice, games, or tournaments.

3. The Field

- 3.1. Bases will be 50 feet apart. The pitching distance shall be 38 feet from pitching rubber to home plate.



Pinto Rules

4. Pitching

- 4.1. Players will be utilized to pitch the entire game, and in each inning will pitch to a continuous batting order.
- 4.2. No walks with bases loaded. After 4 balls the batter's coach will be allowed to throw 5 pitches. The strike count will continue from when ball 4 was reached. For example, if the batter had 1 strike when ball 4 was thrown, the batter will have 2 more strikes remaining. Swinging and called strikes will be counted during coach pitch. If the ball is not put in play after the 5th pitch from the coach, the batter will be out. The "at bat" will not end on a foul ball. An additional pitch will be provided until the batter misses or puts the ball in play.
- 4.3. 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.
- 4.4. 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.
- 4.5. No pitcher will be allowed to pitch more than 2 innings per day, or 7 innings within 7 days. Eagles' players and their pitched innings are to be taken into consideration.
- 4.6. Sunday Travel Team Players who pitch 2 innings on Saturday will only be eligible to pitch one inning on Sunday.
- 4.7. One pitch thrown within an inning in the game constitutes a complete inning pitched. For example, a pitcher getting 1 out in the 3rd, 3 outs in the 4th and 2 outs in the 5th constitutes 3 innings pitched.
- 4.8. The player can pitch a maximum of three innings on Sunday in accordance with Sunday League rules as long as the 24 hour rest rule is observed and the player does not exceed the 7 inning maximum per week.



Pinto Rules

5. The Game

- 5.1. 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.
- 5.2. No new inning is allowed to start after 90 minutes in the game unless the required 4 innings have not been completed (or the bottom of the 3rd when the home team is ahead).
- 5.3. All games will start within 15 minutes after posed starting time. If a team is not on the field within the allotted time, that team shall forfeit the game. If neither team has enough players present to play a game, both teams will forfeit the game.
- 5.4. All games will be played as scheduled unless postponed by the League Director. Makeup games will be rescheduled as soon as possible. It is the responsibility of the League Director to set the date for the makeup game. If the game cannot be played as scheduled, the Director will set a second date.
- 5.5. If a scheduled playing field is not available due to bad weather, the game will be rescheduled by the League Director at the next earliest convenient date. Managers do not take it upon themselves to arrange for rescheduling.
- 5.6. Managers shall exchange batting orders at the beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.
- 5.7. Continuous batting order will be used. That is, each boy will bat his respective turn whether he is playing a field position or is a reserve during any given inning.
- 5.8. A player may only play the same position for a maximum of two innings per game.
- 5.9. Each player must play an infield position at least one inning per game



Pinto Rules

- 5.10. An end of an inning will be determined by:
- 5.10.1. There are three outs. Outs will be determined by:
 - Outs recorded in the field of play.
 - If a batter strikes out.
 - If a batter strikes out by a coaching pitching.
 - If the 5 coach pitches are all used.
 - 5.10.2. All players have batted. We will not bat around.
- 5.11. Bunting is not allowed.
- 5.12. Runners will not be allowed to advance once the ball is within the area of the pitcher by any player. 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.
- 5.13. 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 only to the next one base.
- 5.14. There will be no stealing and no lead-offs. A runner may not advance during a passed ball, wild pitch, dropped pitch, or throw back from the catcher to the pitcher on a strike or ball. A runner cannot leave the base until there is a batted ball.
- 5.15. Runners on third base may only score from a batted ball or an overthrow. Runners are not allowed to steal home.
- 5.16. Each boy shall play a field position a minimum of three innings per game.



Pinto Rules

- 5.17. 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.
- 5.18. Any Player or Coach throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire. Any Player throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire.
- 5.19. Any Manager or Coach throwing an item of equipment shall be ejected from the game, and may be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.
- 5.20. 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.
- 5.21. Score will be kept. There will be a year-end tournament where the seeding for the tournament will be done by final standings from the regular season. Tie breakers in order will be head to head record, then overall runs allowed for the season, followed by a coin-toss.
- 5.22. All games are suspended games if stopped prior to the completion of the fourth inning or three and one half if the home team is ahead and subject to the Official Baseball Rules governing its completion.
- 5.23. If a complete game, as described in the PONY book is tied, the game will be considered a tie and each team shall receive 1/2 point in the standings.



Pinto Rules

- 5.24. If a game is tied after the completion of six (6) innings or at the end two (2) hour limit, the game will not continue and will be recorded as a tie.
- 5.25. The slaughter rule will not apply. The manager and coaches should do their best not to demoralize their opponent. In recording and reporting scores, they must not exceed ten (10) runs.
- 5.26. Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include "hey batter-batter, swing", "slaughter rule", etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager. All chatter and chants shall stop when the pitcher comes set.
- 5.27. Dropped 3rd strike and infield fly rule are not in effect. Balks are not in effect either however the umpire shall warn the pitcher and team manager when a player balks. The purpose is to teach pitchers the proper pitching mechanics of coming set.