

### **Machine-Pitch Pinto Division Rules (League Age 7/8)**

Pinto games shall be played under official PONY Baseball Rules and Regulations and supplemented by the general League rules defined in this document. Any other rule not mentioned will defer to the MLB rule book.

#### **Mercy Rule:**

1. 15 runs after 3 innings.
2. 10 runs after 4 innings.

#### **Inning Run Limit:**

1. A maximum of 5 runs allowed per inning for the first 5 innings.
2. The sixth inning will be capped at 10 runs.
  - o **Exception:** A homerun over the fence that puts the team over the 5-run limit will entitle the offense to all runs scored on that play.

#### **Game Duration/Time Limit:**

1. Six (6) innings total.
2. No new inning shall start after 1 hour and 45 minutes.
3. Drop-dead time limit is 2 hours and 30 minutes, at which point the game reverts back to the last completed inning.
4. Extra innings are not allowed during the regular season; games that are tied at the end of regulation will remain as ties.
5. If the home team is winning and the “no new inning” time limit has been reached, the inning will finish, and the final score shall be recorded at that point.

#### **Coach Operating the Pitching Machine:**

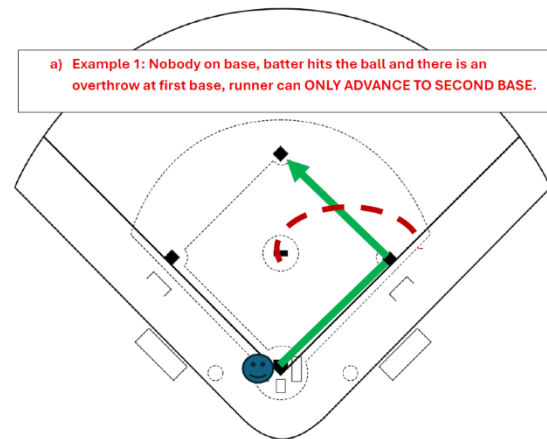
6. An offensive coach will feed the pitching machine while their team is batting.
7. The coach feeding the machine may provide instructions to batters and base runners but must not interfere with defensive players.
8. If a batted ball hits the coach operating the machine, the ball is dead, batter gets first and runners advance to next available base

9. If a live ball hits the coach operating the machine, or the coach interferes with a fielder attempting a play, the ball is dead, and the lead runner is out. Intentional interference by the defense results in a dead ball, with all runners advancing one base

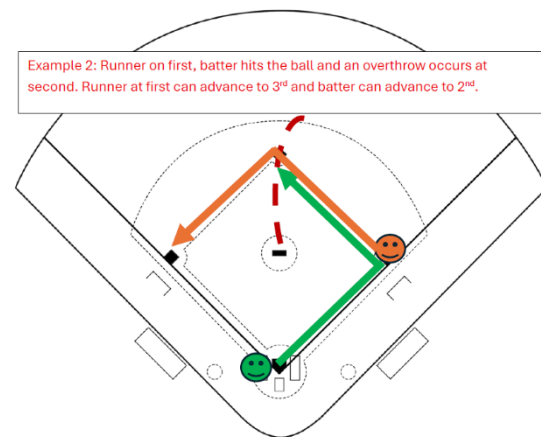
\*\*\*\*\***Overthrow Rule**\*\*\*\*\*

- 1) **“INFIELD”** Overthrow Rule, player may advance **“ONE BASE”** on overthrow. Players are advancing at their own risk. They can be thrown out at the base they are trying to advance to. Once the player has reached the base they are allowed on an overthrow it is up to the “UMPIRES” discretion to call time and will make the determination to send runners back to bases they are allowed or call them out. **“NOT THE MANAGERS!!!!”**

**Example 1:** Nobody on base, batter hits the ball and there is an overthrow at first base, runner can ONLY ADVANCE TO SECOND BASE.



**Example 2:** Runner on first, batter hits the ball and an overthrow occurs at second. Runner at first can advance to 3<sup>rd</sup> and batter can advance to 2<sup>nd</sup>.



**Base Running Rules:**

1. Base runners shall remain in contact with the base until ball is hit or crosses home plate.
2. Penalty: If a runner leaves the base early and the ball is hit, the runner is out, and the ball is in play. If the ball is not hit, the runner must return to the base, and the ball is dead.
3. However, in the event that the ball passes the catcher and hits the backstop, runners may advance to one base at their own peril; however, players may not score on a passed ball.

**Pitchers' Position:**

1. The player fielding the pitcher's position must be positioned five (5) feet behind the pitching machine and three (3) feet to either side.
2. A two-foot line will be drawn at this position, and the player must keep at least one foot on this line at the start of the pitch.

**Minimum Play Rule:**

1. All players must sit out once before any player is permitted to sit out a second time.
2. All Players must play one inning in the infield prior to the completion of the 4th inning
3. Players are capped at 3 innings at each infield position
4. All minimum play rules are in place for parents to monitor their coach and not to be policed from team-to-team Managers who fail to comply with minimum playtime rules face suspension and possible forfeiture of games.

**Coach and Manager Requirements:**

1. Managers must wear league-supplied uniforms to be on the field.
2. A maximum of five (5) Coaches is allowed on the field during a game. This number includes the manager.
3. Two Coaches may be in the outfield during regular season games but must always stay behind the outfield players.

## 8 Player Rule:

1. A team failing to field 8 or more players within 15 minutes of the scheduled start time shall be forced to forfeit the game. No team shall play with 7 players except for the Foul or Shetland division. If any team, at any time during the game, cannot field eight uniformed players the game shall be a forfeit.
  - The score for the record books shall be:
    - 6 – 0 in Mustang and Below
    - 7 – 0 in Bronco and Above
2. A team that plays with only 8 players is subject to the following guidelines (Pinto, Mustang, Bronco, and Pony only):
  - The team shall bat the 8-man roster, leaving the 9th batter position open and unfilled.
  - Each time the 9th batter position is due up, an automatic out shall be charged to that team.
    - ***EXCEPTION: The third out of any inning must be an earned out and is not subject to the automatic out rule the team with eight players will start the next inning with one out.***
  - Players who arrive late will fill the 9th batter position and play will resume normally.
  - A team that falls back down to eight or less players will be subject to the rules stated above.
  - Substitute players, from other teams in the same or upper division are not permitted. Lower division players may be used but will require Division Director and Executive Board Approval.
  - This 8-player rule shall apply to regular season games only.
  - Managers are instructed to report 8-player games to their Division Director, Opposing Manager, Score Keeper, and Umpire.