



# Paso Robles Youth Baseball Supplemental Rules

Article F – Pinto Division

Effective March 2026

Supplemental Playing Rules

Subset of PRYB By-Laws

The purpose of Paso Robles Youth Baseball (“PRYB” or “League”) is to promote the welfare of the community of Paso Robles by sponsoring baseball and related activities with the objectives of developing sportsmanship, character, and principles of fair play and integrity in the youth of the community.

This book does not contain a complete set of rules governing play in PRYB. All games will be played in accordance with the most recently adopted edition of “PONY Baseball Rules and Regulations” and the Major League Rules as printed by the “Sporting News” except as set forth in the “PRYB Official Rules and Regulations”. In the event of any inconsistent or incompatible provisions, the PRYB Official Rules and Regulations shall take precedence, followed by the provisions of the PONY Baseball Rules and Regulations, and then by the Major League Rules. These Rules & Regulations (along with the provisions of the PONY Baseball Rules and Regulations and the Major League Rules) govern as well as can be expected based upon the collective expertise of the PRYB Board of Directors. The Board reserve the right to rule on any situation that may arise during the course of the season as long as it does not alter or oppose the basic purpose of the League or its By-Laws.

1. Objectives:

- 1.1. Teach and refine game concepts, positions, and skills.
- 1.2. Introduce players, coaches, and parents to the concepts of:
  - 1.2.1. Pitching (Live)
  - 1.2.2. Batting against live pitching
  - 1.2.3. Base running
  - 1.2.4. Development of position specific skills: Catchers, Pitchers
- 1.3. Provide a fun, learning environment to all players in a safe setting.

2. Safety:

- 2.1. Shoes with metal cleats are not allowed.
- 2.2. Catchers will be required to wear protective gear and a protective hard cup.
- 2.3. Managers and coaches must stay in the dugout unless they are a base coach or time is called.
- 2.4. Players are not allowed to stand or sit in the doorways of the dugout.
- 2.5. Players are not allowed to leave the playing field once the game begins without permission from the umpire or head coach.
- 2.6. Players are not allowed to stand near the base coaches.
- 2.7. A base runner is automatically out and subject to disciplinary action if in the Umpire's judgment:
  - 2.7.1. He/she fails to slide which results in a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
  - 2.7.2. He/she slides "with cleats high" carelessly or attempts to intimidate or injure a defensive player in any way.
  - 2.7.3. He/she purposely attempts to dislodge a ball from a defensive player other than by a slide.

- 2.8. Defensive players may not block the progress of a runner without possession of the ball. To do so is "defensive interference" and should be ruled as such by the Umpire.
- 2.9. Batter throwing the bat (non-sportsmanlike infractions) - For safety reasons, a player may be removed from a game by the Umpire (non-ejection) for multiple offenses of throwing the bat:
  - 2.9.1. The umpire must first issue a warning to the player for throwing the bat. The umpire may remove the player from the game for a subsequent infraction during the game.
  - 2.9.2. An umpire cannot declare a player "out" for throwing the bat. If a ball is put in play, the umpire must allow all play to stop then take appropriate action. A substitute runner may be used to replace a player removed from the game under this safety provision.
  - 2.9.3. The removed players batting spot shall be skipped over without penalty for the remainder of the game. A player removed from the game under this provision shall not be considered ejected from the game and shall not be subject to additional game suspensions.

### 3. Team Responsibilities:

- 3.1. There is ZERO tolerance for umpire abuse. Any head coach, assistant coach, team manager, parent, spectator or child not behaving in a sportsmanlike manner will be removed from the premises.
- 3.2. No more than three (3) coaches are allowed to participate in games. There must be one adult in the dugout at all times.
- 3.3. Coaches may alternate in the dugout during a game. However, should a manager or coach be ejected or be removed from the game, the team shall complete play with one less manager/coach.
- 3.4. Managers and coaches are permitted to "warm-up" players and pitchers as long as it does not cause a delay in gameplay.
- 3.5. Manager and all coaches on the field of play must be properly dressed; closed toed shoes, appropriate team hat, shirt, and pants/shorts.
- 3.6. Head Coach
  - 3.6.1. Shall be responsible for the actions of their players, parents/guardians and fans.
  - 3.6.2. Will conduct all phases of training and play in accordance with PRYB and PONY rules and ground rules, and will commit themselves to upholding them.
  - 3.6.3. Will ensure respect at all times for umpires, exercising leadership to all in promoting fairness, courtesy and good sportsmanship on the field of play, and further extend this influence to the spectators.
  - 3.6.4. Must pay particular attention to safety rules, and employ methods of play designed to avoid injury to any person. Managers must have a first aid kit at all practices and games.
  - 3.6.5. Must have a Medical Release form or Emergency Treatment Authorization at all team activities.
  - 3.6.6. Shall notify all players and parents of all league and team activities, and shall ensure distribution of the PRYB information to players or parents.

- 3.6.7. Shall maintain accurate records concerning attendance at practices and games, reasons for absence(s), and whether the absence(s) is excused or unexcused.
- 3.6.8. Shall be responsible for maintaining, and the return of, all PRYB-issued equipment.
- 3.6.9. Shall immediately notify the Division Representative of any change in player status, including attendance or discipline problems, and injury. PENALTY: If Player Agent is not notified of any change of status, including a player dropped from the roster, within 24 hours after such occurrence, the manager shall be suspended for his next two (2) games.
- 3.6.10. Must not tolerate, and shall put an immediate stop to, the unsportsmanlike display of a thrown bat, helmet, equipment and/or comments directed toward umpires, other players, and spectators.
- 3.6.11. Head Coaches are responsible for ensuring the dugouts and spectator's areas are cleaned after the completion of their games.
- 3.6.12. Head Coach must ensure that either he/she or a coach remains at a practice or game until the last player has been picked up by a parent, guardian or designee.
- 3.6.13. If a Head Coach or Assistant Coach quits a team during the season for other than an emergency situation (to be reviewed prior and approved by the Board of Directors), they shall forfeit their right to manager or coach a team for the remainder of the current year, and the Following season, in all divisions. Also, that manager or coach shall forfeit all rights and privileges to manager or coach any tournament or All-Star play in that current season with any team, in any division.
- 3.7. Assistant Coach:
  - 3.7.1. Assist with practice as requested by the head coach.
  - 3.7.2. Assist head coach of problems or issues.
  - 3.7.3. Filling in for head coach when necessary.
  - 3.7.4. Perform duties requested by head coach.
  - 3.7.5. Support the head coach with decisions and conflicts.
- 3.8. Team Manager:
  - 3.8.1. Shall coordinate schedules with parents and coaches.
  - 3.8.2. Shall be the contact person for all league activities throughout the season.
  - 3.8.3. Shall create and distribute a team contact list to parents and coaches.
  - 3.8.4. Shall assist the Head Coach with team binder information.
  - 3.8.5. Shall select a score keeper for all games.
  - 3.8.6. Shall supply teams game score when you are home team.
4. Practices:
  - 4.1. Coaches shall hold practice at his/her discretion per the allotted practice schedule provided. Each team shall be given at least two practice time slots prior to and during the season.
  - 4.2. Practices shall run approximately 1 to 1 ½ hours long.

- 4.3. Practice locations and time slots will be determined by the league. Randomization shall be utilized as much as possible in creating these schedules. Practice schedules shall be given to the Coaches one week prior to the first practice. The league holds the right to change schedules as needed during the season to facilitate make-up games.
  - 4.4. Coaches may trade practice times and dates during the season with prior notification to the Division Representative. He/she must be notified within 72 hours of any such trade.
  - 4.5. Any player who has not attended 50% of all scheduled practices, or who has missed two consecutive scheduled practices without prior notification or an acceptable excuse, may be subject to disciplinary action. No disciplinary action against a player may be taken without prior approval of the Board of Directors. He/she must be notified within 48 hours of any such infractions.
  - 4.6. Coaches holding practices on City or School Field without prior approval are deemed as breaking league, City, and School Fields. Coaches may be required to pay all fees associated the infraction.
5. Game Day:
- 5.1. Pre-Game Setup
    - 5.1.1. The Home Team will occupy the 3<sup>rd</sup> base dugout.
    - 5.1.2. The Home Team shall be responsible for chalking the field ready for play, including raking, dragging and lining the batters' boxes and base paths, repairing pitching mound, and placing the bases on the field.
    - 5.1.3. The Home team shall set up the pitching machine and calibrate it to league standard prior to game time. Both teams will check and agree on the settings before the start of the game.
  - 5.2. Line-Up Card:
    - 5.2.1. Lineup cards must be exchanged prior to the start of each game and must account for EVERY player on the roster, either hard copy or via GameChanger App.
    - 5.2.2. A manager may keep a player out of a game for disciplinary reasons, provided written approval has been given by the Board of Directors. Notification of such action must be given to the official scorekeeper and shall be noted in the scorebook and on the lineup card.
    - 5.2.3. All players not listed as absent or disciplined must play as specified in rules.
    - 5.2.4. Player absences must be reported on the lineup card, noting whether the absence is excused or unexcused.
  - 5.3. Score Keeping Responsibilities:
    - 5.3.1. Home Team is responsible to keep score via GameChanger App and submit it to the Division Rep at the end of the day.
  - 5.4. Playing Limits
    - 5.4.1. Maximum Number of Innings:
      - 5.4.1.1. 6 Innings

#### 5.4.2. Length of Games:

5.4.2.1. No new inning shall start, and game 'time' shall be called after one (1) hour thirty (30) minutes from the official start time for the game. If a new inning starts before one (1) hour thirty (30) minutes, the entire inning is to be completed.

5.4.2. Minimum Players: A team must field at least eight (8) rostered players within fifteen (15) minutes after scheduled start time of game and throughout the entire duration.

5.4.3. If an injury occurs during the game and a team goes below eight (8) fielded players, play is allowed to continue.

#### 5.5. Innings

5.5.1. Each inning will end when either 3 outs or 5 runs is accomplished, whichever comes first.

5.5.2. To keep games moving, coaches need to attempt to have a catcher ready to go before they take the field.

5.5.3. No more than 5 warm-up pitches will be allowed for pitchers entering the game. Continuing pitchers may have no more than 3 warm up pitches.

#### 5.6. Post-Game Breakdown

5.6.1. Visiting Team shall return all equipment to the proper shed.

5.6.2. Visiting Team shall drag the field after the last game of the day.

### 6. Playing Rules:

#### 6.1. Defensive Team:

6.1.1. Nine (9) players will be allowed on the field, 6 infielders and 3 outfielders.

6.1.2. No player shall play the same position for more than two (2) innings with the exception of the pitcher.

6.1.3. No player shall sit out defensively two consecutive innings.

6.1.4. No player shall sit out a second inning until all other players have sat for one complete inning (3 outs).

6.1.5. All outfielders must be positioned in the outfield grass at the beginning of each play.

6.1.6. Defensive Substitutions: In order to track minimum playing time requirements, managers must notify the scorekeeper which players are not playing defense each inning. The scorekeeper shall halt the game until such information is reported.

6.1.7. Pitchers are to throw 5 pitches MAXIMUM per batter. The balls & strikes are tracked by an umpire. After the 3<sup>rd</sup> ball OR 5<sup>th</sup> pitch, the league issued pitching machine will be used to complete the at-bat. No walks can be given by the pitcher or pitching machine. The batter will either strike out or get a hit. A batter hit by a live pitcher is rewarded 1<sup>st</sup> base.

#### 6.2. Offensive Team:

6.2.1. Any player that arrives after the game has started may be added to the bottom of the lineup and bat for the remainder of the game.

6.2.2. Bunts, half swings, or swinging bunts are not allowed.

- 6.2.3. No drop third strike rule. Batter will be declared out.
- 6.2.4. Failure to follow the batting order submitted prior to the start of the game will result in an ‘out’.

6.3. Base Runners:

- 6.3.1. There is no leading off or stealing in Pinto. Baserunners shall remain in contact with the base until the ball is in play. PENALTY: If a runner is off the base 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.
- 6.3.2. Instruct runners to slide at 2nd base, 3rd base, and home plate when a play is being made. Failure to slide will NOT result in a penalty, but is intended to teach the importance of sliding for participation in higher divisions.
- 6.3.3. There is no head first sliding.
- 6.3.4. A ball hit to the outfield will be considered a ‘dead ball’ once an infielder has established possession on the infield dirt and visibly holds the ball signaling the termination of play. A baserunner may advance to the next base if they have legally rounded and fully cleared the preceding base prior to an infielder establishing possession on the infield dirt. If the infielder elects to make a play by throwing the ball, the ball shall remain live, and play shall continue.
- 6.3.5. A ball is considered to be a “dead ball” when it exits the field during play. The base runner shall be awarded the next base on a “dead ball”. The umpire will use their judgment and award extra bases if necessary.
- 6.3.6. Baserunners may advance one base on an overthrow. If a subsequent overthrow occurs immediately after the first overthrow, runners may NOT advance another base.

6.4. Pitching Rules:

- 6.4.1. Live pitching will be utilized, coaches must adhere to Pitch Smart Guidelines for their particular age classification and to Section 10(D) thru 10(M) of the 2026 Pony Rules. Pitch Smart age determination is based on league age.

Age Range	Daily Max Pitches	Required Rest (Pitches)					
		0 Days	1 Day	2 Days	3 Days	4 Days	5 Days
7 - 8	50	1 - 20	21 - 35	36 - 50	N/A	N/A	N/A
9 - 10	75	1 - 20	21 - 35	36 - 50	51 - 65	66 +	N/A
11 - 12	85	1 - 20	21 - 35	36 - 50	51 - 65	66 +	N/A
13 - 14	95	1 - 20	21 - 35	36 - 50	51 - 65	66 +	N/A
15 - 16	95	1 - 30	31 - 45	46 - 60	61 - 75	76 +	N/A

- 6.4.2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
- 6.4.3. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the START of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.

- 6.4.4. Required rest days are calculated as per full calendar day(s), not hourly.
- 6.4.5. Coaches are required to fill out a pitching affidavit at the conclusion of each scheduled game and turned in with the official score book.
- 6.4.6. Any pitcher hitting two batters in an inning or three in the same game must be removed from the mound for the remainder of the game.
- 6.5. For use with the pitching machine
  - 6.5.1. The pitching machine shall be located approximately 40 feet from home plate.
  - 6.5.2. The pitcher shall take position, always to the rear of the pitching machine, and a maximum of 3 feet on the left or right side of the pitchers mound while the machine is in use.
  - 6.5.3. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
  - 6.5.4. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
  - 6.5.5. The coach operating the pitching machine may provide instruction or verbal guidance to the batter, provided such instruction does not delay the progress of the game.
  - 6.5.6. If a batted ball hits the coach operating the pitching machine, the ball is dead. Redo pitch.
  - 6.5.7. If a live ball hits the coach operating the pitching machine, or in the umpire's judgement the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.
  - 6.5.8. If the pitching machine throws a pitch that hits a batter, a redo pitch is thrown.
  - 6.5.9. If the pitching machine throws a pitch called a ball by the umpire and the batter does not attempt to swing, a redo pitch will be awarded.

Any person having any inquiries about the rules adopted by Paso Robles Youth Baseball or any suggestions as to any type of changes in the rules are welcome to submit their questions or suggestions to Paso Robles Youth Baseball in writing to [prybpresident@gmail.com](mailto:prybpresident@gmail.com)

All submissions will be reviewed by the Board of Directors for possible interjection at the next revision meeting following the season.