



## **2024 Spring Season League Playing Rules PINTO DIVISION**

### **DIVISION MAKE-UP**

- Players of League Age 7 and 8, as per PONY rules.
- The team roster shall not include more than eight of the older age players.

### **PLAYING FIELD**

- Distance between bases is 60 feet.
- The pitching machine will release the ball 38 feet from home plate.
- A 2-foot chalk line is drawn for the location of the player in the pitcher's position. The line is to be drawn 5 feet behind and 3 feet to the right (or left) of the machine.

### **EQUIPMENT**

- Pitching Machine with generator. The Recommended speed is 40 MPH.

### **GAME DURATION (updated 3/8/2023)**

- No new inning after one hour and 20 minutes, or maximum six innings, whichever comes first. Games may end in a tie.
- Each team will be allowed maximum 5 runs per team / per inning, or 3 outs, whichever comes first. The 6<sup>th</sup> inning shall be unlimited
- MERCY RULE: Not in effect.
- Score and standings will be kept. To determine standings, teams get 3 points for a win and 1 point for a tie.

### **PLAYING RULES**

#### **BATTING:**

- Each batter will be allowed 6 pitches or 3 swinging strikes, whichever comes first. If the batter hits the 6<sup>th</sup> pitch into foul territory, the batter may resume the at bat until the third strike is collected or the ball is put into play.
- A batted ball which strikes the pitching machine **before** touching the ground or a fielder and is subsequently caught before touching the ground in NOT an out, the ball is in play.
- If a batted ball strikes the pitching machine and remains in fair territory, the ball is fair and live. If the ball strikes the pitching machine and goes into foul territory, without being touched by a fielder in fair territory, the ball is considered dead. All base runners will be awarded the next base and the batter will be awarded 1st base.
- CONTINUOUS BATTING ORDER: Regardless of defensive play. The batting order is established by the manager on the line-up sheet given to the home team's official scorekeeper. The line-up sheet must list all players that are present.



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### **PITCHING:**

- Coach Pitcher: ***Before*** the ball is pitched, the coach pitcher ***may*** give directions to the batter. ***After*** the ball is hit, the coach pitcher ***may not*** give direction to the base runners. The coach pitcher should attempt to leave the field of play and may not interfere with the defensive player. Penalty: First violation – A warning will be given by the umpire. Second violation – The coach pitcher will be ejected from the game.
- The player fielding the pitcher's position shall take a position 5 feet behind and 3 feet to the right or left of the machine. A 2-foot line will be drawn at this position. The player must have at least one foot on the line at the time of the pitch.

### **PLAYING RULES**

1. MUST PLAY RULE: Each player listed on the game roster will play every other inning on defense. **Penalty:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game.
2. DEFENSIVE: Ten players may be used - four players in the outfield.
3. Play will be called dead once an infielder has control of the ball on the infield and play is called dead by the umpire.
4. OUTFIELD: The outfield is designated where the grass begins on Red Field & Blue Field. All other fields is starting 15 feet beyond the base line. All outfielders must be in the outfield each time a pitch is made.
5. NO STEALING. A runner must remain in contact with the base until the ball is put into play. **Penalty:** Runner is out. Ball is called dead.
6. OVERTHROWS: All runners may advance as many bases as possible. They do this at their own risk of being tagged out. The ball is live. Exception: Runners on 3<sup>rd</sup> base may not go home on an overthrow unless it is part of a continuation play.
7. NO BUNTING. Or showing the intent of a bunt. **Penalty:** Pitch is a strike and the ball is dead.
8. No dropped third strike rule.
9. No infield fly rule.