

1. OBJECTIVES OF THE PINTO DIVISION:

- 1.1. Teach and refine player's skills.
- 1.2. Introduce players, coaches and parents to the concepts of:
 - Player pitching
 - Batting against player pitching
 - Stealing bases
 - Development of position specific skills
- 1.3. Having Fun.

2. SAFETY

- 2.1. Metal cleats are not allowed.
 - 2.2. Protective hard cups are required for all male players.
 - 2.3. Players are to remain in the dugout behind the fence, unless they are on defense, up to bat or the on-deck batter.
 - 2.4. Managers and coaches must stay in the dugout unless they are a base coach or time is called.
 - 2.5. Players are not allowed to leave the playing field once the game begins without permission from the Manager.
 - 2.6. Players may not serve as base coaches.
 - 2.7. A base runner is automatically out and subject to ejection if in the Umpire's judgment:
 - 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.
 - He/she slides "with cleats high" carelessly or attempts to intimidate or injure a defensive player in any way.
 - 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.
 - 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.
 - An umpire **cannot** declare a player "out" for throwing the bat. If a ball is put in play, the umpire must allow the 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.
 - 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. MANAGERS & COACHES

- 3.1. No more than one manager and three coaches are allowed on the field during games. There must be one manager/coach in the dugout at all times.
- 3.2. Once the game begins, managers or coaches are not allowed to leave the playing field without permission from the umpire. Umpires may remove managers or coaches from the game who leave the field without permission.
- 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.

4. GAME MANAGEMENT

- 4.1. There is no live batting practice on the game fields. Soft toss into a net, whiffle balls and hitting sticks are permitted. Helmets must be worn by all players participating in pre-game batting drills.
- 4.2. Starting line-ups **must** be submitted to the scorekeeper at least 10 minutes prior to the start of the game. Line-ups shall list the player's number, last name, first initial, and position. Managers will also exchange line-up at home plate prior to the start of the game.
- 4.3. **Defensive Substitutions:** In order to track minimum playing time requirements, managers must fill out and turn in A Player Position Sheet to the Official Scorekeeper after the game. Failure to do so could result in a Suspension for the next game.
- 4.4. Playing time for games will be 6 innings time permitting. An official game is 3 innings. No new inning shall be started after 1 hour 45 minutes.
 - Time limits will be based upon actual start times as designated by the umpires. The Official Scorekeeper shall record the start time of the game as indicated by the umpire.
 - At the discretion of the Board, time limits may be modified or removed for purposed of tournament play.

- 4.5. **Inning Run Limit:** A team may score a maximum of five (5) runs in a regular inning and unlimited runs in the 6th inning which is declared "open."
 - An "open" inning shall be declared by the umpire at the top of an inning that starts between 1 hour 40 minutes and 1 hour 45 minutes, as long as they are 4 plus innings into the game. If the 4th inning has not started by the 1 hour and 45 minutes, the 4th inning will be an unlimited inning.
 - **Exception to 5-Run Limit:** The inning run limit shall be waived in the case of an over-the-fence homerun. In this instance, all runners on base and the batter shall be allowed to score.

4.8. Protests

- All protest must be submitted in accordance with the PONY Rule: 19-PROTESTS.
- Properly submitted protests will be decided upon by a Protest Committee.

4.9. There is an "Infield Fly Rule" for Pinto.

4.10. There is **NO MERCY** rule in Pinto.

5. **GENERAL PLAYING RULES**

5.1. Minimum Defensive Playing Time: Each player must play at least 1 inning in the infield in or before the 4th inning. An "inning" is defined as three outs.

- Minimum playing time rules do not apply to players that arrive after the game has started.
- Minimum playing time rules are not enforceable for games halted before 5 defensive innings are completed.

5.2. Defensive playing time will be tracked on the Player Position Sheet and turned into the Official Scorekeeper at the end of the game.

5.3. The Manager will be suspended if any player does not receive the minimum defensive playing time. Any player not receiving the minimum defensive playing time shall play the next game in its entirety.

- Exceptions may be made if communicated with and approved by the Player Agent.

5.4. Coaches may be subject to disciplinary action imposed by the WGGYB Board for multiple and/or intentional violations of the minimum defensive playing time rule.

6. **PITCHING RULES**

6.1. Throwing one pitch to a batter constitutes one inning pitched.

6.2. Pitchers shall not pitch more than 50 pitches in a calendar day.

6.3. Pitchers must be removed from the game after:

- 50 pitches in a calendar day.

Exception: If a pitcher reaches a limit while facing a batter, the pitcher may continue to pitch until: (1) that batter completes his/her at bat; or (2) The third out is made to complete the half-inning.

6.4. There are no balks or illegal pitches in the Pinto Division.

6.5. Pitchers shall have a 2-day rest after pitching 36 pitches in a calendar day, 1-day rest after throwing 21 pitches as measured by calendar days. Pitchers with less than 20 pitches need no day rest.

6.6. Pitches must be thrown to a batter in order to issue an "intentional" walk.

6.7. Pitchers hitting 2 Batters in an inning or 3 batters in a game shall be removed from pitching.

6.8. A pitcher must be removed when Managers and Coaches making more than 1 Visit to the mound in an inning.

6.9. The Manager will be suspended for violating pitching rules.

- Exceptions may be made if communicated with and approved by the Player Agent.

6.10. Coaches may be subject to disciplinary actions imposed by the WGGYB Board for multiple and/or intentional violations of the maximum pitching restrictions.

7. **BATTING RULES**

7.1. A continuous batting order will be used for all games.

7.2. Any player injured or absent must be declared so prior to the start of the game by the Manager.

7.3. Any player that becomes unable to bat due to injury, illness, or other reason during the game, will have his/her batting position skipped for the remainder of the game without penalty.

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- Once a batter's position is skipped during a game, that player may not participate on defense or offense for the remainder of the game.
- 7.4. Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game.
- 7.5. Batters are permitted to bunt starting in the second half of the season. Penalty in the first half: The pitch shall be declared a strike. Slash bunting is NOT allowed.

8. BASE RUNNING RULES

- 8.1. There is no "leading off." Base-runners shall remain in contact with the base until the ball leaves the pitchers hand. Penalty: should a runner leave early, and the ball is not put into play, the runner shall return to the base they left prematurely. If the runner leaves early and the ball is put into play, the runner may not advance more than one base unless forced to advance further based on the batter hitting a ground rule double or a homerun.
- 8.2. Runners may steal 2nd base, 3rd base. Home is closed a batter may only score if walked in with bases loaded or hit in.
- 8.3. A pinch-runner may be used for any player on base that is injured during the course of a play.
- This player shall remain in the game until his/her batting position is skipped, at which the time the player may not participate in the game further.
 - Any player removed for a pinch-runner a second time in the same game may not participate in the game further.
- 8.4. A designated "pinch-runner" shall be the last player to have batted that is not currently on base.
- 8.5. A designated "pinch-runner" may be used for the catcher when there are 2 outs.