FYB PINTO DIVISION RULES

Revised 1/1/2020 - ALL RULE VIOLATIONS WILL BE BROUGHT TO THE FYB BOARD FOR FURTHER DISCUSSION
USA BATS REQUIRED- no prohibited bats allowed

THIS DIVISION TEACHES THE BASIC FUNDAMENTALS OF BASEBALL

Pony Baseball Rules and Regulations will be followed with the exceptions noted below:

1. A regulation game of six (6) innings may be played or until the time period of two hours has been reached. No new inning shall begin after one hour and forty-five minutes with four innings considered a complete game. No extra innings.

2. If a player needs accommodations, this needs to be addressed at plate meeting prior to game start.

3. Eight players are required to start and complete a game. Less than eight players available results in a forfeit. Loaning players will not avoid a forfeit but is encouraged to enable the game to be played for the sport of it.

4. The batter will hit off the pitching wheel for the entire season. The speed of the machine will be set at 40 mph

5. Each team will field ten (10) players (four outfielders and normal infield positions) and bat the entire team. Outfielders may be no closer than 15 feet from the edge of the infield dirt. At no time are you allowed a fifth infielder.

6. At the managers discretion, a properly equipped catcher must be positioned behind the plate or off to the side and behind the batter. All catchers must play in full catchers protective gear including cup. It is preferred that catchers use a catcher's glove.

7. No player will sit out for a second defensive inning until all players have sat one inning. No player will sit out a third defensive inning until all players have sat out two innings. No player shall play more than (2) two innings in the same infield position, except for catcher and 1st base. All players will get a chance to play an infield position and all players must play an outfield position for at least one inning. The Manager/Coach will be required to inform the home scorekeeper between innings who is sitting out defensively for the entire inning of play.

8. As outlined in the PONY Baseball Rules and Regulations, a normal batter's box will be designated and normal rules regarding stepping out of the box will apply.

9. Each batter is allowed six (6) pitches to put the ball in play. If after six (6) pitches the batter does not put the ball in play, an out will be called. If the ball is foul tipped on the sixth pitch, then the batter is allowed more pitches until they put the ball in play or swing and miss.

10. Batters are not permitted to bunt. If this occurs the batter will be called back to the plate, the bunt counts as a foul strike, the ball is “dead”, and no runners may advance.

11. One warning will be given for thrown bats. A batter who throws the bat a second time is automatically out. This will be considered a “dead ball” and runners must return to their base of origin.

12. All batters, base runners, and on-deck batters must wear helmets in a game and at practice.

13. Three (3) OUT INNINGS: An inning is considered completed when the defensive team records three (3) outs or five (5) runs have been scored. The final inning is an open inning provided the umpire designates the inning as the final inning, or if it is the 6th inning.

14. A foul ball that is caught is an out. The ball is considered live and runners may advance at their discretion and are in jeopardy while returning to their base of origin.

15. When the ball is in the possession of an infielder (within the dirt portion/grass portions of the infield) and, in the umpire’s judgment, all play on the runner/ runners has ceased, the umpire shall call “Time”. The infielder is not required to raise their hands to call “Time”. The play is “dead”, and the ball shall be returned to the mound. If a runner is not at least halfway to the base of intent when “Time” is called, they must return to the prior base.

16. Base runners are not permitted to steal or lead off and must remain in contact with the base until the ball is hit. Any violation will result in an out, to be enforced after play has stopped.

17. An overthrow only allows runner to advance one base.

18. Infielders cannot block the runners or interfere with them unless they have the ball in their possession and are attempting to make a play on the runner. Violation of this rule will result in advancement of one base by the runner.

19. The base coach cannot touch the runner when the ball is in play.

20. No eating or drinking (except water, sports drinks, sunflower seeds, or similar) will be permitted in the dugout.

21. Players may not leave the playing field or dugout area during the game without permission of the manager. Visiting the snack bar during the game is prohibited.

22. No Defensive coaches are allowed on the playing field.

23. If any player is hit or injured, all play is stopped and each runner advances one base.

24. If a player is injured, or must leave the game for any reason, their position in the lineup is simply skipped, and no out is recorded. If this occurs while they are at bat, the next hitter in the lineup starts a new at bat, and the game proceeds without recording an out. If the injury occurs

after you have an occupied base, you may have a courtesy runner for the injured player that will be the last recorded out of the inning. Players arriving late are inserted at the end of the lineup.

25. No metal cleats allowed.

26. No "Mercy Rule". Games will continue even if one team is 10 or more runs ahead. The intent of this rule is to maximize playing time for all players. A game shall not end just because a winner has been determined and the other team "can't catch up."

27. COURTESY RUNNER: Teams may pinch run for the next inning's catcher at any time using the last batter to make an out to speed up the transition to the next inning.

28. Pitchers are recommended to wear a heart guard device and a helmet with a face cage. These items will be located in the Pinto equipment shed for use by both teams during the game. It is acceptable if the player has their own equipment.

29. "Infield Fly Rule" does not apply at this level.

30. A slide or avoid contact rule shall always be in effect. Any violation of this rule by a base runner shall result in the runner being called out, if they are otherwise safe, and possible ejection of the player at the discretion of the umpire.

31. If a batted ball hits the pitching machine:

a. and stays in the field of play, it is still a live ball and runners may advance at their discretion.

b. and goes into foul territory before 1st or 3rd base, the ball is considered "dead" and the pay ends. No runners can advance, and the ball is considered a Foul strike

c. and goes into foul territory past 1st or 3rd base, it is still a live ball and runners may advance at their discretion.

32. If a batted ball hits the Pitching Coach the ball is considered "dead" and the pay ends. No runners can advance, and the ball is considered a Foul strike.

33. Any violation of the eligibility rules for players will result in the Manager being subjected to suspension by the league. Violations shall be reported to the League Representative for the Pinto Division.

34. Scorekeeping will begin at the start of the season. Wins and losses WILL be tracked all season, and teams will be seeded for the playoffs at the end of the season accordingly. As soon as the game concludes, the home team needs to report the final score to the designated league representative via text or email.

35. TIME PERMITTING: Visiting team has the field for infield practice starting at 40 minutes before game time. The home team has the field from 20 minutes before game time until game time. Home team has the batting cage starting at 45 minutes before game time & the visitors

have the batting cage 25 minutes prior to game time. Once the game starts the batting cage is closed to both teams that are playing. The pitching wheel used in the batting cage must not be left unattended at any time. Please store the pitching wheel back in the equipment shed when not in use.

36. No team shall get together as a team for a game or practice more than three times a week in any combination, i.e. one game and two practices equal three team meetings. Any practice immediately before a game that lasts over one hour fifteen minutes constitutes a team meeting

37. Both teams are responsible for the preparation of the playing field before and after each game. Both teams are responsible for the clean-up of their respective stands after each game. Both teams are responsible for the clean-up of their respective dugouts.

38. Loud arguments with the umpire, opposing manager or coaches, and/or parents in the stands are not permitted. Any discussion will be conducted in a sportsmanlike manner. Any discussion with an umpire requires the presence of both Managers and rule interpretation shall be discussed.

39. Managers and Coaches are responsible for the control of the spectators. The umpire, and/or manager, at their discretion, can insist that the parents leave the stands in the event they become unruly. If the parent does not leave, the umpire may force their team to forfeit the game.