

PINTO "KID-PITCH" DIVISION RULES

GROUND RULES

Listed below are additions to the PONY Baseball, Inc. RULES AND REGULATIONS". These ground rules are intended to clarify play in the Pinto League. The Rules and Regulations of PONY Baseball can be viewed in their entirety at www.pony.org.

PRACTICES

Practices shall be limited to three (3) per week before the season and one (1) per week during the season. Teams are restricted to three (3) activities (games and practices) per week. Practices shall be limited to two (2) hours maximum per session. Any meeting of the team with the manager or coach will be considered a practice. Violation of this rule could entail manager probation or dismissal. Batting practice on game day is not considered a practice.

GAME PRELIMINARIES

The home team will provide the official scorekeeper and post scores on the BSWB Scorecard. The visiting team will provide a scoreboard operator to work in conjunction with the official scorekeeper. The operator will be required to pick up the scoreboard remote and leave their driver's license as a deposit. After each game, the manager or coach of each team and the umpire-in-chief will sign the official scorecard, which will serve as the official record of innings played in the game by each player.

The home team will be responsible for putting out the bases and chalking the field. The visiting team will be responsible for raking, watering, and cleanup after their game (this includes Saturday games). Visiting Managers/Coaches are responsible to put all bases and equipment in the storage box after the last game of the day.

The inability of either team to place eight (8) players on the field before the game begins or anytime during the game is a forfeit.

A maximum total of one manager and two coaches per team shall be allowed in the dugout during each game.

All team members on the roster for that game will be listed in the batting order. All players will bat according to this batting order. Players arriving late to a game will have their names placed at the bottom of the batting order.

Managers shall prepare a written line-up, in duplicate, for each game. It shall include each player's full name, uniform number, batting order and starting pitcher. Players arriving after the start of play shall be inserted into the batting order at the bottom and, into the defensive line-up in a manner that is consistent with the defensive rotation rules. Managers shall exchange line-ups prior to the start of play. The manager shall be responsible for the conduct of team players and their parents, at all times during practices and games. The use of alcohol or tobacco by any parent or spectator is prohibited.

ALL players will wear SW Logo hats*, issued Jerseys*, and matching pants, belts and socks during games. (Note* Only "issued" hats and jerseys are allowed. No custom-made hats or Jerseys are allowed and may only be modified with Players names or numbers.)

Catchers shall wear catcher's helmet, mask, and throat protector (Hockey-style masks have the throat protector incorporated in their design).

Batters and Base Runners shall wear approved Batting Helmets and shall not remove them until they return to the dugout.

All players are required to wear Athletic Supporters with Protective Cup or will not play in that game until a protective cup is worn. No metal cleats are allowed.

The home team shall occupy the third base dugout. Only team members, manager, and coaches are permitted in the dugout during games. The manager and "coach of record" are to remain in the dugout or coach's box during games. No alcohol, profanity, or use of tobacco in any form is allowed. No bat persons are allowed.

No ball buckets are allowed on the playing field during the game.

GAME RULES

Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs. Every player must play one inning in the infield. Players will not sit out three innings in consecutive games. Penalty: The player(s) involved shall start the next scheduled game and play any previous requirement not completed and the requirement for the current game before being removed. The manager will receive a one game suspension. A suspended manager shall be permitted to be a spectator of a game involving the team of which he is the manager.

A maximum of nine defensive players are allowed on the field. Three defensive outfielders must remain in the outfield positions at all times.

Catchers are required to wear a mask with throat guard (throat guard must attach to mask and extend to top of chest), (Hockey-style masks have the throat protector incorporated in their design), chest protector, shin guards, protective athletic supporter with cup and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, bullpen included.

Pitching Rules:

Any team member may pitch, subject to the restrictions of the pitch count as recommended by Pitch Chart for the particular age classification. *(NOTE: 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.)*

LEAGUE AGE	DAILY MAX PITCHES	O DAYS	REQUIRED REST (PITCHES)			
			1 DAY	2 DAYS	3 DAYS	4 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-15	95	1-20	21-35	36-50	51-65	66+

When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.

Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.

Once the Umpire-in-Chief signals "play" to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.

A pitcher is charged with the number of pitches in the specific calendar day in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.

Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

If a pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm up pitches. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outline in Pony Rule 18 – Penalties.

A manager may go out twice to talk to any player but must change the pitcher on the third trip.

Walks and Stealing:

On issuance of a walk, the ball becomes dead until put back into play by the umpire.

No leading off. Runner must remain in contact with the base until the ball crosses home plate. **PENALTY:** Runner is called out.

Runner at third may not steal home. If a runner at third draws a throw from the catcher, it will be ruled as an attempt to steal home. The runner will be sent back if he is successful. However, if called out, the call will stand. **Other** runners may advance and are in jeopardy of being put out.

Scoring from Third:

- By a batted ball.
- Bases loaded on a walk or hit batter.
- Continuation plays on a batted ball.

Exceptions:

- No showing of bunt, bunting or soft swing. Swing shall count as a strike and the ball is dead.
- No infield fly rule.
- No balks on pitchers.
- No dropped third strike.

Mercy Rules:

- Ten (10) run lead after four (4) innings.
- Maximum five (5) runs per half inning. (No maximum applied in the 4th and all subsequent innings.)

Exception: Homerun over the fence all runs will count.

Time Limit

No inning shall start after one (1) hour and forty-five (45) minutes of regular play, with tie games counting as 1/2 win for each team. A game shall be considered complete after passing the time limit. The Chief Umpire should inform the official scorekeeper of the official start time at the beginning of each game.