

2020 Pinto Rules and Regulations

Pinto Baseball is an instructional league to teach eight and under players the fundamentals of baseball. Score will be kept in this league as players start to understand the rules of the game.

**** Updated 2020 Baseball [Pony Rule Changes](#) & [Online Pony Rule Book](#)

NOTE: - Oak Ridge and our playing partners may have altered official pony rules. If we have they would be highlighted in this document. Rule changes are to the benefit of our players, coaches, and fans.

Players Age:

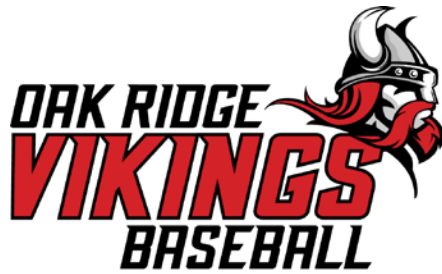
- 8 years old and under on or before August 31st

Playing Field:

- Distance between bases is 60 feet
- Coaches shall pitch 38 feet from the point of home plate. There will be a 10 foot pitchers circle in which the coach is allowed to move up within the pitching circle.
- A 10-foot arc will be inscribed in front of home plate; any batted ball that does not travel beyond that line will be considered a foul strike.

Equipment:

- The batter, players' on-deck, and base runners will be required to wear helmet. Face guard is recommended.
- The player pitcher must wear facemask. A catcher's chest protector, and/or a heart protector is recommended.
- The player catcher must wear a catcher mask, a chest protector, shin guards, and athletic supporter. Option – player catcher can stand back and to the side but must still wear chest protector and face mask.
- It is recommended and encouraged that all kids wear athletic support
- Bats MUST meet USA Baseball bat standard.
- Home team is responsible for game balls and field prep. (location of game)



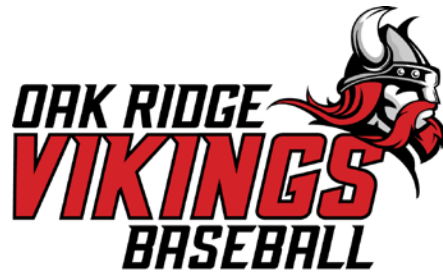
Games:

- Games are six innings with a 5-run limit per inning. The final inning will be unlimited. Umpires will declare final inning.
- The game time will be a limit of 1 hour & 15 minutes.
- 1 extra inning may be played if a game is tied after 6 innings are complete. No new inning will begin after 1 hour. If the game is still tied after the extra inning, the game will be declared a tie. The extra inning will be unlimited runs.
- If a game is called for any reason it will be a complete game if four innings have been completed.

2020 Pinto Rules and Regulations Cont.

Rules

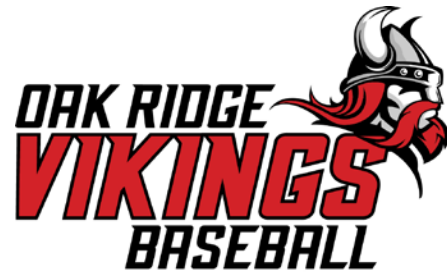
- Two offensive coaches will be allowed to stand in the coach's boxes or the designated area adjacent to first and third base.
- Two defensive coaches will be allowed to stand in foul territory (15 feet beyond first and third base). Coaches are not allowed to stand in the field of play.
- The entire roster of players present for the game will bat in rotation.
- Every player must play two defensive inning per game
- Each team will have a maximum of 10 players on the field. Positions will consist of a pitcher, catcher, 1st, 2nd and 3rd baseman as well as shortstop, with all other players in the outfield. Teams with only 9 players may pull player from catcher's position to cover another position.
- **Players may not change positions during innings unless a substitution is made.**
- **Over-shifts are NOT permitted**
- A minimum of 8 players constitute a team, anything less will be a forfeit although the game may still be played for fun.
- A Shetland player may participate in a Pinto game in order to fill out a Pinto roster on a single game basis. This will aid the Pinto team from otherwise having to forfeit that particular game. Each player called up must be reported to opposing coach and the baseball director. Players may play up a maximum of four times. Pinto players cannot play on other Pinto teams.
- The player fielding the pitcher's position must keep at least one foot inside the 10 foot pitcher's circle and play at or beyond (not in front) the coach pitcher during the pitch.
- A coach pitcher must not step out of the 10-foot circle while pitching the ball over handed. Coach Pitcher cannot kneel down or throw underhanded to batter.
- Coach Pitcher must leave the circle once a ball is put into play. The coach should attempt to get into foul territory and out of way of the play.
- Defensive catcher must wear helmet with facemask and chest protector during the game.



- The batter can receive up to six pitches. Foul tip on the 6th pitch continues “at bat”.
- Batter must hit (put the ball in play), strike out, or be counted as an out if batter does not hit or foul tip the 6th pitch.
- Slinging a bat will constitute an out after 1st warning.
- No walks
- No bunting
- No infield fly rule
- Injured players who do not take their turn at bat can either be called out for that at bat or be taken off the line up for the remainder of the game.
- If a batted ball hits a coach pitcher, the ball is dead. The pitch is a dead ball. The pitch will result in a no-pitch and will be replayed. This will not count as a strike or ball and no runners may advance. However, if a live ball hits the coach pitcher and in the umpire’s judgment, the coach interferes in the fielder’s attempt to make a play, the ball is dead and the lead runner is out.
- When the ball is in the possession of an infielder and, in the umpire’s judgement, all play on the runner or runners has ceased, the umpire shall call “TIME”. The ball is dead and shall be returned to the mound (the pitcher or the coach-pitcher).
 - When the ball is in play the Circle means nothing in regarding to calling time or stopping play.
 - Appeal plays can be made, following the play that is to be appealed, at any time before the pitcher makes a pitching motion (from the coach).
 - An appeal is to be made by the manager/coach to the umpire before the next pitch.

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- Runners can advance only one base at their own risk after an overthrown ball at any base. The runner may only advance on one overthrow per batted ball. This includes throws to the pitcher.
- Base runners are not permitted to steal bases and will remain in contact with the base until the ball is hit.
- Base runners touched by their coach while the ball is in play will be called out.
- The catcher's position will be played by a coach as back up to the player catcher in order to speed up the game. The coach catcher must stay near the back stop fence and remain out of play, even if there is no player catcher available. The adult catcher only catches pitches and cannot make a play at the plate.
- **10 & 15 Run Rule:** If a team is beating another team by 10 or more runs after four innings are played, the game will be terminated and the team in the lead will be declared the winner. If a team is beating another team by 15 or more runs after three innings are played, the game will be terminated and the team in the lead will be declared the winner.



- No profanity or inappropriate behavior by players, parents or coaches will be tolerated. Each coach will be responsible for the actions of the players and their parents. If any player, coach or parent's behavior becomes inappropriate he/she may be asked to leave the park or their child can be removed from the game.
- All calls by the umpire are final.