

## PINTO Division Ground Rules

### 2023 Fall Ball

Unless modified below, PONY official rules shall govern gameplay.

**Dugouts:** Home team will occupy the 3rd base dugout. Visitor will use the 1st base dugout. All offensive players – with the exception of the batter, on--deck batter and any base runners – must remain fully inside the dugout, and remain in the dugout during play.

**Uniforms:** All players must wear their team jersey & hat, with the jersey tucked in. Plastic or molded cleats are recommended. No metal cleats allowed. We recommend that all male players wear a cup. No jewelry may be worn at any time on the fields (practices or games) with the exception of medical

**Play Minimums:** All players present and on the lineup must play a minimum of one (1) inning in the infield in the first four (4) innings. No player may sit out two (2) innings before all other players have been out one (1) inning. No player can play more than two (2) consecutive innings at the same position. Teams may

**Pitching:**

- 1) Pitching will be Player pitch. No walks will be issued. If a batter walks during Player pitch, a Coach will then finish off the strike count. Coaches are allowed one (1) mulligan pitch only if the batter does not swing at the pitch in question.
- 2) During Coach pitch, coaches must be in contact with the mound. Player in the Pitching position must also have one (1) foot in contact with the mound.
- 3) Pitcher must be removed from game if they hit three (3) batters in one game.
- 4) **35 Pitches MAX.** If a player reaches their pitch limit during an at-bat, they may complete that at-bat.
- 5) If the batter is "Hit by Pitch" in Player pitch, the Batter may take 1 base or hit off Coach pitch with a new strike count.
- 6) Pitchers mound will be set at forty (40) feet for the entire season.
- 7) Players are allowed to pitch if they are league age 7.

**Field Prep** **Home team is responsible for preparing the field.** For teams that are interleague between Rocklin, Roseville, Orangevale or Golden Eagle, if one of the teams playing is home to their field, regardless of being home/visiting team for the game, that team home to their field is responsible for field prep. Additionally, if two visiting teams have game at a location that is not their home location, the team from the previous game that is home to the field, should help prep the field for this following game. Coaches should be aware of game schedules and field prepping responsibilities each Sunday.

**Basepaths:** Bases will be set at sixty (60) feet.

**Batting:**

- 1) Batters must wear a helmet any time they are on the field. Only the batter and the on-deck batter may swing a bat – NO EXCEPTIONS. No Tee-Ball, Coach-Pitch, or Softball bats are allowed for play. Bats must be "USA Baseball" approved.
- 2) Every team must bat their complete lineup. All players in the lineup will be batted in order. Late players may be added to the end of the lineup. Managers are encouraged to allow players the opportunity to bat in all positions in the batting order.
- 3) Bunting is not permitted.

**Base Running:**

- 1) Runners are not allowed to lead off.
- 2) Stealing is allowed. Runners may not steal until the pitch crosses home plate. PENALTY: runner is called out. Runners may NOT steal home plate. **One stolen base per pitch only - runners may not advance to an additional base on an overthrow.**
- 3) Runners may advance to the next base on a batted ball ONLY if they have rounded the previous base before the ball has left the outfielder's hand.
- 4) Runners may ~~not~~ advance **one base** on overthrows. **Runners may not advance to home on an overthrow.**
- 5) There is no sliding at first base, sliding will only be permitted at 2nd, 3rd and home. All players must attempt to slide when necessary. Head-first sliding should be strongly discouraged by coaching staff. If sliding occurs at first base, player will be called out.

**Innings/Time Limit:** Each of the first five (5) innings will last three (3) outs or five (5) runs, whichever comes first. The 6th inning will last three (3) outs or ten (10) runs, whichever comes first. All Pinto games will last six (6) innings or 1½ hour time limit. No new inning may begin after 1 hour 15 minutes, drop dead is 1½ hours. At the discretion of BOTH managers, the ten-run "mercy" rule can be implemented after the 5th inning. **Games can end in a tie.**