

## MBSA Boys Pinto Rules

1. Managers, coaches, and umpires must refrain from using cell phones during the game.
2. One (1) coach will be allowed on the field of play while their team is on defense. This coach must position himself on the edge of the outfield grass in the Center Field area. One (1) coach will also be allowed to back up the catcher to help speed up the game.
3. A continuous batting order must be used to include all team members. Any late arriving players are inserted into end of order. A team is only allowed to bat a maximum of nine (9) players per inning.
4. For the playoffs only, in the final inning both teams must get 3 outs to end the inning.
5. The defensive team will play ten (10) players in the field. No short center fielder. Four (4) outfielders should be evenly spaced.
6. A minimum of seven (7) players is required to start a game. If a team does not have the minimum amount of fifteen (15) minutes after the scheduled start time the game will be forfeited. Teams will be allowed to lend players to the other team and play a practice game even though the outcome will already be determined. A manager needs to contact the League Coordinator if he is certain his team will not have enough players to allow for a call up from the Shetland division. The team calling up a player may only call up enough players to field 9 players on defense, i.e., If the team has only 7 players it may call up 2 players to get to 9. Managers **MUST** contact the division coordinator for a call up. The manager may **NOT** contact a player directly regarding moving up. If a player is moved up without prior notification of the coordinator that game will result in a forfeit.
7. Call ups from the Shetland division will be allowed to bat anywhere in the lineup and may play anywhere in the field EXCEPT pitcher.
8. Calls up for the playoffs are allowed. Again, the division coordinator must be contacted and the player will be selected by the division coordinator. Called up players should be selected based upon their ability to compete at the Pinto 1 level. We do not want kids called up that will struggle as we do not wish to hurt their confidence. The number of kids being called up from Shetland in the playoffs will be that number which allows the team to field 9 positions on defense, i.e., If the team has only 8 players for the playoffs 1 player may be brought up. As in the regular season, called up players cannot pitch but are allowed to play any other non-pitcher position and bat anywhere in the lineup.
9. A team which has enough players to start the game and subsequently loses a player(s) to injury or illness after the start of the game will not be required to forfeit the game and the player that has left the game will not be counted as an automatic out.
10. A player may be benched *for* disciplinary reasons. If this occurs, such action must be communicated to the umpire, the opposing team, and the player's parents. Additionally, the League Coordinator must be informed of any such action. (Examples- taunting, swearing, causing harm to those participating, or purposely throwing equipment.)

11. Players must not sit more than two innings a game. Please rotate players so that they have the opportunity to play various positions. However, this is competitive baseball and players should not be put in a position which they are unable to handle as it poses a safety hazard for the player and is unfair to teammates and the opposition. For example, if a player cannot throw the ball 38 feet, he should not pitch and if he cannot adequately catch he should not play first base.

12. League approved umpires have the authority to eject managers, coaches, players, and fans from the field at their discretion for improper conduct and an accident report must be filed with the League Coordinator. Umpires may suspend play and/or order a forfeit for disobeying an ejection order after informing the violating party that such action will be ordered if the umpire's decision is not followed.

13. Players who throw their bat upon running to first base will receive one (1) warning. A second occurrence by the same player will result in the player being charged with a strikeout. No runners may advance in this situation and must return to their base. The third occurrence by the same player will result in the player being denied batting privileges for the remainder of the game. It will not be recorded as an out if the player's turn comes up later in the game and said player has had batting privileges denied.

14. The home team must groom field and set up the bases making sure that safe play can occur. Please assign parents to perform these duties on a rotating basis. The home team must also provide a home plate umpire to call balls and strikes and control the game IF an umpire crew is not present. The volunteer umpire can make calls from behind the plate or behind the pitching mound. BOTH teams must repair the field following every game, including dragging the field, repairing any holes, and properly repairing the pitchers' mound and batters' boxes.

15. Teams are encouraged to arrive thirty (30) minutes prior to game time to ensure proper preparation. No warm-up balls in the infield or the outfield after the third inning. The pitcher is allowed five (5) warm-up pitches each inning. Please have your catcher ready so that there are no delays.

16. If the catcher is on base with one (1) out, the team batting must pinch run for the catcher so that he can begin to get his gear on for the next inning. The catcher must then catch the next inning. The replacement runner will be the last hitter to make an out.

17. The Two (2) Hour rule ALWAYS applies. NO NEW INNING shall start five (5) minutes prior to the two (2) hour limit expiring. Please record the game start time in both score books, the umpire has authority over this time limit. The umpire is to announce the start time to each team. If the umpire fails to do so, please ask the umpire for the start time prior to the first pitch being thrown.

18. The umpire may elect to suspend a game prior to the two hour limit due to darkness or inclement weather. In this circumstance, a game must have completed four (4) full innings to be considered a recorded game. If the game is called prior to the completion of four (4) innings, the League Coordinator will attempt to reschedule and resume at the point of stoppage IF excessive games are cancelled. Four (4) complete innings is considered to be achieved if the home team is leading after completion of 3 ½ innings.

**19. UPON OBSERVANCE OF LIGHTING OR THUNDER THE GAME IS IMMEDIATELY SUSPENDED OR TERMINATED AND EVERYONE SHOULD GO TO THEIR CARS OR SEEK SHELTER. LEAGUE COORDINATOR WILL ATTEMPT TO RESCHEDULE, IF EXCESSIVE GAMES ARE CANCELLED.**

20. A game deemed complete but not played through the full six (6) innings will have its outcome determined by the score that existed at the end of the last complete inning played.

21. All players must remain in the dugout or behind protective fencing when not employed on the field, batting, or on-deck. Please place the on-deck circle on the far end of the dugout. If the pitcher that will be entering the next inning needs to warm up, please do so with an adult serving as catcher. **No practice swings, tee work, or flips to be done behind the fence while waiting to go into the on-deck circle.** This is to prevent injuries to younger children that may be playing in the area or passing by.

22. Pitchers may pitch a maximum of two (2) innings per game and a maximum of six (6) innings per week (Sunday through Saturday). A single pitch constitutes an inning. Please do not allow a pitcher to throw more than thirty (30) pitches in an inning. The innings need to be consecutive. Pitchers must rest for forty (40) hours from start of last game they pitched and are not allowed to pitch during that time.

23. Pitching during playoffs: the innings restrictions will be re-set for the playoffs. As such, pitchers will have 6 innings for the playoffs and be limited to 2 consecutive innings in any one game. They may pitch in back to back games as the 40 hour rule is not applicable for playoffs due to scheduling.

24. A pitcher who hits two (2) batters in a single inning must be removed from that position and should be placed in another position on the field. The pitcher may return to pitch in the following inning only, but if he hits one more batter he must be removed and is not allowed to pitch the remainder of the game.

25. Batters that are hit by a pitch thrown by a player (not a coach) will be awarded 1<sup>st</sup> base. HOWEVER, if the batter does not make an attempt to get out of the way of the pitch (Umpire's discretion) the pitch will be called a ball and the "at bat" will continue.

26. Intentional walks are not allowed.

27. Bunting is not allowed.

28. Leadoffs and stealing are not allowed.

29. A batter may advance only one base on an overthrow to first base only. Any runners ahead of the batter advancing appropriately. There will be no advancing on any overthrows to any other bases. Fielders are encouraged to make the play without the consequence of an overthrow or an error. If the ball is in possession of the fielder within a 10 foot radius of the pitching rubber, and no play is made, the runner will be sent back if he has not yet reached the halfway point.

30. Play will stop when a fielder has possession of the ball within 10 feet of the pitching rubber. The umpire will announce dead ball and runners must return to their previous base. If an attempt is made on a runner then the umpire must allow it to play out with no other runners advancing. Halfway rule applies.

31. When a ball is put in play by the ninth batter, play will be stopped by the completion of a putout at any base or by possession of the ball by a fielder within 10 feet of the pitching rubber. No runners may advance.

32. Helmets - Batters and runners must wear protective helmets with face guards on them at all times. MBSA-issued batting helmets have a protective facemask, which is not to be removed or altered in any way. Players may use their own batting helmets at their own risk, but must use a facemask through the Mustang Division. This is for liability issues. Intentional removal of a helmet during live play will result in the runner being called out.

33. Players must wear protective cups for safety reasons. Any player failing to do so will not be allowed to play infield or battery positions.

34. We will follow PONY rules with respect to bat sizes, lengths and weights. PONY rules allow up to a 2 ¾ inch bat diameter. If the bat is a composite bat, it must be stamped BPF 1.15 in order to be used in the game. NO BATS LABELLED COACH PITCH ARE ALLOWED.

35. Prior to the game beginning managers MUST inspect all bats to ensure none are illegal bats. This includes inspecting the opposing team's bats. The umpire will remind each team to check the bats. The use of illegal bats will result in the player and manager being ejected from the game in accordance with MBSA rules and possible suspension for multiple games.

36. The pitching distance will be placed at thirty-eight (38) feet. Measured from apex (tip of the back) of home plate to the front of the pitching rubber.

37. Base distance will be fifty (50) feet in designated posts. (Please remember to bring appropriate tools to locate base posts.)

38. No walks. After 4 balls the batter's coach will be allowed to throw 5 pitches. The strike count will continue from when ball 4 was reached. For example, if the batter had 1 strike when ball 4 was thrown, the batter will have 2 more strikes remaining. Only "swinging" strikes will be counted during coach pitch. If the ball is not put in play after the 5<sup>th</sup> pitch from the coach, the batter will be out. The "at bat" will not end on a foul ball. An additional pitch will be provided until the batter misses or puts the ball in play.

39. If a game is tied after the completion of six (6) innings or at the end two (2) hour limit, the game will not continue and will be recorded as a tie.

40. An inning consists of three (3) outs, except when the nine (9) batter rule is in effect.

41. The manager (or scorekeeper) of the team at bat must announce the ninth batter to the umpire and the opposing team. Failure to announce the ninth batter will result in a called strike for each pitch thrown to the ninth batter prior to the belated announcement. Both teams must keep accurate scorebook and the next inning cannot continue until both teams have reached agreement on the score. Any discrepancies must be resolved by the managers before play can resume.

42. The slaughter rule will not apply. The manager and coaches should do their best not to demoralize their opponent. This could be used as an opportunity to allow stronger players on your team to try switch-hitting. In recording and reporting scores, they must not exceed ten (10) runs.

**(Example: Actual score Home 22 Visitors 4 – Reported score Home 14 Visitors 4)**

43. In the event that a team has a special needs player or a player has not been able to achieve success on the field. This player must bat first at the top of the inning if he is scheduled up and is allowed to run whether he is safe or out, but his run will not count. This must be communicated prior to the start of each game. The parents of this child must be in agreement and this player should not feel singled out. Please try to identify any of these players and communicate with the League Coordinator. This is not permanent and can be changed if a player has improved or likewise if a player is struggling and needs a self-confidence boost.

44. Playoff seeding will be determined by the coordinator. It will be a traditional NCCA format with the first place team receiving a bye and then 2 playing 7, 3 v. 6, and 4 v. 5 in a 7 team league. The top rated team would then play the winner of the 4 v. 5 game in Round 2 with the 2/7 winner playing the 3/6 winner. Reseeding will not occur.

45. If a tie exists in the standings, the following tie breakers will be used to determine playoff seeding and standings:

- a. Head-to-head record;
- b. Run differential in head to head;
- c. Season runs against.

**BE SAFE! -- HAVE FUN -- TEACH THE GAME!**