

PINTO MACHINE PITCH RULES – 2017 Season

The 2016 Official Regulations and Playing Rules of PONY Baseball (the “Rulebook”) shall apply for the regular season except as provided herein is instructional and scorekeeping is optional. No protest is allowed.

Teams are required to wear identical t-shirts and hats. T-shirts shall be tucked in at all times during the game. **No shorts, short pants, skirts or skorts are allowed to be worn on the playing field.** Cleats are not required. Only rubber cleats are allowed. All batters and base runners shall wear protective helmets. Male catchers shall wear a protective cup. Female catchers shall wear a pelvic protector. However, all players are encouraged to wear cup or pelvic protection during games

Game Preliminaries. Managers shall arrive not later than 30 minutes prior to the start of scheduled game time. Both home and visitor Managers will be responsible for lining the foul lines if necessary. The home team occupies the dugout on the 1st base side. The home team shall provide an umpire for the home plate if an umpire is not assigned. The visiting team can provide a field umpire for the game. Home team can provide a field umpire should the visiting decline to provide one. Home team supplies the baseballs for the game. If one team does not have enough players, they can play with less players or share players with the other team. Throw down bases must be put 50 feet by a marker in the ground.

Managers and coaches are not permitted to change the rules at the start of a game or any time before the end of the game.

Players shall remain in the dugout during the game. All equipment shall be stowed in the dugout or bench area throughout the game. No food or drink (except water or sports drinks) shall be allowed on the field or in the dugout or bench area this includes gum and sunflower seeds.

Both Home and Visitor Managers will be responsible for making sure the players clean up the dugout or bench area and remove all trash after each game. Failure to do so could result in a 1 game suspension for the next game.

Game Time and Duration. Game starts when scheduled regardless of the actual time the game starts. Game shall be cancelled if not started within 15 minutes of the scheduled time. Game shall be 1-½ hours long from schedule time not when actually started. No new inning may start 70 minutes after the scheduled start time of the game. **If there is no game following yours and both teams are in agreement play can continue.** A new inning starts the moment the third out is made or the 9th batter (see continuous batting order below) has batted against the home team. **Both teams shall be out of the dugout by 7pm for the next game.**

Pitching Machine or Coach Pitching. A coach shall operate the pitching machine **when his/her team is up to bat. The pitching machine shall be set to 5 during all games until May 31st. After May 31st the pitching machine shall be set to 6 until June 15th. After June 15th the pitching machine shall be set to 7.** Within a 10 foot circle around the pitching machine is a dead ball area. If a ball hits the machine or lands in the 10 foot circle, the ball is dead and the batter runner is awarded first base and other runners may advance only one base. Each batter is allowed 4 pitches to hit. Foul balls are considered a pitch unless it is the 4th ball in which case the batter gets subsequent pitches until ball is put in play or batter strikes out. If the batter does not hit the ball into play after 4 pitches, the player will receive 1 soft toss or 1 hit off of the tee. If the batter does not put the ball in play they return to the dugout, **(NO OUT IS RECORDED)**. Play will continue in this manner until three **put-outs** are made in the field or 9 players have batted, whichever occurs first. The pitching machine should be set a speed specified by the league president.

In order to speed up the game and ensure all kids get the chance to hit, the coach operating the machine must have five balls at his disposal. After the first pitch, 2nd, third and so forth the coach will immediately reload the machine with a fresh ball. If the ball is hit and put into play and after all plays have been completed the pitcher will catch the ball from the fielders and place the ball in the ball receptacle/small bucket next to the machine. On passed balls the catcher will leave the balls and a coach will pick up the passed balls. The pitcher will then hustle back to the mound and place the ball in the receptacle. During this time the batter will get set and ready for the next pitch.

Continuous Batting Order. Each team may bat up to, but not more than nine (9) batters per inning, or until three (3) outs are made, i.e. a half inning shall be completed when either 9 players have batted or 3 outs are made, whichever occurs first. If the 9th batter hits the ball, play continues until the ball is returned to the catcher and play stops. The manager of the team of the team batting notifies the opposing team and home plate umpire when the 9th batter comes to bat.

Examples: A half inning ends when a team with 12 players bats the first 9 batters in the batting order without making 3 outs. The team's batting order or the first 3 batters to bat the next inning would begin with the 10th, 11th and 12th batters. If the same team had batted only the first 8 batters in the batting order that inning before 3 outs were made by the opposing team, the batting order or the first 3 batters to bat the next inning would begin with 9th, 10th and 11th batters. In both examples, the next batter after the 12th batter is the 1st batter in the batting order.

Mandatory Play (MP). Coaches must ensure all players have equal play which should be based on time. All players should get the opportunity to play every position throughout the season.

Bunting, Stealing, and Sliding. No bunting, stealing or sliding is allowed. Leading off is prohibited.

Overthrows. Once the batted ball has been fielded and thrown to make a play, an overthrown ball or ball not caught results in a dead ball and all runners advance to the base they were running to. This ruling is called one base on an overthrow.

Catcher Safety. The catcher shall wear a chest protector, leg guards, helmet and dangling throat guard behind home plate. Male catchers shall wear a protective cup. Female catchers shall wear a pelvic protector. However, all players are encouraged to wear cup or pelvic protection during games

On-Deck Batter. No on-deck batter is permitted outside the dugout. Only the leadoff batter is permitted outside the dugout between half-innings. The on-deck batter shall wait in the dugout until their turn. Bats are not to be picked up until the batter leaves the dugout on their way to the batter's box.

Throwing Bat. A batter who throws the bat will receive 1 warning. If the batter does it again during the game, the batter is out and no runners will advance.

Coaches. An adult coach must operate the pitching machine when his/her team is on the field playing defense. **The only coaches allowed on the field will be approved volunteer applicants appointed by the league President. No parents or children not on the team are permitted in the dugouts.** There should be at least one adult/coach in each dugout to keep the kids under control and keep them in the correct batting order. Managers shall be responsible for the behavior of their coaches during the game. You are allowed two offensive coaches and two defensive coaches on the field during outing. **The offensive coaches will stand in the 1st and 3rd base coach boxes while the defensive coaches will take up positions between 1st and second base and 3rd and second respectively behind the base paths towards the outfield grass. The adult/coach operating the machine is not considered either an offensive or defensive coach. An adult shall collect passed balls however not provide coaching.**

Snacks. Snacks must be distributed outside the dugout and playing area.

Removal/Ejection. Umpires may remove/eject any manager/coach or player from the game as well as any spectator from the stands. Should a manager/coach or player or spectator be removed/ejected from a game, that manager/coach or player or spectator shall leave the premises. A manager/coach or player removed/ejected from a game is automatically suspended for his next physically played game and is subject to additional suspension time for conduct, which resulted in being removed/ejected from a game. A spectator removed/ejected from a game shall be the umpire for the next game he/she attends.

After the Game: Both teams are responsible for all garbage clean up. Please leave the dugouts immediately after your game so the next games can start on time. Teams for the next game may warm up in the outfield.