

ADDENDUM C: PINTO LOCAL RULES

Pinto 8U Division Ground Rules

Unless modified below, PONY official rules shall govern gameplay.

Dugouts:		Home team will occupy the 3rd 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:		Once provided by the League, all players must wear their team jersey & hat, with the jersey tucked in. No metal cleats allowed. We recommend that all male players wear a cup.
Play Requirements:	1)	All players must play one (1) defensive inning in the infield by the end of the third (3rd) inning. Pitcher and catcher positions are considered infield positions.
	2)	No player may sit out two (2) innings before all other players have sat out one (1) inning.
	3)	A player may only play the pitcher or catcher position for a maximum combined total of three (3) innings.
Basepaths:		Bases will be set at sixty (60) feet.
Scorebook / Game Changer:	1)	Home team shall keep the official scorebook and pitch counts. Both managers must agree on the final score and pitch counts after each game.
	2)	Managers shall provide the umpire, scorekeeper, and the opposing team manager with their lineup, first and last names, numbers and position for the first full five (5) innings of play in writing before all games.
	3)	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. Throughout the season, managers are encouraged to rotate players to all positions in the batting order.
Innings / Time Limit / Mercy:		Games are scheduled for 6 innings. 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. No new inning may begin after one (1) hour fifteen (15) minutes, drop dead 1 hour 45 minutes. The ten-run “mercy” rule is implemented after the 4th inning. Regular season games may end in a tie.
Drop Dead Clarification:	1)	Should a game be called by the drop-dead rule during an uncompleted inning, the last completed inning shall be the final score.
DEFENSE		
Pitching:	1)	Pitching distance is forty (40) feet.
	2)	After each half-inning, managers should agree on the pitch count(s) and inform the official scorekeeper.
	3)	Once removed from the mound, a player may not pitch again in that game. Pitchers who pitch the daily maximum number of pitches for their age will not be eligible to

		catch.
	4)	<p>Player-Pitch will be throughout the seasons.</p> <p>A. Weeks 1-5: If a batter reaches a 4 ball count during player-pitch, a coach will then pitch the remainder of the strikes. Each pitch thrown by a coach is considered a strike. A foul ball shall not be counted as strike 3. The at-bat can only end in a ball in play, foul out, or a strikeout. <u>The Coach pitcher must be standing, with one foot in contact somewhere on the mound. The Coach's foot does not need to be on the rubber.</u></p> <p>B. Weeks 6+: If a batter reaches a 4 ball count, they shall be awarded 1st base.</p>
	5)	If a pitcher hits three (3) batters in one inning, they must be removed from the mound.
OFFENSE		
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.
	2)	Bunting is not permitted.
	3)	<p><u>Hit-by-Pitch provisions:</u></p> <p>A. <u>During weeks 1-5, if a batter is hit-by-pitch from the player-pitcher, the player may elect to take 1st base, or have the coach come in to pitch 3 pitches. The at-bat can only end in a ball in play, foul out, or a strikeout.</u></p> <p>B. <u>During weeks 6+, a batter hit-by-pitch is to be awarded first base.</u></p>
Base Running:	1)	Runners are not allowed to lead off.
	2)	Players are allowed to steal 2nd or 3rd base once the pitch has crossed home plate. Stealing is permitted during player pitch only. Stealing home is not permitted. One stolen base per pitch only. The player stealing may not advance to additional bases on an overthrown ball.
	3)	Definition of "overthrow": On a batted ball in play, a defensive player makes an errant throw which goes past a base and/or fielder in an attempt to make a defensive play. An overthrow when simply returning the ball to the pitcher from a catcher or an infielder is NOT considered an overthrow and runners may not advance.
	4)	Players may advance one base on an overthrow, limited to one overthrow per play.
	5)	On a batted ball in play, the batter and runners are limited to one base unless the ball cleanly reaches the outfield grass (ie - no error), <u>at which point they may attempt to advance as many bases as possible.</u> As the ball is returned to the infield, a runner may only progress to the next base if they are already more than half way to that base when the ball is controlled in an <u>infield</u> player's hands/glove in the infield.
	6)	There is no sliding at 1st base, sliding will only be permitted at 2nd, 3rd and home plate. Players sliding at 1st base shall be called out. Headfirst sliding should be strongly discouraged by coaching staff.