

PINTO Division Ground Rules

2026 Fall Ball

Unless modified below, PONY official rules shall govern gameplay.

Dugouts: Home team will occupy the 3rd base dugout. Visitors will use the 1st base dugout. All offensive players except for 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) except for medical I.D. bracelets.

Play Minimums: All players present and, on the lineup, must play a minimum of one (1) inning in the infield in the first three (3) 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 in the same position.

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. Every pitch a Coach throws is considered a strike, however 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 pitch from a standing position and be in contact with any portion of the mound. The player in the Pitching position must also have one (1) foot in contact with the mound.
- 3) A pitcher must be removed from a 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 count. Every pitch a Coach throws is considered a strike, however Coaches are allowed one (1) mulligan pitch only if the batter does not swing at the pitch in question.
- 6) Pitcher's mound will be set at forty (40) feet for the entire season. The mound is measured from the back corner of home plate to the front edge of the pitching "rubber".
- 7) Players are allowed to pitch if they are league age 7.

Field Prep: **Home team is responsible for preparing the field.** Away team is responsible for clean up after the game which includes bases, mound, trash, and making sure the containers are locked up if there is no game afterwards.

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 have USA Stamp, BBCOR -3 stamp or be a Wood bat. Please reference Pony Nationals Rulebook for further clarification.
- 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 required to rotate their batting orders from game to game to provide an opportunity for players to bat in different positions throughout the season.
- 3) Bunting is not permitted.

Base Running:

- 1) Runners are not allowed to lead off.
- 2) Stealing is allowed on Player pitch only. Runners may not steal until the pitch crosses home plate. PENALTY: runner is called out. Runners may NOT steal home. One stolen base per pitch only - runners may not advance to an additional base on an overthrow.
- 3) Runners may advance more than one base on a batted ball in play only if the ball reaches an outfielder cleanly (without an infielder's error) and if they have rounded the previous base before the ball has left the outfielder's hand.
- 4) On a batted ball in play, runners may advance one base on an overthrow (limited to one overthrow per play). However, runners may not advance home on an overthrow at third base.
- 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, the player will be called out.

Innings/Time: 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 be scheduled for six (6) innings. No new inning may begin after 1 hour 15 minutes. There is no Drop Dead Time. At the discretion of BOTH managers, the ten-run "mercy" rule can be implemented after the 4th inning. Official scores are not kept except to enforce inning run limits as described above. Games can end in a tie.

Because scores are not officially kept or recorded, if the home team has the lead going into, or takes the lead in the final inning, play will continue until 3 outs or the run limit is reached in the bottom half of the inning.