

Newbury Park Pony Baseball Pinto Division-Black Division Rules 2019 Season

Time limit Rule

There is not a drop dead rule. No new inning to start after one (1) hour and forty-five (45) minutes. If the inning begins prior to the 1:45 mark, then the inning will be completed. If darkness is the issue, then the score will revert back to the last completed inning.

Regular Season Playing Rules

1. A complete game will be six (6) full innings or when the time limit has been reached.
2. Each half inning consists of 3 outs or 5 runs, whichever occurs first.
3. No player shall sit out (2) innings before all players on the team have sat out (1) inning. No player shall sit out (3) innings before all players on the team have sat out (2) innings. Managers need to report the players sitting out for the defensive innings to the home scorekeeper.
4. If a game is forfeited because one team does not have enough uniformed players (7 players or less), a practice game is recommended with the children present.
5. The maximum number of defensive players on the field shall be ten (10), including (6) infielders and (4) outfielders. The outfielders shall be in left field, left-center, right-center and right field (no rover).
6. A catcher is not required in the National League when a team is forced to field less than nine (9) players during coach pitch innings.
7. Infielders may not play more than six (6) feet in front of an imaginary line extending between the bases, until the ball has been hit.
8. The outfielders may not play closer than ten (10) feet behind the imaginary line extending between the bases, until the ball has been hit.
9. The Kid Pitcher shall keep at least one foot on the pitcher's dirt area/mound prior to each "Coach Pitch".
10. Free substitution on defense including the pitching position is acceptable unless a Pinto player pitcher is being utilized. Once removed from the pitching position that Pinto player may not return to the pitching position. He may play another position but not pitch again.
11. No stealing. No leading off before the ball is hit. Penalty - Runner is out.
Base Stealing - (starting 4/23/2019)
 - a. Player can only steal in a kid pitch inning and kid pitcher has to be on the mound.
 - b. Ball has to pass the plate before the runner leaves the base.
 - c. Runner can only steal one base per batter.
 - d. Only second or third base are allowed to be stolen. Home is not allowed.
12. The 10-run mercy rule does not apply. The 5-run limit per inning is enforced, except during the last inning (6), which is limited to 10 runs.

Batting

1. ALL players will bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness or is pre-arranged prior to the start of the game with the opposing manager, plate umpire and is documented in the home scorekeeper's book.
2. Umpires and Coaches on the field are a part of the field.
3. If a bat is unintentionally thrown by the batter, a warning will be given by the umpire on the first offense. If the bat is subsequently thrown by the same player, the player will be automatically called out.
4. Runners may not throw off their helmets while running the bases.
5. Batters are not permitted to bunt or soft swing at the ball. A full swing dribbler is legal, in play and will be fielded and played accordingly.
7. Home Runs qualified for website recognition will be those hit over the outfield fence.

Plays

1. On an overthrow to 1st or 2nd base, the runner is **entitled to the next base**. The runner can only advance **one extra base**. For example, if there is an overthrow to first base on a play, the runner can advance to second base. However, if the play continues and the first baseman throws it to second and that becomes an overthrow, the runner is not to advance to third base. Additionally, if the ball gets away and/or rolls away a few feet from the player (for example, the 1st baseman in the aforementioned example), the runner is **not** to advance to second base. On an overthrow to 3rd base, the runner is **not allowed to advance to home**.
2. When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the coach or Pinto pitcher.
3. The Infield Fly Rule shall not apply.

Calling Time / Ending a play

Players may request time to an umpire to kill a play, however if runners are still running, the umpire does not have to grant time. The best way to end the play is to either to stop runners from advancing or get the ball to the pitcher who is on the mound. At that point runners need to return to the base they came from or keep advancing at their own risk. If the player stops and pauses while the pitcher is on the mound area (not the rubber), then the runner could be called out by the umpire

Coaching

1. Offensive coaching shall consist of a first base coach and a third base coach. Only **four coaches** are allowed in the dugout at any time and no more than two defensive coaches may be outside of the dugout when their team is in the field of play. The umpire reserves the right to only allow one defensive coach outside of the dugout if coach conduct becomes an issue.
2. A coach physically assisting a base runner will cause the base runner to be called out.

3. Player rotation is an important element of instructed baseball. Managers are requested to rotate players between infield and outfield to the maximum extent. It is acknowledged that some children are physically unprepared to protect themselves at various defensive positions (i.e., pitcher, first base). Our utmost concern must be safety and doing our best to make sure no children get hurt. Managers should use their best judgment in playing players in defensive positions. **The use of "Dedicated" player positions is unacceptable.**
4. There is a **ZERO TOLERANCE** policy of any abuse toward all umpires, especially youth umpires. It is the responsibility of the manager to instruct their parents not to abuse the umpires.
5. A coach may stand behind home plate to back up the catcher, **but may not instruct any offensive or defensive players. It would be apropos to have one of the "opposite team" coaches stand behind the catcher.**
7. An outfield coach is not permitted on the field during games.

Pitching

1. Pitching will consist of only coach pitch and kid pitch, no tees, kid pitched will be phased into schedule and increase as season progresses.
2. Coach/Kid Pitch Schedule:
 - a. Coach pitch only for games up to **3/18/2019**.
 - b. Games from **3/18/19 - 4/22/19** - kid pitch innings 3 and 4, coach pitch innings 1, 2, 5 and 6
 - c. Games from **4/23/19 - 5/10/19** - kid pitch innings 3, 4 and 5, coach pitch innings 1, 2, and 6
 - d. Games commencing **05/11/19** until end of regular season, kid pitch innings 2, 3, 4 and 5, coach pitch 1 and 6
 - e. Playoffs - **Four kid pitch innings, two coach pitch innings, 1-4-1 format, no time limit.**

During Coach pitch innings:

- A. Each batter will receive **five (5) pitches or three (3) swinging strikes per at bat. The batter is out if they fail to hit the ball after the fifth pitch or three swinging strikes.** An additional pitch will be added for each time the batter fouls off the last pitch, unless the foul ball is caught. If batter has failed to hit the ball into fair play by the above rule, he is considered out.
- B. Coach-pitcher **MUST** remain in contact with the pitching rubber while pitching. Coach-pitcher **CANNOT** pitch from a kneeling position. He/She must throw the ball overhand. **Please do not "lob" or "float" the pitch. This will be monitored closely.**
- C. The coach-pitcher cannot coach the batter from the mound.

During Kid pitch innings:

- A. Strikeouts are awarded. There will be no walks awarded during kid pitch. After ball four, the coach pitcher will **assume** the strike count, and pitch up to **three** pitches. An additional pitch will be added for each time the batter fouls off the last pitch. If the batter has failed to hit the ball into fair play by the above rule, he is considered out. When a coach comes in to pitch, he will first get "ONE" warm-up pitch where the batter will step out of the box to take a practice swing to measure the coach's speed. After the one warm-up pitch, the batter will return to the batter's box.

- B. If the batter is hit-by-the-pitch, he is awarded first base, UNLESS the batter determines he/she is fine with batting. In this instance, the coach will come out to pitch to the batter with a new count. The batter will get a maximum of five pitches. However, if he/she swings unsuccessfully at three pitches, he/she is out.
- C. If a Pinto player pitcher **hits 2 batters in one inning**, the manager must replace the pitcher.
- D. A manager is allowed three trips to the mound per pitcher per inning. On the third trip to the mound in the inning, the pitcher **must** be replaced.
- E. **Any pitcher that throws 40 pitches in a game is not allowed to catch in that game. If a player first appears as a catcher and later enters the game to pitch, he may only pitch up to 39 pitches before he must be removed. The 39 pitch count is a hard cutoff and they may not finish the batter.**

Overall Pitching Limits

- A. The number of pitches allowable for the Pinto Division shall be forty (40). Pitchers must rest the required amount of days based on the chart below. Maximum pitch counts are in place and pitcher may finish the batter once that number is reached; however, the required rest is tied to exactly how many pitches are thrown.
- B. Pitchers shall not pitch in more than two innings in a calendar day. Pitchers shall not pitch in more than four innings per week (Sunday – Saturday)
- C. Pitch counts will be entered into a shared Excel file for reference by managers. Any infraction will result in an automatic forfeit and a one-game suspension of the manger.
- D. Home team is responsible for keeping pitch counts during the game and it is recommended that scorekeepers confer between innings (to avoid any problems), however if there is any discrepancy between the numbers, the home team numbers are official.

Division	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
Pinto	40	1 to 20	21-35	36-50	N/A	N/A

From the league rule book:

The **official** scorekeeper of each game will maintain a pitch count for each pitcher. Such scorekeeper will notify the manager when his pitcher has reached the allowable number of pitches. No pitcher shall pitch to a new batter, begin a new inning nor pitch any more that calendar day after the pitch limit has been reached. A pitcher may finish pitching to a batter if they reach their maximum pitches in the middle of a batters count. Once that batter safely reaches base or is out, a new pitcher must be brought in, regardless of how many outs there are in the inning. The penalty for ignoring this rule will be ejection of the manager from the game and suspension for one additional game.

Note: If your pitcher pitches one throw and is pulled from the pitchers position, this will be considered one inning pitched.

Managers:

1. Scores for each team, along with each team's pitcher, innings pitched and individual pitch count must be reported to the respective Player Agent for your League after each game.
2. Home team is responsible for prepping the field prior to the start of the game. Away team is responsible for prepping the field after the game.
3. Home team is assigned the third base dugout, away team is assigned the first base dugout.