

2016 M.A.A. Pinto Rules

Pony League rules will be in effect with the following adaptations, exceptions and clarifications.

1. All teams will bat everyone in the line-up.

Example: If your team has 11 players, and your opponent has 7 players, then you bat up to 11 players per inning and your opponent can bat only 7 in his half inning.

All teams may field ten players with a mandatory four outfielders for the 10 fielded players. No player may play short infield or "hawk" second base &/or stand directly behind it prior to the pitch. Infielders cannot stand directly in the baseline due to courtesy & safety reasons. Please inform the infield players to help to make a "direct & clear" path for the base runners. Any infielder not making a play on the ball that misdirects a base runner will be called interference. That base runner is automatically awarded the base they were attempting to advance too. Outfielders are suggested to stand a minimum of 15 feet behind the infielder. Use the grass as a guideline. **NOTE: Infielders are the only players allowed to get outs in the infield. Outfielders must try to remain in the outfield area at all times & vice-versa for infielders. (Use the grass/dirt edge as a guideline)** The outfielder may not enter the infield after the ball has been hit & they must throw the ball to an infielder to make an infield out. Outfielders will not be allowed to do tag outs or put outs. This is not allowed in Pinto League. (We want to have Pinto League be as much like "real" baseball as possible).

***** Players playing the pitcher position must start within 3 feet of the machine left or right side (depending on the batter) until the ball is hit. **Please make sure your players are standing on the proper side in alignment with the center of the machine.**

2. All players MUST play infield a minimum of 2 innings per game, with no player playing the same position twice. We are recommending freebaseballlineups.com to enter your lineups. It is mandatory that coaches move players around from position to position every inning. (1st base is the only base where we will allow a player to play more than one inning in that position for a player maximum of 2 innings per game due to new or inexperienced player safety reasons. This rule only implies for the 1st half of the season (up thru Game 7) after that you must have 6 different 1st basemen.) NOTE: No player shall sit more than 1 inning per game & every roster player must sit once every other game unless the team is short some players. Any head coach caught not following this guideline will forfeit the game in which the rule was violated.

For pregame coach preparedness a form is available for download on the MAA site.

The batting team **will be declared out** and ½ inning over if:

- 3 outs are achieved by the defense.
 - The offensive team has batted through "**their**" line-up.
3. No new inning shall start after **1 hour and 30 minutes** elapsed from the **scheduled starting time** of the game unless you are that last game of the day then there is **No**

time limit. All games not affected by the time limit will be 6 innings in length. If tied after 6 innings are completed there are no extra innings. Game will be called a tie. (Except in the playoffs) If time permits, the visiting team is encouraged to allow the home team to bat, even if the home team is ahead going into the bottom of the inning. Runs scored during this ½ inning will not be added to the final score. Innings should change over quickly (<2 minutes should be the norm). *NOTE: If before any inning your catcher is not ready, go ahead and get the inning started (with a coach substitute catching) and try to bring the Pinto catcher in before there is a potential play at the plate to help keep the game on pace.

4. First and third base coaches will call safe & out at the respective base. Remember all ties go to the defense. The coach behind home plate will call fair/foul. If there is not a coach behind home plate then the first base coach for right handed batters & third base coach for left handed batters will make that call. (If it is in question please error on foul tip side) the pitching machine coach will call safe & out at 2nd base and home plate. In the event of a coaches play disagreement or in the event of a tie, the tie will always go to the defense since it is more difficult for the defense to make a play/out at this age. The only coaches allowed to discuss the disagreement are the two head coaches.
5. No base runner may advance to any additional bases to which they are approaching when a play is made from the infield. On a ball hit to the outfield (use the grass as a guide), no base runner may advance more than two bases. While the ball is in the outfield, the ball will remain live and the base runners may continue to advance up to two bases maximum. There will be a 2-base maximum rule in effect on batted balls to the outfield. (NOTE: There are no triples or inside the park home runs in Pinto League due to the defensive learning process of the young boys)

Example: Runner on 1st and 2nd, the ball is hit to the shortstop that attempts to throw the ball to second base, but overthrows the ball to the outfield. Ruling: The runner going to 3rd base stops at 3rd base and the runner going to 2nd base stops at 2nd.

Example: Runner on 1st and 2nd, the ball is hit to the outfield. Ruling: All runners are allowed to advance up to two bases.

Example: If a runner over runs a base and subsequently gets tagged out, then that runner will be out.

Example: Runner on 1st advances to third base on a ball hit to the outfield and overruns the base or continues towards home plate. The defense has the chance to make the defensive out on the runner until they return to 3rd base safely. If they do not make the play the runner will return to 3rd base after play has stopped.

Example: An overthrow from the outfield to third base while the runner is advancing from second to third, the runner may continue to advance towards home.

Example: Runners on 2nd and 3rd, ball hit the outfield, runner on 3rd base advances to home, runner on 2nd base does not start to run until the ball is back to the infield. Ruling: Runner from 2nd can only advance to 3rd base as they did not advance past 3rd base prior to the ball returning to the infield. (Coaches please use good judgment here).

6. No bunting or half-swinging will be allowed. Warn and let the player re-bat.
7. Players are not to leave their base until the ball is hit. On any fly balls that are caught, runners must stay tagged or re-tag their base to advance. This tagging procedure must take place during or after the ball is first touched by the defense. **There is no infield fly rule.**
8. All players are encouraged to wear cleats but no metal cleats are allowed.
9. **Inform your players that "No bat throwing is to be allowed."** Coaches should warn the player & entire violating team one time per game. After the team warning every thrown bat infraction is an automatic out.
10. Batters and base runners are to keep helmets on at all times that they are inside the fence line of the playing field.
11. The defensive coaches may be in the *outfield* to verbally assist team players. (Max. of 2)
12. Any player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. Check concession stand for First Aid Kit.
13. Both coaches shall confer at the end of the game, or by phone/email to write up a media report, which will include the two teams involved and will include highlights of the game, both offensively and defensively. Coaches should make a conscious effort to include every player's name at least once throughout the season. The winning team coach is responsible for submitting the write up to the Morris Daily Herald.
14. We will be using the Louisville Slugger Blue Flame pitching machine. We will utilize speed setting #4. The pitching distance is 38 feet from home plate. (NOTE: The bottom of the Blue Flame T is at the 38 foot mark. Front will be close to 36 feet)
15. Each hitter will be given (5) pitches max. If they foul off the 5th pitch they will receive an additional pitch until they either put the ball in play or strike out (if the batter takes the 5th pitch it will be ruled a strike out). (NOTE: Both head coaches must show up slightly early to the game to setup, calibrate & adjust the machine together especially if they are first Pinto game of that day.) **NOTE: Batters hit by a pitch from the machine do not take first base but will continue to bat. Do not count that "bean ball" pitch against the batter. Also if there is a disagreement on whether a player got a foul tip or missed on a third strike please error on the foul tip side & give the batter an extra pitch.**

16. Catcher will wear full catcher's gear and be in a proper catching position in catcher's box. Please coach your players on the proper catching stance with one hand always behind back, squatting not sitting, glove up & eyes forward @ all times. No sitting on their bottom. (NOTE: Watch your catchers at all times to be squatting in a safe zone so as not to get hit by the batter. Feel free to call a safety timeout at any time for any reason.)
17. If any runner leaves the base before the ball is hit by the batter, the TEAM will be issued one warning. All subsequent players, on that team, that leave a base early, will be called OUT, regardless of the outcome of a ball that is put in play. ---- This is ultimately the responsibility of the 1st base coach and 3rd base coach to keep their players honest on the bases, as well as Self-impose the TEAM warning. Opposing coaches may inform the 1st and 3rd base coaches if their runners are leaving early – which would result in a TEAM warning.
18. a.) Stealing, lead offs or jump starts will not be allowed at any time. b.) Fielders must not stand or camp in direct line of the base paths. Fielders need to be in front of or behind the direct line. If a fielder, that is not directly making a play for the baseball runs into or indirectly makes a base runner go out of the direct line (fielder interference) will be called & the subsequent base runner will be awarded the base he was advancing to. c.) If a base runner kicks or touches a ball that is in the field of play (that hasn't been touched by a defended first) then base runner interference is called & that base runner is instantly called out. d.) If a base runner goes 3 feet or more to either side of the baseline & subsequently out of the base line while a defensive player is trying to tag him then the base runner will be called out.
19. Please inform your parents that due to safety concerns: Sports cups are mandatory for all players in Pinto league.
20. Please inform all the parents to label all their children's baseball equipment. Coaches & the M.A.A. are not responsible for lost equipment & gear.
21. Please inform your players there is no monkey business (climbing on the fence, etc.) in the dugout:. This is a major safety concern. Players will not have any equipment in hand while in the bench areas: No bats, balls, throwing dirt etc. Also NO fence climbing is allowed. Also players & coaches must clean up their respective dugout. These rules need to be stressed to the players & parents prior to the start of each game. If a player is acting up & is a safety concern the player may be escorted to their parent. (Benching if necessary) A parent bench coach for the dugout is highly suggested to police the players.
22. ***The bottom line is for the kids to have a great time learning the game of baseball. It's about the kids first & the development of the entire Morris Baseball Program. Thanks ahead of time to all the 2015 Morris Coaching Staffs for taking your time volunteering to teach & develop all these young boys. Please feel free to contact us anytime with ideas or concerns.***