Pinto Rules

(Revised 2019)

Play is governed by the Official Rules of Major League Baseball and the PONY Baseball Rules and Regulations. The following outlines MBA specific clarifications of and exceptions to PONY Rules.

**A. PLAYING FIELD**

1. Distance between bases: 60 feet
2. Pitching Distance: 38 feet (kid pitch tournaments)
3. Home run line: 150 feet
4. The home team is responsible for the preparation of the field for play and for cleaning the field upon conclusion of the game.

**B. EQUIPMENT**

1. Big barrel bats are not allowed to be used during practices or games.
2. Metal cleats or spikes are not permitted.
3. The batter, players in the on-deck batting area, base runners and players coaching in the baseline coaching boxes shall be required to wear a batting helmet.
4. Catchers are required to wear proper protective equipment including a mask, chest protector, shin guards and headgear. Any player serving as a catcher to warm up a pitcher shall wear a mask.
5. Bats are to be kept inside the dugout, with the exception of the bat the on-deck batter is using. Bats may not be left against the fence.

**C. PARTICIPATION**

1. The entire roster of players present for the game shall bat in rotation.
2. There is unlimited substitution.
3. All players must play three defensive innings. If a defensive player does not play three defensive innings, because he/she was on the visiting team and the home team won, he/she will play four defensive innings the next game. Teams with a game roster of 11 or more must have each player sit out at least one defensive inning per game. A manager who has made timely substitutions in a game which is shortened for any reason is not in violation of this rule.
4. Failure to field eight players at least 15 minutes subsequent to game time will result in a forfeit. Once the game has started, if because of injury or players leaving, a team falls below eight players, a game will continue.
5. An official lineup card must be presented to the opposing team’s scorekeeper prior to the game. Scorekeepers or coaches should notify the umpire if a player is batting out of order.

**D. PLAYING RULES**

1. Batters will get 6 pitches per turn at bat. If after the sixth pitch, the batter has not hit the ball, the batter will be called out, regardless of how many strikes the batter has. Exception: If the batter fouls off the sixth pitch, the batter will be awarded additional pitches until the batter lets it go or swings and misses. If the batter gets three strikes before the sixth pitch, the batter is out.
2. A batter is out when he has three swinging strikes. The catcher does not have to catch the third strike for the batter to be out.
3. Bunting is not allowed. If a batter takes a full hard swing and the ball rolls slowly into fair territory, the ball is live and not considered a swinging bunt.
4. There are no walks or hit batsmen.
5. There is no infield fly rule.
6. No leads and no steals. One warning per team. After that, the runner is out.
7. Runners may not leave the base they are occupying until the ball is hit by the batter. There are no rolling starts by base runners. The runner is out if the ball is hit. Otherwise each team will have one warning per game.
8. If an umpire sees a runner miss a base, the runner is automatically out. There is no appeal play in Pinto, but the umpire must see that the runner has missed the base.
9. Base runners can advance on overthrows in play. Two bases if the ball enters the dugout, the one the base runner is going to, plus one.
10. Play is stopped and ruled dead when:
    1. A defensive player stops the forward advancement of the lead base runner. (For example, by forcing the runner back to the base or making a play on the runner). At this point, the ball is dead, such that a runner cannot advance even if the kid pitcher misplays the throw from an infielder.
    2. The ball is thrown to the kid pitcher from an infielder. The kid pitcher does not need to catch the ball; however, the ball must pass through the pitching circle and the kid pitcher must be *inside* the pitching circle.
       1. Note: if the ball is thrown to the kid pitcher from an outfielder, the kid pitcher must actually catch the ball for the play to be dead.
       2. Note: When play is stopped, runners may advance to the next base only if they are past the halfway point when the play is ruled dead.
11. The runner is only required to slide at the plate if there is a play there. If a play is being made at home plate, the runner must slide or attempt to avoid a collision with the fielder or he/she is out. Determination of whether or not a play was being made shall be made by the umpire and shall be the basis for determining whether the runner is safe or out. If, in the opinion of the umpire, a runner intentionally collides with the fielder while not attempting to slide, the runner is out and ejected from the game.
12. A ball that rolls or bounces across the path on field #6 is a ground rule double. If the ball hits on or over the path on the fly, it is a home run. A ball which rolls, bounces or flies into the right field weeds on field #7 is a ground rule double.
13. The coach pitcher must position himself/herself within the 10-foot diameter circle centered on the pitching rubber. The coach pitcher must be in the circle prior to release of the pitch.
14. If a batted ball hits the coach pitcher, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher the ball is dead.
15. All coaches must remain by the dugout or in the coaching boxes throughout the game. Coaches cannot be located behind or around the catcher or along the foul lines in the outfield. Also, other than the base coach, coaches shall remain on their side of the field. Coach pitchers cannot coach runners, fielders, or batters while pitching.
16. An offensive inning shall continue until 3 outs are made or until the team earns 5 runs in inning 1-5. In the 6th inning, and any inning thereafter, an offensive inning shall continue until 3 outs are made.
17. Official game: An official game is 6 innings or no new inning starting after two hours from the start of the game. In case of a tie after two hours, only one extra inning is allowed to break the tie. The last out of the previous inning determines the two-hour time. If a game is tied at the end of six innings, and the game is still under the two-hour time limit, three more innings can be played as long as the total game does not exceed the two-hour time limit. If the two-hour time limit is reached and the game is tied only one additional inning may be played. If the game is still tied at that point it is recorded as a tie. Umpires notify the coaches and scorekeeper prior to game time of the actual starting time they are recording on the game card.