



PINTO DIVISION GUIDELINES

The following guidelines are for use during Pinto Division play and, when applicable are a supplement to the Official Baseball Rules, PONY Baseball Rules and SMYB By-laws utilized in the league.

Any violation of the SMYB By-Laws, Division Guidelines or Pony Rules may result in a forfeit of the game and/or the suspension of a player, manager, coach, umpire, or any other person for such period as shall be deemed appropriate by the Board.

Pinto is a player development division intended to introduce the player to baseball games where the score is maintained and to continue his/her development within the league. Pinto Division game scores shall be kept in official scoring books, however, for the Fall Season no standings will be maintained. Official standings will apply only in the Spring Season of the Pinto Division.

There will be no playoffs in the Pinto Division; however, if time allows, there may be a post-season tournament in which all teams would participate.

Games will be played at Mission Sports Park. The home team will occupy the 3rd base dugout; the visiting team will be in the 1st base dugout.

Only SMYB Board approved managers and coaches will be allowed on the field during practices and games. The team manager is solely responsible for ensuring that each assistant coach submits a "Coach's Application", completes the requisite background check, and that they are approved by the SMYB Board prior to being on the field.

1. Umpires:

Either Adult or Youth Umpires will be used. Managers and coaches should be aware of the following:

- a. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions. (Official Baseball Rule 9.02(a)).
- b. Each umpire has the authority to rule on any point not specifically covered in the rules. (Official Baseball Rule 9.01(c))
- c. Each umpire has authority to disqualify any player, coach, manager, or substitute for



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objecting to a decision or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. (Official Baseball Rule 9.01 (d))

2. Pitching

SMYB recommends that players, in the pitching position, at Pinto (machine pitch) division wear a protective product to protect the heart and a face mask to protect the face.

a. A pitching machine will be used from a distance of approximately 38 feet; the speed of the pitching machine will be set at 40 MPH. An offensive coach shall feed the pitching machine while their team is at-bat. **The coach who is feeding the pitching machine shall not give any coaching instructions to batters or to base runners; they may not in any way interfere with the defensive players.** First offence the coach shall be warned. Second offence, the coached player is ruled out. In the event of a pitching machine malfunction, a coach-pitcher shall pitch to his/her team.

The pitching machine should be set and tested prior to the start of the game. As a general preference, to save time, adjustments to the machine should be made between innings, with the agreement of both managers and the umpire.

b. If a batted ball strikes the pitching machine:

(1) and remains in fair territory, the ball is in play.

(2) and goes into foul territory, the ball is dead, and the batter is awarded 1st base and all runners advance one base from where they started.

(3) if in the opinion of the umpire, it would be unsafe for the pitcher to field the ball, the umpire shall declare the ball dead and award batter 1st base and allow all runners to advance one base from where they started.

c. A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by the pitching machine.

For the Spring Season only: The batter is out if there are three strikes

before the sixth swing or pitch. Missed swings are counted as strikes, as are foul balls and foul tips (exception below).

(1) A batter shall not be called out on a foul tip or foul ball until the 6th pitch unless caught by a fielder. If the batter fails to hit the ball fair after six pitches they are out.



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3. Game Guidelines:

- a. No inning shall start after 1 hour and 35 minutes. Managers should be aware that a new inning begins at the time the 3rd out of the previous inning is made. There is no "grace" period while teams take the field. If, for example, the 3rd out of the bottom of an inning is made at 2:03 p.m., the top of the following inning begins at the same time.
- b. Games will have a maximum of 6 innings, unless a game is tied at the end of the sixth inning and the time limits specified in paragraph "a" have not been reached. With the exception of the last inning, 3 outs or 5 runs will end an inning. In the event the defensive team does not record 3 outs, the offensive team will remain at bat until each player has batted, or until they score 5 runs. The 6th inning shall be played as an open inning (no 5 run maximum), only if it begins no later than 1 hour 15 min from the start of the game. As soon as the 3rd out of the 5th inning is made, the umpire shall check the game time. If the 5th inning is complete prior to 1 hour 15 min from the start of the game, the umpire shall announce that the 6th inning is an open inning.
- c. In the event a game is tied after 6 complete innings and the time limits described in paragraph "a" have not been reached, an additional inning(s) may be played. Games that are tied at the completion of the time limits will be recorded as tie games.
- d. A team must have at least 8 players in proper uniform to start the game. After a game has started, a team may finish the game with less than 8 players. 10 defensive players are allowed on the field. The tenth player will be an outfielder and shall be positioned on the outfield grass a minimum of 5' beyond the infield cutout.
- e. All players present for a game shall play unless unable to play due to illness, injury or suspension pursuant to the current By-laws. Games will include free defensive substitution and full-roster batting in an established batting order. Managers shall provide the opposing manager with a line-up card listing the players present and their batting order prior to the beginning of each game. No player may sit-out more than one consecutive defensive inning, unless injured or ill. Each player shall have sat 1 inning prior to any player sitting a 2nd inning. Each player must also play a minimum of 3 defensive innings and one of the defensive innings must be an infield position. In the event a player is unable to play due to injury or illness, it shall be documented in the Official Scoring book.
- f. While their team is playing defense, the manager and coaches shall remain in their team dugout. They may not enter the playing field unless the umpire grants time-out. Positioning



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coaches or parents beyond the outfield fences to coach players is not permitted.

g. Base coaches only will be allowed on the field during play while their team is at bat. If a manager or coach who is not a base coach wishes to talk with a player at bat, he must ask the umpire for time out to enter the playing field.

h. No intentional bunts allowed. A player who intentionally bunts shall be returned to the plate and his action counted as a swing or strike.

i. No player shall be removed from a game mid-inning by the manager or coach and replaced by a player from the bench unless it is due to injury, illness or disciplinary reasons. Once a player is designated as sitting during an inning he must sit the entire inning unless needed to replace a player due to injury, illness or disciplinary reasons.

j. No pinch runners are allowed unless it is for an injury incurred during the game.

k. No Infield Fly rule.

l. No player may play in games if they have any type of cast due to previous injury.

m. Throwing any equipment will not be tolerated. First time the player will be warned. Second time the player will be called out.

n. The pitcher shall take position always to rear of the pitching machine and either to the right or left side.

4. Stopping of Play:

- a. The umpire will raise his hand to stop play and signify a dead ball when:
- (1) The ball is in the possession of an infielder **and**, in the umpire's judgment, all play on a runner or runners has ceased.
 - (2) A force out or tag out is made in the infield and no continued play is possible. (3) When the umpire calls time out.
 - (4) Play will not stop until a runner reaches a base that he is forced to.
 - (5) The defense cannot call time out to stop an advancing runner.

5. Base Running:

- a. The distance between bases is approximately 60 feet.



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- b. On overthrows at 1st base ONLY, all base runners run at their own risk and may advance a maximum of one base. A runner does not have to be “forced” to advance.
- c. On over throws at 2nd and 3rd runners cannot advance.
- d. Two base maximum from where the batter/runner started unless an “over the fence” home run is hit - no exceptions. Balls hit to the outfield (defined as hitting the ball to the grass) allow for a 2 base maximum. Balls hit to the infield allow for a 1 base maximum (unless an overthrow occurs at 1st base).
- e. No walks or steals. The runner cannot leave the base until the ball is hit. In the event a runner leaves his base before the ball is hit, the runner is out and the ball is dead.
- f. The “dropped third strike” rule will not apply in Pinto play.
- h. A "slide or avoid" rule shall be enforced. The rule is: In all instances where it is apparent a defensive player is protecting a **base** and is in possession of a live ball and is attempting to tag out (or force out) an advancing runner at that **base**, the runner shall slide if he chooses to continue his advance. Base runners shall not intentionally attempt to dislodge a live ball from the possession of a defensive player attempting to make an out on the player advancing to that base by use of physical force while **not** in the process of sliding. Base runners shall not run into, strike or attempt to knock them down. If the base runner chooses not to slide he must avoid contact with the defensive player in possession of the ball, or if allowed, return to the previous base.
PENALTY: In the event a base runner fails to "Slide or avoid" in a situation as described above, he shall be declared out.
- i. Catchers, or another defensive player covering any base, may not intentionally block the base or base path unless they are in possession of a live ball, or in the immediate process of receiving a live ball being thrown to them in order to immediately attempt to tag out an advancing runner.
PENALTY: In the event a defensive player commits the above described action, he shall be declared to have committed interference and the advancing runner allowed to advance.

EQUIPMENT

- a. If a manager suspects an illegal bat is being used he/she is to bring it to the attention of



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the Plate Umpire who will make the determination if the bat is to be removed from play. If the Umpire is uncertain, the bat will be removed from play and then evaluated by the Division Director and Umpire Director. If the bat is removed from play, the player and manager may stay in the game but the player must use an approved bat. The Division Director and Umpire Director will be notified and the incident will be noted. If the bat in question is returned to a game setting and removed a 2nd time, the manager is subject to conduct committee.

POST SEASON TOURNAMENT RULES:

All Pinto regular season rules will apply to the post season tournament rules, except as defined below:

- No time limit - games will be 6 innings unless there's a mercy rule situation (see below)
- 10 run mercy rule after 4 innings
- The last inning will be an open inning (5 runs max per inning before that), because there's no time limit, the open inning will be the 6th inning.
- No tie games - additional innings will be played until a winner is decided.
- Same substitution rules apply (all players must play infield, all players must sit once before any player sits twice).
- Base running rules will remain the same (2 base max on balls hit to the outfield, 1 base max on balls hit to the infield. Runners can only advance on overthrows to 1st base. No advancing on overthrows to 2nd, 3rd, or home.