

C. PINTO MACHINE PITCH DIVISION RULES

OVERVIEW:

The MP division is a development division and SAPB will work to make this a competitive division as well.

PLAYERS:

1. Uniforms- No player or team shall alter any part of the league issued uniforms, including hats, shirts, socks, or pants.
2. Protective Cups- All Players are required to wear protective cups during practice, and games.
3. Conduct- Players shall conduct themselves in an orderly manner in the dugout and on the field. Horseplay, profanity, or the behavior deterring from the orderly progression of the game is prohibited.
4. Discipline- For disciplinary reasons, a manager may bench a player before and during a game. When this action has been taken, the manager shall report it to the opposing manager, the plate umpire and the official scorekeeper, citing the player's name and circumstance.
5. When a player is ejected from a game, the player shall leave the field of play immediately and take no further part in the game. The player may sit in the stands and may not be recalled. Any player ejected from the game is suspended for the next scheduled game.

GAME:

1. Each team must have a minimum of eight (8) players to start a game. If after 15 minutes of the scheduled game time, one of the teams does not have enough players, the score is recorded as a forfeit of 1-0. You may elect to play the game for fun and even share players, but the outcome regardless of the score is still 1-0 as listed above. *Coaches can farm players from the Shetland division to play a game in order to avoid a forfeit.*
2. Managers must exchange lineups at the beginning of each game. If a player arrives late you may add them to the bottom of the lineup but you must announce this to the scorekeeper who in turn reports it to their coach.
3. Managers should supervise a warm-up before each practice/game. However, no infield practice is permitted prior to the start of the game or in between games.
4. Field dimensions shall include base paths that are 60 feet long. The pitching machine should be set to throw pitches from 38 ft. from home plate at a speed of 35-40 miles per hour. Slower speed can be used the first half of the season but the goal is to finish the season at 40mph.
5. Batters may take signals from the 3rd base coach. To expedite play, batters shall receive limited direction while at bat. If in the umpire's opinion, a coaches' instruction to a player is causing game delay, the umpire shall issue the coach one warning. Thereafter, each infraction by any coach on the team will result in the umpire calling time and the batter will be penalized one pitch (which may result in the player being called out if it in the 5th pitch). If the delay persists, the umpire may call a player out.

6. Games are limited to five (5) innings, but no inning may start after one (1) hour and fifteen (15) minutes. No drop dead but if time does not allow for a game to be completed, the score will go back to the last completed inning. Time adherence is critical on Saturdays, when multiple games are scheduled. If it appears to the umpire that a team is purposely delaying the game to reach drop dead status, the umpire can speed up the game, call players out, or declare a forfeit after issuing one warning.
7. Each half inning will end when the offensive team scores five (5) runs or the defensive team records three (3) outs, whichever comes first.
8. Each team will be allowed to score unlimited runs in the last inning only (5th inning only). Their half inning at bat will end upon the completion of one of the following:
 1. The defensive team records three (3) outs.
 2. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players, Team B will bat once through the lineup and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs.
9. **Time Outs:** Time out must be called agreed to by the umpire before a coach may enter the playing field, including for injury. There shall be no more than two offensive time outs per inning, other than to check for injury or repair equipment. More than two time outs shall be considered delay of game and the umpire shall have discretion to issue pitch penalties and/or an out in accordance with the length of the delay. There shall be no more than two defensive time outs per inning, other than to check for injury or repair equipment. More than two time outs shall be considered delay of game and the umpire shall have discretion to award a runner a base(s) in accordance with the length of the delay.
10. **Ties:** If, at the end of the 5th inning, or when drop dead is called and the score reverts back to the last complete inning, the score is tied, then the game shall be recorded as a tie.
11. **Mercy Rule:** The game shall be mercy if the home team is leading by at least 10 runs after the first half of the 4th inning, or the visiting team is leading by 10 runs after 4 complete innings.
12. **Incomplete Games:** A game will be considered complete for recording purposes after four innings. If a game cannot be completed through four innings due to weather or other circumstances, it will be up to the Division REP to reschedule the game so that it can be completed. The head coaches from each team are expected in such circumstances to retain all scorebook information, including start time and time the game was called, so that the game can resume when rescheduled.

SAFETY:

1. A player is out the second time he or she throws his/her bat in a reckless manner. The first time will be a warning. This must be enforced to help players understand the safety issue involved. An umpire may elect to warn both teams before the game and then subsequently call a batter out in the game for bat throwing.
2. **PLAYERS ARE NOT ALLOWED TO USE THE PITCHING MACHINE.**
3. **SLIDE OR AVOID:** If a runner chooses to slide, the runner must slide directly to the base or away from the play. The runner must make every attempt to avoid contact with the

defensive player. No sliding with spikes above the fielder's knee. If the umpire determines that the contact was intended to harm a defensive player, then it shall be considered malicious contact and the runner will be recorded out and ejected from the game. A catcher or other defensive player may not block any base or home plate without possession of the ball or being in the act of receiving the ball. Such action shall be considered obstruction.

BATTING:

1. Batting helmets must be worn by the batter and all base runners at all times.
2. Players must bat in a continuous order and remain in that order for the entire game. (It is recommended that players sit on the bench in their batting order. This will aid in organization and keep the game moving.) If a batter is found to be batting out of order, the batter that batted out of order is out. This however must be noted prior to the next batter's first pitch. If this is not noticed before the 1st pitch to the next batter, the play stands and no outs are recorded.
3. The batter will receive a maximum of 6 pitches. However, if the batters swings and misses three good pitches, the batter will be deemed out. If the batter does not swing at the first 3 pitches, the umpire shall call strikes beginning with the forth pitch. The 6th pitch will be the final pitch, if ball is fouled, batter will be called out.
4. Any "bad pitch" caused by the machine (yes, it does happen) does not count in the pitch count (e.g. pitches neck high and shoe low), and shall be called, at the umpire's discretion a "no pitch." If no league-assigned umpire is calling the game, then a "no pitch" must be identified at the time of the pitch by the pitching coach. It must also be agreed upon by the opposing coach. Please do not be excessive with these calls; rather have your batters adjust his/her position in the batter's box.
5. Bunting is not allowed. A batter must take a full swing.
6. There is a minimum distance that a batted ball must travel in order to be a fair ball; this area will be marked with a 10 foot arc in front of home plate. (home plate is in fair territory so any batted ball that hits home plate first, is considered a fair ball unless it subsequently rolls untouched into foul territory prior to reaching first base or third base.)

BASE RUNNING:

1. A runner who over-runs first base may not be tagged out. A runner who rounds first base towards second base does so at his own risk and may be tagged out.
2. A runner who over-runs second base or third base may be tagged out.
3. A runner who runs more than five (5) feet out of the base path is out. If there is not a play then a runner is not out for going more than 5 ft. out of the base path.
4. No lead offs. Players cannot break contact with the base until the batter hits the ball.
PENALTY...the first illegal lead off shall result in a warning to the team of the runner. The second illegal lead off by the team, the runner shall be called out.
5. A runner not in contact with a base will be called out if a batted ball hits him, while he is in front of, or even with, an infielder trying to make a play. If a batted ball hits a runner, after a defensive player has made an attempt to field the ball, the runner is not out and the ball is

still in play. If a thrown ball hits a runner, the ball is still live and nothing happens to the runner.

6. If a runner interferes with a defensive player's attempt to initially field a batted ball, the runner is out.
7. Base stealing is not allowed.
8. A play is over once, at the discretion of the umpire, when an infielder has complete possession of the ball and has stopped forward progress of the lead runner. The umpire has complete discretion to determine when the play is dead. Timeout will not be granted if the play is still in progress.
9. One base on an overthrow does not apply. Runners may run and run until the play is declared dead.
10. No hash marks will be used in the Machine Pitch Division.

DEAD BALL:

1. A batted ball that hits the pitching machine, generator, ball bucket or pitching coach is declared dead. The batter is awarded first base and all other runners advance one (1) base.
2. A batted ball that hits a defensive coach, before a defensive player touches it, is declared dead. The batter is awarded one base and all other runners advance 1 base.
3. If a ball goes out of play due to an overthrow or error each runner is awarded one base (depends on where the player is with respect to the hash mark at the time the ball goes out of play).

DEFENSE:

1. Every player should be rotated among all positions as much as possible. Pinto Machine Pitch is an instructional league in which players should be exposed to every position. Note: some players need to be supervised at key positions for safety reasons. Do not sit out players for more than 2 consecutive inning; there will be time a player will request to sit out for some reason. Please communicate with the parents if this happens.
2. A single player may not play first base and/or pitcher more than a combined three (3) innings per game.
3. Infielders may not play any closer to the batter than the pitcher, and may play no farther back than the grass line. The pitcher shall be positioned next to the pitching machine and not directly in front of the machine, with one foot in the circle until the ball is hit.
4. Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and short stop. All players must play one inning in the infield before the fourth inning.
5. Teams are limited to four (4) players in the outfield: left field, left-center field, right center field and right field. If short players you may play with less outfielders.
6. Outfielders are able to make plays in the infield.
7. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play, even if the grass line is actually greater or lesser than 15 feet from the baseline.
8. Players should not sit out two (2) consecutive innings and no player shall sit out a second inning until all other players have sat out one inning.

9. Players shall not play more than three innings in the infield. This rule may be adjusted if your team is playing with 8 or 9 players. In such a case, some players may play in the infield for 4 innings as long as everyone on the team has already played 3 innings in the infield. Note: the first base and pitcher rule still apply here (no player can play first base and/or pitcher combined for more than three innings).

COACHING & UMPIRING:

1. While at bat, a team shall have a pitching coach (to feed balls into the machine), a first base coach, a third-base coach and a batting coach (for batting safety). The 1st and 3rd base coaches shall remain in the presumed coaching box area next to their assigned bases. The pitching coach shall remain on the mound, and the batting coach shall remain in the presumed coaching box area against the screen.
2. In order to keep the games moving at a good pace, the batting coach from the offensive team shall collect the pass balls and put them in a second bucket behind home plate next to the backstop and return them to the pitching coach as needed. The catcher should not throw the ball back to the pitching coach after every pitch.
3. In the absence of a league-assigned umpire, the pitching coach will serve as the umpire for all plays.
4. Base coaches are not permitted to step in fair territory or physically assist a base runner in any way (e.g. being pushed back to the base after over-running it).
5. A maximum of two (2) defensive coaches are allowed; other coaches must remain in the dugout. Defensive coaches should be positioned along the outfield foul lines at the grass line, so as not to visually impede defensive players or base runners. Defensive coaches are not allowed in the playing field or on the dirt (i.e. not allowed around or near 1st or 3rd base).
6. When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If an umpire feels the coach did not move, the batter or runner may be called out.
7. When on defense, coaches are not allowed in the field of play. Rather, one coach may be positioned on the left field and right field foul lines. Coaches must be on the grass and not near the 1st or 3rd offensive base coaches. Only one coach per foul line is allowed.
8. No protests. The umpire is the final decision maker in all cases. If a Head Coach has a problem with a an umpire's call or a rule interpretation, only the Head Coach may call time, and only the Head Coach may quietly discuss the matter with the umpire. The umpire's decision is final. Any angry outbursts, foul language, confrontational behavior, or other inappropriate conduct from parents, coaches, or players shall not be tolerated and may lead to ejection from the game and/or disciplinary action.
9. Any badgering of umpires is not permitted, however badgering of youth umpires is considered particularly offensive and will result in immediate ejection and subject the offending individual to disciplinary action.

EQUIPMENT:

1. Much of the success of Pinto Machine Pitch is dependent upon proper use of the pitching machine and related equipment. Please treat the equipment with respect and show courtesy toward the next team to use it. The equipment normally consists of pitching machine and three (3) legs, generator or 100-foot extension cord, gas can (if necessary), oil, ball bucket and balls. It is the coaches' responsibility to ensure there is gas for the generators, not the league's responsibility.
2. Whenever possible, use electricity instead of generator to power the pitching machine.
3. For games, the home team will have the responsibility of getting the equipment and setting up the machine. The visiting team must take down the equipment and put it in the designated storage containers. The final team of the day practicing must take down the equipment and put it in the designated storage containers. In regards to the Home Run fences for PINTO FIELD (field 3) - the **first** game of the day, both the home team and visitor team must set up the fence; at the **end** of the day, both home team and visitor team must take down the fences.
4. If the machine malfunctions, the manager should immediately notify the DIV REP. If the malfunction occurs during a game, the pitching coach will pitch balls to the players to complete the game. The coaches must pitch from 38ft. The game play will not be suspended or rescheduled. The 5-pitch rule still applies even to bad pitches by the coach.
5. Pitching machines do not operate well with either muddy baseballs or smooth baseballs. Managers should have a towel and water to clean off baseballs as necessary.
6. During games and practices, it is recommended that the generator (if used) be positioned off the field on the first or third base side with the extension cord being placed under first or third base to prevent players from tripping over the cord as much as possible.
7. The home team is responsible for providing game balls and the visiting team is responsible for ensuring the gas can is full (at fields without electricity).
8. Discontinue use of the pitching machine if it begins to rain! Switch to coach pitch as mentioned above.
9. Managers and the umpire will agree upon the placement of the machine 38 at the beginning of the game and maintain that position throughout the game. Pitching speed will be set at 40 mph to maintain a straight pitch vs. an arc.

READY PLAY:

1. Try to transition between half innings within no more than three (3) minutes. Have your defensive assignments posted in the dugout so that players know where they are going to play next inning and are prepared.
2. While batting, have your catcher get at ready for the next inning.
3. If your catcher is running the bases and there are 2 outs, coaches may use the last out as their runner.
4. If it appears to the umpire that a team is purposely delaying the game or if a coaches' conduct is having the effect of delaying a game, the umpire can speed up the game by penalizing a player's pitch count, awarding bases, calling players out or declaring a forfeit after issuing one warning.

SCOREKEEPING:

1. Each team must have an official scorekeeper for each game.
2. Scorekeepers from each team must confer with each other after each half inning of a game to make sure there are no scoring discrepancies. If a discrepancy arises, the umpire is the final arbiter.
3. The winning team is responsible for reporting scores to the website the same day as the game.

FARMING PLAYERS:

1. When a Head Coach knows he will have a team of eight (8) players or less for a game, he may farm up players to avoid a forfeit. Players from Shetland AL must be approved by Division REP/Player Agent(s).
2. Farm players must play at least every other inning, but are prohibited from playing more than any other non-farmed player on the roster.
3. Farm players must be placed at the bottom of the batting order.
4. Farm players cannot play in the pitching position and cannot play in the infield for more than two cumulative innings unless the other coach allows it.
5. Any coach found to be discouraging players from playing in order to utilize farm players shall be prohibited from farming and be subjected to disciplinary action.

KEEP OUR FIELDS, PARKS, AND PRACTICE SITES CLEAN

****DISCLAIMER REGARDING ALL RULES:** There will be issues and situations that test the integrity of the above listed rules during the season. Please note that the Division Rep and/or the PONY Board reserves the rights to change or modify any of the above items at any time to better serve the division as a whole.

ANY RULE NOT MENTIONED ABOVE WILL BE REFERRED BACK TO 2015 PONY BASEBALL RULES AND REGULATIONS BOOK.