

## **PINTO NATIONAL (KID PITCH)**

This is the first year that tryouts are held and kids are drafted onto teams. This is the first division where kids pitch to each other and where scores and standings are kept.

Kid Pitch is for more experienced players who are ready to learn to pitch and to hit pitched balls. All players wishing to play Kid Pitch must tryout. While the league is primarily for 8 year olds, some 7 year olds may try out if, in the judgment of the league and coaches, they are more advanced and ready to pitch. Pitching distance is 38 feet.

### **Pinto National Rules**

The following Rules are in addition to the basic baseball rules as contained in the Pony League Rulebook **AND** the **PONY** Pinto Division Rulebook. In the event of a conflict, **THESE** Rules control:

1. **GAME STARTS:**
  1. The Manager or a Coach **MUST** have the team roster and the medical release forms for all players at each game.
  2. The home team is responsible for setting up the field and supplying two (2) useable balls for each game.
  3. The visiting team shall have ten minutes of on-field practice beginning 25 minutes before the game and the home team shall have ten minutes practice starting 15 minutes before game time. No pregame batting practice on the field is permitted.
  4. Teams will be limited to (11) players.
2. **UNIFORM:**
  1. No team shall make substantial changes to the league issued uniforms.
3. **EQUIPMENT:**
  1. All players will use proper equipment, including: cups, cleats (Plastic or rubber are okay; **NO METAL OR SPIKED CLEATS**; No tennis shoes), uniforms, gloves and full catchers gear.
  2. Batters and base runners must wear their helmets at all times on the field during play.
  3. No players will be allowed on the field without the appropriate equipment
4. **FIELD DIMENSIONS:** Base distances are 60 feet. The pitching mound shall be 38 feet from home plate.
5. **COACHING:**
  1. All coaches shall be adults, over 18, including the Manager.
  2. The offensive team shall have three coaches: one coach at 1st base; one coach at 3rd base; and one coach in the dugout. Only the manager and up to two coaches are permitted in the dugout. No other parent shall view the

game from or be present in the dugout during the game. Parents are spectators and should watch the game from the stands or a location other than the dugout.

6. **BATTING ORDER:**

1. The batting order shall contain the entire roster of players. Every player listed in the order will bat.
2. Teams will bat through their entire line-up regardless of any defensive player's turn to sit out during an inning.
3. A legal lineup is no less than eight (8) players ready and able to play at the start of the game. A team may begin and continue to play with eight (8) players without forfeiting the game but must take an out at **EACH** and every at bat for the 9th batter's spot in the lineup. (Example: if two runners are on base and the eighth batter makes the second out of the inning, the inning then ends because the ninth spot in the lineup represents the third out). **A TEAM MUST HAVE AT LEAST EIGHT (8) PLAYERS AVAILABLE AT ALL TIMES DURING A GAME TO AVOID A FORFEIT. A TEAM THAT STARTS A GAME WITH EIGHT PLAYERS BUT LOSES ONE DURING THE GAME TO INJURY OR ANY OTHER CAUSE FORFEITS THE GAME. A TEAM WITHOUT AT LEAST EIGHT PLAYERS AVAILABLE AT THE ANNOUNCED START OF THE GAME FORFEITS EVEN IF A PLAYER SHOWS UP LATE CAUSING THE ROSTER TO INCREASE TO EIGHT PLAYERS.**
4. If a player leaves during the game or is injured resulting in the team having eight (8) players, then the team must take an out at that player's spot in the lineup for the **NEXT** at bat **only**. **If a player shows up late to a game (after the official line up has been exchanged) he is eligible to enter the lineup and must do so as the last batter. At no time is the player ineligible to enter the game.**
5. A player may not bat in the last position in the batting order in consecutive games.

7. **SIDE RETIRED/END HALF INNING:** Three outs or 5 runs, whichever occurs first.

8. **REGULATION GAME:**

1. Each game will be six (6) innings, unless extended by extra innings, subject to the time restriction set forth in Rule 8(2), or shortened as a result of Rule 8(5).
2. There is no outside time limit on a game, but no new innings will start after one hour and forty-five minutes (1:45).
3. Game time begins from the actual start of a game and not from the scheduled start time.
4. **RUNS PER INNING LIMITS:** A maximum of five (5) runs per each half inning of play may be scored by any team at bat through the conclusion of

the fifth inning or any inning prior to the umpire announcing or declaring the “last inning.” It shall be the responsibility of the umpire to declare and advise managers of the “last inning” if, in the umpire’s sole discretion and judgment, a sixth inning will not be played. Even if an additional inning could have been played after the declaration by the umpire of the “last inning,” the umpire’s decision and judgment is final and shall stand.

5. There is a 10 run mercy rule in effect after the losing team has had a minimum of four turns at bat. This means if the visiting team trails by 10 runs at the conclusion of three innings, it must score at least one run in its next at bat or the game is over.
6. In the event of a tie after 6 innings, additional innings will be played until a winner is declared, unless the 'No new inning' rule comes into play, in which case the game result will be recorded as a tie. Tied games will NOT be completed at a later date.

9. **SCOREKEEPING:**

1. The home team is required to provide a scorekeeper who will score the game in NBBA supplied scorebook. The home scorekeeper will be the ‘official scorekeeper’ for the game. The home team also is responsible for operating the scoreboard.

10. **FIELDERS:** Each team will play a maximum of ten (10) players in the field, as follows: pitcher, catcher, 1st Base, 2nd Base, shortstop, 3rd Base and four (4) outfielders.

11. **MANDATORY PLAYING TIME:**

1. **NO** player shall sit on the bench more than one (1) inning per game.
2. **ALL** players, including manager/coaches’ children, shall rotate through all positions during the season, including sitting on the bench.\* All players must play a minimum of two (2) innings in the infield in each game, subject to the following: each player shall play at least one inning in the infield and one inning in the outfield per three inning game and at least two innings in the infield and two innings in the outfield in every game of four innings or more. Managers should set lineups for each game assuming only four innings will be played in order to ensure compliance with this rule. **\*NOTE: This is a player development rule. It is the manager’s responsibility throughout the season to ensure that all players are given an opportunity to play all positions. While no child should be forced to play a position if the child refuses to play it or if there are legitimate safety concerns, every effort should be made by the manager to encourage each player to at least try the positions and this effort by the manager should continue throughout the season even in the face of some player resistance.**
3. Any player not starting a game must start in the next scheduled game. (The only allowable exceptions are for injury, illness or discipline.)

12. **HITTING:** Bunting is permitted.
13. **STRIKE OUT/WALKS:**
1. Strike outs are permitted.
  2. In order to encourage hitting and swinging at pitches, the strike zone will be enlarged during the beginning of the season from one ball outside of home plate to one ball inside of home plate, and from the shoulders to the knees.
  3. The strike zone will condense to a more traditional strike zone as the season progresses.
  4. Players shall be allowed to walk.
  5. Walked in runs are allowed and count as a run.
14. **HIT BY PITCH:**
1. If the batter is hit by a pitched ball, the batter shall be awarded first base.
  2. If a single pitcher hits three (3) batters during a game the pitcher must be removed from the mound.
15. **HIT BY A BATTED BALL:** If base runner is hit by a batted ball, the base runner will be called OUT, all other advancing base runners will continue to the nearest base and the play called dead.
16. **INFIELD FLY RULE:** The infield fly rule does **NOT** apply.
17. **THROWING THE BAT:** Any player who, after one warning, throws the bat while batting shall be called out. Any player who has been called out twice in one game for this offense shall lose their remaining turns at bat in that game.
18. **BASE RUNNERS:**
1. There shall be **NO** leadoffs prior to the pitch crossing home plate. Base runners **MUST** stay in contact with the base until the pitched ball crosses home plate.
  2. Players must touch all bases in order when running and not pass another base runner while doing so. Failure to touch a base or passing another base runner will result in an out.
19. **STEALING:**
1. Stealing is permitted on a passed ball or wild pitch that the catcher does NOT BLOCK and keep in front of him. Bases may be stolen on the third strike recorded against a batter that the catcher does not block; however, the batter is out. (While what is a passed ball may be open to some interpretation, the goal of this rule is to teach catchers to block balls in the dirt or keep errant pitches in general from going to backstop). Only one (1) base may be stolen on a wild pitch or passed ball. This rule applies even if the ball thrown by the catcher in an attempt to make a play on the runner is overthrown or reaches the outfield.

2. If it is clear that a base runner has left a base before the ball crosses the plate, the base runner shall be returned to the previous base and warned of the rule. If the infraction continues, the base runner shall be declared OUT. [Note: it is not the intent of the NBBA that this rule be applied punitively, but rather only in cases where the infraction is obvious].
  3. There will be no stealing home under any circumstances. A player may be advanced from third only on a batted ball or walk.
20. **OUT OF PLAY:** Only one base will be allowed on an overthrow that leaves the playing area. Out of play is 10-15 feet beyond the first and third baselines.
21. **FAKE TAGS:** There will be no fake tags. A player who makes a fake tag shall be given one warning. A subsequent occurrence shall result in the player's ejection.
22. **PLAYER EJECTION:** Players shall be ejected from the game and receive an additional game suspension for the following conduct:
1. forearming or tripping runners;
  2. intentionally running into fielders; or
  3. bad sportsmanship, such as taunting or ridiculing other players.
23. **PROTESTS AND FORFEITS:** No post-game protests shall be allowed. Any issues or concerns over interpretation of these rules shall be determined in game and first shall be directed to the umpire. If resolution cannot be obtained through the umpire, the Division Coordinator shall be consulted. If the Division Coordinator cannot resolve the issue or is unavailable, then the issue shall be directed to the Rules Chairman. If the Rules Chairman cannot resolve the issue or is unavailable, then the league president shall be consulted. In no case will the time of any game be extended in order to deal with a question of interpretation of these rules. Game results are final. Forfeits are as described in these rules.
24. **UMPIRES:**
1. NBBA will provide Junior Umpires to call the games as the league budget permits.
  2. The appointed umpire shall be positioned behind the pitcher and will call balls and strikes as well as defensive plays in the field.
  3. There will be **no** arguing or disputing any calls made by the umpire (especially the Junior Umpires).
  4. In the event Junior Umpires are unavailable, the home team shall be responsible for designating an umpire.
25. **PITCHING**
1. Kid pitch only. *No coach is allowed to pitch.*
  2. No player shall be permitted to pitch more than six (6) outs per game, regardless of pitch count eligibility. Once removed from the mound, a player may not return to pitch again in a single game.
  3. No balks will be called.

4. Dropped third strike is a dead ball as to the batter and the batter is out.
5. If a pitcher hits three (3) batters within a game the pitcher must be removed.

**NBBA has adopted the following for pitch counts as it pertains to days of rest:**

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1 - 20 pitches in a day, no calendar day of rest is required.

A pitcher may finish pitching to a given batter before going into next calendar day rest threshold. By way of example, if the pitcher starts the batter with 33 pitches and finishes that same batter with 38 pitches, then his threshold reverts back to 35 pitches and the player would be required to observe 1 calendar day of rest.

**MAXIMUM NUMBER OF PITCHES FOR ALL PLAYERS IS 50 UNTIL APRIL 1.**

**Maximum number of pitches by age group (Apr 1 and after):**

7 and 8 yr olds – 50 pitch max – may finish batter

9 yr olds – 55 pitch max– may finish batter

10 yr olds – 65 pitch max– may finish batter

11 yr olds – 75 pitch max– may finish batter

12 yr old and older – 85 pitch max– may finish batter

**Pitcher to catcher ban: any pitcher who delivers 41 or more pitches in a game may not then play catcher for the remainder of the day. This is a hard stop. The pitcher reaching the 40<sup>th</sup> pitch who wishes to catch cannot finish the batter in this circumstance.**

**Any catcher who catches into his 4<sup>th</sup> inning will not be permitted to pitch. For purposes of this rule the catcher has started to catch into a fourth inning when the first pitch of the inning is delivered.**

**Once removed from the pitching position, a player cannot re-enter the game at the pitching position.**

26. **WEEKLY EVENTS**

1. There shall be no more than three (3) mandatory events per week. Events are games or practices at which a coach and more than three team members are present.
2. Rule 26(1) will not apply during the playoffs. During the playoffs, it is possible that more than three (3) events in a week may occur, based on playoff and game scheduling.
3. There will be **NO** mandatory events on Sunday.

27. **MANAGERS CODE OF CONDUCT:** The Code of Conduct for Managers is a part of these rules. For **ALL** player ejections, please see Bronco and Pony division rules as a guideline.

28. **RAINOUTS** – Rainouts will not be rescheduled at this level

29. **PLAYOFFS** – The higher seed gets choice of home or visitor for first game only. Thereafter, a coin toss determines home or visitor.

**REGULATION GAME DURING PLAYOFFS:** Each game shall be six (6) innings in duration. No time limits. There is a 10 run mercy rule in effect after the losing team has had a minimum of 4 at bats. In the event of a tie after 6 innings, additional innings will be played until a winner is determined. The higher seed gets choice of home or visitor in for first game only. Thereafter, a coin toss will determine home or visitor.

30. **PONY - NBBA BAT RULES:**

31. 2-5/8" barrel bats and 2-1/4" bats are LEGAL. If a 2-5/8" bat is a -3, it must be BBCOR certified. All other minus factor bats, whether 2-5/8" or 2-1/4" barrel, (-5, -7, -9, etc.), must be YBBCOR certified with the USABat licensing stamp on the bat in order to be used for league and all-star play. **All bats without the USABat stamp are illegal and not eligible for use during league play.**

32. 2-3/4" barrel bats are ILLEGAL

33. Wood bats are LEGAL with a barrel no larger than 2-5/8"

**IF A LARGER BAT IS USED or deemed ILLEGAL, IT IS AN AUTOMATIC OUT.**

34. **FREE AGENCY PLAYER POOL** – NBBA seeks to ensure that scheduled games go forward and that forfeitures, such as those occasioned by a lack of available players, are minimized. Additionally, NBBA seeks to provide opportunities for players to experience higher levels of competition where appropriate, for example, in a division with older players. Accordingly, each team is permitted to designate up to three (3) players from the immediately lower division to be called upon for the purpose of filling a vacancy on a team roster for

a given game (the “Free Agency Pool Players”). Managers are required to identify their pool of Free Agency Pool Players to their Division Coordinators at least two (2) days prior to the first pitch of the first game of the season. To the extent Free Agency Pool Players will be playing in leagues with older players, a parent or legal guardian of a Free Agency Pool Player must, prior to submission by any Manager of his/her designated pool, execute a Special Consent to permit participation by the player in the Free Agency Pool, whereby the parent or guardian acknowledges the increased risks and hazards of playing with older players, and waives any and all claims arising from same. Managers shall present all Special Consents to Division Coordinators prior to the first game, and Division Coordinators shall forward the Special Consents to the acting NBBA Secretary. No manager may alternate or change his/her Free Agency Pool without notice to the Division Coordinator. Further, the Division Coordinator shall not accept any such changes in or to a team’s Free Agency Pool without first receiving the associated Special Consent(s). **Only one Free Agency Pool Player can be called upon to play in any particular game and must be present or approved for play by the start of the game. A Pool Player may not enter the game once it has begun unless the Pool Player was present at the announced start of the game or approved by the Division Coordinator prior to the start of the game.** Free Agency Pool Players may not participate in playoff games. In addition, there will be no conflict with a Free Agency Pool Player’s permanent team. Free Agency Pool Players may not pitch or catch. The Division Coordinator must approve the use and eligibility of a Free Agency Pool Player.