

Fall Ball '22 Pinto Division Rules – Troy/Romeoville/St. Joes Baseball

The game will be played on Pony Baseball Rulebook and further modified by the following rules:

General Rules:

1. All games are scheduled for 6 innings. A game is considered a complete game after four (4) innings or 3.5 innings if the home team is ahead. Official start time should be recorded in the home team's score book to alleviate any discrepancies. Six complete (or 5 ½ if home team is ahead) innings will be played, as time allows.
2. Each team must start with a minimum of 8 players. You may borrow the players from the opposing team and position them in the outfield only.
3. 9 – 10 players shall be used in the field. Free substitution is allowed except for the pitcher, where Pony League rules must be followed. A team may play with only 8 players, but the 9th batter will be an out. If the coach chooses to use a 10th fielder, the team will have 4 outfielders.
4. Each player must play 4 of 6 innings in the field. Under any condition, no player can sit out 2 consecutive innings, unless player misses practices, is a discipline problem, or is hurt. Position rotation (infield & outfield) is preferred to help ensure equitable play time.
5. No new inning will begin after 1 hour and 30 minutes from the official start time. There is a 1 hour and 45 minute time limit (Drop Dead) to complete the game. If an inning is not concluded prior to the 1 hour 45-minute limit, the score reverts to the last completed inning. Official start time should be recorded in the home team's score book to alleviate any discrepancies. Six complete (or 5 ½ if home team is ahead) innings will be played, as time allows. A new inning begins when the third out is made or the fifth or last run is scored. If for any reason a game must be stopped before the completion of the full innings, the score will revert back to the last completed inning. If the game is suspended before the completion of the 3rd inning, the game will be continued from the point of suspension. If the score is tied at the 1 hour and 30 minute time limit, the game will end in a tie.
6. Suspended or games that need to be rescheduled will be done by the Commissioner in coordination with the team Managers.
7. Each team will clean up their side of the field after each game.
8. After each game, ***both*** managers will be responsible for smoothing and raking the field.
9. Rain delays will last 20 minutes. If at any time prior to or during a game lightning is visible in the sky, the umpires shall halt play and immediately clear the field and dugouts. If it appears the storms will not leave the area for a considerable time, the umpires will then declare the game suspended or completed based on innings played.
10. The home team will occupy the third base dugout.
11. Both teams may have up to 15 minutes infield practice prior to FIVE minutes before the game time. This time maybe shortened or eliminated by the umpires. Order of practice is first ready, first to practice. If both teams are ready, the visiting team practices first. If both teams arrive early for batting practice, the time shall be divided equally between the two teams.

12. Infield practice must be completed no later than 5 minutes prior to the scheduled starting time, so the field maybe properly marked for play. The preparation of the field is the responsibility of the host/home team with the approval of the umpires.
13. 10 Run Rule: If a team is leading an opponent by at least 10 runs after 4 or more complete innings (3 ½ innings if the home team has a 10 run lead), the game shall be terminated.
14. Unless in the first or third base coach's box, no coach may be on the playing field. The coach shall be limited to one trip to the mound per pitcher per inning. If a coach takes a second trip to the mound in the same inning, the pitcher must be replaced. Unless disrupting the flow of the game, more visits to the mound may be agreed upon between the coaches & umpire. During all games on and before 9/23/22, 1 defensive coach in the outfield will be permitted. A visit to the mound by this coach counts the same as a visit by a dugout coach. In all games starting after 9/23/22, a defensive coach will not be allowed.
15. One of our goals needs to be developing kids for all positions including catcher. A parent may stand by the backstop to help with passed/foul balls to keep the game moving along. Please be smart about this rule and use it to your discretion. Hand the ball back to the catcher for him / her to throw back to the pitcher. This is not mandatory but can be used in certain situations to keep the game moving along.
16. Disciplinary actions imposed on any player must be reported to:
Player's parents, opposing teams coach, head umpire, & Pinto Commissioner.
17. No smoking or alcoholic beverages will be permitted on the playing field or on the bench.
18. Players must be in full uniforms with shirts tucked in. No Jewelry is allowed.
Exception-Medical.
19. All players will use protective gear and no metal spikes shall be used. All players on base, batting, or on deck must wear protective helmets. On deck batters will stand in the circle behind the batter, regardless of the dugout they occupy and must wear a batting helmet. With a right-handed batter, the 3rd base circle will be used. With a left-handed batter, the 1st base circle will be used.
20. Two new game balls will be provided for each game. Each team will provide a ball for the game. A game ball shall be returned to each team at the conclusion of the game.
21. A manager is responsible for the conduct of his players, coaches, scorekeeper and fans. If an umpire requests his assistance in disciplinary actions, the manager must comply or face EJECTION and/or forfeiture of the game.
22. All Bats must have The Official USA / USSSA / BPF 1.15 Stamp on the Handle / Barrel.
 1. There is NO Restriction on Barrel Size.
 2. All Senior League / Big Barrels allowed.
 3. Wooden Bats are allowed and there are no restrictions on Wood Bats.
 4. A bat that may be in question must be brought to the attention of the umpire before or during the at bat. If a player advances to a base with a bat in question he shall be deemed safe even if the bat is recognized as illegal. The bat must be removed from the game.

Pitching/Batting:

1. Pitching restrictions are as follows: One pitched ball constitutes an inning pitched. Pitchers shall not be allowed to pitch more than 2 innings per day (Romeoville enforces a 50 pitch per game limits on its pitchers), a total of 4 innings over two consecutive calendar days, and 6 innings per week. Pitchers shall have at least 40 hours rest after pitching 3 or more innings over two consecutive days. The 40 hour rest rule is computed per the official Pony rules. Monday 12:01am resets.
2. If a pitcher hits three (3) batters in the same inning, they must be removed. If a pitcher hits four (4) batters in one game, they must be removed. Batters hit by pitch will have the option for the coach to come in and pitch to the batter with a fresh count or take 1st base. After 9/23/22, the player will not have that option and must take 1st base. NOTE: The batter does **not** get to take 1st base on a HBP if the coach is pitching.
3. Dropped third strike rule is **not** in effect.
4. In an effort to get as many innings played as possible there will be **no between inning warm-ups for infielders and outfielders**. Pitchers should warm up in foul territory while their team is batting. Once the pitcher takes the mound, 5 warm-up pitches will be allowed.
5. Player Pitch will revert to Coach Pitch in the event the pitcher throws ball 4 (3-0, 3-1 or 3-2 count and then a fourth ball is thrown). The offense team's coach will be allowed to pitch to the batter, from the rubber, until the batter either hits the ball or reaches strike 3. If the coach needs to come in to pitch in Player Pitch games, the player pitcher must have one (1) foot on the mound while the coach is pitching. The coach will be allowed a maximum of four pitches. If the batter fouls off the 3rd strike, they continues to bat until the ball is put into play or fails to hit the final strike. The umpire still calls balls/strikes on the coach's pitches.
6. A pitching machine can be used for the first 3 innings for all games **played at the Troy Pinto Field** up to 9/23/22. After the 3rd inning, the game reverts to player pitch & follows the rules for an at-bat stated above. Both coaches will come to agreement on whether or not to use the pitching machine (and how it is implemented) prior to game start. The umpire will still call strikes during the pitching machine portion of the at-bat. Beginning 9/24/22, the pitching machine will no longer be used & the games will start at-bats with player pitch for the entire game, also following the rules stated above.
7. Infield fly rule will **not** be in effect.
8. There are no balks
9. There are no walks
10. There are no bunts. Penalty: batter is out, dead ball and runners return to starting positions.
11. If a batter throws a bat 6 feet or more, the umpire will give a warning to the batter and manager. After a 2nd offense, the batter will be called out and any base runners cannot advance.
12. A team may score a maximum of 5 runs per inning. In the sixth inning the side must be retired by the fielding team (3 outs).

13. Batting rotations will be continuous from the beginning of the game until the end. If a player arrives late, they must bat last in the order. If a player leaves early that spot will be skipped. If it was the 9th player that left that spot will be an out unless that player left for illness or injury.

Base Running:

1. No lead offs
2. No stealing
3. Base runners must slide at home and all bases if a play on the runner is made and if the runner has contact with the fielder. (Intent is to avoid accidents by runner taking out the catcher or fielders.)
Penalty: The runner is out. This is a judgment call by the umpire and may not be appealed.
No base runner may purposely collide with a fielder. Penalty: The runner out. No head first slides are allowed. Sliding head first will result in the runner being called out.
4. Players no longer advance when the ball reaches the infield & the defense has **possession** of the ball. If the infield has possession of the ball before the advancing runner hits the halfway mark, the runner needs to return to the base (will do so safely & can not be called out). If an overthrow at first base, there will be no base advancement. If an over throw at second or third bases, a player can advance 1 base at the runner's discretion. (i.e. if there is an overthrow at second the player could advance to third, if the defensive team then overthrows third the runner could advance home at the runner's discretion).
5. If a runner is off the base when the ball is hit that runner is declared out and the ball is in play.

Substitute Players:

1. Up to 3 players may be substituted in your line-up to allow a game to be played.
2. Must be from the Pinto level current season in-house program organization.
3. Must be in full team uniform.
4. May only play in the outfield and bat last in the line-up.

Courtesy runner for catcher:

1. A courtesy runner for the catcher will always be encouraged. You can substitute with a courtesy runner at any point. That runner is the last player to bat who is on the bench. Please have your catcher ready when it is your team's turn to take the field. This will speed up the game and allow the players to play more innings.

General Safety Rules:

1. Play shall be immediately halted in the event any player is injured. The umpire shall have final say on where the base runners are positioned when play is resumed.
2. No base runner may intentionally run into a fielder just to knock the ball out of his possession. If, in the judgment of the umpire, this occurs, the base runner will immediately be called out.

If it is a flagrant violation, the player at fault may also be ejected from the game. The offensive player must slide or avoid contact at all times.

3. If the runner attempting to score intentionally makes contact with the catcher (fielder) by sliding into him above the waist or using a “football” type rolling block or other similar actions, the umpire will call the runner out and may eject him/her from the game for unsportsmanlike conduct, if he deems necessary. The Ball will be ruled dead and no other runners will be allowed to advance.
4. If the catcher (fielder) must move into the base path between home and third base to receive the throw, base runners must give way (run around) him to allow him to make the play. NOTE: This is an Official Baseball Rule.
5. When there is no possibility of contact, the runner should not slide. Umpires may tell the runner “Stand up – Don’t slide” when this situation occurs.

Protests:

There are no protests. Should a disagreement occur, both managers and both umpires should CALMLY discuss the problem for a maximum of five (5) minutes. Discussions should be held behind the pitcher’s mound and should not involve the players or other coaches. A final decision will be made at that time based on 2/3 vote of the managers and umpire.