



WESTGATE-WESTSIDE ATHLETIC ASSOCIATION PINTO DIVISION BASEBALL POLICY AND RULES

Revised March 2019



Pinto Division In-House Specific Rules

The rules below are WWAA Pinto Division rules, which pertain to the Pinto in-house division and are exceptions to, or clarifications of, Pony Baseball Rules.

All other rules not listed below will be in adherence to
Official Pony Baseball Rules.

1. Game Duration (Time Limit)

1.1. Scheduled game duration is 1 hour and 25 minutes. No new inning shall begin after 1 hour and 15 minutes.

2. Scoring & Innings

2.1. No score will be kept during any game. This league is dedicated to teaching fundamentals and is non-competitive. It is meant to instill a sense of fair play and sportsmanship, while teaching the players the basics of baseball.

2.2. Teams will switch from hitting to fielding after three (3) outs or when a team has gone through its batting line-up, (optional half of the batting line-up per inning if agreed to by the coaches prior to the start of the game).

3. Pitching & Batting

3.1. Games played before May 15 will be entirely coach-pitch.

3.1. Kid pitchers may pitch a maximum of 1 inning per game.

3.2. On May 16 through May 31 games will be one inning Kid pitch. The first inning will be kid pitch and all remaining innings will be Coach pitch.

3.3. From June 1 through the end of the season, the first two innings will be Kid-pitch and all remaining innings will be Coach pitch.

3.4. If during a “Kid Pitch Inning” four balls are pitched to a batter, the coach will begin to pitch with 1 or less strikes. (This gives the coach at least 2 chances to throw a hittable pitch.) Strikeouts can be swinging or a called third strike by the volunteer umpire.

3.5. If a Kid pitcher hits a batter, the coach will come in and pitch with a new 0-0 pitch count. However, if 3 strikes are made the batter is not out and is instead awarded first base. If the batter hits the ball and the defense makes an out on the batter or other runner then it is an out. (Objective being to get the batter to hit the ball so that it is live and in play.)

3.6. A third strike shall be considered a strike, even if the catcher drops the pitch.

3.7. An at-bat will consist of a maximum of 4 balls or 3 strikes, unless the player is hit by a Kid pitch (see 3.4). third strike shall be considered a strike, even if the catcher drops the pitch.

3.8. All batters shall wear a helmet with face guard.

3.9. The entire roster of players present for the game will bat in rotation.

3.10. No bunting is allowed.

4. Base Running

4.1. At any point in the batting order, a base runner cannot advance to another base once the ball is in control of an infielder.

4.2. All base runners shall wear a helmet with face guard.

4.3. Running into a catcher or a fielder is not allowed.

4.4. Players must slide when necessary. A player is never to come in standing on a close play.

4.5. Lead-offs and stealing is not allowed.

5. Other

5.1. 60' between bases, kid pitch 40' front edge of pitcher's rubber to back point of plate, coach pitch 38' front edge of pitcher's rubber to back point of plate.

5.2. Play should move as rapidly as possible to maximize enjoyment of the kids. In order to speed play, players should hustle on and off the field, be ready to bat, and ready to take the field. Coaches need to know where kids will play prior to the game and be able to communicate that to other coaches so that they can be quickly positioned.

5.3. Coaches may play a max of 11 players in the field (6 infield and 5 outfield all in fair territory except the catcher).

- a. If there are more than 10 kids on a team, you may sit kids each inning making sure to rotate so that no kid sits twice in one game.

- b. All players should be able to play every position at least once during the season. (Not all kids have to actually pitch if they are not able to. See rule 5.5)

5.4. Teams should report to the fields at least 10 minutes in advance of their scheduled game time and be warmed up and ready to play at their scheduled game time.

5.5. The pitcher and catcher are skilled positions. A pitcher who cannot throw close to the strike zone slows the game, can become frustrated, and causes other players to lose interest. Catchers who do not have the ability to catch pitches while remaining out of the way of the batters pose a safety hazard to themselves. While it is evident that at all children want a chance to play these positions, it is paramount to keep the players safe and important to keep the game interesting. Coaches need to incorporate practice time for teaching pitching and catching positions. It is important that the players in these positions are prepared prior to game time. Parents are encouraged to practice with their children at home.

5.6. Umpires are parent volunteers. We are an organization composed of volunteers. It is important that we try to rotate volunteers and not have the same parents umpiring for every game. Remember to inform volunteer umpires that the games are non-competitive. Balls and strikes need to be consistently called for both teams. Coaches are expected to find a parent or other individual to umpire during the games.

5.7. Use of baseball pants is strongly recommended for safety reasons (e.g., sliding).

5.8. It is suggested that if a team has only one game schedule during a week, then an additional practice should be scheduled for that week. It is important to schedule practices throughout the year to work on fundamentals to improve overall player skill levels.

5.9. The "Home" team occupies the 3rd base dugout and is in the field first. The "Visitor" team occupies the 1st base dugout and bats first.

5.10. Players will shake hands after each game.

5.11. There will NOT be a post-season tournament.

5.12. The use of training or warm up equipment (ie hit sticks, nets, or other) can be used prior to game time and off the playing field. They should NOT be used during the games. Batting donuts are fine.