

MILLBRAE LIONS BASEBALL

PINTO DIVISION RULES – 2021

GENERAL RULES:

1. Games will be scheduled for six (6) innings. The time limit for each game shall be one hour and forty-five minutes. No new inning may start after one hour and thirty-five minutes. Time is defined as the third out of the previous inning. When approaching the time limit, last inning will be announced by umpire prior to the top half of the inning.
 - a. If a game is called for any reason, it shall be considered a complete game if five innings have been played.
2. Coaches will pitch to their batters.
3. A maximum of four coaches, including the manager, will be allowed for each team.
4. Only the manager or a designated coach may go onto the field to discuss an umpire's call.
5. Players not actively participating in the game shall not leave their bench area during the game.
6. Each team's starting lineup, as well as substitutes, along with all uniform numbers, must be presented to the opposing manager and/or scorekeeper 15 minutes before the start of the game.
7. A minimum of nine (9) players must be in lineup. If minimum number is not present at the start of the game, game will be declared a forfeit.
 - a. If the number of players on a team drops below nine (9) *after* the game has started, missing players will be an automatic out in their spot in the batting lineup
 - b. No coach will be allowed to play a defensive position.
8. Home team will occupy third base dugout.
9. Home team shall keep scorebook.
10. Home team shall set-up/prepare the field.
11. Away team shall take down the field. If there is a game following yours, leave the field as-is.
12. Umpire's and/or commissioner's rulings are final. No protests.
13. Rescheduling of Pinto division games shall be the responsibility of the head coaches of the two opposing teams. Rescheduling of any game must consider availability of field, umpires, and must be approved by the commissioner.

SPECIFIC PLAYING RULES:

1. Bases are 60 feet apart.
2. The center of the pitching circle will be 40 feet from the back of home plate. A circle of 12 feet in diameter (6 foot radius) will be drawn from the center of the pitching circle
3. Lines will be drawn halfway between: first and second base; second and third base; third base and home plate. The lines will be perpendicular to the base paths.

4. A 10 foot arc will be drawn in front of home plate, between the first & third baselines.
5. All pitches to the batter must be delivered by the pitcher-coach. To start play:
 - a. Pitcher-coach must start the pitching motion with both feet in the pitching circle.
 - b. Pitcher-player must start with a minimum of one foot in the pitching circle, and must not be directly behind the pitcher/coach.
 - c. Pitcher-player may move away/out of the circle once pitch is thrown.
4. Pitcher-coach is allowed a maximum of five (5) warmup pitches between innings
5. Catchers must be fully equipped and play in the normal catcher's position.
5. Batters are limited to six (6) pitches. If the ball is not in play or a strikeout occurs on or before the sixth pitch, the batter will be out. The batter, however, will not be called out if s/he fouls off the sixth (or later) pitch.
6. Bunting is not allowed. If the batted ball does not travel beyond the 10' arc drawn in front of home plate, it will be considered a foul ball.
7. No stealing, leading, or baiting is allowed. A runner may leave a base *only* after the batter hits the ball. If a runner leaves too soon, play will be called dead and the runner will be called out.
8. NO HEAD-FIRST SLIDING.
9. Runners going to first base should run through first base. If the runner is *not* attempting to go to second base, the runner should return to first base in foul territory. If the runner is *not* attempting to go to second base, and returns to first base in fair territory, the runner cannot be tagged out.
10. Base coaches are not allowed to touch runners or enter the field of play. If this does occur, the runner will be called out.
11. Batters and runners may not advance on a dropped third strike.
12. There is no infield-fly rule.
13. No more than five runs may be scored in an offensive half-inning, except in the sixth or last inning, when there is no run limit—however, the team is limited to batting through the lineup only once.
14. The pitcher-coach shall not be part of any defensive play. The ball should not be returned to the pitcher-coach until all play is dead. To stop play:
 - a. Attempt must be made to throw the ball to the pitcher-player in the pitching circle.
 - b. Pitcher-player must have possession of the ball with a minimum of one foot in the pitching circle. If the runner is beyond the halfway marker, the runner is awarded the nearest base. If the runner is not beyond halfway marker, the runner must return to previous base.
 - c. Runners may only attempt to advance one base on a throwing error back to the pitcher-player.
 - d. ~~If the attempted throw is past the pitcher and another player fields the ball (typically the catcher or third baseman), and there is no other attempt to throw out the runner, play is dead. Runners may only advance one base, as part of the throwing error to the pitcher (c.).~~
 - e. The runner(s) can only attempt to advance ONE base on any overthrows/errors PER AT BAT. This includes any throwing error back to the pitcher-player. The runner(s) shall NOT be automatically given one extra base on an overthrow/error (i.e. the defense can still attempt to get the advancing runner(s) out).

- i. Example 1: Batter hits a ground ball to the shortstop. Shortstop throws the ball to the first baseman, and the ball gets past the first baseman. The batter runs to second base. The first baseman throws the ball towards the second baseman, and the second baseman misses the ball and the ball rolls to left field. The runner must stop at second, and cannot advance any further until the next at bat.
 - ii. Example 2: Similar situation as example 1, but the second baseman catches the thrown ball from the first baseman. The second baseman applies a tag on the runner before the runner reaches second base. The runner will be called out.
 - iii. Example 3: Similar situation as example 1, and there is already a runner at first base at the start of the at bat. On the ground ball to shortstop, the runner at first runs to second. And when the throw from shortstop to the first baseman is missed, both runners may attempt to advance one base. If the defense is able to tag out any advancing runner, that runner will be out. If another throwing error occurs while attempting to throw out the advancing runners, the runner(s) may NOT advance any further until the next at bat.
15. Any batted ball that hits the pitcher-coach will be called dead. The pitch will not count and the pitch will be replayed. Any live thrown ball that hits the pitcher-coach will be called dead, and the runners who have not reached the base to which they were advancing will return to the previous base.
16. Any batted ball that rolls to the blacktop from Taylor fields will be a ground-rule triple. Any batted ball that lands on the blacktop on the fly will be a home run.
17. Ten players are allowed on defense. Free substitution on defense is allowed.
 - e. If there are base runners, infielders shall not obstruct the path of a runner while the ball is in play.
 - f. If there was obstruction that affects the outcome of the play, runner will be safe at the base s/he was headed to.
18. Maximum of two (2) coaches in the outfield on defense. Coaches must remain behind outfielders and cannot touch the players.
19. A rotational batting order—with all players for that game's roster—will be used. If a player is removed from the lineup, the team must take an out in that spot of the batting lineup (except in the case of injury).

EQUIPMENT:

1. Leather baseball bearing the emblem of PONY baseball are the baseballs required for league play.
 - e. Each team will have their own set of game balls. When your team is on defense, use your game balls.
2. Metal bats manufactured for baseball, which are round and not more than 2-5/8" in diameter at the thickest part and not more than 42 inches in length are acceptable. No bat shall be used if dented, cracked, modified or misshaped.
3. Bats manufactured specifically for use in T-ball shall not be used.
4. Only "USA Baseball" certified/stamped bats are allowed.

5. 2-3/4" barrel bats are prohibited.
6. Only rubber-soled or rubber-cleated shoes are permitted.
7. The batter, players in the on-deck batting area, and base runners are required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. Those items shall be NOCSAE-approved.
8. Catchers are required to wear proper protective equipment including a mask, chest protector, shin guards, athletic supporter with cup and NOCSAE-approved headgear which gives protection to the top of the head and both ears when catching behind the plate.