

MILLBRAE LIONS BASEBALL

PINTO DIVISION RULES

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 inning may start after the time limit.
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 manger 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 game time.
7. A minimum of nine players must be in lineup. If minimum number is not present at game time, game will be declared a forfeit.
8. Home team will occupy third base dugout.
9. Home team shall keep scorebook.
10. Home team shall set-up/prep the field.
11. Away team shall take down the field.
12. Umpires and/or commissioners rulings are final. No protests.

Specific Playing Rules:

1. Bases are 60 feet apart.
2. All pitches to the batter must be delivered by the coach/pitcher.
To start play:
 - a. Pitcher/coach must start with both feet in the pitching circle or pitching rubber.
 - b. Pitcher/player must start with 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.
3. Catchers must be fully equipped and play in the normal catcher's position.
4. Batters are limited to six pitches. If the ball is not in play or a strikeout occurs before the sixth pitch, the batter will be out. The batter, however, will not be called out if he or she fouls off the sixth (or later) pitch.

5. Bunting is not allowed. For the purpose of this rule, a 10-ft. arc will be marked in front of the plate, between the first and third baselines. If the ball does not travel beyond the arc, it will be considered a foul ball.
6. No stealing or leading 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.
7. Base coaches are not allowed to touch runners or enter field of play. Runner will be called out.
8. Batters or runners may not advance on a dropped third strike.
8. There is no infield fly rule.
9. No more than five runs may be scored in an offensive inning, except in the sixth or last inning, when there is no run limit—limited to batting through the lineup once.
10. 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 back to the pitcher, in the pitching circle.
 - b. Pitcher must have possession of the ball with minimum of one foot in the pitching circle. If runner is beyond halfway marker, runner is awarded the nearest base. If runner is not beyond halfway marker, runner must return to previous base.
 - c. Runners may only advance one base on throwing error back to the pitcher.
 - 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.).
11. Any hit ball that hits the pitcher/coach will be called dead. The pitch will not count and be replayed. Any live thrown ball that hits the pitcher/coach will be called dead and runners who have not reached the base to which they were advancing will return to the previous base.
12. Any hit ball that rolls to the blacktop from Taylor fields will be a triple. Any ball that hits the blacktop on the fly will be a home run.
13. Ten players are allowed on defense. Free substitution on defense is allowed.
 - a. If there are base runners, infielders shall not obstruct the path of a runner while the ball is in play.
 - b. If there was obstruction that affects the outcome of the play, runner will be safe at the base he is headed to.

14. Maximum of 2 coaches in the outfield on defense. Coaches must remain behind outfielders and cannot touch players.
15. A rotational batting order -- with all players for that game's roster -- will be used. If a player is removed from the lineup, except in the case of injury, the team must take an out in that spot of the lineup.

EQUIPMENT:

1. Leather baseball bearing the emblem of PONY baseball are the baseballs required for league play.
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 USABaseball certified/stamped bats are allowed in all divisions of PONY baseball.
5. 2-3/4" barrel bats are prohibited in all divisions of PONY baseball.
6. Only rubber-soled or rubber-cleated shoes are permitted.
7. The batter, players in the on-deck batting area and base runners shall be 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.