



## Lincoln-Way Area League Pinto Rules 2024

The following are the Lincoln-Way Area League baseball rules agreed upon by all organizations involved. Anything not addressed below can be found in the Official Pony Baseball Rules.

### **1. Regular Season Scheduling and Standings:**

- 1.1. All games will start within 15 minutes after posted starting time. If a team is not on the field, that team shall forfeit the game. Eight (8) players will constitute a legal lineup.
- 1.1. If there is no Umpire present within 15 minutes of the scheduled game time, both managers should select an adult to umpire the game.
- 1.2. When games are canceled, the home team League Director will be responsible for rescheduling games with the input of the two managers involved. We will do our best to have every team play a complete schedule (16 games plus playoffs in spring and 14 games plus playoffs in fall).
- 1.3. Regular season standings will be determined in the following order: Win %, head to head record, runs against, coin flip. The standings on the website may not be listed in this order.
- 1.4. See section-5 below for specific PLAYOFF rules and format.

### **2. Baseball Game Play:**

- 2.1. A Pinto baseball game is 6 innings in length with no extra innings. The only exceptions are: the time limit, the "Slaughter Rule" or weather.
- 2.2. Time limit for Pinto games is: no new inning is allowed to start after 1:45 (1 hour & 45 minutes) from first pitch. If an inning has started, the inning will be completed. No hard stoppage.
- 2.3. There is a maximum of (6) six runs per inning allowed in the regular season only, except for the last inning or extras, which is unlimited. The last inning is either the 6th inning or once a last inning is determined by the umpire and managers due to time.

\*IN THE PLAYOFFS, THIS RULE WILL NOT APPLY. There will be no runs per inning limit in the playoffs.

2.4. The Slaughter Rule is 15 runs or more after the completion of 3 innings (or 2 ½ innings if the Home team is leading) or 12 runs or more after the completion of 4 innings (or 3 ½ innings if the Home team is leading). The manager and coaches should do their best not to demoralize their opponent.

2.5. **Eight (8) players will constitute a legal lineup.** There will NOT be an automatic out for the 9<sup>th</sup> spot in the batting order. If a player arrives after the start of the game, he can be added to the bottom of the line-up. If a team starts a game with 8 players and loses one to injury, the game will continue on.

2.6. Managers shall exchange batting orders at the beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.

2.7. A continuous batting order will be used. That is, each boy will bat his respective turn in the lineup whether he is playing a field position or is on the bench during any given inning.

2.8. Each player should play an infield position at least two innings per game.

2.9. The end of an inning will be determined by:

A. There are three outs- Outs will be determined by: Outs recorded in the field of play; If a batter strikes out; If a batter strikes out by a coach pitching; Or if the (5) five coach pitches are all used.

B. The hitting team has scored 6 runs in that half inning. This rule only applies in the regular season.

2.10. Bunting is not allowed.

2.11. Runners will not be allowed to advance once the ball is within the area of the pitchers mound by any player. This rule will be called at the discretion of the Umpire and is not contestable. However, stranded Runners are at their own risk of being tagged or thrown out if they continue to advance after an infielder has the ball, even though they will be sent back to the base they left by the umpire.

2.12. Overthrows:

A. If an overthrow occurs at first or third base and the ball **GOES BEYOND** the fences running down each wing of the backstop leaving the field of play (including a ball going into the dugout), the Runners are awarded one base.

B. If an overthrow occurs at first or third base and the ball **STAYS WITHIN** the field of play, it is a "live ball" and baserunners can continue to run until the ball is within a 10-foot radius of the pitching rubber. Play will stop when the pitcher has possession of the ball within a 10-foot radius of the pitching rubber. The umpire will announce dead

ball and runners must return to their previous base. Halfway rule applies. If an attempt is made on a runner then the umpire will allow it to play out with no other runners advancing. Halfway mark is at the Umpire's discretion as well as the throw to the pitcher within 10 10-foot radius of the pitching rubber after play.

2.13. There will be no stealing and no leadoffs. A runner may not advance on a passed ball, wild pitch, dropped pitch, or throw back from the catcher to the pitcher. A runner cannot leave the base until there is a batted ball.

2.14. Runners on third base may only score from a batted ball or an overthrow. Runners are not allowed to steal home.

2.15. If more than (9) nine players are present for a game, every player must sit the bench once before any player sits the bench for a second time.

2.16. Any Player or Coach throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach in violation of this rule can be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.

2.17. A player must slide, attempt to go back to the base he came from or give himself up as an out to avoid contact with a defensive player who has control of the ball and is covering his base. Any contact without sliding will result in the player being called out and the play being called dead at that point in time. Any time aggressive contact is made, the runner shall be ejected from the game.

2.18. If a player is injured on any play in the course of a game and cannot run, the player who recorded the last out shall be the pinch runner. If a player is removed from the game due to injury, there is no automatic out for the player's spot in the batting order.

2.19. Score will be kept. There will be playoffs at the end of the season and the seeding for the playoffs will be determined by the final standings from the regular season. Tie breakers will be, head to head record, then overall runs allowed for the season, followed by a coin-toss.

2.20. All games are "suspended games" if stopped prior to the completion of the 3rd inning or two and one half if the home team is ahead and are subject to the Official Baseball Rules governing its completion. All other games are considered "complete games".

2.21. Tie games are allowed. If a game is tied after it has reached "complete game" status (the completion of six (6) innings, the end of the time limit or at least three innings have been played [2 ½ with home team ahead] and the game was stopped for any reason [weather, darkness etc]), the game will not continue and will be recorded as a tie.

2.22. Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include "hey batter-batter, swing", "slaughter rule", etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager. All chatter and chants shall stop when the pitcher comes set.

2.23. Dropped 3rd strike and infield fly rule are not in effect. Balks are not in effect, however, the umpire can warn the pitcher and team manager when a player balks. The purpose is to teach pitchers the proper pitching mechanics of coming set.

2.24. Bases will be 60 feet apart. The pitching distance shall be 38 feet (or 40 feet) depending on location of field from pitching rubber to home plate.

2.25. WEATHER- Coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 30 minutes. If in doubt, suspend play.

### **3. Pitching Rules:**

3.1. Players will be utilized to pitch the entire game. No Walks will be given at any time unless the batter is Hit-By-Pitch. After 4 balls the batter's coach will be allowed to throw a maximum of (5) five pitches whether the player swings or not. The coach MUST pitch with a foot touching the pitching rubber. During coach pitch, the kid pitcher MUST be standing right next to the coach pitching. The pitcher is not allowed to become an additional infielder, i.e., playing between 3B and SS or 1B and 2B. Called strikes from coach pitch are enforced. The strike count will continue from when ball 4 was reached. For example, if the batter had 1 strike when ball 4 was thrown, the batter will have 2 more strikes remaining. Swinging and called strikes will be counted during coach pitch. If the ball is not put in play after the 5th pitch from the coach, the batter will be out. The "at bat" will not end on a foul ball. An additional pitch will be provided until the batter misses or puts the ball in play.

3.2. There will be free substitution for all players, except for pitchers. Once a pitcher is relieved, he may not return to pitch in that game.

3.3. A pitcher will be warned after hitting 2 batters in a game and will be relieved after hitting 3 batters during the course of the game.

3.5. A pitcher is allowed up to 65 pitches per day and can pitch a maximum of 2 innings per game and 5 innings per week. If a pitcher pitches 2 innings in a game, that player must have at least 1 calendar day's rest before they can pitch again. If a player pitches 1 inning in a game, that player can pitch their next game.

3.6. If the maximum pitch limit is reached while a player is hitting, the pitcher may continue until that player is either retired or has reached base. The pitcher then must be removed after the play is stopped. Adhere to rest requirements and share information with Part-Time travel coaches, if applicable, to ensure the health of the pitcher.

#### **4. Equipment:**

**4.1. Bat rules- All Bats must have the USA or BBCOR Bat Stamp per Pony Rules (wood bats are also allowed).**

- Barrel Size: 2 ¼” and 2 5/8” and barrel bats are OK. 2 -3/4” barrel is **NOT** allowed.
- BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA stamp) – This is per Pony Rule 8.C.2 and 8.C.3, 2018 rulebook.
- Legal Bats - USA stamped, BBCOR stamped and wood bats

**4.2. A player caught using an “illegal” bat will be called out and it is a dead ball if it was put in play.** If a player is caught for a 2<sup>nd</sup> time in a game, the player is out and subsequently ejected from the game. A player that is caught bringing an “illegal” bat into the batter’s box will be out if caught. The ball does not need to be struck. This is a player safety issue.

4.3. All players must wear a protective cup at all games and practices.

4.4. No metal cleated shoes are permitted in practice, games, or tournaments.

#### **5. Playoff rules:**

5.1 Playoffs will be single elimination format. There will NOT be a (6) six run limit per inning rule in the playoffs.

5.2 Time limits remain the same for all playoff games except the Championship game. No hard stoppages of games. In the event of a tie, games are played until a winner has been decided. Regular rules apply until the inning AND time limit is reached. Games going into extra innings will use the MLB extra innings rules (last batter from the previous inning assumes 2nd base, no outs, 0-0 count begins the inning).

5.3 No time limit on the Championship game. No MLB extra inning rules will be used in the Championship game.

5.4 Slaughter rules are still in effect for ALL playoff games including the Championship game.

5.5 Only Call-ups from the league below (Morgan) will be allowed to play during the playoffs if a team has less than nine (9) players present.