

PINTO RULES

GOALS

1. To provide 7 & 8 year old boys and girls (as of April 30th) with the opportunity to learn and play organized baseball.
2. Emphasis will be on teaching and learning the fundamentals of baseball and following the NDHBL Rules & Regulations.

FIELDS

1. The base paths will be fifty (50) feet in length.
2. The pitching mound will be thirty-EIGHT (38) feet from home plate.
3. Games will be played at Field of Dreams unless otherwise notified.

LENGTH OF GAMES

1. Each game will consist of a maximum of six (6) complete innings or two (2) hours from the scheduled starting time. (No extra innings.)
2. Each half inning will conclude with three (3) outs, 5 runs or batting through the line-up, which ever happens first.
3. Each team will bat a continuous line-up, no substitutions.
4. If a game is called for some reason, 4 innings constitutes a full game played. Unless a tie game, it's considered a suspended game and resumes at earliest convenience. Scheduling Coordinator **MUST** be contacted to get game rescheduled.
5. Rainouts will be cancelled 1-1/2 hours before game time and rescheduled by the Scheduler at the earliest availability of field. Coaches will be notified via text or phone call and information will be placed on website. If the coach is **NOT** notified, via email or text, 1-1/2 hours before game time, consider "game on". Please note: the game maybe cancelled at the field if the coaches agree or the umpire deem the field to be unplayable or in case of unsafe weather has moved into the area. The coaches are responsible for contacting the scheduler to get the game rescheduled in a timely manner.
6. Suspended games are **NOT** allowed, with the exception of #4 above. All games that are called early due to weather or some unforeseen cause, are to be replayed in full.
7. Both teams **MUST** accept the day of rescheduled make-up game within one week or both teams are subject to forfeit. (unless weather does not permit the game to be rescheduled in that time frame).

COACHES

1. Must be approved and pass the background check by the Board of Directors of NDHBL.
2. Coaches will set a good example of sportsmanship for all players, spectators, and umpires.
3. Coaches must call all team members to notify them of the time of all practices, games, make up games, and all other events, in a timely manner.
4. No player, coach, or spectator may dispute an umpire's call. This rule will be strictly enforced. Any abuse of this rule can lead to the player, coach or spectators' suspension or dismissal by the Board of Directors of NDHBL.
5. The coach for each team will meet with the opposing coach prior to the game to discuss ground rules.
6. All coaches **MUST** keep their tempers in check at all times on or near the field. Under **NO** circumstances is there to be cursing, inappropriate hand gestures or belittling of other coaches, players or spectators.
REMEMBER: YOU ARE NOT IN THE MAJOR LEAGUE, IT'S ABOUT OUR CHILDREN/PLAYERS, NOT YOU!
7. A coach that is ejected from a game, for any reason, is subject to suspension of their next game.

PITCHING RULES

1. The pitching machine is to be used for the first two weeks of games.
2. The third week of games, player pitch will be implemented in the last inning **ONLY**. The fourth week, add an inning and each following week, another inning shall be added per week, until a full game at the end of the season will be a full game of player pitch. (Coaches, if you know that your game is not going to play

out into the 6th inning, use your judgment as to when you add your player pitch). The coach is responsible to know how many innings the players can pitch in that particular week. It will also be stated on your schedules. Both coaches MUST agree as to when the player pitch will start, if time is running short. If there is an argument, the call then will be made by the umpire and cannot be argued.

3. **Players CANNOT pitch more than two (2) innings per game.**
4. Pitchers that hit two (2) batters shall be pulled from the mound and **CANNOT** pitch again for the remainder of the game.
5. Ball and strike count will be a traditional 3 – strike, 4 – ball count. However, there will be no Walks issued to a batter. If the pitcher throws four (4) balls to a single batter, the pitcher will step to the side and the batter will received up to three (3) additional from the pitching machine. (Each batter can only receive up to seven pitches each). If there is no ball hit in play after the three additional pitches, the batter will be called out on strikes. The pitcher is allowed to return to the mound to finish his/her two (2) allowed innings starting with the next batter.
6. The Umpire, at his discretion, may award additional pitches to the batter from the pitching machine due to failure of the machine.
7. No curve balls
8. No intentional walks.
9. One (1) pitch will constitute an inning.
10. No balk rule.
11. Violation of these pitching rules will subject the game to a forfeit and the coach will be dismissed from the league.

OFFENSIVE RULES

1. All players MUST be placed in the batting rotation, and MUST bat in proper sequence. Batting orders cannot be changed after the game begins, unless a player is unable to complete the rest of the game then the rotation continues. That batter's vacancy, is **NOT** considered an automatic out.
2. If a player throws a bat, that batter will be called out after one warning per team. Runners will not advance if the batter is called out for throwing the bat.
3. No infield fly rule.
4. No stealing bases.
5. A player will not advance until the ball is hit.
6. No bunting. The batter must take a full swing at the ball. If a batter intentionally bunts the ball, he will be called out and the base runners do not advance.
7. The batter will be allowed seven (7) pitches or three (3) strikes, whichever comes first. As long as the batter fouls off the 7th pitch, he will be allowed to keep batting until he gets a hit. If the batter swings and misses on the 7th pitch or doesn't swing at all, he will be called out. No walks.
8. Sliding is allowed.
9. A player may overrun 1st base without making a turn to advance to 2nd base. If the player makes the turn then he/she may be tagged for an out.
10. The batting orders are to be a continuous rotation from game to game.
11. If a batted ball hits the machine and in fair territory, the ball is playable. If a batted ball hits the machine and goes into foul territory, the batter is awarded the base. No other runners advance.

DEFENSIVE RULES

1. The adult running the pitching machine will also act as the umpire for the calls on the bases. Be sure to enforce the 7 pitch limit.
2. The defensive team must field ten (10) players, with the tenth player positioned in the outfield.
3. No player will sit for more than one more inning than any other player on the team. Clarification: No player may sit for more than one inning while there are players on the team who have not sat for one inning. No player may sit for more than two innings while there are players on the team who have not sat for two innings. No player may sit for more than three innings while there are players on the team who have not sat for three innings.
4. On over throws, a runner can only advance one base.

5. All other regulation baseball rules apply in the Pinto division.
6. The Defensive team may have two coaches on the field for instruction. Players may not be used for base coaches.
7. To keep the game moving along, it is recommended that a coach or asst coach stay off to each side of the batter (just inside of the fence by dugouts), in the event the ball thrown from the pitcher passes the catcher, one of the coaches shall pick up the ball and roll it back to the pitcher.

PLAYER CONDUCT

1. Players not in the field, batting, or in the on deck circle **MUST** stay on the bench at all times.
2. There will be absolutely no harassment of opposing players. Penalty to the player or coach is removal from the game.

TOURNAMENT TEAMS

1. The Pinto Division Director is responsible for creating the Tournament Team and selecting the coaching staff. Only one Tournament Team per division is allowed.
2. If there is not a coach that is interested in coaching the Tournament Team, there will NOT be a team for that year. The Pinto Director is also eligible to coach the team.
3. **The tournament coach will hold tryouts for the tournament team by May15th, which will give the uniform/equipment coordinator time to order jerseys & hats.**
4. If a player cannot compete in a tournament game, he may be replaced by an alternate as long as the alternate is a registered player with NDHBL in the same division as the player he is replacing. The Director must be notified of any changes in the Tournament Roster twenty-four (24) hours before the game.
5. **If a coach chooses to place a non-registered player on the tournament team, that player MUST register with NDHBL and pay ½ the cost of the registration fee for that division, before taking the field to even practice.**
6. Each player must play three (3) innings.
7. No player brought up or held back is eligible for the Tournament Team.
8. No Travel players are allowed to play on a Tournament Team.
9. All costs are the responsibility of the Tournament Team, including tournament fees.
10. All jerseys MUST match and MUST be ordered through our Equipment/Uniform Director. NDHBL has a signature jersey for our Tournament Teams that must be used, but the cost is the responsibility of the Tournament Team.
11. See NDHBL By-Laws Article XVI- rules for In-House Tournament teams for more All Star rules.

GENERAL RULES

1. Injured players must be attended to immediately. All play must stop if the injury appears to be in the slightest way serious. The player's parents must be contacted immediately. An accident report must be filled out immediately at the concession stand.
2. Teams can play with nine (9) players, eight (8) players or less is a forfeit. Borrowed players are allowed as long as that player is registered with NDHBL and is from a team of the same division or lower.
3. **NO ALCOHOL OR DRUGS WILL BE ALLOWED ON OR NEAR A PLAYING OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A MANAGER, COACH, PLAYER, OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR DISMISSAL FROM THE LEAGUE.**
4. All rules not covered above will be covered under Pony Baseball Rules.
5. There is no smoking on the Playing Field, or in the Dugout.
6. Any violation of the before mentioned rules may result in forfeiture of that game.
7. There is a ten (10) run rule. If a team is up by ten (10) runs after four (4) complete innings the game is over and the game is considered a mercy. If the home team is winning, the game will be over after three and half (3 ½) innings.

HAVE A GOOD YEAR!

AND REMEMBER:

IT'S ABOUT TEACHING & ENCOURAGING OUR YOUNG PLAYERS!

UPDATED 02/27/11