

PONY BASEBALL
2018
Rules and Regulations for



PINTO LEAGUE

Machine Pitch

Orangecrest Pony Baseball, Inc.

Supplemental Rules

*In addition to the rules stated herein, all games are subject to the 2018 PONY
Baseball Rules & Regulations and/or Official Rules of Major League Baseball*

Revised 2/4/2018

1. EQUIPMENT:

- A. Pitching Machine Distance set at 38 feet. Pitching Machine Speed shall be set at 40 MPH. Directors, or both managers with the umpire have authority to make minor modifications if the machine being used is deemed to be out of calibration. Once the game has started then managers or coaches CANNOT MAKE ADJUSTMENTS to the machine during the inning. Should the machine not be pitching consistent strikes, then both managers have to agree to make an adjustment to the machine after the inning. A manager may request to have the machine calibrated BEFORE THE TOP HALF of an inning only if BOTH MANAGERS agree to make this adjustment. The coach who is working the pitching machine may use a glove to retrieve baseballs, however this glove cannot be bright colored, multi-colored, or extra large in size. The glove cannot be placed on top of the machine in any way. The glove must be tucked behind the coach in their shorts or pants or inside their jacket.

2. PLAYING RULES:

- A. Positions Fielded and Batting Order: Field ten (10), bat the entire lineup. Teams must have a player at the pitcher and catcher position. A maximum of 4 outfielders may be used. Outfield is the area beginning where the grass starts or per Official Pony Rules if no grass on the field. *No player is to sit out two consecutive innings on defense!
- B. The player fielding the pitcher's position shall take the position five (5) feet to the rear of the pitching machine and 3 feet to the left or right. A two foot line will be drawn at this position. The player must keep at least one foot on this line at the start of the pitch. If the other foot is free it will be on the side of the line extending away from the pitching machine. PENALTY: Manager is warned the first time. 2nd and consecutive times the pitcher is removed from that position and placed in the outfield for the remainder of the inning.
- C. A batted ball which strikes the pitching machine before touching the ground or a fielder and is subsequently caught before touching the ground is NOT an out.
- D. When a player is removed from the lineup due to injury, sickness, ejection, or other reasons the lineup will be collapsed. No automatic out will be used. The player that was removed from the lineup shall not return to that game in any capacity. If a player arrives late to the game, then this player is simply added to the bottom of the batting order without penalty or an automatic out.
- E. An offensive coach will feed the pitching machine while their team is batting. The coach who is feeding the pitching machine shall not give coaching instructions to batters or baserunners. They may not in any way interfere with the defensive players.
Each batter shall receive up to 6 pitches or 3 swinging strikes. A hitter who fouls off the 6th pitch will receive an additional pitch. There are no walks, and no Hit-by-Pitch.

- F.** If a batted ball hits the coach operating the pitching machine the ball is dead, the pitch is a foul strike, and no runners may advance. If the batted ball is also the 6th pitch the batter is out.
- G.** If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielders attempt to make a play the ball is dead and the lead runner is out. If in the umpire's judgment the ball is intentionally thrown at the coach the ball is dead and all runners advance one base.
- H.** The batter is out on a foul tip (SEE MLB DEFINITION OF TERMS FOR FOUL TIP) if it is also the 3rd strike regardless of the pitch number. No dropped 3rd Strike Rule.
- I.** If a batted ball strikes the pitching machine and remains in fair territory the ball is in play. If the deflected ball hits a runner in fair territory he/she is not out and the ball is live and in play.
- J.** Overthrows: An overthrow to First Base from an infielder or catcher is considered "dead" and no additional base is awarded. An overthrow to First Base from an outfielder is considered "live" until play is called. Runners may advance at their own risk. An overthrow to any other base is considered "live" and runners may advance at their own risk.
- K.** It will be at the umpire's discretion when play has officially stopped. At that moment, the umpire will call "time". The best way to help this umpire decision is to clear the ball with the pitcher, so that he/she has possession.
- L.** The umpire shall be positioned near home plate to the right or left of the catcher as the pitch is delivered.
- M.** Game Time/Limits: No new inning after 1:30 minutes is reached or 6 innings, whichever comes first. Games can end in a tie. 1:45 drop dead time, regardless of game situation. In the event that the game is called before the final inning is completed, and the visiting team has taken the lead or tied in the top-half of the incomplete inning, the score shall revert back to the score at the conclusion of the last completed inning.

3. MERCY RULES:

- A.** If the visiting team is leading by at least 10 runs at the end of 4 or more complete innings the game shall be declared complete and the visiting team shall be declared the winner
- B.** If the home team is leading by at least 10 or more runs after the visiting team has completed batting in the 4th inning or later the game shall be declared complete and the home team shall be declared the winner.
- C.** Maximum five (5) runs per half inning. Unlimited runs apply in the 6th inning and extra innings (if needed for playoffs and championships).