

**Katy PONY Baseball**  
**Rec League Ground Rules**  
**Pinto Division (Ages 7-8)**



***Managers are required to have a copy of the rules in their possession for each game.***

**Objective:** Pinto Division is intended to teach the basic fundamentals of baseball -- as well as the importance of teamwork, sportsmanship, practice, and perseverance.

### **Sportsmanship**

- Unsportsmanlike behavior will not be tolerated. Umpires will maintain control and have the authority to eject or remove players, coaches or fans from the facility. Umpires should not be approached after the game under any circumstances.
- Any manager, coach, player or fan demonstrating unsportsmanlike behavior may be ejected from the game and may be suspended for additional games.
- Razzing, heckling, chanting or making disparaging remarks or noises directed at opponents in any manner is prohibited. Shakers or noise makers are not allowed. For the safety of all players and to maintain integrity of the game, organized cheering or chanting is not allowed while the pitcher is preparing to deliver the pitch or as the ball is pitched. Like all rules, enforcement is subject to umpire judgment.
- Foul and abusive language will not be tolerated under any circumstances. Cursing or throwing equipment is grounds for an automatic ejection.
- There is a zero-tolerance policy for making threats or taking physical action. Any occurrence will be immediately reported to the Board and the proper authorities.
- Walk-up music is allowed. Music **may not** be played during pre-game warm-ups or in-between innings so that other fields are not distracted. Please adhere to the following policies when playing walk up music. The policy will be enforced by the umpire or any KPB board member.
  - **Volume should be at a level that does not distract other fields at the complex**
  - **Walk-up music needs to be turned off once the player has entered the batter's box and must remain off until the play is dead.**
  - **Music needs to be at PG level in regard to language and content**

### **Game Length / Time Limits**

- Games are 6 innings, but no inning will start beyond 1 hour and 15 minutes after the official starting time. If a game is tied at the end of regulation, it will remain a tie (no extra innings).
- Time begins upon umpire's notification to the managers. Subsequent innings begin the moment the third out is made (or fifth run scores) in the previous inning. The umpire is the sole judge of time.
- The game is completed when the time limit is reached and additional play will not change the outcome. If time expires while the home team is batting and winning, the umpire will announce, "*Time has expired, ball game*" before the next batter enters the batter's box, not during a player's "at bat". If time expires while the visiting team is batting and is behind in the score and can mathematically tie or take the lead, the umpire will announce, "*Time has expired, we will complete the inning*". If time expires while the visiting team is batting and winning, and the home team cannot mathematically tie or take the lead, the umpire will announce, "*Time has expired, ball game*".
- If the umpire calls a game due to weather or other hazardous conditions, it is an official game if 2½ innings (home team leading) or 3 innings have been completed, or if the time limit of 55 minutes has been reached.
  - If this occurs during an inning of play, the score will revert back to the last completed inning of

play for the official score. Should that score be a tie, the game will be scored as a tie ball game.

### **Run Rules**

- A maximum of 5 runs allowed per inning per team in the first 5 innings of the game (3 outs or 5 runs will constitute an inning for the offensive team). If the game reaches the 6<sup>th</sup> inning, there is no run rule in this inning.
- The game is called if a team is behind by 15 runs after 3 complete innings, 10 runs after 4 innings, or 8 runs after 5 innings.

### **Scorekeeping**

- Both teams -- Home and Visitor -- will provide a scorekeeping volunteer. The Home team's scorekeeper maintains the official scorebook; the Visitor's scorekeeper manages the scoreboard.
- The Home scorekeeper for the first game of the day will get the official scorebook and scoreboard controller from the concession stand and bring it to the Field Press Box. Unless the game is the last game scheduled for the day on that field, the scorekeeper will leave the scorebook in the press box for the next game.
- The Visitor scorekeeper for the last game of the day will return both the official scorebook and scoreboard controller to the concession stand.
- The Home scorekeeper will fill in all game information in the scorebook, including Team Names, Date, Time, Field Number, Batting Orders, and Scorekeeper Name. The Home scorekeeper will record all runs and outs made by inning for each team throughout the game.
- Both scorekeepers must sit in the press box or an area in between both dugouts in order to be accessible to the umpire or head coaches.
- Scorekeepers or others are not allowed to coach from the press box. Children are not allowed in the press box at any time.
- Scores will be posted, and standings will be maintained on the KPB website during the season to allow for proper seeding for post season play.

### **Roster**

- A minimum of 8 players must be present or the game will be called a forfeit at 15 minutes past the scheduled start time.
- There is no penalty for playing with 8 players.
- Defensive alignment is manager's discretion when only 8 players are present.
- When 9 or more players are present, the pitcher and catcher positions must be occupied.
- The game will be called a forfeit any time a team has fewer than 8 eligible players.
- Players who must leave before the end of the game may do so. Their position in the batting order will be ignored for the rest of the game and no out will be charged.
- If, in the umpire's opinion, a player is unable to continue playing due to injury or illness, the team will not be penalized when it is the missing player's turn to bat.
- Any time the batting order is reduced by an ejection, an automatic out will be declared in that batting order position.

- Every player present for a game is in the batting order for the duration of the game.
- Any late arriving player(s) will assume the last position in the batting order, regardless of when they arrive for the game.
- Players must wear their current season league-provided Team Jersey with sponsor-funded approved advertising and Team Cap, along with baseball pants, socks and appropriate footwear (cleats) in order to participate in league play. If a player loses or cannot locate his KPB jersey for the current season, the head coach shall immediately contact the division director who will take action to resolve this issue.
- No player is allowed to participate in games or practices when wearing a cast. They may remain in the dugout during game play.
- Players not registered with Katy PONY Baseball and not assigned to the team are ineligible. Players cannot participate in more than one PONY baseball division (i.e., Pinto and Mustang) at the same time. Only players who have played in the Pinto division are eligible to participate in the KPB Pinto All-Star program.

### **Bat Rules**

- Managers are expected to check each player's equipment prior to each game.
- PONY Baseball has adopted the USA Baseball bat standard ([USABat Standard](#)). Except for -3 BBCOR certified, all 2 5/8", 2 1/2" and 2 1/4" barrel bats (-5, -7, -9, etc.) must be certified with the USABat licensing stamp on the bat in order to be used for play.
- The bat barrel must be no larger than 2 5/8" and no more than 42 inches in length. Bats cannot be dented, cracked, modified or misshaped.
- T-Ball and Coach-pitch bats cannot be used in any Division other than Shetland (T-Ball).
  - Because Pinto Division uses a regulation baseball and not a safety ball, Coach-pitch bats cannot be used in the coach pitch (Pinto) Division.
- Penalty for use of an illegal bat: (a) If detected before the first pitch of an at-bat, the bat will be removed from the game. The batter is not out but is required to use a bat that conforms to bat regulations. The manager will be warned and will be removed from the game on a second occurrence. (b) If detected after the first pitch (whether the pitch is swung at or not) the batter is declared out and base runners will not advance. The manager will be warned and will be removed from the game on a second occurrence. If a single offense occurs, the manager may be suspended for future game(s) by the KPB board. (c) If detected after a ball is hit, the batter is out, and base runners will return to their original base prior to the hit. The manager will be warned and will be removed from the game on a second occurrence. If a single offense occurs, the manager may be suspended for future game(s) by the KPB board.
- Each batter will be allowed a maximum of six pitches, unless a foul ball is hit on the sixth pitch; then, the player will be allowed to continue batting until he or she does not contact the ball or puts the ball in play. Foul tips caught by the catcher are counted as strikes. Six pitches or 3 strikes = 1 out.
- Batters are not permitted to bunt or soft swing at the ball. If, in the umpire's judgment, a batter soft swings or bunts, the pitch is ruled a strike and the ball is dead.
- There will be no base on balls or base awarded for a batter hit by a pitch.
- A fair ball hitting a coach pitcher will be declared a foul ball. If, in the umpire's judgment a coach interferes with a fielder's attempt to make a play, the ball is dead, and the lead runner is out.
- In the case of batting out of order, regular baseball rules apply -- the player who should have batted

(the proper batter) is called out. Any hit or advance made by the batter is nullified.

- Intentional walks are not allowed.
- The penalty for throwing bats is umpire discretion and can result in an out and/or player's ejection.

### **Base Running**

- When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner(s) has ceased, the umpire shall call "*Time*". The ball is dead and shall be returned to the mound.
- When the ball is live, base runners (going from one base to the other) can advance at their own peril (risk of being put out). Once the ball is declared dead, no further advancement by the offense can be made. There is no halfway mark and runners will not be returned unless advancement was made after the ball was declared dead. To add further clarity:
  - a) If a fielder attempts to make a play on a base runner, the play continues. If a play is attempted and the fielders make an error, the play continues, and base runners can advance.
  - b) If an infielder does not attempt to make a play (maintaining possession of the ball in the infield) and runners make no attempt to advance, the umpire will call the ball dead.
  - c) The key baseball component is that the lead runner must be stopped for the play to be over and ball declared dead.
- Base runners are not permitted to steal bases and will remain in contact with the base until the ball is hit. PENALTY: If a base runner is off the base when the ball is hit, the base runner is out, and the ball is in play.
- Base runners may "tag up" after a fly ball is caught.
- A courtesy runner may be used for the catcher if there are two outs in the inning; the courtesy runner must have made the previous out.
- Slide Rule. Runners advancing to any base with intent to break-up a double play or where a tag play is evident must slide into the base or seek to avoid contact with the player who has the ball. The runner must slide, give up, go around, or go back.
- No player will initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY – The player initiating malicious contact will be ejected from the game. NOTE: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is "intent".
- Batters running to first base may turn left or right, provided that if they turn left, they do not try to advance. The runner must immediately return to first after overrunning it.

### **Pitching**

- An adult coach or manager (18 years or older) is expected to pitch.
- The coach pitcher must remain in contact with the pitching rubber while pitching. The ball must be thrown overhand. No kneeling or pitching from the knee is allowed.
- The coach pitcher must leave the field, proceeding to foul territory, as soon as the ball is in play.
- The coach pitcher may not communicate or coach players in any way while on offense. The coach pitcher can communicate with the base coaches if time is called. Umpires will not permit more than one timeout per half inning. PENALTY: The coach will receive one warning if directing or coaching players and will be removed from the game if it continues. Umpires can provide some latitude with younger Pinto 7 players early in the season, as the coach pitcher is in the best position to view the batter's alignment and recommend adjustments for safety reasons.

## **Defense**

- Ten players may be used defensively ... four in the outfield. Free substitution.
- Defensive alignment is manager's discretion when only 8 players are present.
- When 9 or more players are present, the pitcher and catcher positions must be occupied.
- Every player must play at least 2 complete innings by the end of the fourth inning (unless a player is ill, injured or refuses to play). Failure to comply with this rule will result in a one game suspension for the manager. A second offense will result in suspension for the remainder of the season or post-season play. No player may sit on the bench for two consecutive innings when on defense (unless a player is ill, injured, or refuses to play) The exception to the above playing time rules is for disciplinary decisions by the head coach such as unsportsmanlike conduct, throwing equipment, etc. The head coach shall notify his director and the opposing teams coach as soon as possible.
- Good baseball fundamentals will be followed. This means fielders should learn to make throws to the proper base and should be discouraged from running down base runners to make an unassisted out.
- The player fielding the pitcher's position will take position to the rear of the pitching rubber, on either side of the coach-pitcher, with both feet inside the dirt area and within 6 feet of the coach-pitcher until the ball is in play.
- The catcher will be in the catcher's box, no more than 8 feet directly behind home plate.
- Outfielders must throw or hand the ball to an infielder. Outfielders are not allowed to tag a base runner or run to a base to make an out.
- No infield fly rule ... infielders must catch fly balls.
- Position players cannot block a base (including home plate) without the ball.

## **Coaching**

- Teams may have no more than 4 coaches and 1 team parent in the dugout at any time.
- Players, managers, coaches and team parents must remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- The defensive team may provide a coach to shag balls behind the catcher; this person will not talk to players on either team while on the field.
- Teams should have no more than 3 meetings per week, not to exceed 5 hours total, including games.
- Managers must exchange line-ups before each game and should discuss ground rules at the umpire's plate conference before the start of each game. Line-ups must include players first name, last name, and jersey number.
- Once a game starts, the umpire is in complete control; only the team manager can question a ruling after a time-out is called.
- Protests are not allowed on judgment calls. A rules protest is allowed and must be made before the next pitch.
- Umpires will not permit more than one timeout per half inning.
- Umpire Evaluation Forms should be completed online using the QR code located at the Director on Duty office in the clubhouse.

- Parents should never “coach” from the stands or outside the fences. Please allow your teams on field coaches to do their jobs.
- Pre-game warm-ups should be held in the outfield or common areas – no infield practice before games.
- No jewelry will be worn by any player, except for medical identification.
- Cell phones or any other type of communication device cannot be used on the field of play or in dugouts. A laptop or tablet device can be used for scorekeeping purposes if wireless communication is disabled.
- Dugouts must be cleaned of litter before leaving.
- Tobacco and alcohol in any form is not allowed in the dugouts, buildings, stands or playing areas.

### **Post Season Tournament Rules**

- Post Season Tournament play, if applicable, will be determined by the league.
- Tournament rules will not vary from Regular season rules except for the following:
  - Advancement games will be played out to a winner.
  - Time limits for the championship game will be determined by the league.
- Additional tournament rules are as follows:
  - Seeding will be determined by: (1) won-loss record, with ties counting as a half win and a half loss, (2) head-to-head – used only when 2 teams are tied, (3) total runs allowed, (4) total runs scored, (5) coin flip.
    - o The highest seeded team (lowest seed number) in each division will be the HOME team for all games except for the Championship game (Game played before the "if Necessary game" if applicable). The Home team for the championship game will be the team from the winners bracket with 0 losses, regardless of initial seeding. When the "if necessary game" is included in the schedule/bracket and needed due to results of the championship game, the team winning the initial championship game will be the home team in the "if necessary" championship game between the two teams with 1 loss regardless of initial seeding.
  - Trophies, rings or medals are awarded to the champion and runner-up.