

# Tri-Village Baseball By-Laws

## Pinto League

1. Rules and regulations are found in the Pony Baseball Handbook, these are the rules and regulations unless superseded by the Tri-Village By-Laws.
2. Players abusing equipment and also throwing of the bat by the batter will result in:
  1. First offense- player is warned.
  2. Second offense- player is out.
  3. Third offense- player is ejected from game.
3. In the event of a rained-out game, coaches have one week to reschedule. If two weeks have lapsed and the game has not been made up, the day, time, and the field will be set by Tri-Village officers.
4. A team may start with **eight** players. The ninth batter is an automatic out. If a player shows up late, they can be added to the bottom of the order. If a situation arises where there are only seven players are left, the game is forfeited by that team.
5. Home team will supply **two** new baseballs, Wilson 1075 or equivalent, umpire-in-chief, and third base umpire. The visiting team will supply first base umpire. Only two umpires may be used if both teams agree.
6. USA Bat – players must use a bat certified with the USA Bat licensing stamp on the bat per PONY. TBall bats are excluded from use for any age group other than TBall. Any play caught using a non-USA Bat or TBall bat will be called out and that player and coach will be ejected for the remaining game and the next game. The ump must enforce this rule as a safety concern.
7. Metal cleats are **not** allowed.
8. A roster of players must be submitted to the Tri-Village Vice President before the first game. Roster shall include birth dates and phone numbers. Failure to do so will result in forfeiture of all games until which time it is turned in.
9. No inning shall be started after **two** hours from the scheduled start time of the game, except in the event of a tie. With the discretion of the umpire-in-chief. The umpire shall call out the starting time of the game after the first pitch.
10. Batters get 6 pitches. Foul balls on or after sixth pitch is **not** an out. Batter can continue over 6 pitches if fouls continue until either a fair ball is hit, or batter strikes out.
11. 5 run max until 6<sup>th</sup> inning which is unlimited
12. Bases are to be **sixty** feet apart.
13. Pitching machine must be used.  
Old style machine (small block on throwing arm)
  - Spring setting = #5

Bylaws approved by two-thirds motion on 3/19/25.

- Vertical block = #4
  - Height adjustment screw block = #3
- New style machine (large block on throwing arm)
- Spring setting = #5
  - Vertical block = #3
  - Height adjustment screw block = #3

14. Once a ball is thrown by the defense, base runners are to stop at the base they are advancing to. The ball is considered live until the runner reaches the base they are advancing to and can be thrown out.
15. Overthrows Infield and Outfield – NO Advancement on overthrows
16. Hitting pitching machine; hits machine OR Coach unintentionally, LIVE ball. If hits machine or coach and goes foul without touching a player, counts as foul/strike.
17. Coach Pitcher location – must remain behind the machine during inning or until the ball is hit. Coach Pitcher can only address batter as to direction within the box however, cannot leave the mound to speak to the batter or “coach” between pitches.
18. Ten players can be used, and the tenth player is to be an outfielder.
19. All players must play at least two innings on defense.
20. Promote and enforce “TVA Sportsmanship Guidelines”.

Bylaws approved by two-thirds motion on 3/19/25.