

HAC Pinto Boys League Rules and Guidelines (2019)

Homer Athletic Club follows the latest edition of the “Pony Baseball” (Pony.org) rules. The following is Homer Athletic Clubs exceptions and editions to those rules.

Field Rules:

1. Bases are 50 feet apart. Pitchers mound is 38 feet.
2. Unsportsmanlike conduct will not be tolerated!
   1. If a spectator continues to be disruptive (this includes verbal abuse) after a warning, the umpire may eject him/her from the game area. Refusal of the spectator to leave will result in the opposing team being awarded a win.
   2. If an umpire ejects a manager or coach from a game, notification to the league director must be made immediately afterwards to explain the situation. The manager/coach is also automatically suspended for the next game.
   3. A manager or coach who has been ejected must be reinstated by the HAC Board of Directors before resuming his/her coaching responsibilities.
   4. If a parent/relative/guardian is ejected from a game, their child is also considered ejected. Like other player-ejections, an out will be recorded each time the player’s position comes up in the batting order.
   5. Players are not allowed to taunt opposing players. This will be a judgment call by the Umpire who will assess the appropriate sanction.
   6. If a manager, coach or fan comes in contact with an umpire during a disagreement, then that person is suspended until HAC board has reviewed the situation and handed out the final punishment.
   7. If a coach or manager is suspended, he/she is not allowed to be on the field, stands or close proximity to the playing area during the game.
3. Only the manager will be allowed to question an umpire’s call, and it can only be regarding an interpretation of the rules. Judgment calls cannot be questioned. Managers shall review the rules with the umpire prior to the start of the game.
4. The league directors will meet and decide on any protests. A manager must register a protest on the field of play with the umpire and opposing team manager immediately after the play/call in question has occurred. However, please try to resolve disputes on the field with the other team’s manager and the umpire. Remember this is an instructional league!
5. If the dispute cannot be resolved on the field of play, the league directors must receive a written summary of the incident/dispute within 24 hours of its occurrence.
6. Refer to the game schedule for all starting times and locations of games.
7. Ten Players are permitted on the field. Four must be positioned as outfielders and at least 10 feet beyond the edge of the outfield grass (5 feet when at the Complex or 15 feet beyond the base paths if no grass exists).
8. All players must play 3 innings in the field for a six-inning game. It is STRONGLY ADVISED that a player not sit for consecutive innings. Free substitution is permitted throughout the game. However, once removed, a player cannot return to the pitcher position.
9. All players must wear a “protective cup” to all practices and games.
10. Only rubber spikes or gym shoes will be allowed. A regular season complete game consists of 6 innings. However, the following situations may affect the length of a game.

Rainout/Dangerous Weather Rule:

1. Any game called off due to unseasonable weather (i.e. rain snow/cold, lightning etc.) shall be replayed from the beginning if 1 full inning or less has been played.
2. A game that has been stopped due to unseasonable weather in the 2nd through 3rd inning shall be continued from the point of the stoppage at a later date. Manager must note player at bat, players on base, who has pitched, and the players that have sat out.
3. If the game is stopped in the 4th inning or later it shall be considered a complete game if the losing team has finished their 4th at bat. Otherwise the continuation rule shall apply. If game is tied after the 4th inning, then game will end in a tie. All games can end in a tie if the time limit is reached.

Darkness Rule:

1. The judgment of the umpire will dictate a game’s end due to weather/darkness. His decision is final. If game concluded this way in the middle of an inning, the score will then revert back to the last full inning.

Game Rules:

* 1. No inning shall begin after 1 hour and 50 minutes from a game's actual start time. The inning will be played to completion.
  2. Speed-up Rules will in effect all day: A pinch-runner (the last recorded out) will be used for the player who will be the catcher in the next inning. This player must catch the entire next inning unless he is injured/or replaces the pitcher. No infield or outfield practice after the 1st inning.
  3. Returning pitchers are allowed 3 warm-up throws.
  4. New pitchers are allowed 5 warm-up throws.

Slaughter Rule:

1. There is a 10 run slaughter rule in effect after the losing team has completed five at bats. After five at bats by the losing team, the game will be stopped when the run scores (this applies to the bottom of the 5 inning only). See item F under Batting Rules for the 6-inning exception.

Extra Innings:

1. A maximum of two extra innings are allowable, however, the darkness rule and time limit applies. A regular season game may end in a tie.
2. No one is allowed to stand behind the home plate backstop with the exception of games being played at the complex. An adult will stand behind the umpire to retrieve the balls getting past the catcher to help speed up the game. The adult will not be allowed to coach from behind the umpire.
3. Runners must avoid contact when a play is being made on him. If, in the Umpire’s judgment, contact is deliberate, he shall be called out.
4. There are NO balks, infield fly rule, intentional walks, bunting, stealing, lead offs or dropped third strikes.
5. A team must start within 15 minutes of the scheduled start time with a minimum of 8 players or a forfeited game will result. Players not in attendance can not be replaced with a player from another Pinto team’s roster. Maverick players may be used as substitutes, but must bat in the last spot in the order and play all defensive innings in the outfield. The substitute player may only be used to avoid forfeiture
6. The ball will be considered dead once it has entered the infield and is controlled by a defensive player and the umpire calls timeout. If the player controlling the ball decides to make a play on a runner, the ball will be considered live and runners may advance at will.
7. Once the ball has entered the infield\*\* and is under control of a defensive player, the runner may not advance to the next base unless he is more than half way there (this is the umpires decision as to half way to the next base). When setting up the field a line is required half way between All Bases except home and 1st base to make it easier for the umpire to determine the halfway point. \*\* Infield will be defined as being 5 foot outside the baselines (including foul territory) from Home plate to 1st ,1st to 2nd, 2nd to 3rd, and 3rd to Home plate.

Batting Rules:

1. All players will bat in a “continuous batting order” throughout the game. Players that arrive after the start of the game will be added to the end of the batting order.
2. A Player that intentionally throws his bat will be called out.
3. A player that steps out of the batters box during the pitch shall receive one warning by the umpire. Umpires should notify manager if a warning is given so coach can explain to player. Please review with umpire prior to game. Repeated incidents of a player stepping out of the batters box (during the same at bat) during the pitch will result in the pitch being called a strike.
4. One player at a time is allowed out of the dugout in the “on deck” area, which is considered beyond the coaching boxes down the first and third base lines. A batting helmet must be worn.
5. A player who refuses to take his scheduled at bat will be considered an out for that inning, except when the player has an obvious injury reported by the manager or when agreed upon by both managers prior to game. If a player leaves a game early for any reason other than injury, an automatic out is recorded in his spot.
6. A scoring maximum of 6 runs per inning, per team will be allowed. The batting team will cease hitting as soon as the 6 run crosses the plate. This rule is waived in the 6th inning, or last inning in a shorted game due to time constraints, and in any subsequent extra innings for both teams in order to allow the losing team a chance to win the game.
7. Note: the slaughter rule still applies after the losing team has completed four at bats.
8. Using an illegal bat for one pitched ball will be an out.
9. Batters must wear a helmet with a protective face guard during his plate appearance, while on-deck, and during the time spent as a base runner. The helmet must not be removed until the player is safely in his dugout.
10. HAC will abide by Updated Pony Baseball Rules with regard to bat requirements see Section 8C and any revisions on the pony baseball website. 2 ¾” barrel bats are prohibited

Pitching Rules:

1. The pitching RUBBER (PITCHERS WILL THROW FROM A FLAT SURFACE) will be 38 feet from the back point of home plate to the rubber.
2. Pitchers may pitch a maximum of 2 consecutive innings per game. A single pitch thrown in an inning will constitute an inning pitched.
3. Any pitcher should not pitch more than 3 innings within a 2 day period.

The head coach from each team shall send in the provided game report and is required to report the pitcher names and number of innings pitched for each game when they email the final scores to the league director.

1. A pitcher shall be removed from a game in which he hits 2 batters in the same inning, or hits 3 batters during the game.
2. A pitcher who displays repeated extreme wildness should be removed from the mound (the umpire has the final decision on this rule and will deliver one warning before removal of the pitcher).
3. Managers are allowed 2 visits per inning to the mound for each pitcher in that inning. The pitcher must be replaced on the third visit.
4. If a pitcher is warming up during a game on field there must be a third person with a glove and batting helmet (if player) protecting the pitcher and catcher from any foul balls.

General Information:

1. All injuries must be reported immediately to the team manager and then the league director if medical treatment must be rendered.
2. The HOME TEAM listed on the schedule shall prepare the field prior to the game (set bases and lines). The VISITING TEAM shall clean up the field (remove bases) and surrounding area. Both teams clean their own dugouts.
3. Pony league rules and regulations govern all activities not otherwise stated.
4. Each player can keep uniforms at the end of the season.
5. Each manager must return their equipment to the league director within 48 hours after completion of their last playoff game.
6. The winning teams shall record the score and the names and number of innings pitched for both teams on the provided form. The completed form shall be emailed to the league coordinator with 24 hours of the game ending.
7. There will be absolutely no drinking of alcoholic beverages nor smoking on the field during a game.
8. All rules are reviewable by the Homer Athletic Club Board of Directors.

**SPECIAL RULES PITCHERS/HITTERS**:

**NO WALKS**: If a batter reaches ball 4 the coach will come in to complete the AB (COACH PITCH). The batter will continue with his strike count at the time of the WALK CALL. If the batter reaches ball 4 with 1 strike, his AB will be completed by COACH PITCH with 2 strikes remaining.

**NO HIT BY PITCH**: If the batter is “HIT BY PITCH”, he will not be awarded 1st base. The “COACH PITCH” rule will go into effect. The batter will continue his AB with his strike count at the time he was “HIT BY PITCH”. If the batter has an 0-2 count and is hit by pitch, he will continue his AB with COACH PITCH with a 0-2 count.

These rules are to encourage the batters to SWING. These rules will be reviewed mid-season.

**Please explain to your families these rules and why they are being enforced**.

\*\*KEEP IN MIND THE STRIKE ZONE IS BIGGER AT THIS LEVEL TO ENCOURAGE YOUR BATTERS TO SWING AS WELL AS TO MAKE GAMES FLOW WITHIN THE TIME LIMITS PERMITTED. REMEMBER “IT’S ONLY GAME”.