Pinto Division Majors is designed for learning the rules of baseball with the development of baseball fundamentals. Pinto Majors is for more experienced players who are ready to pitch and to hit pitched balls. Pinto Majors Division is competitive with emphasis on learning more advanced skills of baseball.

# DIVISION ORGANIZATION AND STRUCTURE

* 1. Players must attend a mandatory skills evaluation day prior to division and team placement. This assists the DR with creating balanced teams within each Pinto division.
	2. Based upon the number of registered players, DR shall create a quantity of teams with the intent to achieve 11-12 players on each team after late sign- ups. A game schedule will be created to maximize the number of games which can be played depending on the number of teams and available game days in the season (intent to play a minimum of 14 regular season games).
	3. Mandatory training sessions for all coaches.
	4. Managers and Coaches who would like to be considered to manage or coach a postseason Memorial Showcase / All Star team are required to attend a Manager/Coach Pinto specific clinic in addition to all other coaching clinic requirements.
	5. Scorebooks are to be kept up to date for each game of the season.
	6. Each individual manager determines practices with a minimum of one per week.

# PLAYING RULES:

All Managers are responsible to review the rules of play as noted on the website at [mhpb.o](http://mhpb.activesports.com/)rg under “About”. Highlights are as follows:

* 1. Games are six (6) innings, played to completion with the following time modifications/exceptions:
		1. For games in which there is no game that follows on that field immediately after that game: No new inning will be started 2 hours after the game began. If an inning begins 1 hour and 59 minutes, or less, after the start of the game, the inning WILL be played to completion. Completion defined as visiting team bats until division defined inning end and home team bats only if they are behind in the score or the score is tied. If the game is tied at the completion of the full inning, and it is past the 2 hour time limit, the game will be deemed a tie. Exception to the "WILL be played to completion" statement is in case of darkness or rain or other unforeseen event. In those cases, umpire judgment will prevail and in the event that inning is not completed, the score in the game reverts back to the score when the inning began.
		2. For games in which there is a game that immediately follows on that field: No new inning will be started 1 hour and 46 minutes after the game began. If an inning begins 1 hour and 45 minutes, or less, after the start of the game, the inning SHOULD be played to completion. Completion defined as visiting team bats until division defined inning end and home team bats only if they are behind in the score or the score is tied. If the game is tied at the completion of the full inning, and it is past the 2 hour time limit, the game will be deemed a tie. Umpire judgment will prevail if the game nears the 2 hour time limit. If the umpire deems the game over due to the 2 hour time limit and the full inning has not been completed, the score in the game reverts back to the score when the inning began.
	2. There is a maximum of 4 runs per team per inning. In the final inning of play,

the visiting team can score more than 4 runs but can only tie the home team.

* 1. There is no 10-run mercy rule due to player minimum play time rule.
	2. Each team will have ten (10) defensive players on the field at a time.
	3. Players to remain in assigned position for length of inning unless pitching change.
	4. Coaches will not have more than 6 players at a time in the infield, including the catcher as one of those 6.
	5. All players present will be inserted into the batting line-up.
		1. Each team will bat their entire roster, even if sitting on bench.
		2. Late players will be inserted at the bottom of the order
		3. If a player must leave before game completion, is injured, *or otherwise unable/unwilling to bat* during the game, that player is skipped in the batting line-up and **the team will not be assessed an out.**
			1. If player unwilling to bat, Manager must engage parent for final decision.
	6. By the end of the 5th inning, every player must have played at least 3 defensive innings, with at least one of those innings each in an infield and outfield position.
		1. If a player has not met the minimum play time as outlined in the MHPB rulebook, that player shall play the entire next game.
	7. Courtesy runner for following inning catcher at any time. Courtesy runner must be the teams last batted out.
	8. No dropped third strikes.
	9. No infield fly rule.
	10. Managers are responsible to hold plate meetings with competing Managers to ensure rules are discussed and agreed upon prior to games.
	11. Each Manager is responsible for providing a lineup sheet to opposing team for scorekeeping purposes.
	12. ***For the first half of the season, one (1) defensive coach will be allowed on the field. During the second half of the season and playoffs,*** Coaches shall conform to the normal baseball rules and confine themselves to coaching from the dugout AREA and baseline area. Coaches shall not roam or coach from the field of play.
	13. Player pitch for entire length of the game starting game 8.

# PITCHING

* 1. A player pitches until a ball is batted in fair play, a strike out, a base on balls, or a hit batter.
		1. Coach pitch after 4 called balls.
			1. The strike count remains intact and umpire continues to call strikes.
		2. Coach pitch after hit by pitch.
			1. The count will reset to zero balls and zero strikes.
	2. Player pitcher balks will **NOT** be called all season. Instruction will be provided when a balk is observed.
	3. Every player through the course of the season will pitch a minimum of one inning (exceptions must be approved by the parent first and submitted to and approved by the Pinto DR).
	4. Pitchers who throw between 1-20 pitches in a day are not required to rest a calendar day before throwing any additional pitches. Pitchers who throw between 21-35 pitches in a day must rest 1 calendar day before throwing any additional pitches. Pitchers who throw between 36-50 pitches in a day must rest 2 calendar day before throwing any additional pitches.
	5. If any pitcher hits 2 batters in any one inning, he/she must be removed. **If a pitcher hits 3 batters in a game, he/she must be removed**.

# COACH PITCHING

* 1. Each team will have a Coach designated to act as a Coach pitcher during each game.
	2. The Coach shall only throw a pitch when their pivot foot is in contact with the pitcher’s plate.
	3. The Coach shall only throw pitches at a **downward angle** to the batter.

*PENALTY:* If either of these rules is violated, a balk shall be called and the ball shall be considered dead. No runners shall advance. The pitch shall result in a ‘strike’ called against the batter and shall count as one of the four pitches allotted. If the resulting strike is the third strike, the batter shall be called out.

* 1. The Batter shall get a maximum of four (4) pitches from the Coach pitcher. If, on the fourth pitch, the ball is struck foul, then the Coach pitcher continues to pitch until the ball is put in play, missed, or taken.

# BATTING

* 1. An at bat ends when the batter is put out, or becomes a runner.
		1. There are NO WALKS for the first half of the regular season.
			1. During this time, a walk shall result in Coach Pitch.
		2. During the second half of the regular season, walks and hit by pitches shall result in the batter advancing to first base.
	2. A Batter is not out on a ~~foul ball or~~ foul tip, unless caught as a 3rd strike.
	3. During the first half of the regular season games a Batter hit by a pitch has the option of taking first base (encouraged if the Batter is scared or hurt), or continuing to bat (encouraged if the Batter is just grazed or not scared).
	4. In the event catcher’s interference is called (whether during player pitch or Coach pitch), the count will reset to zero balls and zero strikes, and the Coach pitcher will take the mound. Beginning the **8th** game of the season, a catcher’s interference call will result in the batter being awarded 1st base.
	5. Bunting is allowed all season during Player pitch. Bunting is not allowed while a Coach pitcher is pitching.

# BASE RUNNING

* 1. Base paths are 60 feet apart.
	2. No leading off for the entire season.
	3. Base stealing will be allowed upon the ball crossing home plate~~;~~ stealing home is not allowed. For games played during the Memorial Showcase, stealing will be allowed upon the ball leaving the pitcher’s hand. This will prepare the players if selected for All Stars.
		1. Advancing on wild pitches/passed balls is allowed. Scoring on wild pitches/passed balls is not allowed.
		2. A base runner may advance no more than three (3) bases on any play except for an over the fence home run.
	4. On a stolen base the runner may only advance to the original base being stolen and may not advance on an errant throw in an attempt to throw out the baserunner stealing a base. This is to encourage Catchers to throw to the bases without fear of an errant throw allowing runs to score.

# PLAYING TIME

* 1. All players must play a minimum of one (1) inning in an outfield position, and one (1) inning in an infield position per game.
	2. If a player pitches two (2) innings in a single game, that player may only play one (1) inning maximum at Catcher. No exceptions.
	3. If a player plays Catcher for two (2) innings in a single game, that player may only pitch one (1) inning. No exceptions.
	4. All players, during the course of the regular season shall play at least three

(3) complete games. It is recommended to complete this requirement prior to the 10th game of the season.

# FIELD/SITE MAINTENANCE AND GUIDELINES

* 1. **NO ONE IS ALLOWED ON THE BRITTON OR CENTRAL HIGH FIELDS PRIOR TO 4:30 PM DURING THE WEEK.**
	2. For games at Britton and Central High, both teams are responsible for field set up and take down.
		1. The Home team is responsible for chalking and dragging the field prior to the game and dragging the field after the game.
		2. The Visiting team is responsible for putting the fences up before the game and taking them down after the last game of the day.
	3. **LOCKS** – The last team on the field is responsible for locking all MHPB gates and division equipment sheds. Gate locks are to be set **lock on lock**, not lock on chain.
		1. **DO NOT** give lock codes out to parents or children. **ONLY** Coaches should be given the codes.
	4. The following guide shall be used for Field/Site Maintenance:
		1. *POST GAME/PRACTICE:*
			1. Remove bases and replace plugs/remove and store fence
			2. Use drag to drag infield, keeping drag at least one (1) foot away from infield and outfield grass (dirt that gathers on these edges creates lips i.e. safety hazard)
			3. Use plastic lawn rake to rake loose dirt off grass along base paths, mound cut out, and infield edge
			4. Use 36” aluminum rake to rake base paths
			5. Refill holes in batter and catcher boxes and tamp until firm – using 36” aluminum rake, rake home plate area
			6. Pick up garbage from dugouts and field
			7. Pick up and discard any stones on the field of play that are larger than a fingernail.

# UMPIRES

* 1. In the event an umpire is unavailable, an unbiased Manager or Coach shall officiate the game.
	2. In the event an unbiased umpire is unavailable, each team will umpire when their team is on defense.
	3. Umpires will call the game from behind the mound. They are responsible for calling balls, strikes, and outs.

# AFFIDAVITS

Affidavits must be filled out with pitch count and an “X” for innings a player was on the bench, as well as positions played by each player during the game. Each Manager is responsible for completing the affidavit and the home team manager is responsible for getting the signature of the opposing manager at the completion of each game. Please email all affidavits to the Pinto Division Representatives within 48 hours.

# PINTO DIVISION REPRESENTATIVES

**T.J. Gunter & Steve Gonzales**

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