# The Pinto Minors Division is designed for learning the rules of baseball with the introduction and development of baseball fundamentals, and a broader knowledge of the game. Pinto Minors players will hit off a Coach pitcher to ensure more accurate, hittable pitches each at bat, with the goal of introducing player pitchers towards the latter part of the season.

Pinto Minors Division

Spring 2025 Outline of Play

# DIVISION ORGANIZATION AND STRUCTURE

* 1. The Pinto Minors Division will be formed with Pinto Minors aged players.
	2. Players must attend a mandatory skills evaluation day prior to division and team placement. This assists the DRs with creating balanced teams within each division.
	3. 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 14 regular season games).
	4. There are **no** official season standings or scores.
	5. Each individual manager determines practices with a minimum of one per week.
	6. Managers and Coaches who would like to be considered to manage or coach a postseason Memorial Day / All Star team are required to attend a Manager/Coach Pinto specific clinic in addition to all other coaching clinic requirements.

# PLAYING RULES:

All Managers are responsible to review the MHPB Rules on the website. 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 except for the final inning. In the final inning of play, there is a 7 run limit per team (per DR request to mirror Majors rule).
	3. There is no 10-run mercy rule due to minimum play time rule.
	4. Each team will have ten (10) defensive players on the field at a time.
	5. Coaches will not have more than 6 players at a time in the infield, including the catcher as one of those 6.
	6. 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. 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.**
	7. Players to remain in assigned position for length of inning unless pitching change.
	8. **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.
	9. Courtesy runner for following inning catcher at any time. Courtesy runner

must be teams last batted out.

* 1. No dropped third strikes.
	2. No infield fly rule.
	3. Managers are responsible to hold plate meetings with competing Managers to ensure rules are discussed and agreed upon prior to games.
	4. Each Manager is responsible for providing a lineup sheet to opposing team for scorekeeping purposes.
	5. ***During the regular season, up to two (2) defensive coaches will be allowed on the field.*** During 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.
	6. Between innings, all efforts should be made to start the new half-inning in less than 2 minutes and warm-up pitches should be limited to 7 pitches.

# PITCHING

The Pinto Minors Division season shall begin with Coach Pitch as outlined below, with the goal of moving to Player Pitch during the latter part of the season. The Managers and Division Representatives will maintain communication as to when the players are at such a stage of development to move from Coach Pitch to Player Pitch, with the ideal transition occurring after game 7. However, no arbitrary date, number of games played, or other factor shall be used in determining if/when the transition will occur. The decision to transition shall be based solely on what will benefit the Pinto Minors Players in general, keeping in mind that the Pinto Minors Division’s goal is development for all players, with **the final decision to be made jointly between the Division Representatives and Player Agent.**

# COACH PITCH

* 1. Each team will have a Coach designated to act as a Coach pitcher during the course of 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 six pitches allotted. If the resulting strike is the third strike, the batter shall be called out.

* 1. The Batter shall get a maximum of six (6) pitches from the Coach pitcher. If, on the sixth pitch, the ball is struck foul, then the Coach pitcher continues to pitch until the ball is put in play, missed, or taken.
	2. There should be a true definition between infield and outfield players with only 1 player per position.

# PLAYER PITCH

* 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. Coach Pitch will be limited to four (4) pitches instead of six (6) while Player Pitch rules are in effect. All other Coach Pitch rules as outlined above shall be in effect.
	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. Pitchers will not pitch more than 2 innings per day.

# BATTING

* 1. An at bat ends when the batter is put out, or becomes a runner.
		1. There are NO WALKS.
	2. A Batter is not out on afoul tip, unless caught as a 3rd strike.
	3. 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.
	4. Bunting is **not** allowed all season.

# BASE RUNNING

* 1. Base paths are 60 feet apart.
	2. During the season, a base runner may advance no more than two (2) bases on any play except for an over the fence home run.
	3. No leading off for the entire season.
	4. Advancing on wild pitches/passed balls/overthrows to the Pitcher is not allowed.
	5. Runners should slide at home plate if, in the umpire’s judgment, there is a play at the plate per Section 9, Item S (a) of the MHPB Rules.

# 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.

# FIELD/SITE MAINTENANCE AND GUIDELINES

* 1. **NO ONE IS ALLOWED ON THE CENTRAL HIGH FIELDS PRIOR TO 4:30 PM DURING THE WEEK. NO ONE IS ALLOWED ON THE BRITTON FIELDS PRIOR TO 4:45PM 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 either metal drag or broom 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. Each team will umpire when their team is on defense.

# AFFADAVITS

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 Minors Division Representatives at pinto@mhpb.org within 24 hours.

# PINTO DIVISION REPRESENTATIVES

**Eric Calderon and Stephen Smith**

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