

## PINTO RULES

- **Game Time:** Game time is 1 hour and 20 minutes or 6 innings
  - 10 players will play defense, 4 outfielders in an umbrella formation
  - Teams will bat all players present. 6 players must be present to field a legal team. **There are no automatic outs.** Players that arrive late to a game may be added to the bottom of the order. Teams will have free defensive substitutions. 10 players will play on defense, 4 outfielders
  - NO METAL CLEATS
  - Bats Max length is 33" Max Diameter is 2 3/4" or 2 5/8" Weight/Length Differential max none.
  - **Six run offensive limit (ALL INNINGS):** There will be a six run offensive limit for all innings. The play where the sixth run is scored is live and all runs will be counted until the play is complete.
  - **Drop Strike 3:** A batter may run on a dropped 3<sup>rd</sup> strike if less than 2 outs and first base is not occupied or any situation with two outs.
  - **Mercy Rule:** If a team is leading is opponent by 15 runs after 3 innings, 12 runs after four innings, or 8 runs after 5 innings the team in the lead will be declared the winner.
  - **Pitching Rules:** Pitchers will be allowed 18 outs per week. Coaches should keep notes to pitchers and outs to help them regulate themselves. No pitcher may re-enter to pitch in a game once he has been removed as a pitcher.
- A. PITCHING REGULATIONS It is the coaches' responsibility to monitor and adhere to all pitching regulations. In tournaments, scorekeepers record pitching outs and these records become the official record.
- B. There is no rest required if a pitcher has pitched 12 outs or less in Mustang, Pinto or Pony in 1 day.
- C. Minimum hours of rest if a pitcher has exceeded pitching limits is one (1) complete calendar day. Example: If a pitcher pitches on Monday and

exceeds the pitching restrictions, he may not pitch on Tuesday. Said pitcher will be able to pitch again on Wednesday.

- D. In order to further protect young pitchers, a pitcher must have one (1) calendar days' rest if he has pitched in his fifth inning in Mustang, Pinto or Pony. The pitching of one pitch to a batter is to be considered as having pitched in that inning insofar as rest is concerned, but not insofar as accumulation of his total outs for the week is concerned.

D Innings pitched in a tie game, postponed game or non-contest game shall be charged against the number of outs pitched that week. In the playoff of a postponed or tie game, the ineligible pitchers will remain ineligible during the replay.

The U.B.B.A. pitching week is defined as Monday through Saturday.

#### PITCHERS IN LEAGUE GAMES

TIME PERIOD	MUSTANG & PINTO	PONY
Maximum outs in 1 day	18	21
Maximum outs in 1 week	18	24

- **Balks:** Balks are a judgment call; umpires judgment may not be protested. Balks will only be called if the moves are an act of deception.
  - a) Lead offs and pick off moves are allowed, with modifications to balks and awarding of bases.
  - b) Traditional balks that are called due to mechanics will not be enforced in Pinto (flinching, false starts, and double sets ect) coaches must strive to teach pitching and pick-off moves to their players.
  - c) Base runners that are picked off due to an illegal move (balk) will be awarded the base, which they are trying to obtain. Base runner that gets caught in a pickle due to an illegal balk (play will immediately be called dead)
  - d) In conjunction with traditional balks, multiple base runners will be awarded base advancements when a balk is enforced. Example: a balk occurs while a base runner dives back to original base, ball becomes dead and no

bases awarded. If a balk occurs while attempting to advance bases, ball becomes dead and all runners advance to the next base.

e) 3<sup>rd</sup> to 1<sup>st</sup> pick off moves are legal

Called Games: If the game is called for weather or other reasons, the team with the lead is the winner, if more than the following innings have been played:

E. **Completed Game Requirements:** Pinto: After four or more equal innings.

**COACHES ARE RESPONSIBLE FOR THEIR TEAMS AND THEIR FANS  
PLEASE LEAD BY EXAMPLE**

(THE PLAYING FIELD )

FIELD DIMENSIONS	Mustang	Pinto	Pony
Base Line Distance	60'	70'	80'
Home Plate to Pitcher's Mound	46'	50'	54'
Minimum Home Run	175'	175'	250'
Pitcher's Mound Elevation	6"	6"	8"
Home Plate to Backstop (optional)	30'	30'	40'
Batter's Box Measurements	3' x 6'	3' x 6'	3'6" x 6'
Home Plate to Batter's Box	4"	4"	4"