
JYL Pinto Baseball Rules

Last revision 2011

1. Game Duration

- 1.1. Three outs per inning, five innings maximum per game.
- 1.2. No new inning will start after 1 hour of elapsed game time.
- 1.3. 5-run limit per inning except for the last inning. Both coaches will discuss and agree on which inning will be the last inning.
- 1.4. 10-run rule applies after 3 ½ or 4 innings.
- 1.5. Home team is the official scorer.

2. Playing Time

- 2.1. Play 10 in the field (4 outfielders).
- 2.2. No player should sit out for more than one inning when 12 or fewer players are present for the game.
- 2.3. All players must play within the first 2 innings of the game regardless of the number of players present.
- 2.4. All players present for the game will bat.
- 2.5. All players must play at least one inning in the infield and one inning in the outfield. Outfield play is not required if a player has sat on the bench for an inning.
- 2.6. Free substitution of players is allowed.

3. Pitching

- 3.1. Coaches (or designated adult) will pitch to players on their team. At least 1 foot should be within the pitcher's circle.
- 3.2. Youth players playing the pitching position must stand behind the 38' mark until the ball is pitched.
- 3.3. Players will be allowed up to 6 pitches to put the ball into play. Batters will be out after 6 pitches regardless of whether the last pitch was a strike so coaches should emphasize to players that they should swing at the 6th pitch regardless of location.
- 3.4. The adult pitcher should exit the field of play toward either dugout when the ball is put into play. This is to eliminate throws from players to the coach during a play.

4. Batting

- 4.1. All players present for the game will bat.
- 4.2. All batters must wear a helmet.
- 4.3. Batters may strike out after 3 strikes. No walks are allowed.
- 4.4. Batters will be allowed up to 6 pitches to put the ball into play.
- 4.5. Batters will be out if the ball is not put into play after the 6th pitch. The only exception is if the ball is fouled on the last pitch in which case the batter will be given another pitch.
- 4.6. A batted ball that hits a coach-pitcher is ruled a dead ball. Base runners cannot advance and no pitch is charged to the batter.
- 4.7. Bunting is not allowed.

5. Base Running

- 5.1. Base runners may not steal or lead off.
- 5.2. Base runners may advance only one base at their own risk on an overthrow to any base.
- 5.3. Base runners not on base and hit by a batted ball will be called out.
- 5.4. Base runners must tag all bases.
- 5.5. Play is stopped when any defensive player holds the ball in the air and calls "time" while in the infield (on the dirt infield). If time is called, runners that have not reached the halfway point to the next base must return to the previous base without risk.
- 5.6. Infield Fly Rule does not apply.

6. Catchers

6.1. Catchers must wear a helmet with a protective face guard and stand along the fence out of harms way. A caught foul ball is an out.

7. Player Substitution

7.1. If less than 10 players are present, a team may recruit from other Pinto or T-Ball teams.

7.2. The substitute must bat last and play in the outfield.

7.3. A substitute may not play in front of your team players (including infield).

JYL Mustang Baseball Rules

Last revision 2011

1. Game Duration

- 1.1. Three outs per inning, 6 innings per game (time permitting).
- 1.2. Umpires will announce start time at the beginning of the game.
- 1.3. No new inning will start after 1:45 minutes on weekend games.
- 1.4. Weekday games will last 6 innings or until dark (umpire's discretion).
- 1.5. 10-run rule applies after 3 ½ or 4 innings.
- 1.6. A minimum of 8 players are required to start a game. The 9th batting position will be counted as an out.
 - 1.6.1. If a team starts with 9 players and loses a player due to injury then that position in the batting order will not be counted as an out. However, the injured player will not be allowed to re-enter the game if his position in the batting order is skipped without taking an out.
- 1.7. 5-run limit per inning except for the last inning.
 - 1.7.1. If the last, unlimited run inning completes with time still available (per rule 1.3 and 1.4) then an additional unlimited run inning is allowed.

2. Playing Time

- 2.1. Play 10 in the field.
- 2.2. No player should sit on the bench more than 1 inning per game.
- 2.3. All players must play within the first 2 innings of the game.

3. Pitching

- 3.1. Standard PONY League rules will apply except where stated otherwise.
- 3.2. Pitchers will be limited to 2 innings per game day and may pitch on consecutive days.
- 3.3. Delivering one pitch to a batter in an inning is considered a full inning pitched.
- 3.4. Pitchers may not re-enter the game as a pitcher once removed from the mound.
- 3.5. No balks or intentional walks.
- 3.6. Pitcher must be replaced if coach goes to the mound a 2nd time in the same inning.

4. Batting

- 4.1. All players present for the game will bat.
- 4.2. Bunting is allowed.
- 4.3. Spring 2011 season is the last season that 2 ¾ inch (big barrel) bats are allowed for league play.

5. Base Running

- 5.1. Players may steal 2nd or 3rd base but may not leave a base before a pitched ball crosses home plate.
- 5.2. If a base runner leaves the base before the ball crosses the home plate then:
 - 5.2.1. The first violation by a team will result in a warning.
 - 5.2.2. All subsequent violations by a team will result in the base runner being out.
- 5.3. Runner may steal home once catcher returns the ball into play (i.e. throws the ball back to the pitcher).
- 5.4. Runner must return to 3rd base if pitcher is in possession of ball (no cat and mouse games).

5.5. Mandatory slide rule at 2nd, 3rd and home if there is a play at that base.

5.6. Infield Fly Rule applies.

5.7. A maximum of 2 stolen bases at home are allowed per inning except for the last inning which is unlimited.

6. Catchers

6.1. Must wear a cup.

6.2. Courtesy runner allowed for catcher with 2 outs. Player making the last out is the substitute.

7. Player Substitution

7.1. If less than 10 players are present, team may recruit from Pinto teams.

7.2. The substitute must bat last and play in the outfield. 1 infield inning is allowed.

8. Tournament Rule Modifications

1. All games will last 6 innings unless called due to weather conditions or 10-run rule.

2. The higher seeded team is the home team.

JYL Bronco Baseball Rules

Last revision Spring 2012

1. Game Duration

- 1.1. Three outs per inning, six innings per game.
- 1.2. Umpires will announce start time at the beginning of the game.
- 1.3. No new inning will start after 1:45 minutes on weekend games.
- 1.4. Weekday games will last six innings or until dark (umpire's discretion).
- 1.5. 10-run rule applies after 4 ½ or 5 innings.
- 1.6. A minimum of 8 players are required to start a game. The 9th batting position will be counted as an out.
- 1.7. If a team starts with 9 players and loses a player due to injury then that position in the batting order will not be counted as an out. However, the injured player will not be allowed to re-enter the game if his position in the batting order is skipped.

2. Playing Time

- 2.1. Play 9 in the field.
- 2.2. All players must play a minimum 2 innings/game.
- 2.3. Free substitution of players is allowed.
- 2.4. There is not an infield playing time requirement in Bronco but coaches are encouraged to play all players at least one inning in the infield if player safety is not a concern.

3. Pitching

- 3.1. Standard PONY League rules will apply except where noted.
- 3.2. Pitchers will be limited to **3** innings per game day and may pitch on consecutive days.
- 3.3. Delivering one pitch to a batter in an inning is considered a full inning pitched.
- 3.4. Pitchers may not return to the mound once removed.

4. Batting

- 4.1. All players present for the game will bat.
- 4.2. Bunting is allowed.
- 4.3. Spring 2011 season is the last season that 2 ¾ inch (big barrel) bats are allowed for league play.

5. Base Running

- 5.1. Lead-offs and stolen bases are allowed.
- 5.2. Mandatory slide rule at 2nd, 3rd and home if there is a play at that base.
- 5.3. Infield Fly Rule applies.

6. Catchers

- 6.1. Must wear a cup.
- 6.2. Courtesy runner allowed for catcher with 2 outs. Player making the last out is the substitute.

7. Player Substitution

- 7.1. If less than 9 players are present, team may recruit from Mustang teams only.
- 7.2. The substitute must bat last and play in the outfield.
- 7.3. A substitute may not play in front of your team players (including infield).