



PITCHING RULES:

Pinto: May not pitch more than 2 innings in a game, no more than 3 innings in a calendar day and no more than 4 innings in a calendar week. Pitchers must have 40 hours of rest after pitching 2 innings on the same Calendar day. If playing a doubleheader, pitchers may pitch 1 inning in the first game and 2 innings in the second.

MUSTANG: May not pitch more than 3 innings in a game, no more than 5 innings in a calendar day and no more than 8 innings in a calendar week. Pitchers must have 40 hours of rest after pitching 3 innings on the same calendar day. If playing a doubleheader, pitchers may pitch up to 2 innings in the first game to maintain pitching eligibility for the 2nd game. Per game and per day limits remain in effect.

BRONCO: May not pitch more than 5 innings in a game, no more than 7 innings in a calendar day and no more than 10 innings in a calendar week. Pitchers must have 40 hours of rest after pitching 4 or more innings on the same calendar day. If playing a doubleheader, pitchers may pitch up to 3 innings in the first game to maintain pitching eligibility for the 2nd game. Per game and per day limits remain in effect.

PONY: May not pitch more than 7 innings in a game, no more than 7 innings in a calendar day and no more than 10 innings in a calendar week. Pitchers must have 40 hours of rest after pitching 4 or more innings on the same calendar day. If playing a doubleheader, pitchers may pitch up to 3 innings in the first game to maintain pitching eligibility for the 2nd game. Per game and per day limits remain in effect.

A violation of the pitching rule will result in the pitcher and coach being ejected from the game and they will not be eligible to participate in the teams next scheduled game.

A calendar week is from 12:01 am Sunday to 12 Midnight the following Saturday. One or more pitches shall count as an inning.

Pitchers in Pinto and Mustang Divisions will be removed from pitching after hitting 3 batters in a game. Pitchers in Bronco and Pony Divisions will be removed after hitting 4 batters in a game.

Metal cleats are allowed in the Bronco Division and above, but they may not be worn if pitching from a temporary pitching mound.

LENGTH OF GAME:

Pinto: A regulation game shall be 6 innings; however, no new inning may start after 1:15 of play.

Mustang: A regulation game shall be 6 innings; however, no new inning may start after 1:30 of play.

Bronco: A regulation game shall be 7 innings; however, no new inning may start after 1:45 of play.

*An inning is considered complete at the moment the 3rd out is recorded in the bottom half of an inning and there is no "Drop Dead Time."

RUNS PER INNING:

Pinto and Mustang: 6 runs maximum per inning. If trailing by more than 6 runs, a team can score the necessary runs to tie the game only. Continuation rule is in effect in all innings of play.

Bronco: 6 runs maximum per inning. If trailing by more than 6 runs, a team can score the necessary runs to tie the game only. Continuation rule is in effect in all innings of play.

10 RUN RULE:

Pinto and Mustang: A game is over when one team is winning by 10 or more runs after 4 innings of play.

Bronco and Pony: A game is over when one team is winning by 10 or more runs after 5 innings of play.

MINIMUM PLAYING TIME:

No player shall sit for 2 consecutive defensive innings. Violation of this rule will result in that player being required to play in every inning of the team's next scheduled game.

BASE STEALING:

Pinto Machine Pitch: Runners may not lead off or steal bases. A player can advance 1 base on an infield overthrow.

Pinto Kid Pitch: Runners may not leadoff, but may steal 2nd and 3rd base; however, the runner shall not leave the base they are occupying until the pitched ball has reached or passed the catcher. Runners who leave the base they are occupying before the pitched ball reaches or passes the catcher shall be considered out and the pitch shall be considered a dead ball.

Mustang: Runners can leadoff and steal bases as in MLB rules.

BORROWING OF PLAYERS:

When a team is in a forfeit position (7 players or less), they can borrow player(s) from another team within their own division or from a lower division in order to avoid a forfeit. Teams may only borrow enough players to get their roster to 9. Teams can legally play the game with 8 players.

Throwing of bat, helmet or any equipment will result in the offender being ejected from the game and they are also suspended from participating in the team's next regularly scheduled game.

PINTO MACHING PITCH OFFENSE:

If a batted ball strikes the pitching machine and remains in fair territory, the ball is live and in-play. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded 1st base and all other runners shall advance one (1) base. If the batted ball strikes the coach pitcher or gets stuck in the machine, the ball is considered dead and another pitch is made

CONTACT AVOIDANCE:

To avoid a collision, a runner must slide into home if a fielder is waiting to make the tag at home. If the runner does not slide into home to avoid contact, the runner will be called out.