



Lincoln-Way Area League Pinto Rules 2026

The following are the Lincoln-Way Area League baseball rules agreed upon by all organizations involved.

Anything not addressed below can be found in the Official Pony Baseball Rules.

1. Regular Season Scheduling and Standings:

- 1.1 All games will start within 15 minutes after posted starting time. If a team is not on the field, that team shall forfeit the game. Eight (8) players will constitute a legal lineup.
- 1.2 If there is no Umpire present within 15 minutes of the scheduled game time, both managers should select an adult to umpire the game.
- 1.3 When games are canceled, the home team League Director will be responsible for rescheduling games with the input of the two managers involved. We will do our best to have every team play a complete schedule (14 games plus playoffs for both Spring & Fall).
- 1.4 Score will be kept. There will be playoffs at the end of the season. Regular season standings will be determined by winning percentage: Tie breakers will then be decided in the following order: head-to-head record, runs against, coin flip.
- 1.5 See section-5 below for specific PLAYOFF rules and format.

2. Baseball Game Play:

- 2.1. A Pinto baseball game is 6 innings in length with no extra innings. The only exceptions are: the time limit, the "Slaughter Rule" or weather.
- 2.2. Time limit for Pinto a game is: no new inning is allowed to start after 1:45 (1 hour & 45 minutes) from first pitch. If an inning has started, the inning will be completed. No hard stoppage.

2.3. There is a maximum of 6 runs per inning allowed, except for the last inning or extra innings, which are unlimited. The inning ends when the 6th run touches the plate-no continuation allowed. The last inning is either the 6th inning or once a last inning is determined by the umpire and managers due to time. *IN THE PLAYOFFS, THE RUN CAP RULE WILL NOT APPLY. There will be no runs per inning limit in the playoffs.

2.4. The Slaughter Rule is 15 runs or more after the completion of 3 innings (or 2 ½ innings if the home team is leading) or 12 runs or more after the completion of 4 innings (or 3 ½ innings if the home team is leading). The manager and coaches should do their best not to demoralize their opponent.

2.5. **Eight (8) players will constitute a legal lineup.** There will NOT be an automatic out for the 9th spot in the batting order. If a player arrives after the start of the game, he can be added to the bottom of the line-up. If a team starts a game with 8 players and loses one to injury/illness, the game will continue on.

2.6. Managers shall exchange batting orders at the beginning of each game and shall notify the opposing manager of players on the bench who are not fit to play.

2.7. A continuous batting order will be used. That is, each boy will bat his respective turn in the lineup whether he is playing a field position or is on the bench during any given inning.

2.8. Each player should play an infield position at least two innings per game.

2.9. The end of an inning will be determined by:

A. There are three outs- Outs will be determined by: Outs recorded in the field of play; If a batter strikes out; If a batter strikes out by a coach pitching; Or if the (5) five coach pitches are all used.

B. The hitting team has scored 6 runs in that half inning. This rule only applies in the regular season.

2.10. Bunting is not allowed.

2.11. Stopping Play

A. A runner may only advance to the next base they are already running toward.

Once:

1. an infielder has control of the ball, and
2. the infielder is inside the infield (inside the basepaths), and
3. the infielder is not trying to make a play on any runner, the play is dead. The umpire will call "dead ball."

- Runners who are less than halfway to the next base must return.
 - This call is made at the umpire's discretion and cannot be argued.
- B.** If an infielder controls the ball in the infield but attempts to make a play, the ball stays live.
- Runners may continue to advance until the conditions in Rule 2.11A are met.

2.12. Overthrows

A.

- On an overthrow to first base, runners may only advance to the base they were already heading to.
- On an overthrow to second, third, or home, play continues until the conditions in Rule 2.11A are met.

B. After the conditions of Rule 2.11A are met, runners may not advance on any additional overthrows, including throws back to the pitcher.

C. If an overthrow occurs where the ball GOES BEYOND the fences running down each wing of the backstop leaving the field of play (including a ball going into the dugout), the Runners are awarded one base in addition to the base they last touched.

2.13. There will be no stealing and no leadoffs. A runner may not advance on a passed ball, wild pitch, dropped pitch, or throw back from the catcher to the pitcher. A runner cannot leave the base until there is a batted ball.

2.14. Runners on third base may only score from a batted ball or an overthrow. Runners are not allowed to steal home.

2.15. If more than (9) nine players are present for a game, every player must sit the bench once before any player sits the bench for a second time.

2.16. Any Player or Coach throwing any item of equipment shall be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach in violation of this rule can be removed from his/her position, in the discretion of the League Director, after a hearing held by the Frankfort Baseball, Inc. Board of Directors.

2.17. A player must slide, attempt to go back to the base he came from or give himself up as an out to avoid contact with a defensive player who has control of the ball and is covering his base. Any contact without sliding will result in the player being called out and the play being called dead at that point in time. Any time aggressive contact is made, the runner shall be ejected from the game.

2.18. If a player is injured on any play in the course of a game and cannot run, the player who recorded the last out shall be the pinch runner. If a player is removed from the game due to injury/illness, there is no automatic out for the player's spot in the batting order.

2.19. Dropped 3rd strike and infield fly rule are not in effect. Balks are not in effect. However, the umpire can warn the pitcher and team manager when a player balks. The purpose is to teach pitchers the proper pitching mechanics of coming set.

2.20. A player who intentionally throws off his helmet while running the bases is automatically out. Any player or coach throwing any item of equipment may be ejected from the game subject to the discretion of the Umpire. Any player ejected from the game shall be an automatic out next time and subsequent times his turn to bat comes up.

2.21. Any manager, coach or player arguing with an Umpire may be ejected from the game subject to the discretion of the Umpire. There is no "instant replay" or review. Do NOT tell Umpires to watch Game Changer video to argue a call. Any player ejected from the game shall be an automatic out next time and subsequent times his turn to bat comes up.

2.22. The first time a player "unintentionally" throws a bat while hitting, the player shall be issued a "warning". The second or any subsequent times that same player "unintentionally" throws a bat, the Umpire will call "dead ball" and the player shall be called "out".

2.23. Bases will be 60 feet apart. The pitching distance shall be 38 feet (or 40 feet) depending on location of field from pitching rubber to home plate.

2.24. **Protest:**

A. protest based on a play which involves an umpire's judgment shall not be permitted.

B. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire and the opposing manager that the game is being played under protest, and submit the protest in writing to the league directors within 48 hours of the completion of the game.

(1) When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.

(2) Umpires should make a public announcement to the crowd when a game is being played under protest.

C. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

3. Pitching Rules:

3.1. Players will be utilized to pitch the entire game. No Walks will be given at any time unless the batter is Hit-By-Pitch. After 4 balls the batter's coach will be allowed to throw a maximum of (5) five pitches whether the player swings or not. The coach MUST pitch with a foot touching the pitching rubber. During coach pitch, the kid pitcher MUST be standing right next to the coach pitching. The pitcher is not allowed to become an additional infielder, i.e., playing between 3B and SS or 1B and 2B. Called strikes from coach pitch are enforced. The strike count will continue from when ball 4 was reached. For example, if the batter had 1 strike when ball 4 was thrown, the batter will have 2 more strikes remaining. Swinging and called strikes will be counted during coach pitch. If the ball is not put in play after the 5th pitch from the coach, the batter will be out. The "at bat" will not end on a foul ball. An additional pitch will be provided until the batter misses or puts the ball in play.

3.2. There will be free substitution for all players, except for pitchers. Once a pitcher is relieved, he may not return to pitch in that game.

3.3. A pitcher will be warned after hitting 2 batters in a game and will be relieved after hitting 3 batters during the course of the game.

3.5. A pitcher is allowed up to 65 pitches per day and can pitch a maximum of 2 innings per game and 5 innings per week. The week will run from Monday through Sunday. If a pitcher pitches 2 innings in a game, that player must have at least 1 calendar day's rest before they can pitch again. If a player pitches 1 inning in a game, that player can pitch their next game.

3.6. If the maximum pitch limit is reached while a player is hitting, the pitcher may continue until that player is either retired or has reached base. The pitcher then must be removed after the play is stopped. Adhere to rest requirements and share information with Part-Time travel coaches, if applicable, to ensure the health of the pitcher.

3.7. Pitchers are not to wear sunglasses (except for prescription), batting gloves, white sleeves or drippy necklaces while pitching. Anything else which might be distracting to the batter is up to the Umpire's discretion.

4. Game Completion:

4.1. There will be a Slaughter Rule in effect for all games. If a team is winning by 15 runs after 3 innings or 12 runs after 4 innings, the game will be complete. If the home team is the one winning after the half inning, they do not need to bat.

4.2. If for any reason a game has been declared a forfeit, the game score shall be entered as 7-0.

- 4.3. If a game is called for any reason, it shall be considered a "complete" game if, four (4) innings have been completed (three and a half innings if the home team is winning) or the time limit has elapsed.
- 4.4. If a game is called due to weather in an uncompleted inning, after having reached "complete" game length (4 innings) and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a "suspended" game and shall be continued from the point of curtailment. ***Once the inning starts (5th or 6th for example), if, and only if, the visiting team ties the game or takes the lead in the top of the uncompleted inning, then the home team gets a chance to finish the inning and tie the game or take the lead back or it's a "suspended" game***
- 4.5. If the visiting team was winning going into the inning and the top of the 5th has been played when a thunderstorm hits, then the game is "complete". If the home team is winning and the visiting team is batting in the top of the 5th when the game gets called due to rain, the game is "complete". A game will only be "suspended" if there is a tie or a lead change in the top of the inning.
- 4.6. All games are "suspended" games if they are stopped prior to the time limit or the completion of the fourth inning (or before three- and one-half innings are completed if the home team is ahead), with the exception of games shortened by darkness which will be complete games. All "suspended" games are subject to the Pony Rules governing its completion. For example, if a game is called for any reason before it is a complete game (for example, 2nd inning due to rain) as described above, it shall be considered a "suspended" game and shall be resumed from the point of curtailment. "Suspended" games should be picked up exactly where they were left off from and all pitching rules apply to that game. If a player was not present for a game that was "suspended" and is now present at the game when it is being continued, he may play in that game, but must be inserted last in the batting order.
- 4.7. Games resulting in a tie after being played to "completion" will be recorded as a tie game in the standings. If tied after 6 innings and NOT at the time limit, the teams will play extra innings until the time limit is reached or one team has won, whichever comes first.
- 4.8. WEATHER- Coaches and umpires need to be aware of lightning, whether lightning devices detect it or not. If lightning (flash or streak) is seen in the area, play will be suspended until there has been no presence of lightning for 30 minutes. If in doubt, suspend play.

5. Equipment:

5.1. Bat rules- All Bats must have the USA or BBCOR Bat Stamp per Pony Rules (wood bats are also allowed).

- Barrel Size: 2 ¼” and 2 5/8” and barrel bats are OK. 2 -3/4” barrel is **NOT** allowed.
- BBCOR Stamp: If a bat is -3 it must be BBCOR certified (does not require the USA stamp) – This is per Pony Rule 8.C.2 and 8.C.3, 2018 rulebook.
- Legal Bats - USA stamped, BBCOR stamped and wood bats

5.2. A player caught using an “illegal” bat will be called out and it is a dead ball if it was put in play. If a player is caught for a 2nd time in a game, the player is out and subsequently ejected from the game. A player that is caught bringing an “illegal” bat into the batter’s box will be out if caught. The ball does not need to be struck. This is a player safety issue.

5.3. All players must wear a protective cup at all games and practices.

5.4. No metal cleated shoes are permitted in practice, games, or tournaments.

6. Rosters, “Call-Ups” and “Subs”:

6.1. “Call ups” must be registered players from the league below (the Morgan or Instructional Division) or “subs” (regular season only) from any other Pinto team in the LW organization can be used to fill a roster. The “call-up” or “sub” cannot play ahead of a Pinto Player, and may play if, and only if, there are less than nine (9) Pinto Players present.

6.2. The Morgan “call-up” or Pinto “sub” will not be allowed to pitch or catch, and they must bat last in the lineup.

7. Dugout Personnel:

7.1. A maximum of 4 adults are allowed in the dugout during games, Manager, two coaches and the team scorekeeper if necessary. Parents are not permitted to watch the games from the dugout area. Only 2 coaches are allowed outside the dugout area during game play. All other coaches must remain in the dugout.

8. Sportsmanship:

8.1 Any Manager and/or Coach arguing with an umpire may be ejected from the game subject to the discretion of the Umpire. Any Manager or Coach that argues with an umpire may be removed from his/her position, in the discretion of the

League Director, after a hearing held by that organization's Baseball Board of Directors. Each organization will handle per their own organization's rules governing such incidents.

8.2 Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include "hey batter-batter, swing", "slaughter rule", etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.

9. Playoff rules:

9.1 Playoffs will be single elimination format. There will NOT be a (6) six run limit per inning rule in the playoffs.

9.2 Time limits remain the same for all playoff games except the Championship game. No hard stoppages of games. In the event of a tie, games are played until a winner has been decided. Regular rules apply until the inning AND time limit is reached. Games going into extra innings will use the MLB extra innings rules (last batter from the previous inning assumes 2nd base, no outs, 0-0 count begins the inning).

9.3 No time limit on the Championship game. No MLB extra inning rules will be used in the Championship game.

9.4 Slaughter rules are still in effect for ALL playoff games including the Championship game.

9.5 Only "Call-ups" from the league below (Morgan) will be allowed to play during the playoffs if a team has less than nine (9) players present.