

Pinto League Rules – Boys & Girls

General Notes:

- GROUND RULES – Prior to each game both coaches should meet for a short time to discuss ground rules. Make sure you are on the same page regarding common areas of disagreement. These include taking extra bases on overthrows, not taking extra bases when ball is under control on the infield, “last pitch balls” from the machine, etc. As long as both coaches agree to these items before the game we can avoid most issues.
- Help the umpire. The umpires are young and most likely intimidated by the coaches. Have respect for the game and use good judgment.
- If a team only has 7 players the coaches should talk about allowing that team to play without a catcher. If both coaches agree the short team can play without a catcher. However, if a team has 8 players that team should field a catcher and 2 outfielders.
- YOU ARE RESPONSIBLE FOR PITCHING MACHINES AND KEYS. You will be issued keys to sheds that hold our pitching machines. Do not move them from one shed to another. Make sure buckets, balls, and power cords are returned when you are done. DO NOT leave machines on the field assuming the next team will put them away.
- Pitching machine speeds: Boys – 36 mph. Girls – 30 mph.
- Pitching machine speed should only be modified if both coaches agree to the change. Otherwise speed is to be left as outlined above.
- Make sure to protect the players from the pitching machines. If a pitcher is going for a ball make sure they don't run into the machine.
- In order to keep game at a fast pace:
 - Ask an adult volunteer to “manage” your bench during the games. Give them your line up. Let them know who will be catching before each inning. Have them be in charge of having the catcher and hitters ready to go.
 - Have an adult back up the catcher and put missed pitches in a bucket.

Rules:

All games will last ONE (1) HOUR and TWENTY (20) minutes from the scheduled start time, unless called by the umpire. No inning may start after ONE (1) HOUR and TEN (10) minutes. In tournament, the game shall be SIX (6) innings or ONE (1) HOUR and TWENTY (20) minutes, whichever comes first. In the event of incomplete games due to weather or other circumstances, the following rules will apply:

- Less than two (2) full innings played, reschedule game.
- Three (3) or more completed innings played constitutes a complete game.
- Coaches must notify the Scheduling Chairman within 48 hours or this game will not be rescheduled.

The following guideline will be used by umpires and coaches in handling lightning situations.

- From the time thunder or lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.

1. One inning consists of: SIX (6) runs, THREE (3) outs, or NINE (9) batters, whichever comes first. When any of the previous 3 mentioned items occurs, the inning is OVER.
2. It takes SEVEN (7) players to field a team. Both coaches must agree to not using a catcher if a team only has SEVEN (7) players. If a team has EIGHT (8) players they must field a catcher. All players may play on defense using a standard infield (P, C, 1B, 2B, 3B & SS) and 4 outfielders. Maximum number of ten (10) defensive players.
3. There will be free substitution during the entire game for the defensive team.
4. Each player must play at least TWO (2) defensive innings.
5. All defensive players are required to have a glove.
6. Catcher must wear protective gear and protective cup for boys.
7. For safety's sake, no short pitchers. The defensive pitcher must remain behind and to either side of the pitching mound, with one foot in the pitching circle. Pitcher must wear batting helmet with facemask.
8. ONE (1) defensive coach or parent allowed on the field of play during the game and must stay behind the outfielders at all times.
9. The batting roster will be made up of the entire team.
10. No walks will be awarded either by balls called, or by the batter hit by a pitched ball.
11. No intentional bunts will be allowed.
12. Three (3) swinging strikes and the batter is out.
13. Batter will be called out after seven (7) pitches (unless last pitch is fouled off). Use common sense here. If the machine throws a terrible pitch on the last pitch and the batter doesn't swing give them another pitch. We don't want to punish them for doing the right thing.
14. The batting team may have base coaches standing at 1st & 3rd bases. They may not touch the players. If they do, the coach will receive one warning from the umpire per game. Additional warnings will result in the runner being called out.
15. The mound will be 40' from home plate for the boys.
16. The mound will be 35' from home plate for the girls.
17. The adult pitcher shall be each team's coach and shall use the pitching machine. The adult pitcher shall stand by the pitching machine to try and prevent players from running into the machine. The pitching machine shall NOT be used by the kids.
18. Players at the pitcher position must wear helmet w/ face mask.
19. THE PITCHING MACHINE MUST BE USED.
20. If a ball hit by the batter hits the adult pitcher or the pitching machine, the ball is dead. The batter shall go to 1st base, and each runner shall advance one (1) base.
21. The adult pitcher must make an honest effort to get out of the way of a hit ball.
22. Bases will be sixty (60) feet, with chalk lines halfway between 1st & 2nd, 2nd & 3rd, and 3rd & home.
23. Play is dead when a defensive player controls the ball inside the base paths. If a runner is more than halfway to the next base, a play can be made on the runner.
24. Play cannot continue once the defensive player has stopped play by controlling the ball inside the base paths.
25. If a base runner is past the chalk line when the ball is controlled inside the base path, the runner is allowed to advance to the next base. But, the defensive team may make a

play on that runner. If the runner is not past halfway line, they must return to the base last touched.

26. No lead-offs from the base is allowed.
27. Base runners may not steal, and may not leave the base until the pitched ball is hit.
28. In the event of an overthrow that goes out of the field of play, the ball is declared dead, and the base runners get one (1) extra base. If the runner is past the halfway line, the runner gets the next base, plus one (1) additional base. If the overthrow remains in the field of play, it is a live ball and the runner may advance one extra base at the risk of being put out. If the runner is past the halfway line, the runner may advance to the next base, plus one (1) additional base at the risk of being put out. An overthrow that remains in the field of play is a live ball until the play is over. At that time, the umpire will call dead ball and either award bases or return runners to the appropriate base.
29. Unintentional throwing of bats will result in one team warning. On the next offense, the player will be called out.
30. Intentional throwing of bats will result in the player being called out.
31. This league will use a standard 9" baseball for boys and a 10" softball for girls.
32. Batting helmets with face mask are required for girls.