

San Marcos Youth Baseball

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FALL DIVISION GUIDELINES - PINTO

The following guidelines are for use during Pinto League play and, when applicable are a supplement to the Official Baseball Rules, PONY Baseball Rules and SMYB By-laws utilized in the league. All play shall be governed by the most recent versions of the PONY Baseball rules, the SMYB By-laws and the SMYB Division Guidelines.

The Pinto League is a player development league intended to introduce the player to baseball games where the score is maintained or continue his/her development within the league.

Scoring books will be maintained, however no official standings will apply in the Pinto league.

Games will be played at Mission Sports Park.

1. Pitching

- a. A pitching machine will be used from a distance of approximately 38 feet. Its speed will be set as determined by the player director prior to Opening Day. A coach-pitcher will operate the pitching machine unless a Youth Umpire is present. If a Youth Umpire is present, they will operate the machine. In the event of a pitching machine malfunction, a coach-pitcher shall pitch to his/her team.

The pitching machine should be set and tested prior to the start of the game. Once the game starts, the pitching machine speed may be adjusted by the Youth Umpire as needed, unless the machine malfunctions. Any other adjustments to the machine may only be made between innings, with the agreement of both managers and the umpire.

If a coach is operating the pitching machine or pitching to his/her team, the coach shall not be allowed to coach any batter during their time at bat.

- b. If a batted ball strikes the pitching machine:
 1. and remains in fair territory, the ball is in play.
 2. and goes into foul territory, the ball is dead, and the batter is awarded 1st base and all runners advance one base.
 3. If in the opinion of the umpire, it would be unsafe for the pitcher to field the ball, the umpire shall declare the ball dead and award batter 1st base and allow all runners to advance one base.

The pitcher shall take position always to rear of the pitching machine and either to the right or left side.

- c. A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by the pitching machine (exception below).
 - (1) The batter is out if there are three strikes before the sixth swing or pitch. Missed swings are counted as strikes, as are foul balls and foul tips.
 - (2) A batter shall not be called out on a foul tip or foul ball at any time unless caught by a fielder. From the fifth pitch on, the batter will continue to bat until the batter either doesn't put the ball in play, takes a ball or swings and misses.

2. Game Guidelines:

- a. Game time will be 1 hour and 30 minutes. No inning should start after 1 hour and 20 minutes. Managers should be aware that a new inning begins at the time the 3rd out of the previous inning is made. There is no "grace" period while teams take the field. If, for example, the 3rd out of the bottom of an inning is made at 2:03 p.m., the top of the following inning begins at the same time.
- b. Games will have a maximum of 6 innings, unless a game is tied at the end of the sixth inning and the time limits specified in paragraph "a" have not been reached. With the exception of the last inning, 3 outs or 5 runs will end an inning. In the event the defensive team does not record 3 outs, the offensive team will remain at bat until each player has batted, or until they score 5 runs. The 6th inning shall be played as an open inning (no 5 run maximum), only if it begins no later than 1 hour from the start of the game. As soon as the 3rd out of the 5th inning is made, the umpire shall check the game time. If the 5th inning is complete prior to 1 hour from the start of the game, the umpire shall announce that the 6th inning is an open inning.
- c. In the event a game is tied after 6 complete innings and the time limits described in paragraph "a" have not been reached, an additional inning(s) may be played; however, no new inning may start after 1 hour and 20 minutes. Games that are tied at the completion of the time limits will be recorded as tie games.

- d. In the event a game is tied after 6 complete innings and the time limits described in paragraph "a" have not been reached, an additional inning(s) may be played; however, no new inning may start after 1 hour and 20 minutes. Games that are tied at the completion of the time limits will be recorded as tie games.
- e. A team must have at least 8 players in proper uniform to start the game. 10 defensive players are allowed on the field. The tenth player will be an outfielder and shall be positioned on the outfield grass or beyond the infield cutout.
- f. All players present for a game shall play unless unable to play due to illness, injury or suspension pursuant to the SMYB By-laws. Games will include free defensive substitution and full-roster batting in an established batting order. Managers shall provide the opposing manager with a line-up card listing the players present and their batting order prior to the beginning of each game. No player may sit-out more than one consecutive defensive inning, unless injured or ill. Each player shall have sat 1 inning prior to any player sitting a 2nd inning. Each player must also play a minimum of 3 defensive innings. In the event a player is unable to play due to injury or illness, it shall be documented in the Official Scoring book.
- g. While their team is playing defense, the manager and coaches shall remain in their team dugout. They may not enter the playing field unless time-out is granted by the umpire. Positioning coaches or parents beyond the outfield fences to coach players is not permitted.
- h. Base coaches only will be allowed on the field during play while their team is at bat. If a manager or coach who is not a base coach wishes to talk with a player at bat, he must ask the umpire for time out to enter the playing field.
- i. No intentional bunts allowed. A player who intentionally bunts shall be returned to the plate and his action counted as a swing or strike.
- j. No Infield Fly rule.

3. Stopping of Play:

The umpire will raise his hand to stop play and signify a dead ball when:

- a. The ball is in the possession of an infielder and, in the umpire's judgment, all play on a runner or runners has ceased.
- b. A force out or tag out is made in the infield and no continued play is possible.
- c. When the umpire calls time out.

- d. Play will not stop until a runner reaches a base that he is forced to.

4. Base Running:

- a. The distance between bases is approximately 50 feet.
- b. On over throws at 1st and 3rd base all base runners run at their own risk, however, they will only be allowed to advance one base. If a runner is NOT HALF WAY to the next base and is thrown out while running to that base, he is OUT. If he reaches the next base safely, he will return to the previous base.

If the runner IS OVER HALF WAY to the next base when the umpire determines control of the ball is made and he is thrown out, the runner is OUT. If he reaches the base safely, he is SAFE and will be awarded the base.

Runners will not be allowed to advance on bad throws made in the infield after control of the ball has been established and play has stopped.

- c. No walks or steals. The runner can not leave the base until the ball is hit. In the event a runner leaves his base before the ball is hit, the runner is out and the ball is dead.
- d. The "dropped third strike" rule will not apply in Pinto play.
- e. A "slide or avoid" rule shall be enforced. The rule is:
In all instances where it is apparent a defensive player protecting a base is in possession of a live ball and attempting to tag (or force out) an advancing runner out at that base, the runner shall slide if he chooses to continue his advance. Base runners shall not intentionally attempt to dislodge a live ball from the possession of a defensive player attempting to make an out on the player advancing to that base by use of physical force while not in the process of sliding. Base runners shall not run into, strike, attempt to knock them down. If the base runner chooses not to slide he must avoid contact with the defensive player in possession of the ball, or if allowed, return to the previous base.

PENALTY: In the event a base runner fails to "Slide or avoid" in a situation described, he shall be declared out.

- f. Catchers, or another defensive player covering home base, may not intentionally block the base or base path unless they are in possession of a live ball, or in the process of receiving a live ball being thrown to them in order to immediately attempt to tag out an advancing runner.

PENALTY: In the event a defensive player commits the described action, he shall be declared to have committed interference and the advancing runner allowed to score.

5. Junior Umpires may be used. Managers and coaches should be aware of the following:
 - a. Any umpire's decision which involves judgment is final. Such as but not limited to:
 1. a batted ball is fair or foul
 2. a pitch is a strike or a ball
 3. a runner is safe or out
 - b. No player, manager, coach or substitute shall object to any such judgment decision. Official Baseball Rule 9.02 (a).
 - c. Each umpire has the authority to rule on any point not specifically covered in the rules. Official Baseball Rule 9.01 (c).
 - d. Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to a decision or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. Official Baseball Rule 9.01 (d).

JUGS MACHINE SPEEDS

The manufacturer of the JUGS pitching machine indicates the percentages listed on the machine are equivalent to the following speeds from a distance of 45 feet. Our pitching distance is approximately 38 feet. Standard speed setting is for approximately 40 mph.

These speeds may not be totally accurate for our machines due to their age and amount of use. Pinto managers and the Player Directors should determine the appropriate setting/speed to be used for all games throughout the season.