



San Marcos Youth Baseball

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SPRING 2018 PINTO DIVISION GUIDELINES

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 2018 PONY Baseball rules, the current SMYB By- laws and these SMYB Division Guidelines.

Any violation of the SMYB By-Laws, Division Guidelines or Pony Rules may result in a forfeit of the game and/or the suspension of a player, manager, coach, umpire, or any other person for such period as shall be deemed appropriate by the Board.

The Pinto League is a player development league intended to introduce the player to baseball games where the score is maintained and to continue his/her development within the league. Pinto League game scores shall be kept, however, no season standings will be maintained.

Scoring books will be maintained, however no official standings will apply in the Pinto League. There will be no playoffs in the Pinto league; however, if time allows, there may be a post-season tournament which all teams would participate in.

Games will be played at Mission Sports Park. The home team will occupy the 3rd base dugout; the visiting team will be in the 1st base dugout.

Only SMYB Board approved managers and coaches will be allowed on the field during practices and games. The team manager is solely responsible for insuring that each assistant coach submits a "Coach's Application" and that they are approved by the SMYB Board prior to being on the field.

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. An offensive coach shall feed the pitching machine while their team is batting. The coach who is feeding the pitching machine shall not give any coaching instructions to batters or to base runners. They may not in any way interfere with the defensive players. 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 if he/she feels it is in the batter's best interest. If the machine malfunctions the youth umpire will adjust the pitching machine. As a general preference, to save time, adjustments to the machine should be made between innings, with the agreement of both managers and the umpire.

If for some reason a coach is operating the pitching machine or pitching to his/her team, the coach shall not be allowed to speak or coach any **batter or base runner**. First offence the coach shall be warned. Second offence, the coached player is ruled out.

- 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 **from where they started.**
 - (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 **from where they started.**

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 until the 6th pitch unless caught by a fielder. If the batter fails to hit the ball fair after six pitches they are out.

2. Game Guidelines:

- a. Game time will be 1 hour and 45 minutes. No inning should start after 1 hour and 35 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 15 min 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 15 min 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 45 minutes. Games that are tied at the completion of the time limits will be recorded as tie games.
- d. A team must have at least 8 players in proper uniform to start the game. After a game has started, a team may finish the game with less than 8 players. 10 defensive players are allowed on the field. The tenth player will be an outfielder and shall be positioned on the outfield grass beyond the infield cutout.
- e. All players present for a game shall play unless unable to play due to illness, injury or suspension pursuant to the current 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 and one of the defensive innings must be an infield position. In the event a player is unable to play due to injury or illness, it shall be documented in the Official Scoring book.
- f. While their team is playing defense, the manager and coaches shall remain in their team dugout. They may not enter the playing field unless the umpire grants time-out. Positioning coaches or parents beyond the outfield fences to coach players is not permitted.
- g. 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.
- h. No intentional bunts allowed. A player who intentionally bunts shall be returned to the plate and his action counted as a swing or strike.

- i. No player shall be removed from a game mid-inning by the manager or coach and replaced by a player from the bench unless it is due to injury, illness or disciplinary reasons. Once a player is designated as sitting during an inning he must sit the entire inning unless needed to replace a player due to injury, illness or disciplinary reasons.
- j. No pinch runners are allowed unless it is for an injury incurred during the game.
- k. No Infield Fly rule.
- l. No player may play in games if they have any type of cast due to previous injury.
- m. Throwing any equipment will not be tolerated. First time the player will be warned. Second time the player will be called out.

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.
- e. The defense cannot call time out to stop an advancing runner.

4. Base Running:

- a. The distance between bases is approximately 60 feet.
- b. On over throws at 1st ONLY ~~and 3rd base all~~ base runners run at their own risk.
- c. On over throws at 2nd and 3rd runners cannot advance.
- d. 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.
- e. 2 base maximum from where the batter/runner started unless an "over the fence" home run is hit.- no exceptions.
- c. No walks or steals. The runner cannot 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. A "slide or avoid" rule shall be enforced. The rule is:

In all instances where it is apparent a defensive player is protecting a **base** and is in possession of a live ball and is attempting to tag out (or force out) an advancing runner 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 or 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 as described above, he shall be declared out.

- e. Catchers, or another defensive player covering any base, may not intentionally block the base or base path unless they are in possession of a live ball, or in the immediate 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 above described action, he shall be declared to have committed interference and the advancing runner allowed to advance.

5. Junior Umpires will 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

No player, manager, coach or substitute shall object to any such judgment decision. Official Baseball Rule 9.02 (a)

- b. Each umpire has the authority to rule on any point not specifically covered in the rules. Official Baseball Rule 9.01 (c)
- c. 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)

PITCHING MACHINES

- a. Digital machines should be set at 40 mph.

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.

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.

EQUIPMENT

- a. If a manager suspects an illegal bat is being used he/she is to bring it to the attention of the Plate Umpire who will make the determination if the bat is to be removed from play. If the Umpire is uncertain, the bat will be removed from play and then evaluated by the Division Director and Umpire Director. If the bat is removed from play, the player and manager may stay in the game but the player must use an approved bat. The Division Director and Umpire Director will be notified and the incident will be noted. If the bat in question is returned to a game setting and removed a 2nd time, the manager is subject to conduct committee.