



NABA PINTO RULES

Equipment

- A. The ball shall weigh not less than five nor more than five and one-quarter ounces (142-149, and measure not less than nine nor more than nine and one-quarter inches (22.9-23.5 cm) in circumference. Baseballs, specifically manufactured and designed in such a way as to reduce injuries are approved for use in local Division play.
- B. Baseballs provided by the N.A.B.A. are required for Division play. The umpire shall receive one new ball from each team prior to the start of each game. Each team shall have another ball available in case a ball becomes unfit for play or is lost.
- C. Wooden, metal, graphite or ceramic bats, manufactured specifically for youth baseball play, which are round and not more than 2 ¼ inches in diameter at the thickest part (i.e., no big barrels), nor more than 32 inches in length, are acceptable. If a player uses a bat which does not comply with the restrictions, they will be declared out regardless of the result of the bat. A dead ball will be declared, and all runners will be reset to the base they occupied previous to the at bat. A second violation of this rule by the same player during a game will result in the ejection of the player from the game. A second violation by any player on the same team will result in the ejection of the manager from the game. All violations of this rule are required to be reported to the league rep.
- D. Metal cleat shoes are not permitted. Rubber or plastic cleat shoes are permitted. Rubber soled shoes such as, “tennis shoes” or “sneakers,” may be used.
- E. The batter, players in the on-deck batting area and base runners shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
 - (1) Use of facemasks and properly fastened chinstraps on protective headgear is allowed.
 - (2) No decal other than the player's name, number, team name or logo shall be added to the protective headgear.
 - (3) Any headgear in violation of this rule shall be removed from play.
- F. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the head and ears when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers may wear a fielder’s glove. Catchers are required to wear a cup.
- G. Uniforms required in League play include league issued shirt and cap.
- H. No jewelry shall be worn by any player, except for medical identification.

Playing Rules

- A. The official playing rules, with the exceptions and variations contained herein, shall be "Official Baseball Rules," "National Federation of State High School Associations Baseball Rules Interpretations" edition.
- B. Pinto games will be officiated by umpires assigned by the league. If no umpire is available, the umpire for the game must be one of the coaches or managers from either team. If there



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are not enough coaches or managers present, then the game will be umpired by the coach who is in the coach-pitch position unless umpires are provided by the league.

- C. A batter who throws the bat after hitting the ball shall be warned. If the same player does this again during that game, he/she shall be called out each time it occurs. The umpire shall make this judgment call.
- D. A colored safety base (double base) will be used at first base. A runner may use either white or colored side of the base for initial contact, but once the batter/runner has established 1st base, they must use the white side only. Defensive outs can only be made on the white side. The orange side is out of play for any fielder.
- E. All players present will bat in a continuous batting order.
 - 1) Players arriving after the start of the game shall be immediately added to the bottom of the batting order.
 - 2) Any player removed from the line-up due to injury or illness may re-enter the game any time and shall return to their original place in the batting order.
- F. In any instance in which a team needs a substitute for a base runner who becomes ill, is injured, or ejected from the game by the umpire, the last batter making an out, who is otherwise eligible to play, shall be used as a substitute.
- G. Runners may not steal bases and shall not leave the base they are occupying at the time of the pitch until the pitched ball is hit. Runners who leave base before the pitched ball is hit shall be sent back and the pitch shall be considered as a dead ball.
- H. No infield fly rule.
- I. All available players shall be used defensively. A standard infield must be used with extra outfielders. No outfielder shall be positioned closer than 20 feet behind the baseline when the pitch is made. Player rotation is required, at a minimum, every three innings. No player shall be allowed to play more than three innings at any one position and all players shall play at least two innings (6 outs) in the infield and one inning (3 outs) in the outfield.
- J. A half-inning will end and the two teams will change positions when:
 - 1) Three outs are made, OR
 - 2) When a team comes to bat and is behind, scores enough runs to be seven (7) runs ahead of the other team, OR
 - 3) When a team comes to bat and is leading or tied scores seven (7) additional runs.
- K. When the ball is in the control of an infielder, and in the infield, runners cannot advance past the next base.
- L. When the ball is in the control of an infielder, and in the infield, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the mound.
 - (1) Appeal plays can be made, following the play that is to be appealed, at any time before the pitcher makes a pitching motion.



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- (2) When an appeal is requested after the ball has been returned to the coach-pitcher the umpire shall retrieve the ball and give it to the player-pitcher at the pitcher's plate, and the player-pitcher may then proceed with the appeal.
- M. Runners may not advance on an overthrow at Third Base unless the ball is thrown out of play, at which time the runners are allowed one additional base. Runners may not advance on ANY overthrow at 1st base.
- N. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead and no runners may advance.
- O. A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by a coach-pitcher. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or foul tip even if it is the sixth pitch.
- P. There is no dropped third strike rule.
- Q. Only one on-deck batter is allowed at any time and must be positioned to the back of the current batter.
- R. Higher seed will be the home team for all playoff games.
- S. For sliding rules please see official IHSA RULES.
- T. All playoff games will be played entirely coach pitch.

Pitching Rules

Coaches or managers shall pitch overhand to their own team from a minimum of 30-38 feet from the point of home plate.

- (1) During coach pitch, the player fielding the pitcher's position shall stand within 3-feet of either side of the 38-foot pitching rubber.
- (2) If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts and no runners shall advance. The batter returns to the plate to continue their turn at bat.
- (3) The coach who is pitching shall not give coaching instructions to base runners or in any way interfere with the defensive play once the ball is in play.
- (4) During player pitch, the coach pitcher shall remain on the field and take a stance as noted by (1) above.
- (5) Kid pitch (7/8 year olds) will begin the last six (6) weeks of the regular season. The Pinto rep will confirm the start of kid pitch. For the first three (3) weeks, players will pitch innings 3 and 4. The last three (3) weeks before playoffs, players will pitch 2, 3, and 4 innings. Walks are not allowed during player pitch and umpires will call strikes. If the pitcher has delivered four (4) pitches without a strikeout or a ball put in play. The batter will have two (2) pitches from the batting team coach to put a ball into play. If the batter hits a foul after the last pitch, they will receive another pitch. If the batter does not put a ball into play, they will be out.
- (6) Each pitcher is allowed 1 hit batter per inning, but they must be removed on the 2nd hit by pitch.



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- (7) A player can be awarded 1st base by being “hit by a pitch”
- (8) Player pitchers are allowed 1 inning per game or a maximum of 25 pitches per inning (pitch count) and 2 innings per week (standard 3 game week). If more than 3 games in a week, limits are raised to three innings.
- (9) Throwing one pitch in an inning constitutes one inning pitched.
- (10) 6 warm up pitches per inning.
- (11) If for any reason a player-pitcher is removed, a coach pitcher will pitch for the remainder of that inning

Length of Games

- A. Games shall be six (6) innings in duration subject to the following provisions.
 - (1) For regular season league games there shall be no extra innings: if the game ends tied, it shall be recorded as such.
 - (2) For Division playoff games, when a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached.
 - (3) No inning shall begin after one hour and forty-five minutes (1:45) past the start of game except for Division playoff games that are tied.
- B. If a game is called for any reason, it is a complete game if three innings have been completed or if the home team has scored more runs in two innings, or two and a fraction innings, than the visiting team has scored in its three innings.
- C. If a game is called for darkness or any non-weather related reason before it is a complete game, as described in Section B, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by League officials. If a game is called for any weather related reason before it is a complete game, as described in Section B, it shall be replayed from the start.
- D. If a game is called for any reason in an uncompleted inning, after having reached complete-game length as described in Section B, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not retake the lead in its portion of the uncompleted inning, the team in the lead at the end of the previous inning shall be declared the winner.



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6 year old play up option

If a parent believes their child is able to compete at the Pinto level, and is or will be 6 years old as of April 30 of the current year, they will be allowed to try out for a pinto level team. 6 year olds wishing to play Pinto **MUST** be present at the try out.

All 7/8 year olds will be selected before any 6 year olds. At that point, the coaches will be able to choose 6 year old players if they wish. If the child is drafted, he/she will play on that Pinto team for the entire season. If a 6 year old is not drafted, he/she will be placed on a Shetland team. Any late registrations will be added to those Pinto teams will less than full rosters.

If a 6 year old, has an older sibling either returning or selected, the 6 year old must be taken on the same team. If not drafted they will be placed on a Shetland team for the year.

6 year olds are not eligible to pitch or be named as a coach selection.

Playoff Seeding:

Playoffs will be seeded at the end of the regular season and according to the following:

- a) **Overall won-lost record**
- b) **Head to head record**
- c) **Runs for**
- d) **Coin flip**