



OFFICIAL RULES FOR PINTO LEAGUE

1.00 - Objectives of the Game

- 1.01 Baseball is a game between two teams, under the direction of a coach, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.
- 1.02 The primary objectives of each team is to have fun and learn the fundamentals of baseball.
- 1.03 The secondary objective of each team is to win by scoring more runs than the opponent. The winner of the game shall be that team which shall have scored the greater number of runs at the conclusion of a game.
- 1.04 As participants in the Pinto League are between the ages of seven and eight, these special rules and regulations have been developed to facilitate a progression of each participant's learning of the fundamentals of the game of the baseball.

2.00 - Game Regulations

- 2.01 At least seven players per team are required to start a game. A grace period of fifteen minutes from the scheduled start of a game is allowed for a team to attempt to get the requisite number of players to Pinto Field.
- 2.02 Regulation games shall be six innings.
- 2.03 No inning shall start after one hour and fifteen minutes has expired. The time of final out of inning shall dictate if more innings shall be played. If the last out has been made before one hour and fifteen minutes has expired, then the next inning will begin.
- 2.04 The game may continue for a maximum of two extra innings beyond the limitations of Rule 2.01 to break a tie. Tie after two extra innings will be a tie game.

- 2.05 A ten run rule becomes effective at the end of the fourth inning (or the middle of the fourth inning if home team is ahead).
- 2.06 The five run, three out rule will apply to the first four innings. During all innings thereafter, only the three out rule will apply.
- 2.07 There is no infield fly rule.

3.00 - Batting

- 3.01 A maximum of five pitches will be allowed for each batter. A batter failing to hit the ball into the field of play after five pitches shall be declared out.
- 3.02 The pitching machine shall be set 38 feet from the back of home plate and the speed shall be set at 40 mph only.
- 3.03 Batting order will consist of the entire team roster so that substitutions during the game are made only for defensive players.
- 3.04 The batter is not allowed to bunt or intentionally swing easily at the ball. Penalty: the batter is called back to the plate, the ball is dead, no runners may advance and the pitch shall be considered a foul ball.
- 3.05 A ten foot semi-circle in the infield playing area from home plate will be drawn. Any ball that is hit and comes to a stop without being touched in this area is a foul ball. If a defensive player touches the ball in the semi-circle area it will be a foul ball. A defensive player needs to make a play on the ball as soon as the ball is out of the semi-circle.
- 3.06 If a batted ball strikes the pitching machine or coach feeding the machine, it shall be ruled an automatic single, the ball is dead and runners advance one base.



OFFICIAL RULES FOR PINTO LEAGUE

- 3.07 If a player is sick or injured, it will not constitute an out when he comes to bat. If a player does not bat due to disciplinary actions, it is an out.

4.00 - Base Running

- 4.01 Base runners may not lead off or steal bases and must remain in contact with the base during a pitch until a ball is hit. Penalty: runner is out, ball is dead, pitch does not count. No runners shall advance.
- 4.02 When the ball is in possession of an infielder, base runners en route between bases may continue at their own risk to the next base.
- 4.03 If in the umpire's judgment, the lead runner's advancement has stopped and an infielder has possession of the ball, the runner must go back to the previous base if he safely reaches the next base.
- 4.04 When an infielder is in possession of the ball and the lead runner's advancement has stopped, the umpire shall declare the play over by calling "TIME" once the player has reached a base without being put out.
- 4.05 However, if an infielder is in possession of the ball but attempts a throw, "TIME" shall not be called by the umpire and the Overthrown Balls Rule listed in Rule 5 shall be applicable if the attempted throw results in an overthrown ball.
- 4.06 If a thrown ball strikes the pitching machine or coach feeding the machine, it shall be ruled a dead ball and runners are allowed to continue advancement to the next base if an attempt was being made.
- 4.07 There will be no contact with a base runner by a coach of the same team while the ball is in play. Penalty: base runner is out, ball is live and play continues until time is called.

5.00 - Overthrown Balls

- 5.01 Overthrows to first base will allow runners to advance the maximum of one base beyond the base they were running to, at their own risk.
- 5.02 Overthrows to second or third base by an infielder on a forced play will result in no extra bases and the base runner stays on that base. Runners who continue past the base do so at their own risk of being tagged out or will be sent back to the base in question after time has been called.
- 5.03 Overthrows to second or third base by an infielder when there is no forced play will allow runners to advance a maximum of one base beyond the base they were running to at their own risk.
- 5.04 The first overthrow to which one of the three above rules apply shall govern ultimate destination of all other runners on base at the time regardless of whether there are additional overthrows during the play.

6.00 - In the Field

- 6.01 Ten defensive players will be allowed on the field, with the tenth being a fourth outfielder.
- 6.02 An outfielder may not make an out by tagging a runner or touching a base. The ball must be transferred to an infielder before such an out can be made.
- 6.03 The player in the pitcher's position MUST be behind the white line running in front of the pitching machine until the ball is hit.
- 6.04 Substitute players must participate in three consecutive outs every other inning.



OFFICIAL RULES FOR PINTO LEAGUE

In case of injury, the last player removed from the game will be allowed to re-enter.

- 6.05 Catcher shall wear mask and protective cup and stand outside of the white lines painted on the backstop. Alternatively, a catcher may just wear a batting helmet and stand in front of the dugout until the ball is batted. He is then able to proceed to home plate and participate in the play.
- 6.06 One coach is allowed on the field while the team is on defense. Any physical or verbal interference with an opposing base runner will result in one extra base.
- 6.07 Any interference with a batted ball by a coach, or a non-playing player (offense or defense), will constitute an extra base or return to bases for all base runners.

7.00 - Miscellaneous

- 7.01 A coach shall be limited to one offensive time out and two defensive time outs per inning, upon permission of the umpire. This does not stop the clock from running concerning game time limit.
- 7.02 Appeals shall be made by the head/assistant coach only and must be made following the contested play and prior to another pitch, at which time the umpire shall call time out, hear the appeal and rule accordingly.
- 7.03 No bats with the words "T-Ball" or any version of Teeball written on them are allowed. NO EXCEPTIONS.
- 7.04 Once a batter has hit the ball the "pitching coach" cannot speak to the batter-runner or runners on base paths. First offense: pitching coach is warned; second offense: pitching coach shall be removed from the game.
- 7.05 While the umpires are primarily responsible for removing and storing the pitching machine in the electrical room next to the concession stand, the home team shall be responsible for storing the pitching machine if the umpires fail to do so.
- 7.06 Cancellation and rescheduling games due to weather will be done by the Pinto coordinator or the CSA board member officially monitoring the park. Other reasons to change the game schedule will be rare, with exceptions for official school events, etc. Rescheduling will be at the next opportunity in the opinion of the Pinto coordinator or baseball VP.