

PINTO LEAGUE PLAYING RULES

I. PLAYING FIELD DIMENSIONS

- A. The base line distance shall be 60 feet.
- B. Pitching rubber is located 40 feet from home plate.

II. PLAYING RULES - GENERAL

- A. Games
 - 1. Games will be a maximum of 6 innings
 - 2. A team can score a maximum of 5 runs per inning or 3 outs
 - 3. Once a team is mathematically eliminated, the game is over.
- B. Batters, players in the on deck circle, and base runners are required to wear a batting helmet.
- C. Catchers are required to wear a mask with a throat guard, chest protector, shin guards, and a cup.
- D. No T-Ball bats allowed.
- E. Pitchers are required to wear a batting helmet with cage or board approved.
- F. No intentional Walks.
- G. There is no infield fly rule.
- H. Appeals shall be made before the Coach/Pitcher makes the next pitch.
- I. Each team is allowed 3 time outs per game.

III. PLAYING RULES - OFFENSE

- A. Coach/Pitcher will be used instead of pitching machine. Coach/Pitcher does not have to be a member of that team but must have proper league identification.
- B. Coach/Pitcher must leave the playing field immediately after the ball is hit and not interfere with any defensive play. PENALTY - A warning will be issued for the first offense. Second offense will result in the Coach/Pitcher being removed as pitcher for remainder of game.
- C. If a batted ball hits the Coach/Pitcher, the ball is dead. The pitch is counted as a foul ball. Runners will not advance.
- D. Umpires will call strikes when swung at and shall keep count of the number of pitches a batter receives. The batter shall be declared out after failing to hit a fair ball after 5 pitches or 3 swings, unless the 5th pitch is a foul ball. They will then be allowed to continue to foul the ball off or until they strike out or puts the ball in play.
- E. Runners may not advance on wild pitches or past balls. No runner may advance on over throws to the Player/Pitcher by the catcher.
- F. Batters are not permitted to swing easy at the ball or bunt. PENALTY – Batter shall be called back to the plate, the pitch counts as a strike, and no runner(s) may advance.
- G. Batter may not leave the on-deck circle until the umpire calls time on the previous play.

IV. PLAYING RULES – DEFENSE

- A. The Player/Pitcher must have one foot completely in the dirt behind the pitching rubber until the ball is hit. PENALTY: Offensive manager has the choice of a balk or play.
- B. Each team will field 4 outfielders.
- C. If a team only has 8 or 9 players, the first position dropped will be an outfield position. The second position dropped will be up to the manager's discretion except the catcher.
- D. The catcher will play in the catcher's position in the catcher's box and will return all pitches to the Player/Pitcher.
 - 1. Catcher will field his position on plays at home.
 - 2. Other players will only serve as back up. PENALTY - Runner scores.
- E. When all play on the runner(s) has ceased, umpires judgment, "Time" shall be called. The ball is dead and shall be returned to the Coach/Pitcher.