

Pinto Baseball Rules (2-27-25)

AGE REQUIREMENTS

- Player must be **8 years of age or younger** as of **September 1 of the current year**.

GAME RULES

- Bats Must be checked by Umpire prior to Game Start
- Pace of Play will be enforced:
 - Umpires will enforce Pace of play throughout entire game (Pace for mound visits, Pace for getting in the box and so on at their discretion)
 - After 1st inning no warm up balls for infield or outfield
 - A new pitcher entering game will be allowed 10 warmup pitches
 - After 2 outs a courtesy runner can be used for the catcher (last man out)
- **Game Length:**
 - 6 innings or **1 hour 45 minutes** (finish the current inning when time expires).*If time expires between innings, the next inning will still be played. The top of a new inning officially begins immediately after the third out is recorded in the bottom of the previous inning.
 - *Game time will begin immediately after Coaches meeting
 - The **last inning** is defined as the **6th inning** for scoring purposes.
- **Scoring Rules:**
 - Teams can score **5 runs per inning** until the **6th inning**, where the limit is **10 runs**.
 - If a tie occurs after the 6th inning or time expires + finished inning, a **tie breaker rule** will apply.
- **Tie Breaker:**
 - The inning begins with **no outs** and the last batted out on **2nd base**.
 - Complete each extra inning as if it were the last inning (i.e., **run limit of 10** in extra innings).
 - If no winning team emerges after **2 extra innings**, the game is a **tie**.
- **Run Rules:**
 - **15 run rule** after **3 innings**.
 - **12 run rule** after **4 innings**.

- **Umpire's Decision:**
 - The umpire can call the game at any time due to **darkness**. Player safety is a priority.
- **Team Enthusiasm:**
 - All player chatter must be **positive** and directed **only towards their own team**.
 - Negative communication toward opponents (e.g., chants like “hey batter-batter swing”, “slaughter rule”, “yeap”) is prohibited.
 - Violation will result in a **warning** to the team manager. If repeated, the team will **forfeit** the game.
- **General Rules:**
 - All other rules are governed by **Pony Rules**.

BASERUNNING

- **Leading Off / Stealing:**
 - No leading off or stealing. Runners must wait until the ball is **put into play** before leaving the base.
- **Live Runner:**
 - A runner is a live runner until the umpire calls "**dead ball**".
- **Advancing on outfield hits:**
 - If the ball is hit into the outfield, runners may advance as many bases as possible.
 - If the runner is **not halfway to the next base** when the ball is thrown back into the infield, they **must return** to the previous base.
 - If the runner is **more than halfway**, they are a live runner and can be tagged or forced out.
 - **The umpire determines the runner's position.**
 - *The infield is defined as the interior of the baselines.*
- **Overthrows:**
 - Runners may **advance** on a throw to **first base**, but **may not advance on an over-throw to first**.
 - **Runners may advance** on an over-throw to second, third, or home plate.
- **Sliding:**
 - Sliding is allowed, especially to avoid contact, except at **1st base**.
- **Hit Coach:**
 - If a ball hits a defensive coach, the batter is awarded **1st base**, and base runners advance **1 base**.

HITTING

- **Batting Order:**
 - All players must be in the batting order.
 - If a player arrives late, they will be added to the **bottom of the order**.
- **Bunting:**
 - **No bunting** is allowed.
 - A batter cannot **fake bunt**, retract the bat, and make a full swing.

PITCHING

- **Pitching Rules:**
 - The first **3 innings** are pitched by players.
 - Coaches pitch all remaining innings.
 - **Three strikes** and the batter is out. No walks.
 - If four balls are called by the umpire, the team's coach will finish the at-bat with a maximum of **8 pitches** (including what the player pitched).
- **Hit by Pitch:**
 - A batter hit by a player-pitched ball is awarded **1st base**.
 - A batter hit by a coach-pitched ball continues batting.
- **Pitching Distance:**
 - **38 feet** for player pitchers.
 - Coaches pitch from **32 to 38 feet** (chalk will indicate **32 feet**).
 - Coaches must pitch **overhand**, standing, or from the knee.
- **Pitching Limits:**
 - A pitcher may pitch **1 inning per game and no more than 4 innings per week**.
 - **One pitch** counts as **one inning**.
- **Pitcher Removal:**
 - A pitcher who hits **3 batters** must be removed from the mound.
 - A pitcher who is removed cannot return to pitch in the same game.
- **Coach Hit by Batted Ball:**
 - If a batted ball hits the offensive coach, it is considered a **foul ball strike**, and no runners advance.
 - If the umpire believes the offensive coach intentionally touched the ball, the batter is **out**.
- **Equipment Restrictions:**
 - **No wristbands or batting gloves, or arm sleeves** allowed for pitchers.

FIELDING/DEFENSE

- **Defensive Coaches:**
 - Two defensive coaches are allowed in the outfield
- **Defensive Players:**
 - **10 defensive players** allowed on the field.
 - The pitcher must be **even with** or a **step behind** the coach pitcher.
- **Playing Time:**
 - Each player must play **two innings** in the field.
 - Players can re-enter in different positions but must stay in the **original batting order**.
- **Halfway Stripes:**
 - Stripes between **1st & 2nd**, **2nd & 3rd**, and **3rd & home** assist umpires in determining whether a runner is halfway to the base before a play is made.

EQUIPMENT/BATS/MISC

- **Safety Base:**
 - A **safety base** must be used at **1st base**.
 - Both sides of the base are in play for the runner and the defender.
- **Catcher's Mask:**
 - All catcher's masks must be **hockey-style** or have a **throat protector**.
- **Bats:**
 - All bats must be **USA stamped**
 - *All Tee-bal bats are Illegal (Including USA Stamped Tee-ball bats)

UMPIRES

- **Umpire Requirements:**
 - **2 umpires** are encouraged per game.
 - Minimum age for an umpire is **12 years old**.
 - If the umpire is under **17 years old**, 2 umpires are required. If **17 or older**, 1 umpire is sufficient.

SCHEDULING / MAKE-UP GAMES

- **Incomplete Game:**
 - A game is a **complete game** if **4 innings** have been completed or if the **home team has scored more runs in 3 innings** than the visiting team has scored in 4 innings.
- **Suspended Game:**

- If a game is called for any reason before it is a complete game, it will be considered a **suspended game** and resumed from the point of interruption.
- **Make-Up Games:**
 - The **home team** is responsible for scheduling make-up games as soon as possible.
 - Contact **Brad Male** at **815-274-8335** for assistance with scheduling.