



MTZ Youth Baseball & Softball Association

Farm League Rules

Division: PINTO Rules – Boys & Girls

GAME PLAY RULES:

1. **GAME LENGTH.** All games will last ONE (1) HOUR from the scheduled start time. No inning may start after ONE HOUR. In tournament, the game shall be SIX (6) innings or ONE (1) HOUR and TWENTY (20) MINUTES, whichever comes first. In the event of incomplete games due to inclement weather or otherwise, the following rules apply:
 - Less than two (2) full innings played – reschedule game.
 - Three (3) or more completed innings played constitutes a complete game.
 - Coaches must notify the scheduling chairman within 48 hours, or the game will not be rescheduled.
**One inning consists of SIX (6) runs, THREE (3) outs, or NINE (9) batters, whichever comes first.*
2. **INCLEMENT WEATHER.** The following guideline will be used by umpires and coaches for the handling of lightning occurrences:
 - From the time that thunder is heard, or a lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.
3. **FIELD DISTANCES.** The following distances apply for this league:
 - The pitching mound will be 40' from home plate for both leagues.
 - Bases are 60' with chalk lines halfway between first and second, second and third, and third and home.
4. **BATTING.** The following rules apply for batting in this league division:
 - Batting roster will include all players batting each inning.
 - No walks will be awarded either by balls called or hit-by-pitch.
 - No intentional bunts are allowed.
 - Three (3) swinging strikes and the batter is out.
 - Batter will be called out after seven (7) pitches (unless last one is fouled off).
 - Do not let the last batter of each inning run the bases. This is a safety concern.
5. **FIELD COACHING.**
 - ONE (1) defensive coach is allowed on the field of play during game, must stay behind outfielders.
 - The offensive team may have base coaches at first and third bases.
6. **SCORING.** Score will be kept
7. **PITCHING.**
 - Adult pitcher will pitch from the chalk line positioned 25' from home plate.
 - The pitcher should be the batting team's coach (or coach delegate).
 - Adult pitchers must throw overhand.
8. **DEFENSE.** Eight (8) players are required to field a team.
 - Defense must be set using a standard infield, (P, C, 1B, 2B, SS, 3B) and four (4) outfielders.
 - Maximum number of ten (10) defensive players allowed on field.
 - Free substitution is allowed during the entire game for defensive positions.
 - Each player must play at least TWO (2) defensive innings.
 - No short positioning of pitchers is allowed. Defensive pitcher position must remain behind and to either side of the pitching mound, with one foot in pitching circle.

9. **EQUIPMENT.** The following equipment is required to ensure the safety of all players:

- All defensive players must have a glove.
- Catcher must wear protective gear and protective sports cup for boys.
- Defensive pitcher must wear batting helmet with facemask.

10. **UMPIRES.** If you do not have an umpire assigned, the ADULT PITCHER (COACH) will umpire all bases, including home plate. For officiating and conflict avoidance, the following rules apply: or what coaches decide at pregame meeting.

- The adult pitcher will umpire all bases, including home plate.
- Unintentional throwing of bat results in team warning. Second offense results in player called out.
- Intentional throwing of bats will result in the player being called out.
- If a ball hit by the batter hits the adult pitcher, the ball is considered dead, and the batter is awarded first base. The adult pitcher must make an honest effort to get out of the way.
- Bases will be sixty (60) feet, chalk lines at halfway points between first and second base, second and third base, and third base and home. If a base runner is past chalk line when ball is returned to infield, the runner is allowed to advance to next base. If not past chalk line, runner must return to last base.
- Play stops when a thrown ball gets into the infield.
- No leadoffs are allowed from any base.
- When attempting to make a play at any base, runners will not be allowed to advance beyond the base they were approaching at the time of the play.
- An additional base will not be awarded on an overthrow.

GENERAL INFORMATION:

1. **PREGAME MEETING.** Prior to each game starting, both coaches and assigned umpire should meet briefly at the plate to discuss ground rules. Common important topics to cover should include: 1) Taking extra bases on overthrows, 2) Not taking extra bases when ball is under control in infield, 3) No leadoffs, etc.
2. **PLEASE KEEP TIME LIMIT.** Games must not run beyond time limit. If early games run long, teams with later games may not be able to finish their games. GAMES MUST END ON TIME. Below are some tips to ensure the game moves efficiently:
 - Come prepared to each game with all three (3) innings of defensive position assignments pre-determined prior to the start of the game.
 - Assign a “Bench Coach” for each game (parent volunteer). Give all position assignments to Bench Coach before game and have them communicate to players prior to the end of the offensive inning.
 - Ask the Bench Coach to ensure each player is ready for their at-bat and also ask them to help them keep track of their gloves & hats, etc.
 - Adhere to the maximum pitches per player. Do not be tempted to allow players to “have one more chance”. This is timely and sets a precedent.
 - Post-game team pep talks should not take place in the dugout.
3. **ENCOURAGE FIELDING & THROWING.** Encourage a throw to the first baseman on ground balls to the infield. Even in situations where the Pitcher or First Baseman thinks they can outrun the batter to the base. Encouraging them to field and throw helps each player work on the fundamentals of fielding and throwing.