



McCutchanville Baseball League

Pinto Division Rules & Procedures

(Updated 2/28/2015)

These rules do not contain a complete set of rules governing play in Pinto League baseball, but they are the rules that all Coaches should be made aware of.

The rules governing play will be in the following order: (1) McCutchanville Pinto Division rules listed below; (2) the Evansville Rural Pinto League (ERPL) rules listed below; (3) the current year edition of the Cal Ripkin Baseball Rulebook ; and (4) the current edition of the Official Rules of Major League Baseball (MLB).

1 – TEAMS

- A. Teams may consist of not more than 15, nor less than 11 players on the official roster.
- B. Teams shall not consist of more than 8 players who are of the older age.

2 – LEGAL PLAYERS

- A. Age, for league purposes, means “league age,” which is that age attained by a player prior to May 1 of the season in question.
- B. The legal age of players shall be:
 - 1. Spring Season:
Players of league age 7 & 8 prior to May 1 of the season in question.
 - 2. Fall Season:
Players of league age 6, 7 & 8 prior to May 1 of the season in question
- C. Players who are 6 years old at the start of the season, but will not turn 7 by May 1 are eligible to play Pinto at their parents’ discretion (ERPL Eligibility – B), subject to MORAC approval.

3 – SELECTION OF PLAYERS

- A. Spring Season:
 - 1. All registered players should participate in assessments if at all possible so that all Coaches will have a better gauge of the talent of the entire league. Players will be rated on the basis of their abilities via a point system, which should reflect their skills in relation to other players in the division. Players who were not able to attend the assessments will

be rated based on “known” abilities. If abilities are unknown, then the player will be given a rating of 0.

2. A closed and confidential Draft, attended by the Head Coaches/Assistant Coaches and League Commissioner, will be held shortly following assessments.
 - a. Prior to the Draft order, any of the unassessed players will be discussed to provide ratings. In addition, players with special circumstances will be identified (i.e. siblings or travel requirements).
 - b. Assessment scores will be provided prior to the start of the draft. Players will be ranked high to low. The assessment scores will be broken out in grids. Each grid will equal the # of teams in this years league. Each grid also will represent a draft round when determining where pre-selected kids fall. See Rules 2f & 2g.
 - c. The Draft order will be determined by lottery. Head Coaches will draw a number, and that number will decide in what order they select (i.e. number 1 gets first pick).
 - d. The Head Coach with the first pick will start the draft. Each following Head Coach will get one pick until the round is complete. The Draft will then continue with the Head Coaches picking players in reverse order until the 2nd round is complete. This will continue until the last course (down and back up) of picks can occur.
 - e. Coaches will be permitted to drop down and draft from lower levels at any time. Likewise, they can select from a higher grid level if kids are available.
 - f. Siblings of the earliest player in the family selected will automatically be placed in their predetermined round in the Draft on the same team. This will be considered the Head Coach’s pick for that round.
 - g. Children of Head Coaches & Assistant Coaches will automatically be placed on their team. However, this counts as their pick (or first pick) in their child’s predetermined round.
 - h. Teams shall not consist of more than 8 players who are of the older age.
 - i. No trades are allowed unless it is determined after the Draft is completed that a player has been inappropriately placed on a team. A Head Coach may change their picked player only if they indicate their desire to do so prior to the next Head Coach’s decision.

B. Fall Season:

1. The selection of players for league teams shall be under the direction of the League Commissioner.
2. The league commissioner shall strive to make every team as equally talented as possible.

4 – EQUIPMENT

- A. For official games, only baseballs provided by the league commissioner may be used. You may use any other during practices.
1. For official games, game balls will be located in the concession stand.
- B. Bats manufactured specifically for use in T-ball or softball shall not be allowed. Bat barrels may not be more than 2 1/4 inches in diameter at the thickest part.
1. In addition, all bats must have BPF 1.15 printed on them. (ERBL)
- C. No metal cleats are allowed at any time.
- D. Batting helmets must be worn by all batters, baserunners, players in the on-deck area, bat boys and players coaching a base.
- E. Catchers must wear athletic supporters, protective cups, mask, chest protector and shin guards when catching behind the plate.
- F. All players must be dressed in full uniform (hat, pants, shirts). All shirts must be tucked in.

5 – PLAYING RULES

- A. The official playing rules, with the exceptions and variations contained in these rules, shall be the “Official Rules of Major League Baseball.”
- B. Teams must field a minimum of 8 legal players at least 15 minutes after the scheduled game time. If you must play with 8 players, the 9th spot in the batting order is an automatic out.
1. If a team cannot field the minimum number of players, then they forfeit the game. The game can be played unofficially, but the forfeiture still stands.
 2. Any player arriving after the start of the game must be added to the bottom of the batting order. (ERPL General Rules of Play – O)
- C. All players must bat in the assigned order. A batter shall be called out, on appeal, when they fail to bat in their proper turn, and another COMPLETES a time at bat in their place. The

proper batter may take his place at any time before the improper batter becomes a runner or is put out, but they inherit the pitch count. (MLB 6.07)

- D. If a player becomes ill or injured and cannot take their spot in the batting order it will not be considered an out unless their removal causes the team to have only 8 players. In this case, the 9th spot in the batting order will be considered an automatic out.
- E. Only the batting teams coach, coach's designee or an umpire, may feed the machine.
- F. Limit to two coaches in the outfield only – no infield coaches except to assist catcher returning balls to the Coach Pitcher. (ERPL Coaches and Umpires – C)
- G. The entire team roster present for the game shall bat in rotation. (ERPL General Rules of Play – H)
- H. Batters are not permitted to bunt or soft-swing at the ball. If they do, the ball will be dead and the pitch will be considered a strike.
- I. A batter shall be declared out after failing to hit the ball after five pitches are delivered by pitching machine. The batter continues to bat if the fifth, and subsequent pitches, are fouled. A batter is not out on a foul tip.
 - 1. If in the coaches/umpires view that the last pitch was unhittable, the batter may be given another pitch.
- J. 10 players shall be used defensively, meaning 4 outfielders. The outfield is considered 15 ft. from the base path or 18 ft from the baseline. No extra infielders are allowed in any circumstances. (ERPL General Rules of Play – B)
- K. All teams must field a catcher. Teams with less than 10 players can reduce their defensive coverage in any position other than catcher. (ERPL General Rules of Play – C)
 - 1. The catcher may assume the catcher's position or stand away until the batter swings, then field the position defensively (There is no dropped third strike rule). If the catcher stands away he may not catch a foul ball for an out.
- L. Each player must play in the infield at least two innings. (ERPL General Rules of Play – E)
- M. Each player must play the outfield or sit out at least 1 inning.
- N. Players are only allowed to play in the same position for 3 innings per game; and not more than 2 innings back to back.
- O. Free substitution on defense is allowed.
- P. Base runners are not permitted to steal bases and must remain in contact with the base until the ball is hit.

1. If the runner leaves the base early on a hit ball, it will be declared a dead ball and all players must return to their bases. The batter continues with a re-pitch. (ERPL Baserunning – F)
- Q. A "dead ball" situation occurs if the Fielder has ball in control and the LEAD runner has been forced back to the base. When the ball is declared dead, runners may not advance. If a runner was less than halfway to the next base when the play was declared dead, the runner must return to the previous base. (ERPL Baserunning – A)
- R. If the batted ball hits the machine, cord or coach, the ball is considered dead and plays cannot be made on the runners. The batter advances to first base and all runners advance one base, even if not forced. (ERPL General Rules of Play – T)
- S. "Head First" slides **are not** permitted. "Head First" slides are an automatic out. Running through a base and diving back is not to be considered a "Head First" slide. (ERML 5.15)
- T. No runner may purposely collide with a fielder to attempt to dislodge the ball or take a fielder out of play. If, in the umpire's judgment, this occurred, the runner is out. (ORMLB 7.08.a.3)
- U. Runners must slide at home plate when there is a possibility of a play at home plate. This is an umpire judgment call. **Failure to slide will result in the runner being called out.** (ERML 5.16)
- V. A catcher may not cause runner interference unless he has a play on the runner. The catcher must allow access to the plate unless there is a play at the plate. (ERML 5.17)
- W. Fielders are not permitted to impede runners from access to the bases or base paths unless they have the ball in possession or are making a play on the ball.
- X. A missed base by the runner is by "appeal" only to the umpire. They will not automatically call a runner out if he misses a base unless the coach appeals the call to the umpire. (ERML 5.18)
- Y. There is no "infield fly" rule. (ERPL General Rules of Play – I)
- Z. If a player throws a bat in a dangerous or unsportsmanlike manner, the first time results in a warning to the coach and team. On the second offense and subsequent offenses, the batters will be called out. (ERPL General Rules of Play – V)
- AA.If a player over throws first base, the runner at first may advance to second base at his own risk. If the runner is thrown out, he is out. If the ball is over thrown again the runner must stay at second base. Any other base runners may advance at their own risk – with a maximum of 2 bases. An overthrown ball at 2nd or 3rd on the "initial play" will remain live and all runners may advance at their own risk.

- BB. Outfielders can NOT make a put out at a base or on a runner. The ball must be thrown to an infielder.
- CC. If a base runner is hit by a batted ball prior to the fielder making an attempt on the ball, the runner is out. Batter and other runners may not advance further than the next base.
- DD. If a runner runs outside the baseline (3ft either side) to avoid a tag, the runner is out. This does not apply if the fielder is not in possession of the ball.
- EE. A pitcher line will be drawn 3 ft behind the pitching machine. Pitcher must start on or behind the line.

6 – LENGTH OF GAMES

- A. All games are 6 innings: A 1 hour 45 minute time limit will be in effect for all games, excluding tournament. No new inning will begin after 1 hour and 30 minutes from the official start. If the inning is started the inning shall be completed. The HOME team coach must let the VISITING coach know if there is another game scheduled after their game.
- B. The 5-run rule is in effect except in the sixth inning, which is unlimited. (ERPL General Rules of Play – J)
- C. In, the 6th or last inning both teams bat through their entire roster or until they get 3 outs, whichever comes first. The team with the most amount of players determines the number of maximum at bats. (ERPL General Rules of Play – L)
- D. A game can be considered a complete game if play is suspended due to inclement weather or darkness by mutual agreement of both coaches or if 3 ½ innings have been completed and the HOME TEAM is ahead, or 4 innings if the VISITING TEAM is ahead. If a game is stopped and then play is resumed, play should begin in the game where it was suspended.
- E. If a game is called for any 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.
- F. Mercy Rule: If one team is winning by 15 runs or greater by the end of the 4th inning or 10 after the 5th inning, the scorebook is closed and a winner is determined. All teams are encouraged to continue to play the remaining two innings or until the time limit is met. (ERPL General Rules of Play – K)

7 – UMPIRES

- A. Assignment of the umpires shall be the responsibility of the league commissioner.
 - 1. Plate and base umpires will be supplied. One umpire is required to be “patched.” (ERML 2.6)
- B. Umpire fees will be \$25 per game for senior umpires and \$20 for junior (ERML 2.20)

8 – SCHEDULE, CANCELLATIONS & MAKE-UP GAMES

- A. Scheduling of league games shall be the responsibility of the league commissioner, and shall provide not less than 10 regular season games for each team.
- B. Final standings will be determined by win-loss percentage in league play. Winning percentages is decided provided a team plays at least 10 games. If a team plays less than 10 games, each of the non played games will count as a loss. In case of a tie, the league winner will be determined by head-to-head record.
- C. Post season tournaments will be played. Teams will be placed in tournaments based on winning percentages within the league. Teams will be seeded. Two team tie-breakers will be head to head, then runs allowed, runs scored and then a coin flip. If greater than 2 teams tie, the tie breaker goes directly to runs allowed, runs scored and then a coin flip.
- D. HOME TEAM coaches should notify VISITING team within two (2) hours of the game time of any cancellation due to weather, etc. (ERPL General Rules of Play – Q)
- E. Cancellations, rain-outs, or suspended games are the responsibility of the HOME TEAM to be rescheduled. The home team has 7 days to present the visiting team 3 open dates for a possible make-up. They then have until the end of the season to get the game in. If one of the coaches feels that the other coach is not trying in good faith to get the game in, the grievied coach may contact the league commissioner, who will review the situation. In this case, if it is determined that one coach has not attempted in good faith to reschedule the game, a “win” may be given to that grievied coach and a “loss” given to the other coach.
- F. In the case of lightening, the game cannot be resumed until 30 minutes after the last lightening strike.

9 – MISCELLANEOUS

- A. The distance between the bases is 60 feet.
- B. The distance from the back of home plate to the center of the pitching machine is 42 feet.
- C. The pitching machine should be set at 40 MPH.
- D. Pitching machine may only be adjusted at the top of an inning. Both coaches must agree to perform the adjustment.
- E. Each game "start time" must be kept by the HOME TEAM.
- F. HOME team keeps the official scorebook.
- G. During the regular season, the HOME TEAM shall be responsible for reporting the game information to the league commissioner within 48 hours after the game is completed, so that records can properly maintained.
- H. HOME team pays the umpires out of concession stand funds, if paid umpires are working.
- I. HOME team prepares the field for the game.
- J. VISITING team is responsible for providing concession stand workers and for closing concessions (this includes counting receipts).
- K. Cooperative effort is expected for trash removal.
- L. Cooperative effort expected to properly close the field after the last game of the day.