

# **NORTH CITY YOUTH BASEBALL - 100 INNING GAME - RULES/GUIDELINES – PINTO**

- \*Games to be played on PINTO Field at the Hickman Location
  - \*Game will be played using pitching machines
  - \*3 pitches maximum per batter- The Coach/Pitcher may award an additional pitch if the machine throws an obvious unhittable ball \*Fouled or missed 3rd pitch will be an out
  - \*After 3 outs are made, or if lineup bats through without 3 outs being registered, inning is concluded, and bases are cleared. Team at bat will bat through 3 innings before switching sides (field to hitting, hitting to field)
  - \*No stealing, no leadoff, run on contact only, one extra base on overthrow only
  - \*Coaches are asked to rotate players to all positions throughout the day
  - \*Outs may be made through caught balls, force outs, tag outs, or strikeout
  - \*Mini games will last 60 MINUTES; teams will rotate in and out at 60-minute intervals throughout the day
  - \*Every team will play at least 2 mini games throughout the day or until 100 innings are reached or darkness issues.
  - \*New teams will rotate into the game between full or half innings-after the team at bat has completed 3 innings
  - \*Coaches will rotate along with their teams. Remember when your team next plays and be sure to collect your players at least 10 minutes before your next scheduled game time.
  - \*There will be two main teams in each Division: **NAVY BLUE** and **GRAY**
- The **NAVY BLUE** team will consist of players from: Team **McCabe**, Team **Savala**, Team **Martin**
- The **GRAY** team will consist of players from: Team **Wilber**, Team **Lee**
- \*The game umpire/pitcher (coach) from each team will feed the balls into the pitching machine for opposing teams. At 12:00pm and 3 pm set the dial on the pitching machine to a faster speed. It should challenge the players to start, and then get faster. A player will field the pitcher position and will be allowed to stand in a designated starting position to the right or left of the pitching machine.
  - \*A protective screen will be used to guard against balls hit back into the pitching machine, a ball that hits that screen will be deemed a dead ball and another pitch will be made. The additional pitch will not count towards the 3 pitch maximum. If the batted ball hits the power cord for the machine it is considered a dead ball as well.
  - \*Teams will field all players on their team and all players will bat in order. Field 6 infield positions and then balance in the outfield.

\*Coaches are encouraged to play every player in the infield and outfield throughout the game

\*The score of the game is not important. A day of fun in the sun and lots of great play is.

\*It may be necessary at times or late in the day for a team to borrow players from another same colored team to fill out their roster. This is allowed. Free substitution is allowed during the game. Game schedule: PINTO (**BLUE**: 1st base dugout, bats first to start the day, Scorekeeper for Mini Game) (**GRAY**: 3rd base dugout, fields first to start the day, Updates Master Scoreboard)

Pinto	BLUE	GRAY
9:00 AM	Martin (h)	Lee
10:00 AM	McCabe (h)	Wilber
11:00 AM	Savala (h)	Lee
12:00 PM	Martin	Wilber (h)
1:00 PM	McCabe	Lee (h)
2:00 PM	Savala	Wilber (h)
3:00 PM	Martin (h)	Lee
4:00 PM	McCabe (h)	Wilber
5:00 PM	Savala (h)	Open Gray
6:00 PM	Open (if needed)	Open (if needed)

Need at least one umpire/pitcher for each game. Prefer one from each side and they can rotate pitching vs. field calls. **GRAY** teams will be the scorekeepers for the Mini Games, and the **BLUE** team will update Master Scoreboard at hourly rotations.

Goal is to try and finish 100 innings-To accomplish that in the 10 hours, you need to average about 10 innings per hour. The key is to be organized and have the players ready to hit and to rotate teams in and out of the dugout quickly between the 3 inning turns and on the hour when new teams rotate into the game. You and anyone else you can recruit would be the ones to get the next set of teams ready to rotate into the game on the hour.