

Pinto League

Rules and Guidelines

POINTS OF EMPHASIS

The Pinto League will focus on building a solid foundation of baseball fundamentals that will prepare players for the Mustang League. Emphasis will be placed on developing basic playing skills and the introduction of most rules of baseball. Finally, the most important goal will be to foster the enjoyment of the game of baseball for our children. Other key points are:

1. Coaches are encouraged to let each player have the opportunity to play both infield and outfield positions and bat in different positions in the batting order.
2. Each team will attempt to develop at least two players for the purpose of playing the catcher position at the next level of baseball/softball.
3. No individual player will sit on the bench for two innings before every player sits one. This rotation will be maintained from game to game. It is the coaching staff's responsibility to maintain the integrity of player rotations.
4. Only Team Managers are permitted to discuss any ruling on the field with umpires including clarification rules or calls on the field. Any discussion must be conducted in a respectful manner.
5. The MYBSA Coaching Code of Conduct will be strictly enforced. Any violations will be addressed by the MYBSA Board. Please refer to the MYBSA Code of Conduct Sanctions for additional details.
6. **Dugouts must be cleaned out completely after each game.** Each team should designate a parent as the "Dugout Coach". The Dugout Coach will insure the dugout is clean prior to leaving. Teams playing the first game of the night are encouraged to clean out the dugout prior to the end of the game. Teams playing the second game must keep their players from entering the dugout until everyone has exited from the first game.

I. SAFETY

- A. Batters, on-deck batters, and runners are required to wear helmets.
- B. All catchers must wear full catching equipment and a protective cup at all times while playing the catcher position. All other players are strongly encouraged to wear a protective cup.
- C. **Bat Throwing:** A batter that wildly throws the bat will receive a warning from umpire. A second instance of bat throwing by the same player will result in a called out.

- D. A player who cannot safely catch the ball should not be placed in the catcher or 1st base position.
- E. **Injury Incident Report:** Coaches or other league representatives are required to fill out the “MYBSA Incident Form” if a serious injury occurs or medical attention is required for any individual playing in or attending a MYBSA event. If the form is not readily available, a blank copy is available from the MYBSA website documents section.
- F. **Extreme Weather Policy** – The MYBSA approved Extreme Weather Policy must be followed by all MYBSA stakeholders including coaches, parents, umpires and spectators. The policy can be found on the MYBSA website in the important documents section.

II. PITCHING

- A. The pitching rubber (or machine) will be placed 38 feet from the front of home plate.
- B. **Pitching Machine Speed:** National and American Division = 40 MPH
- C. **Fair Ball Arc:** There will be a twenty (20) foot arc drawn from the first (1st) baseline to the third (3rd) baseline in front of home plate. A batted ball that makes contact with any part of this arc is considered a fair ball.
- D. **Safety Arc:** There will be a thirty (30) foot arc drawn from the first (1st) baseline to the third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- E. **Pitcher’s Circle:** There will be a ten (10) foot diameter circle with the front edge set at thirty-three (33) feet from the front edge of home plate.
- F. A pitching machine will be used to deliver the ball to the batter. The machine will be operated by an approved operator. Approved operators must be at least 18 years of age and affiliated with the MYBSA. This could be a team coach or umpire.
- G. The machine operator cannot make a play or attempt to make a play on a batted ball unless it is self-defense. If the adult catches or attempts to catch a batted ball, it will be a dead ball (no-pitch), and the batter will return to the plate and the runners will not advance.
- H. If the machine operator is struck by the ball unintentionally, the UMPIRE will rule the play dead, call time, and assign runners to bases.
- I. If the operator is struck by a batted ball, the hitter is awarded first (1st) base and all runners advance one (1) base.
- J. If the operator is struck by a thrown ball (by the defensive team), play is dead, and runners return to the base from which they came.

III. Batting

- A. The batter will have a maximum of five (5) pitches to hit a fair ball that reaches the first chalked “in-play” arc. Three swings and misses constitute a strikeout.
- B. No walks will be issued.

- C. A foul ball on the fifth (5th) pitch earns the hitter another pitch.
- D. A pitch deemed in the strike zone (in the judgment of the umpire) on the fifth (5th) pitch results in an out.
- E. A pitch deemed outside the strike zone (in the judgment of the umpire) on the fifth (5th) pitch earns the hitter another pitch.
- F. No infield fly rule.
- G. No bunting is allowed.
- H. All teams must use a continuous batting order. The batting order for each team shall consist of all players present, and they will bat in turn either until three (3) outs are recorded or until the maximum runs per inning have been scored.
- I. **Legal Bat:** A bat is considered legal when the following conditions are met;
 - 1) Barrel size does not exceed 2 1/4 inches.
 - 2) Bat Performance Factor does not exceed 1.15.
 - 3) Is clearly identified by stamp or seal as being sanctioned by at least one of the following baseball governing bodies; Little League International, USSSA, Pony, Cal Ripken, Dixie Youth, Babe Ruth League, NFHS or Baseball Players Association.

*A bat that is not clearly marked with a BPF and sanctioning body stamp will be considered an illegal bat.
- K. **Penalties for Use of Illegal Bat:** A batter is out for illegal action when a batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. In addition, all base runners must return to their previously occupied base prior to the infraction. The bat will also be immediately removed from play.

Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat the manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
- L. Batters **CAN NOT** advance to first base on a dropped third strike.
- M. All players arriving (in dugout) after the first pitch will be placed at the end of the batting order, in the order of arrival.
- N. **Run rule limit per Inning:** Maximum of 5 runs per inning, except the final inning (4th or 5th inning, depending on time of season). However, if the time limit has been reached prior to the final inning, there will be no unlimited run inning.

IV. Base Running

- A. Runners may advance until the ball is returned to the infield. Please refer to "Stoppage of Play" section below for division-specific rules.
- B. **Stoppage of Play:** The two divisions have separate rules concerning stoppage of play until the next batter puts the ball in play.
 - 1. **National Division:** When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the UMPIRE will call "time." Play is considered "dead" at this point until the next batter puts the ball into play.

2. **American Division:** When the ball is in controlled possession of the pitcher with at least one foot in the pitching circle, the UMPIRE will call "time." Play is considered "dead" at this point until the next batter puts the ball into play.
- C. **Overthrows:** Play will be ruled dead on any overthrow at first base. Overthrows at second base, third base, or home plate may result in runners advancing no further than the next base. On such plays, runners attempt to advance at their own risk and may be tagged out by the defense. On such plays, the UMPIRE will call time when runners have been stopped by the defense or have advanced to the next base.
 1. **Note:** only ONE overthrow is allowed per each batted ball. For example, a ball overthrown at second base may not also be considered overthrown at third base on a subsequent throw.
- D. Coaches are strongly encouraged to ensure that "real" baseball is played, rather than simply taking advantage of or abusing players with limited skills. Sending runners to the next base simply because defensive players lack the skill to make a play will be strongly discouraged.
- E. Runners may NOT leave the base until the ball is HIT. If the runner(s) is ruled to have left early;
 1. The runner(s) may not advance and is at risk of being put out. If the runner advances safely, the umpire shall call "time" and the runner must return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
 2. As a result, the team will receive one warning from the umpire. If another violation occurs, a base runner will be called out.
 3. This ruling cannot be challenged.
- F. **Sliding Rule:** Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.
 1. **Penalty:** The runner shall be called out and may be ejected from the game at the umpire's discretion. When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.
- G. **Obstruction:** can be called when a defensive player stands in the base-path while NOT involved in a play. The runner is awarded the base toward which he was running. Additionally a fielder IS permitted to use the base paths to field a hit ball. The runner MUST avoid the fielder. If the runner runs into the fielder and interferes with the defenders ability to field the ball the runner will be ruled out.
- H. **Courtesy Runners** - Courtesy runners are only allowed for the catcher of record from previous or next inning. The substitute runner must be the last batter not on base.
- I. **Accident to Batter or Runner:** The substitute runner will be the last batter not on base.

V. Fielding

- A. All effort should be made to allocate equitable playing time among all team members. Coaches are strongly encouraged to rotate players between the infield and outfield, provided a player has the physical ability to protect himself on batted and thrown balls in the infield.
- B. No player will sit out more than one (1) consecutive inning, except in the case of injury.

- C. No player will sit out two (2) innings in one game before all other players have set for one (1) inning in that game.
- D. The pitcher (player) must be positioned with at least one foot within the ten (10) foot pitcher's circle, behind and to the side of the adult pitcher (right or left side) until the ball has been hit.
- E. Coaches are strongly encouraged to place capable players at the catcher position. Catchers should attempt to play the position and receive the thrown pitches in a manner similar to that at higher levels of baseball (i.e. squatting behind the plate, catching the ball in the air, attempting to tag runners at the plate, making plays on balls within range, etc.).
- F. There will be ten (10) defensive players on the field (by putting a fourth outfielder into the game). All outfielders must be positioned in the outfield grass. Balls hit to the outfield should be thrown back to the infield. Outfielders should not attempt to make unassisted force plays in the infield.
- G. The defensive team may use up to two (2) coaches in the outfield. Both coaches shall be positioned behind the defensive players in the outfield. No coach may enter the infield while the ball is in play.
- H. If the ball goes under the temporary fence, outfielders must raise their hands and let umpire and coaches know. All runners including the batter will be allowed to advance to the base toward which they are running. Note: UMPIRES are responsible to use best judgment in the event that a ball rolls under the fence and a player fails to raise his hands.

VI. Game

- A. **Innings:** During the Month of May (or until both local school districts' school year has ended, an official game will be **four (4)** innings. After both local districts' have dismissed for the summer, an official game will be **five (5)** innings. Games shall not exceed these inning limits, regardless of time limits, unless at least one of the following "Extra Innings" criteria listed below is met.

Extra-Innings: Extra-inning games will only be played in the following situations: 1) After local schools have dismissed for the summer or, 2) Games played on a weekend or 3) during the postseason tournament. During the regular season, only one extra inning will be played, starting with a base runner occupying second base. The base runner must be the player who made the last out from the prior inning. If, after one extra inning the game remains tied, the game will end in a tie. Each team will earn a ½ win for tie breaking purposes. Post season games will continue until a winner is decided.

- B. **Time Limit:** Time limit is 1 hour and 10 minutes or innings limit. Official start time will be announced by the umpire and recorded in the official book. For time limit purposes, the official in-game time will be when the final out of the previous inning was made. No more than 10 minutes will elapse between games, including warm-ups.
- C. A game may be started with nine (9) players, and others inserted upon arrival. However, an automatic auto will be recorded for a missing 10th batter (see below). Any players inserted after play has begun must be placed at the bottom of the batting order.
- D. **Automatic Out:** An automatic out will be called for a player missing in the 10th batting position.
- E. **Forfeited Games:** A team must forfeit the game if they are unable to have at least nine (9) players available 10 minutes past the game's official start time.
- F. **Temporary Player Rule:** In the spirit of NOT having to forfeit a game due to having nine (9) players or less, a "Temporary Player Rule" has been implemented. If a team has less than the required 9 players,

a coach can secure a player(s) from another team from the same league. A 'temporary' player must meet certain requirements. Those requirements are; 1) the temporary player's draft position may not exceed the cumulative average draft position, rounded to the higher number, of all missing players. For example, a 12 player team is missing 3 players. The missing players were 10th, 7th and 6th round draft picks. The average draft round of the three missing players is 7.67, which must always be rounded up, in this case to the 8th round. The temporary player must have been drafted no higher than the 8th round. When replacing multiple players the same rules apply.

- G. A team can only add temporary player(s) to bring their game roster up to 9 players, which is the minimum number to be considered an official game.
- H. **Substitutions:** Free defensive substitutions are allowed at any time.
- I. **Rain Outs:** Games in progress will be an official game when 3 full innings (or 2 ½ if home team is ahead) while schools are in session (4 Inning games), or 4 full innings (or 3 ½ innings if home team is ahead) after schools are dismissed (5 Inning games). If the game has not reached the minimum amount of innings then it will be rescheduled and start from the beginning.
- J. Home team is responsible for maintaining the official scorebook.
- K. Visiting team is responsible for maintaining the scoreboard.
- L. Home team is responsible for securing game balls and pitching machine.
- M. If possible, rainouts will be rescheduled in the order of occurrence.
- N. All attempts will be made to avoid teams playing more than 3 games in a week or more than a doubleheader in one day.
- O. **Home team will occupy third base dugout.**
- P. **Mercy Rule:** If a team is leading its opponent by at least ten (10) runs after 3 innings or eight (8) after four innings the game shall end. If the home team is ahead by the required margin in the bottom half of the previous inning, the game will be over.
- Q. All players, coaches and spectators must adhere to high standards of good sportsmanship and fair play during games and practice sessions. No razzing, heckling, taunting or "riding" of opposing players will be allowed by players, managers, or coaches. Penalties can include a warning, an out for the offending team and ejection.
- R. Any player, coach, or umpire who is visibly bleeding must leave the field of play to stop the bleeding. When the bleeding has stopped and the injury is bandaged (if necessary), the player may return. No penalty applies to any missed at bats.
- S. If a player is removed from the game for illness or injury there will be no out recorded for his spot in the batting order, his place in the lineup will simply be skipped.
- T. If a team drops below nine eligible players in a game due to an ejection or any reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game.
- U. The second game will begin as soon as possible after the first game is completed without being earlier than scheduled time. Coaches and umpires are encouraged to keep the games moving as quickly as possible.
- V. A coach may position a batter in the batter's box or on the playing field.

VII. Post Season Rules

- A. **Length and Time:** 5 inning games (No time limit)
 - B. Depending on the number of teams in the league, consideration will be given for a single or double elimination format. Final format will be at the discretion of the MYBSA Board.
 - C. All regular season rules will apply for Post Season Tournament. The only exception or exclusions are listed below.
 - 1) No time limit for tournament games. The 'extra inning' rule utilized during the regular season will be followed during extra innings until the game is over.
 - 2) Tournament seeding is determined by:
 - A. Regular season record, if still tied then;
 - B. Head to head competition, if still tied then;
 - C. Runs allowed during the regular season, if still tied then;
 - D. If still tied, seeds will be determined by coin toss.
- ** Regular season games ending in a tie will be awarded ½ win for tie-breaking purposes. As a result, two tie games will equal one win.

VIII. Miscellaneous

- A. No metal cleats. Any player who violates this rule will be immediately removed for the remainder of the game.
- B. Game officials and the MYBSA reserve the right to amend these rules and/or render a final decision on any game situation it deems necessary.
- C. Teams must clean up their respective dugouts and the surrounding area after each game. Failure to comply with this rule could result in forfeiture of game.
- B. Home team is responsible for maintaining the official scorebook.
- C. Visiting team is responsible for maintaining the scoreboard.
- D. All players and coaches should wear appropriate hat and uniform during MYBSA games.
- E. **Protests:** There will be NO protests regardless of the circumstances.
- F. **Assignment of Wait-List Players** – In general, wait-listed player assignments will follow these guidelines: 1) Placement will follow in order of the waiting list.
- G. The MYBSA does reserve the right to place players in a specific league or division, regardless of age or experience.