

Pinto Softball

Playing Field

- Pitching Distance 25ft
- Base Lines 50ft

Equipment

- A standard 11in softball (guideline reference, maximum compression of 375 lbs. and a maximum COR of .47).
- All players on a team shall wear uniforms alike in color and design.
- Shoes with rubber cleats may be worn (metal cleats are not allowed).
- All players must wear a protective helmet with face mask, double ear flaps when batting, base running or in the on deck circle.
- Catchers must wear masks with a throat protector, body protector, protective helmet, and shin guards.
- No jewelry is allowed to be worn during the game.
- Masks are highly recommended for all infielders and required for the pitcher position.
- All bats must be ASA fast pitch approved. No bats will have larger than 2.25" barrels

Game:

- Game length is 5 innings or 1 hour 45mins, whichever comes first.
- If an inning is not completed by the time limit, the score will revert back to the last completed inning. Coaches must agree before the game to continue to be played in lieu of the time limit before the game starts.
- Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. At no point can a team chant towards their opponent. Examples include "hey batter-batter swing", "slaughter rule", "yeap", etc. If a team communicates negatively towards their opponent, the team Manager will be warned. If the issue occurs again, the team will forfeit the game and the League Director will address accordingly with the team Manager.
- The umpire will call balls and strikes from behind the plate on every pitch.
- 15 run rule after 3 innings, 12 run rule after 4 innings. *If there is time remaining the expectation is to continue the game until the time limit.
- Teams can score 5 runs per inning.
- Teams can score 10 in the 5th inning. *The last inning is considered the 5th inning for scoring rule purposes.
- It is the umpire's decision to call a game at any time due to darkness. Player safety is always the main concern.

Base Running:

- No leading off or stealing. Runners must wait until the ball is put into play before they can leave the base.
- The baserunner will be always considered a live runner until the umpire calls "dead ball".
- If the ball is hit into the outfield the runner can advance as many bases as possible. However, if the runner is not halfway to the base before a "play" is made he must return to the previous base. If he is more than halfway, he is a live runner and can be tagged/forced out. A "play" will be defined as when the ball is thrown back into the infield. The infield shall stand to mean the interior of the base lines, not the dirt portion of the playing field. This will be the umpire's discretion. Ultimately, once the ball is thrown back into the infield, the runners will either continue 1 base or return to the previous base.
- Runners may not advance on an overthrow to first base. Runners may advance on overthrows to second, third, or home plate.
- Sliding into a base is allowed, especially to avoid contact with a fielder.
- If a ball hits a coach in the field of play the batter gets 1st base and runners that are on base can advance 1 base.

Hitting:

- The team must use a continuous batting order. If a player comes late, they will be put in the bottom of the batting order.
- During Regular Season Games only, a player may be removed from the lineup due to illness or injury with no opportunity to return and not be an out every time up to bat in the lineup. If the player's absence causes her team to go below minimum players to start, then her team will forfeit the current game.
- No bunts allowed.
- A batter cannot fake a bunt, retract the bat, and make a full swing.

Pitching:

- The first 2 innings players' pitch. All following innings will be coach pitch.
- Pitching distance is 25' for both kids and coach. A pitching rubber must be in place.
- Kids will pitch a maximum of 1 inning per game.
- One pitch is counted as one inning pitched.
- Once a pitcher hits three batters, they must be removed from the mound. Any pitcher removed from the mound cannot return to pitch the same game.
- Three strikes and the batter is out. There will be no walks. In the event four balls are called by the umpire, the hitting team's coach will finish the at-bat until either three strikes, the ball is put in play, or a total of eight pitches throughout the whole at-bat (including what the player threw) have been thrown.
- Coach pitch – at least one foot on the 25ft mark at time of release.
- If a batted ball hits the coach pitching, it is considered a foul ball strike and no runners advance. If a batted ball hits the coach pitching and in the umpire's judgement the coach touched it on purpose - the batter is out.

Field/Defense:

- Two defensive coaches are allowed on the field.
- Ten defensive players are allowed on the field with 4 outfielders. The pitcher must play even with or a step behind the coach pitcher.
- Each player must play two innings in the field.
- Players may re-enter the game in different positions, but must stay in the original batting order.
- Pitcher's mound needs to be placed at 25'.
- A game that is tied at the end of the regulation game whether by time or 5 innings finished will be completed as follows (unless the game is ended due to darkness/weather/safety):
- The visiting team will start a final inning with a runner on second base and no outs - the runner will be the last out from the last inning played. The home team will field a defense as normal; any pitcher situation remains for the extra inning. The visiting team will bat until the home team gets the third out of that inning, with any runs scored counting towards the visiting team score. The home team will then get the same opportunity for their half of the inning with the visiting team defending. The team with the most runs after this extra inning being the winner of the game. If this inning ends in a tie, then the game is officially a tie.