

Tri-County Baseball & Softball

Pinto Baseball Rules

rev 3/19

GAME:

- Game length is 5 innings or 2 hours, 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.
- Teams can score 5 runs per inning until the 5th inning which is 10.
- It is the umpires decision to call a game at any time due to darkness. Player safety is always the main concern.
- All other rules not addressed above are governed by [Pony rules](#).

BASERUNNING:

- 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 considered a live runner at all times 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 half way, 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 over throw to first base. Runners may advance on over throws to second, third, or home plate.
- Sliding into a base is allowed, especially to avoid contact with a fielder, except for going into 1st base.
- 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.
- No bunts allowed.
- A batter cannot fake a bunt, retract the bat, and make a full swing.

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PITCHING:

- The first 2 innings players pitch. All following innings must be coach pitch.
- Pitching distance is 38' for both kids and coach. A pitching rubber must be in place.
- Kids will pitch a maximum of 1 inning per game and no more than 4 innings per week.
- 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.
- Batter hit by a kid pitching will be awarded first base, batter hit by coach pitching will continue batting.
- The coach must pitch from the mound, overhand and in a standing position from the 38" distance
- 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. 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.
- Halfway stripes shall be used between 1st & 2nd, 2nd & 3rd, 3rd & home, to assist the umpire's judgment in whether a runner is halfway to the base before a play is made.
- Pitcher's mound needs to be placed at 38'.

EQUIPMENT/BATS/MISC:

- A safety base must be used at First Base. Both sides of the base are in play for the runner and defender. If there is no safety base in place before the first pitch is thrown, the home team will forfeit the game.
- All Catcher's masks must either be Hockey Style, or have a throat protector.
- All bats must be USA stamped bats.