

Tri-County Baseball & Softball

Pinto Softball Rules

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Playing Field

- 1) Pitching Distance 25ft (coach pitch – at least one foot on the 25ft mark at time of release).
- 2) Base Lines 50ft.

Equipment

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

Players and Substitutions

- 1) Age of girls is as of Jan 1 of current season’s year.
- 2) Teams will field 10 players. Teams may play with 8 players without penalty, failure to field at least 8 players will result in a forfeit (7-0) after a fifteen-minute grace period. The 10th player must be in line with the other three outfielders, no closer than the regular infield line which is defined as a straight line between first and second base and also between second and third base.
- 3) All players must play at least 2 innings in the field on defense.
- 4) Players are not allowed to switch teams within the Tricounty Girls Softball conference. New players may be added to the roster only if the league president is notified in advance.
- 5) Starting players may be taken out of the game and re-entered as many times deemed necessary.
- 6) The player playing the pitcher position must be within an area no greater than 6 feet away from the coach pitcher and even with or behind the coach pitcher when facing the home plate (this is a semicircle even with and behind the coach pitcher).

The Game

- 1) A regulation game will consist of six innings. A game called by the umpire shall be regulation if four or more complete innings have been played. All games have a 1hr 45min time limit, after which no new regulation inning may start. This time limit will be 2hr 15min for any playoff games. The last inning (if not the 6th) based on time must be declared by the umpire prior to the beginning of that inning or it is not the last inning when no run rule is in effect unless player safety due to darkness is a concern by umpire decision.
- 2) Up to two assistant coaches may help the players in the field. Coaches may stand behind the outfielders or in foul territory beyond 1st or 3rd base. Defensive coaches cannot make physical contact with the ball or the players when the ball is in play. Contact by defensive coaches with the ball will result in a dead ball and all runners advancing 3 bases (the batter will end up on 3rd base).
- 3) There is no intentional bunting or fake bunting at this level.
- 4) Team enthusiasm is encouraged. All player chatter must be positive and directed only towards their team and their teammates. 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.
- 5) The umpire must stand behind the plate on every pitch.
- 6) 15 run rule after 4 innings.
- 7) Teams can score 5 runs per inning until the 6th inning which both teams may score up to 10.
- 8) It is the umpire’s decision to call a game at any time due to darkness. Player safety is always the main concern.

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Pinto Softball Rules

- 9) A game that is tied at the end of the regulation game whether by time or 6 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 two outs - the runner will be the last out from the last inning played. The home team will field a defense as normal. The visiting team will bat until the home team gets the third out of that inning or ten runs are scored, 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.
- 10) All other rules not addressed above are governed by *ASA rules*.
- 11) 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.

Pitching

- 1) Coaches will pitch to their own team. Ball must be put into play within eight pitches or five strikes. If the ball is not successfully put in play within these guidelines, the batter will be called out, except on a foul ball not caught by the defense in the air. There will be no walks.
- 2) The pitching coach must make every effort to avoid contact with the batted ball. If a live ball hits the pitching coach who has made reasonable effort to avoid contact, it is a dead ball and the play will result in the batter awarded first base and every other baserunner advancing one base from their location at the start of the play. Reasonable effort is deemed at the discretion of the umpire. If deemed by umpire discretion, a pitching coach has not made reasonable effort to avoid contact with a live ball, it is a dead ball and the batter-runner will be called out and all runners will return to the base they started the play at.
- 3) A manager or coach may only request a time out when the play is complete and a defensive player has control of the ball, closer than the regular infield line.

Batting

- 1) There will be a continuous batting order. Any late players are added to the bottom of the order.
- 2) If the batter throws her bat, the umpire will immediately warn her. If a warned batter throws her bat again she will be called out and there will be no advancement by any baserunner.
- 3) Any batter that throws her bat intentionally will be ejected from the game without a warning and there will be no advancement by any baserunner.
- 4) Dropped Third Strike Rule is not played at this level.
- 5) Infield Fly Rule is not play at this level.

Base Running

- 1) All the defensive and offensive players must take every effort possible to avoid unnecessary physical contact. If any baserunner fails to slide and comes into contact with the fielder where there is a potential for being out, the base runner will be called out.
- 2) No leading off or base stealing is allowed. The base runner may not advance until the batter makes contact with the ball.
- 3) If the ball is hit into the outfield all runners can advance as many bases as possible. Extra bases are no longer allowed during this play once the ball is returned to the infield. The infield is defined at all fields as the area interior to the baselines and is determined during play by discretion of the umpire. Base runners may only finish advancing to the base that they are headed at that time with the liability to be put out.
- 4) Base runners may slide to avoid contact with the fielders on any play at the base or find other means to avoid contact with the fielder. There is no sliding into 1st base.
- 5) Runners may not advance on an over throw to first base. Runners may advance one base only on over throws to second, third, or home plate, except when the ball is attempted to be returned from the outfield in play.

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Pinto Softball Rules

- 6) A courtesy runner will be allowed for the catcher at any time. The courtesy runner must be the player who made the last out

Communicable Disease Procedures

- 1) While the risk of one athlete infecting another during competition is close to non-existent, there is a remote risk that blood borne infectious diseases can be transmitted. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:
 - a) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
 - b) Clean all applicable contaminated surfaces and equipment with an appropriate disinfectant before competition continues.

Sportsmanship

Ultimately, not only is good sportsmanship necessary for a successful recreation activity, it is a character quality that contributes to successful life endeavors. Member organizations have a mission to provide a respectful environment for today's youth that fosters the development of tomorrow's leaders. The purpose of this organization is to project and influence honesty, loyalty, courage, and reverence so that they may be finer, stronger and happier young people who will grow to be good, clean, healthy adults. League officials shall bear in mind at all times that the attainment of exceptional athletic skill or the winning of games is secondary and that molding of future citizens is of prime importance.