

PINTO RULE BOOK

GAME RULES

- Home team will prepare the field for play. **NOTE - Both teams should participate during and after inclement weather.**
- Score will be kept but there will be no official winner or loser.
- There will be no forfeits in Pinto.
- Games will last no longer than 2 hours. A new inning should not be started after 1 hour and 45 minutes have elapsed.
- The Pitching machine should be set (and stay) at 36 MPH.
- The Pitching machine height may be adjusted.
- Scheduling two games in one day should be avoided.
- A helmet with faceguard will be kept in the storage box and must be worn by the pitcher.
- There shall be no forfeits in Pinto.

FIELDING

- The catcher may use a regular glove and may also stand at the fence behind the plate. A pop-up caught by the catcher positioned in this position manner is not an out.
- No player may play more than two innings at the same position and each player must play at least two innings in the infield and outfield. **Note - catcher is not an infield position.**
- Four outfielders may be used and they must play at the same depth. No staggering of outfielders is allowed.
- Pitcher must wear the helmet with faceguard and must stand within 5' of the pitching machine. They may stand on either side depending on the batter.
- All hits to the outfield will be thrown in to the infield. An outfielder should not run in to the infield to make a play.
- Two coaches may be on the field coaching the defense and should be positioned behind the outfielders.

BATTING

- 7 pitches total per batter. The coach operating the pitching machine must present the ball to the batter before dropping it into the pitching machine.
- After 5 pitches, the 6th and 7th pitch may be placed on the tee. After two failed attempts to hit off of the tee the batter shall be called out. **(note - the Tee may not be used once that batter has put a ball in play pitched from the pitching machine)**
- **The Pitching Coach should catch/stop any ball hit to him/her to protect the fielding team's pitcher.**
- A batted ball that hits the pitching machine or an exposed cord is a dead ball single and each runner advances 1 base.
- A foul ball on the 7th pitch (either from the machine or off of the tee) is not an out. The at bat continues.
- A continuous batting order that includes all players on the team roster present for the game shall be used.

- Four coaches are permitted while batting - one at each base, one running the pitching machine and one coaching the batter & retrieving balls from the catcher.
- 5 runs max. per inning for innings 1-5. A 10 run maximum (or until all batters have batted) in the 6th inning.
- If a Home Run is hit over the fence all runs will count.
- Bunts are not permitted. Half swings also not permitted.

RUNNERS

- The runner or runners will be permitted to advance only on a hit ball. No base stealing is allowed.
- No runner may advance on an overthrow to 1st base, 3rd base or to Home.
- Play is dead when a live ball is back in the possession of an infielder in the infield or when thrown back in to the Pitching Machine coach.
- If any runner is not more the halfway to the next base when play is called dead, they must return to the previous base.
- Base runners must stay in contact with the base until the ball is hit.

SAFETY CODE FOR PINTO

- Responsibility for safety procedures should be that of an adult member of the local league.
- Arrangements should be made in advance of all games and practices for emergency medical services.
- First-Aid Kit should be available at the field.
- No games or practice should be held when weather or field conditions are not good, particularly when lighting is inadequate.
- Play area should be inspected frequently for holes, damage, glass and other foreign objects.
- Bat racks should be positioned behind screens or in the Dugout.
- Only players, managers, coaches and umpires are permitted on the playing field during play and practice sessions.
- Responsibility for keeping bats and loose equipment off the field of play should be that of a Coach assigned for this purpose.
- Procedure should be established for retrieving foul balls batted out of the playing area.
- During practice sessions and games, all players should be alert and watching the batter on each pitch.
- During warm up drills, players should be spaced so that no one is endangered by errant balls.
- Equipment should be inspected regularly. Make sure it fits properly.
- Batters must wear protective NOCSAE helmets during practice, as well as during games.
- At no time should “horse play” be permitted on the playing field.
- Parents of players who wear glasses should be encouraged to provide “Safety Glasses.”
- Players must not wear watches, rings, jewelry or other metallic items. **Note - Medical alert items are allowed.**
- Batting/catcher’s helmets should not be painted unless approved by the manufacturer.
- Players who are ill or injured should remain under supervision until released to the parent or guardian.
- CDBL has decided that only Adult Coaches be used.