

Pinto Rules

Pintos Rules 2019

Prospect Heights | Wheeling Youth Baseball | Softball: Rules: Boys Pintos Rules Boys Pintos Rules
PHWYBS uses the PONY LEAGUE rules as the guidelines for developing our own in-house rules. Below is a summary of game play rules and specific exceptions to defined PONY LEAGUE rules. For any rules not specifically mentioned here, PONY LEAGUE rules will apply.

General Information:

Rosters shall consist of players who reach 7 or 8 years old by September 1st. Any exceptions to this rule must be specifically granted by the PHWYBS Board.

Teams will be formed at the beginning of the season by the Player Agent based on age groupings, player requests, and schools they attend. While every attempt is made to accommodate requests and school groupings, there are no guarantees- especially for players registering late.

Any unsportsmanlike act by players, coaches, or fans shall result in dismissal from the game, removal from the field, and be reported to the PHWYBS Board. Repeated or serious infractions shall, at the discretion of the PHWYBS Board, result in suspension or dismissal from the league without refund.

Examples of unsportsmanlike behavior include the following:

- Fighting, or otherwise attempting to intentionally inflict harm on another player, coach, umpire, fan, or other volunteers
- Arguing with an umpire's decision
- Swearing, taunting or making other cruel remarks

Spectators may not sit/stand behind the backstop during the game as it interferes with the umpires and distracts the players.

Chanting is discouraged. Any chants which do occur must be positive and must stop when the pitcher is on the rubber. A Warning will be issued on the first infraction. The umpire will give the option of awarding a base or calling an out for repeated infractions.

All umpire's decisions are FINAL. There will be no protests or other appeals permitted.

If a team has less than 7 players; the game will be declared a forfeit. The home team occupies the 3rd base dugout.

Field

The length between bases will be 60 feet.

The pitching mound is 38 feet from the back point of home plate.

Equipment/Uniforms

- All Bats must say "Little League Approved".
- No metal cleats are permitted.

- Uniforms should be worn properly during all games. All jewelry, including earrings, must be removed prior to the game.
- All boys are encouraged to wear athletic cups.
- The pitcher's glove may not, exclusive of piping, be white, gray, nor, in the judgment of an umpire, distracting in any manner.
- Pitchers may not wear white shirts, white undershirts or batting gloves under their fielding glove.

Game Length

A complete game is 6 innings in length and may end in a tie.

No new inning may start after 1:50 from the scheduled start time of the current game or 20 minutes before the start of the next game whichever is earlier. The start of a new inning is at the moment of the last out of the previous inning. If another game follows, then the current game must stop no later than 10 minutes prior to the scheduled start of the next game even if it must be called in the middle of an inning. If the game is the last game of the night under the lights, then the game must stop by 10:20 with lights being turned off by no later than 10:30.

If a game is called for any reason in the middle on an inning, the score will revert back to the last completed inning unless the home team is winning.

A game is considered complete after 3 complete innings. Any game called before 3 complete innings will be replayed in its entirety at a later date - schedule permitting. There is no mercy/slaughter rule.

Batting Rules

The entire roster of players present for the game shall bat in rotation. Any player arriving after the start of the game shall be placed at the end of the existing batting order.

The batting order shall be rotated each game so that each hitter has equal opportunity to hit near the top of the order during the course of the season.

If a player must leave the game permanently, the opposing manager shall be notified and all subsequent batters will be moved up one position in the batting order. There shall not be an out declared when this batter's turn in the order arrives. After a player has been removed from the batting order, they may not return to the game.

A maximum of 4 runs may be scored per inning.

Bunting and half -swinging are not permitted. If this occurs, the ball will be dead and the umpire shall call a strike on the pitch.

Intentional walks are not permitted. All batters should be given the opportunity to hit.

If a player throws their bat, the first offence will be a verbal warning. On the 2nd offense, the batter will be called out.

The dropped third strike rule does not apply.

The infield fly rule will not apply.

Running Rules

Runners may advance only 1base on an infield hit or any hit which an infielder touched before it went to the outfield. On balls cleanly hit on the ground or in the air to the outfield, the batter may advance to second base at their own risk but no further. Batted balls that make contact with a fielder are not

considered cleanly hit ball. Other runners may continue to advance a maximum of two bases at their own risk.

Runners may not advance on any overthrow, being allowed to advance only to the base they were previously headed for.

No Stealing or lead-offs are allowed. The runner may not leave the base until contact has been made or the ball has crossed the plate. If a ball is hit in-play and a runner has left early, the ball is in play, but the runner will be called out. If the ball is not hit in-play, the ball is dead and the runner must return to his base.

If the ball is being thrown to a base that a runner is approaching and if there is a chance for a play, the runner must avoid collision by sliding, slowing down, or running around the player catching the ball to avoid injury. Failure to avoid contact during a play will result in the runner being called out.

With two outs, teams should ask for a courtesy runner for their catcher. A courtesy runner may also be used in the case of injury or illness to a runner- but must not be used simply to secure an advantage because of a slow runner. A courtesy runner must be the player who made the last out - or the last player in the batting order if no outs have yet been recorded in the game.

When the ball is in possession of the pitcher within a circle of approximately 10' from the pitching rubber and, in the umpire's judgment, all play on the runners has ceased, the umpire shall call "Time" and the ball will be declared dead. Any runners which have not made it at least half-way to the next base shall return to their previous base.

Head-first sliding is not permitted and will result in the player being called out.

Pitching Rules

Through the first three weeks of the season, the coach of the batting team will pitch the entire game. After this, the players will pitch the first three innings of the game while coaches will pitch the remaining innings.

Coach pitch rules

There are no walks. A batter will be permitted a maximum of 6 pitches to hit a fair ball. Otherwise, the at-bat will be considered a strike-out. A batter may strike-out in less than 6 pitches if he receives 3 swinging strikes. A batter will not be called out on a foul ball and will be allowed to continue receiving extra pitches as long as he continues to foul off each pitch.

Coaches must pitch from the pitching rubber and throw overhand from a standing or kneeling position. The player fielding the pitcher's position must stand to the rear of the pitching rubber and to the left or right of the coach within 5 feet of the rubber.

If a batted ball hits a coach-pitcher, the ball will be declared dead and a strike will be called on the batter. This will not be considered a swinging strike and the batter will not be called out on this play. If in the umpire's judgment the coach-pitcher interferes in the fielder's attempt to make a play, the ball is dead and the lead runner will be declared out.

If a coach hits a batter with a pitch, no base shall be awarded. The pitch shall be considered a ball and the pitch shall count toward the total number of pitches pitched.

Player-Pitch Rules

A player will pitch to the opposing batter until the ball is in play, the batter strikes out or receives a walk. When a batter receives a walk the batter is not awarded first base. The batter receives a 0-0 count and the manager of the batting team will pitch a maximum of three pitches. A batter will not be called out on a foul ball and will be allowed to continue receiving extra pitches as long as he continues to foul off each pitch.

Any player hit by a pitch will have the choice of being awarded first-base or receive a maximum of three pitches from his manager. A batter will not be called out on a foul ball and will be allowed to continue receiving extra pitches as long as he continues to foul off each pitch.

A player may only pitch 1 inning per game.

If a pitcher hits 2 batters, the pitcher must be removed.

Fielding Rules

With the exception of cases of injury or disciplinary reasons, each player may sit out no more than one inning greater than any other player on the team. No player may sit out a 2nd inning until every other player has sat out 1 inning. A player cannot sit two consecutive innings. A manager may discipline a player for unexplained absences or tardiness for an additional inning as long as this is communicated at the beginning of the game to the opposing manager, the player, and the parent/guardian. Failure to obey this rule will cause forfeiture of the game. Skill level/ability SHALL NOT be a factor in playing time. Each player must be allowed the opportunity to play at least two defensive positions in each game including one infield position. During the season, coaches should be rotating players through all positions, with the possible exception of the pitchers position.

Free substitution of players is permitted on all positions except pitcher. Once a pitcher is removed from that position, he may not return to the pitching position. Except in case of injury or pitching change, fielders shall not change positions during the course of an inning.

A maximum of 9 defensive players are allowed on the field during an inning. A team may use players from the opposing team to play outfield if they are short on player