

WILL-KAN PINTO RULES (7-8 Year Old's)
JANUARY – 2026

All games will be governed by Will-Kan Rules. IHSA rules will apply when Will-Kan rules do not address a particular situation. CUT OFF DATE IS APRIL 30TH.

1 - The length of the game will be 6 innings. **No new inning can start after 1 hour and 45 minutes after the last out is recorded.**

2 – An official game is 3 and ½ innings. The team that is losing must bat 4 times for it to be considered an official game.

3 – A ten run slaughter rule will apply after the losing team bats 4 times.

4 – A maximum of 5 runs will be allowed for the first 3 innings and then unlimited number of runs after three innings.

5 – **The maximum number of innings that a pitcher may pitch on a calendar week is 5 innings.** The calendar week runs from Monday 12:01 AM – Sunday at midnight. **The maximum number of innings that a player can pitch in a game is 2 innings. If a player pitches 2 consecutive innings in a game, they must take 2 calendar days off from pitching. If a player pitches one inning in a game, they are allowed to pitch one inning or a maximum of 2 innings the next day, and the player must take 2 calendar days off from pitching. NO PLAYER IS ALLOWED TO PITCH 3 CONSECUTIVE DAYS! If any pitcher exceeds the limit of innings pitched in a day or week, the head coach of that team will be suspended for that game and the next full game and must be completely absent from the park and have no communication with other coaches during the game time that he is suspended. A second such violation of the pitching limitations by the same coach will result in the suspension of the coach for the rest of the year.**

6 - At the beginning of the game, coaches from both teams must exchange a list of players that pitched during that week and pitchers who pitched in the last 2 calendar days. Any manager that does not exchange pitching innings – PENALTY: TEAM FORFEITS.

7 - One pitch constitutes a full inning pitched. Once the pitcher is taken out, he may not pitch again for that game.

8 – If a pitcher hits 3 batters in one inning, he must be removed from pitching again for that game. There is no limit to how many batters are hit during an entire game.

9 – There is no balk rule in Pinto. The **pitching rubber needs to be set at 38 feet.**

10 – A courtesy runner **maybe** used for the pitcher or catcher **at any time**. The courtesy runner must be the individual who made the last out, unless it is the pitcher or catcher, in which case it must be the individual who made the previous out. Also, to speed up the game, it is suggested that an adult be placed behind the catcher.

11 – The Pinto division will play with a continuous batting order. If a player exits the game due to injury or illness when his spot comes up there will be no out recorded – it will just be skipped, but if the player leaves for any other reason his spot will be counted as an out. Any new player that arrives after the lineup has been submitted must be placed at the bottom of the order. In case of a suspended game to be finished later, any new batters must be placed at the bottom of the order also. Any player that started in the suspended game that is not playing at the completion of the game will not be recorded as an out.

11 A –After ball four has been called, the coach, or designee, of the batting team shall pitch a maximum of four pitches overhand from the pitching rubber with a continued count from the player pitch. The coach, or designee continues to pitch until the player:

1. **Player strikes out.**
2. **Put the ball into play.**
3. **If a 4th pitch is a strike, the players does not swing he is out.**
4. **On the 4th pitch at the batter is a foul ball; the player is awarded another pitch until rule 1, 2, 3 happens.**

Umpire at this level during coach pitch, should call strikes if it is a strike. A coach has the option to pitch from the knees from the pitching rubber.

11B - If a play is made on any **runner/s, it is a live ball.** If a Defensive player runs toward or throws the ball at a **runner/s, this will constitute a play on the runner/s.** Runner may advance on that play.

11C - On a ball hit to the outfield or in field, the runner(s) may advance only to the base that they were at least halfway to after the ball is returned to the infield provided an infielder has possession of the ball and no play made on any runners. In case of an overthrow to 1st or 3rd base or catcher, the infield foul territory is in play. Ball is dead if no play is made on any runner.

12 – There is no bunting, dropped third strike, or infield fly rule.

13 – There are no stealing or leadoffs.

14 – Batting helmets with face guards must be always worn by the batter and runners. In addition, a safety base must be provided by the home team. Failure to provide the face guards or the safety base will result in a forfeit by the offending team.

15 – Wooden bats are allowed – All other bats must be stamped USA and no drop limit. No 2 ¾ inch barrel bat.

16 – **The base length in Pinto is 60 feet.**

17 – Sliding is not mandatory, but a runner must slide to avoid a collision with a fielder with the ball. A runner who deliberately collides with a fielder will be automatically out and will be warned by the umpire or ejected from the game based on the severity of the collision in the umpire’s judgment. A fielder may not block the path of a runner unless he has possession of the ball.

18 – Each team shall consist of 9 fielders. A game may begin with 8 but the ninth spot in the batting order will be an automatic out. If a team starts with 9 players and due to injury or illness of a player, that player’s batting spot will not be counted as an out. If the game starts with 8 players and another player shows up during the game, he must be placed at the bottom of the batting order.

19 – A player must play two full innings. A player denied this opportunity shall result in the forfeiture of the game of the offending team. No forfeit shall occur if the game is shortened due to weather or darkness that would have prevented that player from playing his two full innings or by the shortening of the game due to the slaughter rule.

20 – A player may be brought up from a lower level but may not pitch. No player will be allowed to play on two different rosters within the Pinto Division.

21 – The home team shall supply 2 new baseballs which will be league official hardballs.

22 - A discussion of the ground rules will take place prior to all games. All players on the batting team will remain in the dugout except for the on-deck hitter who must wear a batting helmet while on the field. Bats and equipment must be kept in the dugout and if a live ball contacts any equipment on the field, it shall be considered a dead ball, and the umpire will make decision on where to place the runners.

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23 – Good sportsmanship will be always expected from players, coaches, and fans. It is the coaches' responsibility to control not only their players but also the fans. In the umpire's judgment, if good sportsmanship is not being followed, he may remove any player, coach, or fan from the area. This includes but is not limited to throwing equipment, profanity, alcohol on the premises, verbal or physical abuse, and harassment of the umpires or other teams.

24 – Games may be postponed due to any inclement weather, emergency, or school activity which would bring the team to less than 9 players. If this happens, the game must be rescheduled within a week and must be played within 2 weeks. If the rescheduling does not occur during this timeframe, the league President will decide when the game will be made up. Failure to contact the opposing team or return phone calls to set up the rescheduled game shall be communicated to the President of the league which will be taken into consideration in allowing a possible forfeiture.

25 – When a player or anyone involved on the field is obviously hurt, the umpire and only the umpire shall stop play. Upon resumption of the game, the umpire will then assign the runners to their appropriate bases that would have resulted had the game not been halted.

26 – Games will begin at their scheduled time with a 15-minute grace period allowed. If the game does not start at the appropriate time, the offending team must play at the field of the team that did not violate the time limit and pay for the umpires for that game.

27 – A player may be pulled up to reach 9 or 10 players not to exceed a total of 10 players. To play on a tournament team, a **rostered** player **must play in over 50%** of the games played that season. The only exception will be in the case of an injury that forces the original roster member of a team to not meet the requirements. If there is any question about the validity of a player, the scorebook of that team will be used for proof.

28 – In coach pitch, if the ball goes over the fence, it is a home run. Any ground ball not over the fence can only be advanced to a double.

29 – Pinto plate umpire must be 14 years or older and do not have to be patched.

30 – **Outfielders must have 2 feet in the outfield grass.**