

Bethel Park Baseball Pinto Rules

I. DIAMOND SETUP

1. Base distance is 60 ft.
2. Pitching distance consists of a line 38 feet from home plate (apex), surrounded by a 10 ft. circle (If needed: Front of circle = 33 feet from home plate; Back of circle = 43 feet from home plate; Line = Center of circle). *
3. An 8 ft. arc in front of home plate to indicate a batted ball that has traveled far enough to be in play. *

*When playing on Millennium Turf Field: Coach Pitcher will pitch from between the 1st and 3rd dots

II. Game Play

1. Games shall be six (6) innings in duration and considered complete after four (4) full innings. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.
2. A regular season inning will not start after 8:00 pm on weekdays (Sunday through Thursday nights).
3. In the event of a tie during the regular season the game ends without playing extra innings.
4. Teams have a limit of five (5) runs per inning, with the exception of the sixth inning (6th) and beyond (unlimited runs). There is no continuation of runs, unless there is an over the fence home run. In the event of an over the fence home run, all of the runs count.
5. The Mercy Rule is as follows: Fifteen-run (15) lead after losing team has batted four times. Ten-run (10) lead after losing team has batted five (5) times.
6. Coaches from each team will act as the umpires. Offensive team coaches will make final calls.
7. Teams are permitted to have two coaches in the outfield during defensive innings.
8. Home team will provide, at least, three game balls for all games.

III. PLAYERS AND POSITIONS

1. Teams will play ten (10) defensive players. The minimum number of players to start a game is eight (8). A team has a maximum of ten (10) minutes from game time start to field a team (eight players). If unable to do so, team will forfeit. Late arriving players must be inserted into the bottom of the batting order.
2. With ten (10) players, a team must field four (4) outfielders, at outfielder's depth, no less than twenty (20) ft. from the baseline. No rover is permitted. When playing with eight (8) or nine (9) fielders, a team may play with less outfielders and/or without a catcher, at its preference.
3. Call-up players can be called-up from Shetland only and must bat at the end of the order. Called-up players are permitted to play in the infield at the coach's

discretion, but are not mandated to do so by the two-inning infield rule. Call-up players are not permitted to miss a Shetland game to play in a Pinto game.

4. Outfielders are not permitted to make a baseball play in the infield on a player or at a base.
5. The pitcher's helper must be positioned behind the Coach Pitcher, within the circle, at the start of the play.
6. Players cannot be switched from one defensive position to another during the course of the defensive half-inning, unless deemed necessary due to an injury. Players may be freely moved/substituted between innings.
7. No player may be kept on the bench for a second defensive inning until all players have spent one defensive inning on the bench, unless needed due to injury.
8. All players must play a minimum of 2 innings in the infield and cannot play more than 4 innings in the infield. The only exception is a playoff game that has proceeded into extra innings, at which point players may play more than 4 innings in the infield.

IV. EQUIPMENT

1. Only USA stamped bats are permitted. If an illegal bat is used, a warning will be issued to the team for the first offense if it is discovered prior to the next batter batting, the player who used the illegal bat will be allowed to rebat or have the outcome of the play stand at the discretion of the defensive head coach. Any use of an illegal bat from there on out, will result in a dead ball, the batter being out, and the Head Coach being removed from the game.
2. The batter, players in the on-deck area, and all base runners must wear a helmet.
3. There should only be one batter in the on-deck area.
4. Pitcher's helper must wear a heart guard and protective facemask at all times. A protective chest undergarment will be acceptable and can replace the outer chest protector at the coach's discretion. NO exceptions on the face mask, it is mandatory.
5. Catchers are required to wear the appropriate protective equipment that includes a mask and helmet, chest protector and shin guards. The league recommends players who are catching wear a protective cup.
6. Players are only permitted to wear molded cleats – no metal spikes.

V. PITCHING

1. The pitching coach will pitch having both feet starting inside the pitching circle; middle of circle is 38 ft. from home plate.
2. All pitches must be thrown overhand and pitcher must be standing.
3. If a hit ball strikes the coach who is pitching, the play is called dead and the pitch does not count.
4. Each batter will be afforded seven (7) pitches to put the ball in play. After three (3) strikes, the batter is out. There are no called balls or strikes.
5. A foul tip / foul ball on the third strike or seventh pitch is not an out and the at-bat continues, unless caught by the catcher.

VI. BATTING

1. There will be a continuous batting order that includes players present at the start of the game. A player arriving late will be placed at the end of the order, as aforementioned.
2. If a player needs to be removed from the order for any reason during the game, the opposing manager should be notified. That player will be skipped in the order without penalty.
3. Bunting is not permitted. Batted balls that do not cross the 8 ft. arc will be considered foul.
4. The dropped third strike will NOT be in effect.
5. The infield fly rule will NOT be in effect.
6. During an at-bat, players must drop the bat after hitting the ball and not throw it. If the bat is thrown, a warning will be issued to the player. If the bat is thrown again, during an at-bat, by the same player, the player shall be called "out".
7. Players should keep helmets on until they have returned to the bench/dugout.

VII. BASE RUNNING

1. On batted balls that remain in the infield, base runners may only advance one base. If an infield fly ball is caught, there is no tagging-up/advancement.
2. On batted balls that reach the outfield, runners may continue advancing on the bases until the ball reaches the infield. Base runners that have left a base prior to the ball reaching the infield may be awarded the next base, provided they reach it safely. If the runner leaves the base after the ball reaches the infield, they are considered live and "at risk" to be out, but will be returned to the previous base if they are not put-out at the conclusion of the play.
3. No runner advancing to a base shall slide headfirst. The first violation will result in a warning to the offending team. The base runner will be called out on the second occurrence by the same team. Runners are to avoid contact and are encouraged to slide into second, third, or home when in the judgment of the coaches a baseball play is being made.
4. Runners who have left the base and make contact with a fielder attempting a play on a batted ball are guilty of interference and will be called out. In the event of a base runner being obstructed by a defender, the game should be paused at the conclusion of the play, to instruct the players on proper positioning.
5. Runners may tag and advance at their own risk after a ball is caught in the outfield.
6. All overthrows at any base will be dead, with no advancement to the next base; players should be encouraged to make the play at the base.
7. Stealing and leading are prohibited. Any player who leaves a base before the batter makes contact, will be issued a team warning. The second occurrence by the offending team will result in the base runner(s) being out. Runners cannot leave a base until the ball is hit. Trying to "time" the hit is not allowed.
8. Pinch runners are permitted in the event of an injury. The pinch runner will be the last player out.