

Pinto League (Machine Pitch/Player Pitch)

Ages 7 and 8

55* bases, 38* pitching rubber

No Player shall play more than 2 innings at any one position.

Each Player must play at least 1 inning in the outfield and 1 inning in the infield within the first 4 innings of each game.

No Player may sit out a second defensive inning until every other Player has sat out at least one inning.

Failure to comply with the individual minimum playing time requirements is grounds for a forfeit. Managers violating the defensive playing and positions rules will forfeit that game and will be suspended from the next scheduled game.

Prior to the start of the game, each team shall exchange batting lineups and a player position matrix by inning. This is to insure that the above noted player position and sit out rules are complied with by both teams. The Manager must use the league provided Matrix form. Failure to comply with the Matrix rule will result in a warning being given to that Manager. The second time the same Manager violates this rule his team will forfeit that game, but the game will still be played.

Game is 6 innings, no new inning can start after 1 hr and 45 minutes following start of the game, and a complete game is 4 or more innings, 3.5 if the home team is ahead. If a game is not completed it shall be carried over. The Umpires decision to call a game is not subject to appeal.

Any Player throwing a bat while hitting shall receive one warning. Next time will be considered an out. Play continues on a warning call. Play is dead immediately upon an out call.

The Must slide or avoid rule is in effect. Base stealing or leading off are not permitted in the first two rounds. Base runners can lead off once a pitched ball crosses the plate in preparation of Running if the ball is hit.

In the **third round** runners can steal after the ball crosses the plate. **Home plate is closed, no stealing home.** The only way to get home is a walk (bases need to be loaded) or a batted ball.

The entire team shall bat until 5 runs are scored, or 3 outs are made, which ever occurs first.

Mercy rule 10 runs after 4 complete or 3 * innings if the home team is ahead.

If the teams are uneven in players, both teams shall bat the number of players of the larger team at the start of the game. The number of players batting per inning shall remain the same the rest of the game. **Innings 5 and 6 shall be open (unlimited runs) until the entire team has batted.**

10 players shall play on defense, with 4 outfielders. All outfielders must be on the outfield grass area of the field.

No bunting allowed.

Big Barrel Bats of 2 5/8 and 2 3/4 inches in diameter are permitted for use.

There will be **NO** on deck swinging. The league will be Machine pitched for the first round of play (i.e. teams have played each other once) of the season and then KID pitched for the remainder.

For the 1st round of the season the following rules will apply:

Machine pitched:

Batter receives **six pitches** to place the ball in play.

If the ball is not placed in play the Batter is out unless the sixth pitch is fouled off in which case the batter will receive ONE additional pitch to put the ball in play. In the event of a pitching machine failure, coach pitch will be utilized.

A ball hitting the pitching machine or umpire operating the Machine shall be called dead and the batter is awarded first base. Pitcher must have one foot in the chalked circle at the edge of the pitching mound when on defense.

A Play is over once the ball is in complete possession by the pitcher only in the 15 foot circle around the pitcher's mound. The Pitcher must have the ball and must have control of it and have both feet in the circle to make the play dead.

For the remaining part of the season:

KID Pitch:

No child shall pitch more than 2 innings per game or 4 innings per week. 40 hours of rest required following 2 innings pitched. One pitch in an official inning is considered having pitched a full inning. The rest period begins at the conclusion of the game pitched and must be completed before the start of the next game for that player.

Pitcher pitches to a batter until one of the following happens: Second Round

- a) Batter places the ball in play.
- b) Batter strikes out.
- c) A pitch hits batter.
- d) Batter receives 4 called balls at which time the manager of the player at bat comes in and pitches to the batter. The count is assumed, so the number of balls depends on the amount of strikes when ball 4 is called. Batter will receive **a maximum of 5 pitches**. If the 5th pitch is fouled off, he/she will receive 1 more pitch. If at the end of said pitches the batter has not placed the ball in play, he/she is out. If the last pitch is fouled off the batter receives one more pitch.

Third Round Pitching-

In the Third Round the above rules apply **except for rule D.**

- d) Batter receives 4 called balls and takes first base.

A catcher can initiate a play by throwing to a base a runner that is leading off, following the pitch crossing the plate. The runner shall be out if the defensive Player touches either the runner or the base. **A tag is not necessary. In all other play situations, unless a force out, the runner must be tagged by the player with the ball for an out to occur.**

PITCHING RULES

The number of warm-up pitches between innings shall be limited to a maximum of 8. The maximum number of warm-up pitches by a relief pitcher will be 10 when relieving another pitcher. There is no limit to warm up pitches when replacing an injured pitcher. **No curve balls thrown are allowed.** This rule is intended for the protection of the pitcher only.

Only Fast Balls, Knuckle Balls and straight Change Ups will be permitted if an illegal pitch is made, the Umpire will give a warning and the pitch will be considered a ball. Another occurrence and the pitcher can no longer pitch that game. The player can continue playing in another defensive spot. If the batter hits an illegal pitch that benefits the offense, the result of the play stands.

The umpire shall have the ability to remove a pitcher for excessive hitting of batters or for deliberately throwing at a batter. If a pitcher has hit **3 batters in one inning**, that pitcher will automatically be removed from pitching.

Balks - No balks will be issued. Any runners that are thrown out when the pitcher balks are not out and will return to the base they came from. If a pitcher balks and a runner advances to another base without being thrown out, the runner stays at that base.