

# Lafayette Youth Baseball

## 2010 Pinto Rules



In the Pinto division the name of the game is Fundamentals. Young players learn the basics of the game at this level in an organized but fun and forgiving setting. Scores and team standings are kept. Batters will hit off of a pitching machine. Players at this level are expected to hustle, play their best and have FUN in a safe and learning environment. Teamwork, respect for the volunteer coaching staff and good sportsmanship is expected from the players and parents to insure a positive learning environment to help the players develop their baseball and life skills to the best of their ability.

All games will be played at [Armstrong Park](#) (weather permitting)

### **I. TEAMS**

Each team in the league will consist of no more than 14, nor less than 12 players. The names of these players will be registered with the league commissioner.

### **II. LEAGUE AGE**

The league is for seven and eight year old players. Any player who will be nine years old by April 30<sup>th</sup> and who does not turn nine until after May 1<sup>st</sup> will be eligible to participate in the Pinto Program.

### **III. PLAYING FIELD**

- Distance between bases is fifty feet.
- Pitching machine will be placed at forty-four feet, with the speed of the machine increasing during the season. The pitcher is to play within a three-foot radius of the pitching machine.
- For all scheduled games there will be a pitching machine operator.

### **IV. GENERAL DRESS CODE**

- Every player will be expected to wear his\her full uniform, unless cleared by the commissioner.
- The full uniform includes the team hat, team shirt (tucked in at all times), pants, and stirrups.

- Only tennis shoes, rubber cleated shoes, or "turf shoes" will be allowed on the playing field.
- The catcher will be equipped properly and accordingly (PONY 7-F)
- All coaches will be expected to wear their team shirt and hat. The shirts will be tucked in at all times. Also, coaches will wear shoes, no sandals will be permitted.

## V. CONDUCT

Generally, it is the duty of the league commissioner to insure proper conduct by all league personnel. **Players, coaches, and parents will treat the umpires with the highest respect and kindness. When there is a disagreement with a play or a call, they should inquire in a calm, courteous manner, rather than shouting and berating an umpire.** Coaches are expected to control their players, and it is recommended that if your fans are becoming obnoxious, ask them to quiet down. If the fans persist, they will be asked to leave.

## VI. FIELD REGULATIONS

Except for players warming up in the bull pen or on deck, all players must remain inside the dugout. **This means inside, not on the ledge, against the fence, or in the warm up area!**

All equipment will be kept behind the protective fence and in an orderly fashion, so that it will not be stepped on.

Any player caught throwing, kicking, or destructing any equipment (including his own) will be removed from the game without a warning. A second offense will result in removal from that game plus a one game suspension.

Players will **NOT** be allowed to leave the field area, except for trips to the drinking fountain.

They will not be permitted to purchase anything from the concession stand during their game.

Only coaches and players will be allowed in the dugout. **NO BATBOYS ALLOWED.**

The home team will take the third base dugout.

There will be no infield taken by either team and teams should remain off the field until the start of the game. All warm-up time should be taken in the outfield and batting cages.

## VII. MAKE UP GAMES

Both coaches will meet with the commissioner. The commissioner will have the final decision if a mutual time can not be worked out.

## VIII. COACHES RESPONSIBILITY

- Players are not to be punished for any other organized commitment.
- Watch the language carefully and be good role models.
- Sign up for practice time on the field.
- Take excellent care of the equipment. Keep everything in the dugout except bats.
- Support the program.
- Do not be negative, always be positive.

## IX. PLAYING RULES

- Each team must have at least 8 players present to start a game. If you only have 9 then the 10<sup>th</sup> batter is NOT an automatic out. The 9<sup>th</sup> player would be out if only 8 are present.
- Each team will bat a continuous batting order with its entire roster. Each inning will consist of three outs or a **maximum of 6 runs per inning. The only exception is the last inning. You may bat a maximum of 13 batters or the higher amount of the two teams' rosters. If each team only has 12 players then you may only bat 12.**
- Each player on the team will play at least **THREE** innings in the field.
  - All outfielders shall play at least 25 feet beyond the baselines until the ball is hit.
  - Except for the pitcher and catcher, no infielders shall be more than five feet in front of the baselines.
- No lead-offs. The runner may not leave the base until the ball is hit.
- Third strike is an automatic out.
- Strikes can and will be called if needed. Please do not have your players take the 1<sup>st</sup> pitch for every batter. We need to be able to play all 5 innings
- One base on a ball leaving the playing field. In play is live.
- Ten players will play defense (4 outfielders)
- Sliding is acceptable. No head first sliding. Player **MUST SLIDE AT HOME PLATE IF THERE IS A PLAY! THIS IS A JUDGEMENT CALL BY THE UMPIRE ON THE FIELD! THERE WILL BE ONE WARNING GIVEN FOR THESE PLAYS PER TEAM**

### PER GAME!

- No Bunting is acceptable
- Ball hitting pitching machine is a live play!
- There will be NO infield fly rule.
- The ball must be thrown to an infielder for "time" to be called. An outfielder may not call time and an infielder has to be on the playing field to do so. The infielder needs to be in proximity to a baserunner or attempting to be making a play to call time. The baserunners will not have the liberty to run at will but the defense will need to have some type of control before attempting to call time. This will be at the umpire's discretion.
- No metal cleats.
- Throwing of the equipment will not be tolerated.
- There will be no walks or hit batsmen.
- Throwing the bat where there is a chance for injury will result in no pitch and the batter being called out. Each team will be awarded one warning.
- When a ball is in possession of an infielder and in the umpire's judgement all advancement of base runners has ceased, the umpire will call time. The ball is then dead and should be returned to the umpire. Runners not past the mid-way point between bases will be sent back to the last base touched by that runner.

- The offensive team may have a coach at 1<sup>st</sup> and 3<sup>rd</sup> . The defensive team may have a coach down the foul lines. No coach may assist a player with base running or making a play. If a coach is caught aiding a runner or fielder, a dead ball will be called and the appropriate penalty awarded.
- Any foul language or unsportsman like conduct used by coaches or players will result in immediate removal from the game.

**XI. LENGTH OF GAME**

- Regulation games will be five innings or a **70** minute time limit.
- The length of games is five innings. An official game is 2 ½ innings.
- A 12 run rule will be in effect after 3 innings for the visiting team and two and a half innings for the home team. If the time limit has not expired, the score will be cleared and play will continue. This will not change the outcome of the game, and play will cease at one hour from the start time **regardless of the situation.**
- A 10 run rule will be in effect after 4 innings for the visiting team and three and a half innings for the home team. If the time limit has not expired, the score will be cleared and play will continue.

**Director of Baseball**

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