

PINTO DIVISION RULES

1. A team must have at least eight players to begin the game. Umpires are required to call a forfeit to any team failing to have eight players 10 minutes after the scheduled start time (6:00 PM). The team managers may decide to play a scrimmage game as they see fit, but the umpire is not required to stay.
2. An inning shall consist of either three outs or a maximum of five runs scored per team per inning.
3. A team will field ten players (four outfielders) on defense. If forced to start with eight players, the team will use only two outfielders until another player arrives or for the duration of the game. Outfielders must be positioned on the outfield grass prior to pitch.
4. A pitching machine will be used at all times, placed approximately 38 feet from home plate. The pitcher can play to either side or behind (never in front of) the machine as long as they are within 3 feet of the machine. Speed will be set at 30-35 mph.
5. The base path length shall be 50 feet.
6. Every player shall play a minimum of three innings per five-inning game.
7. Teams will bat through the entire roster. It will be the choice of the individual coach whether or not to change the batting order from game to game.
8. A batter will receive five hittable pitches (across the plate and called by the umpire) from the machine per at bat. Three strikes are an out and complete the at bat. If the ball is fouled off, the batter will receive another pitch until the ball is hit fair or missed for strike three regardless of the number of pitches. In the event that a batter does not swing at the first four pitches, he or she must attempt a swing at the fifth pitch or the at bat is complete. There are no walks.
9. Batters are not permitted to bunt or swing easy at the ball. In the event this occurs, the umpire will direct the batter back to the batter box and the pitch will count as a foul ball. Runners may not advance.
10. Base runners are not permitted to lead off or steal bases. The runner must remain in contact with the base until the ball is hit. The runner shall be called out for leaving the base early or stealing. Runners are not permitted to advance on overthrows.
11. There is no infield fly rule.
12. Runners may advance on a ball hit into the outfield until the outfielder is in possession of the ball. Once a runner has passed a base, he or she will be awarded the next base after the outfield throw is made.
13. There is no mercy rule, but both teams will need to keep score to monitor the five runs per inning rule.
14. The defensive team is allowed two coaches on the field for instruction. Players may not coach.
15. If a batted ball strikes the pitching machine, the ball is declared "dead". The batter shall be awarded first base, and runners may advance one base.
16. Players may not play the same defensive position more than 2 innings in the same game.
17. A force play cannot be made with an outfielder covering a base in the infield.
18. The home team will have the option to have batting practice one hour prior to game time. They hit for 30 minutes (sharp). The visiting team has the option to take batting practice for the next 30 minutes. There will not be mixed team hitting.
19. All games are five innings. If the home team has the lead after four and one half innings, they will bat.
20. MANDATORY that the player at pitchers position wear a helmet with face mask at all times.