



## Pinto Boys - 2010 League Rules

### Game Information

- Games will consist of 6 innings or 90 minutes. No inning will be allowed to start after 1 hour and 20 minutes.
- An inning will consist of 3 outs or 7 runs, whichever occurs first.
- Mercy rule: There is no mercy rule as scores are not officially kept.
- Coaches should agree on the game start time. Make every effort to start games on time.

### Field Information

- Base paths are 50'.
- The pitching distance will be 38' (Machine distance).
- The pitching machine will be set to approximately 30mph for use in the games. The machine is to be operated by an adult coach. If you encounter difficulties with the machine, continue play with coaches pitching to their own batters.
- A safety base will be used at all times next to 1<sup>st</sup> base. The runners are to run to the safety base. Fielders are to use the regular base.
- Teams will play 10 players in the field (six infielders, four outfielders).
- Ball size: regulation baseball.

### Additional Rules

- Free substitution is allowed. All players may leave and enter the game at anytime with the exception of the pitcher who may not re-enter as a pitcher once he has pitched.
- A player **MAY NOT** play the same fielding position for more than two innings in a game. Please attempt to have every player play infield and outfield in each game.
- All players will be placed in the batting lineup for the entire game.
- A team may start a game with only 8 players. When batting with only 8 players, the ten batter limit will still be in effect. There is no automatic out for the 9<sup>th</sup> and / or 10<sup>th</sup> position. Teams may borrow an OSAA registered player. The substitute player must bat last and play in the outfield.
- No bunting is allowed.
- A batted ball that hits the machine should immediately be declared a dead ball. The batter is to be awarded first base and all runners may advance one base. The only exception to this rule will be the 10<sup>th</sup> batter in an inning. In this case, the batter has the choice to be awarded his base or he can re-hit.
- Runners may not lead off their base. Base runners can not run until the ball is hit.
- The dropped third strike rule is not in effect.
- The infield fly rule is not in effect.
- Runners may advance one base on overflows within the field of play.
- Slide guideline: There is no requirement to slide. Players should, however, make every attempt to avoid collisions with opposing players. **Please instruct your players to slide on close plays at any base.**
- Please attempt to limit the number of defensive coaches on the playing field at any time to two. Defensive coaches are to make out/safe calls.

## **General Rules / Information**

- All players MUST wear helmets with face guards in the on-deck area, when at bat, and while on base.
- Catchers must wear chest protector, shin guards and a helmet during the game.
- The home team coach for the first game of the day is responsible for setting up the pitching machine. The Home team coach for the last game of the day is responsible for taking down the machine and returning it to the lock box.
- The home team will occupy the third base dugout.
- Both teams should supply one game ball.
- Dugouts should be left clean after each game.
- **The ZERO TOLERANCE rule is in effect.** Coaches are responsible for their conduct, their players' conduct, and that of the parents and fans. The umpire has the authority to eject any player, coach or fan that is deemed to be disruptive of the game. Please display good sportsmanship toward the umpires.
- Scores will not be kept or posted. Coaches may keep their own score if desired.
- The use of alcohol, tobacco, and illegal drugs in any form, by players or coaches in the dugout areas, on the benches, or on or near the field of play is not permitted.

**Rain Out Number – 932-7246 (932-RAIN)**

**League Commissioner Name:**

**Commissioner Phone Number:**