



Pinto Girls - 2010 League Rules

Game Information

- Games will consist of 6 innings or 1 hour and 30 minutes. No inning will be allowed to start after 1 hour and 20 minutes.
- An inning will consist of ten batters. The inning will end as soon as the ball is secured in the infield after the 10th batter hits.
- Scores will not be kept or posted. You may keep your own score if desired.
- In an effort to keep the games on schedule, please pinch run for the catcher if he is on base with two outs. The last player out in that inning will be your pinch runner.

Field Information

- Base paths are 50'.
- A safety base will be used at all times next to 1st base. The runners are to run to the safety base. Fielders are to use the regular base.
- The pitching distance will be 30'.
- The pitching 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.
- There are no walks.
- Teams will play 10 players in the field (six infield, four outfield).
- Ball size: 11" safety softball.

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 she 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.
- No intentional bunting is allowed.
- No stealing is allowed.
- Runners may not lead off their base. Base runners can not run until the ball is hit.
- Runners may not advance on overthrows.
- When the ball is hit, runners advance as able. Once the ball is secured in the infield, it is declared dead and runners may not advance past the base they are running to. The base coaches must stop the base runner at the closest base when the ball is secured. If this rule is violated, the runners must return to the previous bases after the play is over. If the runner is past the base and momentum is toward the next base, the runner may proceed.
- 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 and while warming up the pitcher.
- 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.
- The home team 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.
- 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: