

PINTO / PITCHING RULES

Ages: 7-8

Revised 04/1/2010

Scope

1. The following shall be the rules governing Bensenville Pinto, Itasca Pinto, and Wood Dale Pitching Baseball.
2. Play is governed by IHSA Rules as published in the 2010 edition with exception to the following specific rules for this age group.

General

1. No game shall start unless there is at least 1 first-aid kit and 2 ice packs at the field.
2. Home team to supply 2 game balls (hard / standard baseballs).
 - * Itasca teams will supply rubber coated game balls both home and away.

Diamond Setup

1. Bases will be set at a minimum of 50 feet and a maximum of 60 feet apart.
2. Center of 8 foot pitchers circle is 39 feet from back of home plate.
3. 10 foot arc in front of home plate.
4. Half way marks between all bases.

Innings

1. Five (5) innings per game.
2. No inning shall start after 7:45 P.M. until **May 31st**. Starting **May 31st**, no inning shall start after 8:00 P.M.
3. Each player must play in the field a minimum of three (3) innings per game.
4. Each player must play a minimum of three (3) full games per season.
5. All players must be in the starting line-up for three (3) additional games.
6. Players are not allowed to play the same position more than two (2) innings per game. Each player must play at least one (1) inning in the outfield and one (1) inning in the infield every game.
7. There will be a maximum of **nine (9) batters per inning**. The ninth (9th) batter must be announced by the team up to bat. The side is retired after the third out (**fielded outs only**) or after the ninth (9th) batter is out by rule, or the pitcher has the ball in the circle, thus stopping play.
8. Any player taken out for an injury may be put back in at anytime if able to do so. Player retains the same spot in the batting order.

9. Every team must bat through the entire roster. Any player arriving late will be added to the bottom of the batting order.
10. **Nine (9)** defensive players are allowed on the field at one time.

Extra Innings

1. No extra innings are allowed, five is the maximum.

Completed Games

1. A game will be considered completed if it is called at the end of three (3) full innings.

Called Game

1. If less than three (3) innings have been completed and game is called it shall be considered a rescheduled game and must be started from the beginning if it is rescheduled.
2. All canceled or called games will be rescheduled at the discretion of the League.

Umpires

1. Umpires may or may not be assigned to the game. If an umpire is not assigned then a coach or parent will be designated as the umpire.

Pitching Rules

1. Innings 1, 2, and 5:

Coach pitch, the batter will be given four (4) pitches. There will be no called balls or strikes. If the batter does not hit the ball fair during the four pitches the batter will be given one (1) swing at the ball on the tee. The batter's at-bat **will end** if he misses the ball or hits a foul ball. This does not count as an out.

Starting **May 31st**, NO TEE WILL BE USED. Batters will get five (5) pitches from manager or coach. If batter has not hit ball after five pitches, the batter's at-bat **will end**. This does not count as an out.

2. Innings 3 and 4 (optional):

Players will be allowed to pitch. No balls or strikes will be called. Players will be allowed four (4) pitches. If the ball is not put in play then the coach will throw an additional three (3) pitches. If the ball is still not put in play then the batter will get one (1) swing at the ball on a tee. The batter's at-bat **will end** if he/she misses the ball or hits a foul ball. This does not count as an out.

After **May 31st**, NO TEE WILL BE USED. Batters will receive 3 pitches from the coach if the ball is not put in play when a player is pitching. If the ball is not put in play after the three coach pitches then the batter's at-bat **will end**. This does not count as an out.

3. If a player pitcher hits two batters then he or she must be pulled from the mound.
4. A pitching machine may be used as a substitute for coach pitching as long as it does not pose a safety risk.

Ejection Rule

1. Any player that is ejected from the game must sit on the bench until the game is over and participate in the after game hand shake. The ejected player will also sit out on the bench the next game that he/she attends in uniform and will only participate in the after game hand shake.
2. Any manager or coach that is ejected from the game must leave the field before play will resume. Ejected manager or coach will also not be in attendance at the next scheduled game.
3. The umpire or a team representative must notify the commissioner of an ejection.

Miscellaneous Rules

1. All players must be in full uniform, players must wear a protective cup. No metal spikes allowed.
2. Catchers must wear complete catchers equipment.
3. A baseball helmet must be worn by batter and all base runners.
4. Play will not start until the pitcher is positioned with at least one foot in the pitching circle.
5. Batters are not permitted to bunt or swing easy at the ball. Penalty - batter called back to plate.
6. A batted ball must pass the home plate arch to be considered in play.
7. Players are not permitted to steal or lead off base. Penalty - one (1) warning will be given per team per game and the play will be called back, the next occurrence the runner will be called out.
8. **Play is stopped** when a defensive player has the ball in the pitcher's circle. Base runners will be awarded the next base if they are passed the hash mark (if base is unoccupied).
9. To encourage proper batting habits, it is necessary to prohibit the batter from running at the ball or shifting the ball or shifting feet prior to hitting. The batter should be standing square to the pitching mound. The batter should take his stance and then will be permitted only one stride forward with his front foot as he/she swings. Penalty - batter will be given one warning, called back and given a strike, the next occurrence the batter is out (counts as fielded out).
10. The defensive team is allowed two (2) coaches on the field. The coaches must be in the outfield and out of the way of any player or play. Other coaches must be away from the playing area.
11. Home team must chalk and set-up the field and take down and secure all equipment (bases, line marker, and cones) after the game.
12. Managers and coaches must conduct themselves in an adult manner at all times. There will be NO SMOKING ON THE PLAYING FIELD OR IN THE DUGOUT AREA DURING A GAME OR PRACTICE.
13. Only the managers are allowed to confer with commissioners, umpires, or other managers on a ruling.
14. There will be NO arguments or disagreements with the umpires.
15. Because of the instructional nature of this league, standings and score will not be kept.
16. Both teams are responsible for the cleaning of their own benches and field area.
17. Only managers and umpires may call a time-out.

18. Managers are responsible for their coaches, players, spectators, and themselves. If the conduct of these persons is not orderly, a warning will be given to the manager by the umpire commissioner. If a manager is told a second time, that person or persons will be ejected from the game (must physically leave the field) and if any further trouble occurs, the game will be called.
19. Unsportsmanlike conduct in a player will result in an automatic ejection from the game. See ejection rule.
20. If a batter throws his bat they will receive a warning, if the same batter throws their bat a second time, they will be called out. (counts as fielded out)
21. Play stops whenever the ball is thrown out of play. Base runners will be awarded the next base if they are passed the hash mark (if base is unoccupied).
22. The infield fly rule does not apply.
23. Only managers, coaches, scorekeepers, and players are permitted in the dugout area.
24. A ball passing or lodging under the backstop will be ruled out of play.
25. If a player is seen throwing or abusing baseball, park district, or school equipment, he/she will receive one (1) warning. The next time they will be ejected from the game. See ejection rule. The players and manager will be informed of the warning by the umpire or commissioner.
26. Defensive players will adhere to the interference rules as stated in the baseball rule book.
27. These rules contain exceptions to High School Baseball and Official Baseball rules and supersede those rules where they apply.
28. The on deck batter must stay clear of home plate and the playing field until it is their turn at bat.
29. On a play at any base, the base runner should slide into the base if the defensive player has the ball or is prepared to make the play. No runner will intentionally bowl over the defensive player. The penalty for intentional bowling over a runner will be ejection from the game and the ejected player is subject to the ejection rule. The penalty for not sliding is the runner will be called out.
30. At the end of the game the umpire will give each team a game ball.
31. Bat diameter may not exceed 2 ¼ inches.