

## Mt. Lebanon Baseball Association Pinto Rules, Regulations and Guidelines

### 1. Objective

**1.1. Have Fun** - Please keep in mind these are young kids. Pinto baseball is a key stepping stone for the kids to embrace the game and move on through the MLBA. It may not always be apparent, but they will look to the coaches for guidance and approval. Play the game within which the spirit of Pinto League is meant to be played.

### 1.2. Communication

**1.2.1. Manager-Manager** - Make an effort to introduce yourself to the other manager and coaches before each game. This builds good rapport during the course of the season. Communication is necessary in determining if a game should be played due to weather and/or field conditions.

**1.2.2. Manager-Parent** - Communicate your philosophy and approach for the season. Convey to the parents the rules and guidelines of the league as well as any team rules and expectations you have. This will lay the foundation for an enjoyable season.

### 2. Equipment

**2.1. Batting Helmets** - Batting helmets with face masks must be worn by all batters and runners at all times. Make it a rule on your team that no helmet should be removed until they return to the "dugout".

**2.2. Baseballs** - The only acceptable baseball for both practices and games are the balls designated for use by the MLBA for Pinto baseball. The baseball used for MLBA Pinto is a Starr-5.

**2.3. Gloves, cleats, and bats** - The only required piece of equipment is a glove. To give the kids the best chance of fielding a ball, please ensure the player have the correct size glove. Too small and they have a very limited chance of maintaining control of the ball. Too large, the glove becomes cumbersome. MLBA does not provide bats, but there are usually enough kids who bring their own to share with the team. Rubber cleats are not required, but are acceptable.

### 3. Fields

**3.1. Allocated Fields** - Please adhere to the time and fields Pinto has been allocated. If there is another team on the field, explain the situation. If you cannot resolve the issue, find out the name of at least one of the managers as well as the age group (Maverick, Pinto, Minor or Major) then contact the commissioner. Also, do not move onto another field because of poor field conditions. If the game cannot be played, take them for ice cream (this last part is not mandated, but rather highly recommended).

**3.2. Field Designation** - In general, the "major field" is located closest to the school and the "minor field" is the one farthest from the school.

**3.3. Field Preparation** - If possible, enlist volunteers from both teams to prepare the field before play. While chalk for lining the field is usually in short supply, each field should have a screen for dragging. A well-prepared field not only looks nice, but it also makes the game more pleasurable for the kids in that the field is smoother and it's an opportunity to remove rocks and other debris.

**3.4. Distance Between Bases** - Standard Official Little League (MLBA Minor league) distances should be used.

**3.5. Unplayable Field** - If an infield is unplayable, you are encouraged to play the game in the outfield. Please do not play a game at the expense of tearing up an infield. If the entire field is soupy, don't play the game.

**3.6. Field Boxes** - Do not assume there is a game following yours. Please make sure the bases, helmets any other field items are returned to the boxes at the completion of your game. Make sure the boxes are locked securely.

#### **4. General Rules & Guidelines**

**4.1. Weather & Canceling a Game** - Use common sense if there is impending bad weather. The two managers should consult one another if there is a question of weather. If a game is underway and thunder/lightning has been observed, direct everyone to the nearest safe location. More details can be found on the MLBA website (Lebobaseball.org).

**4.2. Pitcher** - It is OK for a player at the pitcher position to wear a batting helmet. The Pitcher must wear a heart guard.

**4.3. Batters and Those on Deck** – The only two players allowed to hold a bat at any one point in time are the batter and the player on deck.

**4.4. First Base** - Play only kids who can actually catch a ball at first base. Some of the other kids will be able to actually throw fairly hard. Two bases will be used at first, one for the batter and the second for the fielder. The batter will utilize the base that is outside of the foul line.

**4.5. Addressing a Base** - Instruct the defensive players to place their foot on the side of the base when attempting to receive a throw. Likewise, instruct the players to step on the right side of first base when running through first base.

#### **5. Playing Rules**

**5.1. Length of Game** – Games are to last 1 hr and 30 minutes from start of play.

**5.2. Playing Outs** – Teams will play outs from the beginning of the season (when defense records 3 outs, switch sides). For the sake of time, while playing outs, the inning is over when the third out is made, when every player has batted, or when 5 runs have scored, whichever comes first. There is no continuation rule for runners on base. The runs are capped at 5 runs.

**5.3. Scorekeeping** – The score of the game will be kept. It is the responsibility of each team's coaches to keep score.

**5.4. Official Little League Baseball rules will be in effect except as written in these rules**

##### **Pitching:**

1. The adult pitcher will pitch from the pitching area, which will be 41 feet from the front of home plate. This location is 5' in front of the actual pitching rubber. The fielding pitcher from the defensive team must start the play with at least one foot in the pitching circle which will be drawn around the mound.
2. All pitching must be overhand.
3. Each batter will get 7 pitches. If a player fouls off the seventh pitch or any pitches thereafter that batter will continue to bat until the batter misses the ball. There will be no strike outs, so the batter will hit off of a hitting Tee (if available) or be given a walk and awarded first base if not successful in getting a hit after 7 pitches.

4. If a batted ball strikes the adult pitcher, the ball is dead and ruled a dead ball. Pitch is played over and the pitch does not count against the total pitch count of balls and strikes.
5. The adult pitcher must immediately leave the pitching area and move toward the baseline in the opposite direction to where the ball is hit. If the pitching coach intentionally interferes with a defensive player or his throw in the opinion of the umpire, then the batter is OUT and all runners return to the base where they were before the hit.

**Batting/Base Running:**

1. The batting order may not be changed once the game begins unless there is an injury or the game is started without all players. Players arriving after the start of the game will be placed at the end of the batting order in order of their appearance.
2. The entire roster shall bat continuously.
3. There is no bunting or slash bunting – the batter will be called OUT. Runners will return to the base they were on prior to that pitch.
4. BAT THROWING: The umpire will issue one game warning per team; thereafter the batter will be called OUT. Runners will return to the base they were on prior to that pitch.
5. Runners cannot leave the base before contact is made by the bat. One team warning will be given. All subsequent violations will result in any runner leaving early being called OUT. Runners will return to the base they were on prior to that pitch.
6. Catcher Courtesy Rule: With two outs the catcher (of the previous half inning) may be replaced on the bases with a pinch runner to allow the catcher to get his equipment on. The pinch runner will be the player batted out.

**Fielding:**

1. Ten (10) players will be used on the field with four (4) outfielders (No Rovers). Outfielders must start the play a reasonable distance (15 to 20 ft.) from the edge of the infield.
2. Infielder control will determine when play is stopped. Infielder control is defined as a having two feet in the dirt infield that are in fair territory. An outfielder cannot run the ball into the infield and call time out – it must be a player playing an infield position at the start of the play.
  - a. For balls in play in the infield, infielder control will be signaled when the ball is in possession of a fielder making a play at a base. A player fielding a ball preparing to throw signifies control. Once a throw is made there will be no further advancement by baserunners other than the base they were going to. NO extra bases will be awarded nor will runners be allowed to advance beyond the base they were going to on overthrows. This includes overthrows to second base from the infield.
  - b. When a ball hit into the outfield is thrown in and becomes in the control of any infielder no runners may advance to any base except the base they were going to. Runners may continue to advance to the base they are going to once an infielder has control, however they may be played upon. If the runner(s) have crossed the 2/3 line(see #3) at the time of infield control they may continue to that base, if no play they are considered safe when they touch the next base. If the runners are not to the 2/3 line and continue to that base, they may be played upon. If no play, they will return to the previous base at the end of playing action. If played upon and OUT, the play stands. If played upon and safe, they will return to the previous base, again, ONLY IF THEY HAVE NOT REACHED THE 2/3 LINE.
3. Chalk lines will be drawn 2/3 of the distance between all bases with the exception of home plate to first base. When control by an infielder occurs – the base runner has both feet across the lines, that player will be awarded the base they are running towards. If the base runner has not crossed the chalk line – they will be returned to the previous base. There may be a play on any runner advancing to the next base after infield control (see #2b). If there is more than one base runner on the base paths, the position of the furthest base

runner at the time of infielder control will determine if they can advance. No 2/3 lines will govern plays fielded cleanly by an infielder directly from the batter. THE UMPIRE IN CHARGE WILL DETERMINE INFIELDER CONTROL.

#### EXAMPLE PLAYS:

Play 1. Runner on second. Ball hit to outfield. Runner from second touches 3rd prior to the shortstop gaining control in the infield. Batter Runner has just reached first. R2 tries for home and the SS makes a throw to the plate, runner is safe. Batter runner goes to 2nd on throw. Result: R2 is returned to 3rd and BR is returned to first. Neither had made a 2/3 line at time of Infield Control.

Play 2. Runner on 1st and 2nd. Ball hit to outfield, Outfielder fields a base hit and throws into 2B. 2B misplays throw and pitcher backs him up and gains control. R2 has rounded 3rd heading home and is beyond the 2/3 line, R1 is beyond the 2/3 line to third and the Batter is a few steps from first going to 2nd. the pitcher throws home to try to get R2, R2 is safe. R2 is at third and BR runs to second on pitcher's throw. Result: Score R2, R1 is safe at third. BR is returned to 1st since he had not crossed the 2/3 line prior to the pitcher's control.

Play 3. Bases loaded. Grounder to SS, his throw to 2B sails into RF. Result: R3 scores as a result of a "baseball play". Bases remain loaded, no further advancement. Players on base may advance only one base at their risk.

Play 4. Runners on first and third. Batter hits grounder to 2B. 2B throws to first for the out. R3 advances to home and R1 goes to second. Result: BR is out. R1 stays at 2nd and R3 scores. No 2/3 line used on balls fielded by infielders. This is a "baseball play". Players on base may advance only one base at their risk.

**5.4. Last Batter in the Inning** - The side of the inning ends when the third out is recorded by the defense or the play has stopped and the last batter-runner cannot advance. DO NOT have the last batter, and any previous base-runners, continue around the bases. There is great potential for injury when the fielding team is running off of the field while there are base-runners progressing around the bases.

## 6. Miscellaneous

**6.1. Picture Day** - Each team is expected to participate in picture day. More details regarding picture day are available on the MLBA website.

**6.2. Lending & Borrowing Players** - It is OK to lend or borrow players to even out the numbers. There will probably be times when there is a large imbalance. Good balance makes for a better game. Of course, both managers need to agree and never force a kid to play on a different team. Ask for volunteers.

**6.3. Coaches** - Enlist as many parents as possible to help out. Older siblings are permitted to help, but please discourage them from helping in the batting cage. Remember, MLBA policy requires all coaches to have a background clearance. See MLBA website for more details.