



BASEBALL – PINTO DIVISION RULES OF PLAY

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WAUCONDA BASEBALL/SOFTBALL

This document details the baseball rules of play for the WBS Pinto Division

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WAUCONDA BASEBALL SOFTBALL

1.1 GENERAL RULES AND BALLPARK

General rules

1. **WBS Code of Conduct (Parent Player Handbook) and Safety Policies must be followed.**
2. No tobacco, alcohol, or profanity allowed
3. Pinto is a non-competitive, instructional league

Ballpark

1. Pinto division practices and games are played at various fields that Wauconda baseball has the privilege to use.



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2.0 GAMES

1. Each game will last six (6) innings or 90 minutes in duration. The inning that is in progress at the 90 minute mark will be the last inning played.
2. For a game that starts at 6:00PM, no new inning can start after 7:30PM. Previously planned and scheduled night games may begin at 7:30 PM.

Note: An inning is considered started as soon as the last out of the previous inning has been made.

3. The 10-Run rule does not apply.
4. Each team will supply one (1) new baseball for every game and will get them back after the game is over. A game ball may be given to a player as a game ball at the discretion of the head coach.
5. The Home team is responsible for field maintenance; inserting and removing bases, chalking the field and dragging/racking the field (if necessary) before games.
6. No protests are allowed.
7. No taunting or chatter to the opposing team will be allowed at any time.
8. Although not mandatory, it is recommended that all male players wear protective athletic supporters (i.e. "cups")
9. Only players, coaches, team parent and scorekeepers are allowed in the dugouts.
10. All teams are responsible for cleaning-up dugouts after practices and games.
11. For field use, games take priority over team practices. If a team is practicing on a field which will be used for a game, the practicing team must leave the field forty-five (45) minutes prior to the scheduled gametime.



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3.0 PLAYER PITCH

1. Players will pitch starting at the onset (1st inning) of the game. The player-pitcher will pitch to each batter.
2. The offensive coach/pitcher will be positioned behind the mound so he is ready to throw to the batter if needed, and from that spot he will call strikes. Since batters can't walk, there is no reason to call out "balls", just strikes and keep a count in your head.
3. The batter is allowed 3 strikes during the at-bat. If there are 3 strikes thrown, either called or swinging, the batter will be out.
4. If the pitcher "walks" the batter (meaning he throws 4 balls), the batter stays in the box to hit but keeps the number of strikes he/she had. The offensive coach now throws to the batter who has say 1 strike on him, until he either puts the ball in play or strikes out after 2 more strikes).
5. Batters who are hit by a pitch during coach pitch should stay in and hit. Batters who are hit during "kids pitch" have the option to take their base or continue hitting. The Coach should encourage the player to continue their at-bat if possible.



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4.1 COACH PITCH

1. Coach will pitch only after a player-pitcher has thrown 4 balls to a batter. Coach will pitch to that batter only with a continuation of the strike count. A Coach cannot throw more than 7 pitches to a batter. If a batter fails to hit the ball into play after 7 coach-pitches (e.g. consecutive foul balls without strikeout or hit), the batter will be called out. Unless batter has no strikes in the count when it changes to coach pitch, he should start with 1 if they already have 2 strikes from the player pitcher.
2. The pitching rubber is set to 38 feet. The player or coach may not pitch any closer.



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5.0 DEFENSE

1. The infield will consist of the 1st baseman, 2nd baseman, 3rd baseman and shortstop.
2. The battery will be the pitcher and catcher.
3. The outfield will have no more than four (4) players spread out evenly to cover all fields (left, left center, right center, and right).

Note: No short center position.

4. All outfielders must start 10 feet beyond the infield dirt.
5. A mandatory defensive rotation must be followed. (See appendix for rotation examples.) EVERY CHILD MUST PLAY AN INFIELD POSITION IN ONE OF THE FIRST THREE INNINGS. NO CHILD CAN SIT A SECOND INNING UNTIL ALL PLAYERS HAVE SAT ONE INNING.
6. There can be 2 coaches on the field to help the fielders. The coaches must be behind the outfielders.
7. Coaches cannot touch the ball.
8. When the coach is pitching, the player-pitcher must stand next to or behind the coach pitching (behind the pitching rubber) no closer.

If the coach pitching touches the ball unintentionally, the runner will be allowed 1st base and all runners advance one base



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6.0 OFFENSE

1. The batter will be allowed 3 strikes before being called out at home plate. Standard baseball rules apply when calling balls and strikes. There are no walks in Pinto baseball. Three outs per half inning.
2. If a batter swings and misses after two (2) strikes, the batter will be called out.
3. A mandatory batting order rotation must be followed.
4. Bunting is not allowed. If a batter bunts, the batter will be called out.
5. If a team bats through the order, the half inning will end regardless of the number of outs against the batting team.
6. Lead-offs and base stealing are not allowed.
7. If the ball is hit in the infield, the runners will only be allowed to advance one (1) base.
8. If the ball is hit to the outfield, the runners may advance as many bases as possible until the ball is touched by an infielder while on the infield dirt.
 - a. Once the ball is touched by an infielder, the runner must be at least one step past the base to be able to advance to the next base.

Note: Since score is not kept for Pinto, the coach should use commonsense in advancing the runners.
 - b. The play does not end once the ball is touched; runners can be tagged out if off the base.
 - c. If a runner advances too many bases and is tagged out, the runner will be called out. If the runner makes it safely, the coach will send the runner back to the correct base.
 - d. No advancement on over-throws by an infielder.
9. Any batted ball going under, bouncing over, or past the outfield fence is a ground rule double; all runners advance only two (2) bases.
10. An inning is not over until 3 outs are made or the team batting has batted around.
11. Three coaches are permitted on the field – one pitching, one 1st base coach, and one 3rd base coach.
12. Coaches should not touch base runners.
13. If a bat is thrown and it is determined to be accidental, the team will be given a warning. If there is a second occurrence, the batter will be called out. If a bat is thrown and it is determined to be intentional, there will be no warning and the batter will be called out. In addition, the batter can be ejected from the game.



7.0 SAFETY BASE

On an infield hit, the safety base (orange base) is for the runner only. The fielder must touch 1st base (white base); the fielder cannot touch the orange safety base.



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8.0 EQUIPMENT REQUIREMENTS

Baseball bat barrel size no larger than 2 ¼". No drop limit

Protective gear: All male baseball players must wear an athletic supporter (i.e. cup) during all team organized baseball activities.



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