

## PINTO DIVISION RULES

1. All Major League Baseball and Michigan High School Athletic Association (MHSAA) baseball regulations will be followed with the exception of the following rules that are specific to the Novi Youth Baseball League Pinto Division.
2. A team must have a minimum of eight players to begin the game. Umpires are required to call a forfeit to any team with less than eight players 10 minutes after the scheduled start time. If one team is required to forfeit, then the team managers may decide to play a scrimmage game. The umpire will remain to officiate the scrimmage.
3. If a coach obtains a substitute player(s) to reach 10 players, they must be a registered NYBL Pinto Player. They must play outfield the entire game and bat last in the order. The sub must be pre-approved via email to the opposing coach with a copy to the Pinto Director at least 12 hours in advance of the scheduled game time.
4. An inning shall consist of either three outs or a maximum of five runs scored per team per inning.
5. A team will field ten players including four outfielders on defense. The outfield positions will include a Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder. A Roaming Outfielder is not permitted in the Pinto Division. Outfielders must be positioned on the outfield grass prior to pitch or at least 30 feet from the bases.
6. If a team only has nine players to start a game, then they will play with three outfielders or a catcher (team choice). If a team only has eight players to start a game, then the team will use only three outfielders and no catcher (a coach or parent can stay beside the plate) until another player arrives or for the duration of the game.
7. A pitching machine will be used at all times, placed 38 feet from home plate. The speed will be set at 30-35 mph. Both coaches should evaluate the pitches prior to the game and agree that the pitching machine is calibrated appropriately. If, after the game starts, it is deemed to be pitching too fast or too slow, both coaches must agree to adjust the machine speed. After the agreement, it should only be adjusted at the top of the inning prior to the start of a full inning. Otherwise, the only adjustment that should be made to the machine during the game is to the micro-adjustment (height and left or right of the home plate).
8. The pitcher can play to either side or behind (never in front of) the machine as long as they are within 3 feet of the pitching machine.
9. It is MANDATORY that the player at the pitcher's position must wear a helmet with face mask at all times.
10. The base path length shall be 60 feet.
11. Every player shall play a minimum of three innings in the field per five-inning game. Players may not play the same defensive position more than twice in a game and they must rotate between the infield and outfield positions each inning. Throughout the season, the goal is to have each player play every position in the field. However, an exception will be permitted if a coach determines the skill level of a player may impose a safety concern at a specific position. It is not permissible to have the four best players rotate through the four infield positions (1<sup>st</sup>, 2<sup>nd</sup>,

Shortstop, and 3<sup>rd</sup>) every game. Players should play an equal number of infield and outfield positions each game and should average out over the season (i.e. if the player only plays one inning in the outfield one game because you do not play the bottom of the fifth, that player should play outfield 3 innings the next game).

12. Teams will bat through the entire roster. The batting order should be rotated each game so that each player has an opportunity to bat at the beginning of the line-up. The players may stay in the same rotation so that Player B always bats behind Player A, but the player that batted first in the order in Game# 1 would be shifted to the bottom of the batting order for Game# 2.
13. A player arriving late after the game has already started may be inserted into the line-up at the bottom of the batting order.
14. A batter will receive five hittable pitches (across the plate and called by the umpire) from the machine per at bat. Three strikes are an out and complete the at bat. If the ball is fouled off, the batter will receive another pitch until the ball is hit fair or missed for strike three regardless of the number of pitches. In the event that a batter does not swing at the first four pitches, he or she must attempt a swing at the fifth pitch or the at bat is complete (unless the 5<sup>th</sup> pitch is ruled an unhittable pitch). The umpire may call a pitch unhittable if the ball bounces to home plate or is above the head of a batter. There are no walks or hit by pitch.
15. Batters are not permitted to bunt or swing easy at the ball. An arch will be drawn, but any hit less than half way to the pitcher's mound is considered a "bunt / easy swing". Instruct the player to play the ball out if the umpire does not call it immediately. In the event it is deemed a bunt / easy swing, the umpire will direct the batter back to the batter box and the pitch will count as a foul ball. Runners may not advance. A ball caught on the fly in this area or behind the plate is still treated as a foul ball, thus the batter would be out.
16. Base runners are not permitted to lead off or steal bases. The runner must remain in contact with the base until the ball is hit. The runner shall be called out for leaving the base early or stealing.
17. If there is an overthrow, then the ball is "dead" and the play stops. Runners are not permitted to advance on overthrows. Overthrows include balls thrown from the infield or outfield.
18. There is no infield fly rule.
19. If there is a base hit into the outfield, then the runners may advance to the next base until the outfielder throws the ball to the infield. When the ball crosses through the base path between first and second or second and third (infield plane between first and second or second and third), the runner(s) must go back to the last base they passed even if they are within steps of the next base. Possession of the ball within the infield is not required.
  - If there is a ball hit to the outfield and the outfielder has a play, the outfielder can make a throwing play to the base for a force out or tag out.
  - If they make a throwing attempt and it is not caught by the in-fielder, the play stops and the runner does not advance.
  - An outfielder cannot run in and tag the runner or tag the base for a force out.
  - A force play cannot be made with an outfielder covering a base in the infield.
20. There is no mercy rule, but both teams will need to keep score to monitor the five runs per inning rule.

21. The defensive team is allowed two coaches on the field for instruction. The offensive team is permitted one coach on the field to operate the pitching machine and two base coaches (first and third base coaches). Players are not permitted to be the base coaches.
22. If a batted ball strikes the pitching machine, the ball is declared "dead". The batter shall be awarded first base and runners may advance one base.
23. The visitor team will have the option to have batting practice one hour prior to game time. They may hit for 30 minutes. The home team has the option to take batting practice for the next 30 minutes. There will not be mixed team hitting.
24. All games are five innings. There is a time limit of one hour and fifteen minutes for each game. A full inning should not start after an hour and five minutes from the start time. If the home team has the lead after four and one half innings, then they will bat in the bottom of the inning.

#### PLAY-OFFS

1. 5 Innings per game. There is a 5 run cap for the first 4 innings. 12 run cap for the 5<sup>th</sup> inning. There is not a time limit for playoffs. There are no ties.
2. The batting order may remain the same. There is no requirement to rotate the batting order for each round of the play-offs.
3. Every player shall play a minimum of three innings in the field per five-inning game. Players may not play the same defensive position more than twice in a game and they must rotate between the infield and outfield positions each inning.
4. The top seeded team is the home team.
5. For playoffs, if you need a sub to get to 10 players, they must be a registered NYBL Pinto Player. They must play outfield the entire game and bat last in the order. The sub must be pre-approved via email to the opposing coach with a copy to the Pinto Director at least 12 hours in advance of the scheduled game time.
6. Team rankings will be based on the following criteria.
  - a. Winning percentage of games played
  - b. Head to head will be next deciding factor
  - c. Runs scored against per game will be the 3<sup>rd</sup> deciding factor if needed
7. The teams will not be re-seeded after each round of the play-offs.