

Pinto Rules (2017)

The following rules determined by SLYSI, will be followed without exception, during league play for the entire year unless subject to a mid-season amendment.

- Fixed general league rules:
 - Pitching machine will be utilized in place of pitcher
 - Outs will be played, inning will stop with 3 outs or 5 runs, whichever comes first.
 - 10 players must play, utilizing 4 outfielders
 - When using 4 outfielders, ball must be thrown, tossed or given to an infielder for a player to be called out on a base.
 - Batting line ups must consist of all players on team
 - All players must play at least two consecutive innings in each game. Free sub rule will apply ONLY after each player has achieved 2 consecutive innings in each game.
 - Signaling for a timeout can only happen when an infielder has possession of the ball and is with in the infield. The Umpire has final say of all time outs.
 - No Leads, players taking a lead will be called out by Umpire.
 - No Stealing
 - 5 run limit per inning, except for last full and final inning; determined by the Umpire

- Fixed at bat league rules:
 - Batters will receive a maximum of 6 pitches
 - If no contact is made after the 6th pitch is delivered, the batter is out.
 - Foul ball on 6th pitch is considered a strike, batter is out.
 - A hit fair ball that makes contact with the pitching machine and remains in fair territory is considered a “fair ball”.
 - A hit fair ball that makes contact with the pitching machine and ricochets into foul territory is considered a “foul ball”.
 - A hit fair ball that makes contact with a coach is considered a “foul ball” unless the contact is obviously a purposeful action by the coach which will result in the batter being called “out”.
 - A batter CANNOT advance past second base on an overthrown ball to the first baseman.
 - A batter who throws the bat continually after being warned to correct this action will be called out regardless if a ball is hit fair or foul. There will be no exceptions to this rule geared to protect the infield players, catchers, on deck batters, runners, & coach’s safety.



PINTO will utilize a pitching machine for the entire year. SLYSI has implemented a machine to create consistency with how batters receive the ball during their at bats. SLYSI understands that batters seeing the arm motion, receiving a pitch from a live individual has benefits, although inconsistency in the pitches delivered hinders the batter from learning the basics of making contact. A machine also allows our coaches to back away from the mound, work on other important fundamentals that players need in the field. Our goal is to create better opportunities for our players, making contact during at bats, teach the fundamentals of baseball without the pressure of being the pitcher, and or making sure the pitcher/machine is delivering a hittable ball.

Thank you for volunteering and we hope you have an excellent season with SLYSI.