

JYL Pinto Baseball Rules

Last revision 2011

1. Game Duration

- 1.1. Three outs per inning, five innings maximum per game.
- 1.2. No new inning will start after 1 hour of elapsed game time.
- 1.3. 5-run limit per inning except for the last inning. Both coaches will discuss and agree on which inning will be the last inning.
- 1.4. 10-run rule applies after 3 ½ or 4 innings.
- 1.5. Home team is the official scorer.

2. Playing Time

- 2.1. Play 10 in the field (4 outfielders).
- 2.2. No player should sit out for more than one inning when 12 or fewer players are present for the game.
- 2.3. All players must play within the first 2 innings of the game regardless of the number of players present.
- 2.4. All players present for the game will bat.
- 2.5. All players must play at least one inning in the infield and one inning in the outfield. Outfield play is not required if a player has sat on the bench for an inning.
- 2.6. Free substitution of players is allowed.

3. Pitching

- 3.1. Coaches (or designated adult) will pitch to players on their team. At least 1 foot should be within the pitcher's circle.
- 3.2. Youth players playing the pitching position must stand behind the 38' mark until the ball is pitched.
- 3.3. Players will be allowed up to 6 pitches to put the ball into play. Batters will be out after 6 pitches regardless of whether the last pitch was a strike so coaches should emphasize to players that they should swing at the 6th pitch regardless of location.
- 3.4. The adult pitcher should exit the field of play toward either dugout when the ball is put into play. This is to eliminate throws from players to the coach during a play.

4. Batting

- 4.1. All players present for the game will bat.
- 4.2. All batters must wear a helmet.
- 4.3. Batters may strike out after 3 strikes. No walks are allowed.
- 4.4. Batters will be allowed up to 6 pitches to put the ball into play.
- 4.5. Batters will be out if the ball is not put into play after the 6th pitch. The only exception is if the ball is fouled on the last pitch in which case the batter will be given another pitch.
- 4.6. A batted ball that hits a coach-pitcher is ruled a dead ball. Base runners cannot advance and no pitch is charged to the batter.
- 4.7. Bunting is not allowed.

5. Base Running

- 5.1. Base runners may not steal or lead off.
- 5.2. Base runners may advance only one base at their own risk on an overthrow to any base.
- 5.3. Base runners not on base and hit by a batted ball will be called out.
- 5.4. Base runners must tag all bases.
- 5.5. Play is stopped when any defensive player holds the ball in the air and calls "time" while in the infield (on the dirt infield). If time is called, runners that have not reached the halfway point to the next base must return to the previous base without risk.
- 5.6. Infield Fly Rule does not apply.

6. Catchers

- 6.1. Catchers must wear a helmet with a protective face guard and stand along the fence out of harms way. A caught foul ball is an out.

7. Player Substitution

- 7.1. If less than 10 players are present, a team may recruit from other Pinto or T-Ball teams.
- 7.2. The substitute must bat last and play in the outfield.
- 7.3. A substitute may not play in front of your team players (including infield).