

Pinto League Rules for Norridge and Niles

- 1. Bases are 60 feet, mound is 40 feet.**
- 2. A softcore center ball with a rating of 5 or higher is required.** Only USA stamped bats may be used.
- 3. No bunting, no lead-offs, no stealing.** Runners may leave the base on contact only.
- 4. Runners must avoid contact and be instructed to slide whenever necessary.**
- 5. No extra bases on overthrows, no dropped third, no infield fly rule.**
- 6. Batters must learn to drop the bat.** If a batter throws his bat, he will receive a warning from the umpire. If he does it again, he will be called out.
- 7. A team needs at least 6 players to play a game.**
- 8. Maximum of 5 runs per inning.** No slaughter rule. The umpire will declare the last inning, at which point an unlimited number of runs can be scored.
- 9. Team may be allowed 4 outfielders,** but all must start on the grass, and there can be no one playing in a “short center” position in close proximity to 2nd base.
- 10. No player may sit out consecutive innings.** No player may sit out twice, before every other player on the team has sat out at least once. No player may play the same position more than 3 times during a game.
- 11. On an outfield hit, once an infielder has possession of the ball in the infield, the runner can only advance to the base he is currently running to** (he must be 2/3 there or further). If he has just barely passed a base when possession is secured, the umpire will decide if he must go back or not. The goal is NOT to run up the score, but to make kids earn each base.
- 12. Innings 1-2 are coach pitch. Innings 3-5 are player pitch. Inning 6 is coach pitch.**
- 13. During a coach pitch inning, players get 6 pitches to hit a fair ball.** A player can only strikeout off a coach on his sixth pitch. Foul balls always guarantee an additional pitch. Umpires will call balls and strikes regardless.
- 14. During a player pitch inning, If a player throws 4 balls, the coach will have 3 pitches to throw.** A player can strikeout off a player/pitcher at any time, but can strikeout off a coach only on his third pitch.
- 15. When the coach is pitching, he does not have to throw from the mound,** but he cannot be further than 10 feet from the mound. Coaches should all pitch on one knee or seated on a bucket to give the appropriate throwing arc to kids. While the coach is pitching, the player/pitcher must start the play on the pitching rubber, not right next to the coach.

- 16. Pitchers may pitch 1 inning per game.** One pitch constitutes an inning. If a pitcher hits 3 players in one inning, he must be removed. If a player is hit by a player/pitcher, he can go to first or continue batting.
- 17. Each game is 6 innings and there is no time limit.** If there is a game following, both coaches must agree on the time limit during ground rules, which shall be no less than one hour and 45 minutes (no new inning can begin after this time). Any game with 4-innings played, (or 3 1/2 innings if the home team is ahead), is considered a completed game. If a game is suspended/canceled due to inclement weather prior to becoming a completed game, it should resume from the point of suspension. The goal is to play the full 6 innings EVERY GAME. To do this, more than 1-2 coaches must be involved. Players need to be ready to bat, pitchers need to be ready to pitch, coaches must know EXACTLY what player will play where before every inning begins. Coaches need to warm up pitchers while another parent puts the gear on the catcher.
- 18. Both the winning and losing team should report the game using the CSYBA form within 72-hours of the game.** Game results and standings will be tabulated on the CSYBA website and used for playoff seeding.