

Lake Bluff Youth Baseball Association: Pinto Rules

The Pinto League will focus on building a solid foundation of baseball fundamentals that will prepare players for the Mustang League. Emphasis will be placed on developing basic playing skills and the introduction of most rules of baseball. Finally, the most important goal will be to foster the enjoyment of the game of baseball for our children.

Key Points:

1. Pinto is a coach-pitch league. The season typically begins with batters hitting off a tee then being introduced to coach-pitch after a few practice sessions.
2. Coaches are encouraged to let each player have the opportunity to play both infield and outfield positions and bat in different positions in the batting order.
3. All players will bat and play in the field during each inning. No players will sit on the bench.

General Rules

1. The LBYBA Code of Conduct will be strictly enforced. Any violations will be addressed by the LBYBA Board. Please refer to the LBYBA Code of Conduct for additional details. It is each coach's responsibility to ensure that coaches, parents and fans honor the LBYBA Code of Conduct. Failure to do so could result, sequentially, in a warning from the umpire, relegation to the bench, ejection, and forfeiture of the game
2. No tobacco, alcohol, or profanity allowed
3. Pinto is a non-competitive, instructional league. There is no tracking of scores, game records, and there are no post-season/playoff games.

Section A -- Playing Fields

1. Pinto Division practices and games are played West School Fields in Lake Bluff.

Section B -- Duration of the Contest

1. Games will begin at the designated start time.
2. A game shall consist of not more than 60 minutes and does not have an inning minimum or maximum.
3. Games that are not completed due to weather may be rescheduled by LBYBA as weather and available dates permit.

Lake Bluff Youth Baseball Association: Pinto Rules

Section C -- Coaches' Responsibilities

1. During any game, only listed coaches are permitted on the playing field.
2. The Pinto League is a coach-pitch league. The coach must pitch from the rubber.
 - a. The coach will pitch up to 8 balls for each batter. If the batter is not able to hit the thrown coach-pitches, the coach may bring in a Tee to allow the batter to hit successfully.
 - b. The coach of the team batting will pitch and umpire the game while pitching. The League Director or League Commissioner will resolve all disputes that may arise.
 - c. A player will be permitted to play near the pitcher but must stay in the designated pitcher's area until the ball is hit.
 - d. The coach pitching is not allowed to field a batted ball. If a batted ball hits the coach pitching, it will be considered a dead ball and all runners must go back to their previous position and the batter must bat over. The coach must try to avoid being hit by ball.
3. The team batting should have 1 coach in the field and 1 coach on the bench
 - a. Adult Pitcher
 - b. Bench Coach - responsible for the batting order and player safety.
 - c. Third Base Coach
4. Coaches must impose bench discipline on team members at all times and restrict all players to the sideline benched area except:
 - a. Those occupying a defensive position
 - b. The batter; and
 - c. The player on deck. If the field has an enclosed on-deck area, it must be used by the on-deck batter.
5. ONLY TWO PLAYERS SHALL HAVE A BAT – the batter and the player on deck! All players with bats must have helmets on.
 - a. If a player throws their bat after hitting the ball, swinging & missing, or otherwise, the batter will be warned on the first occurrence whether it hits the catcher or not.
 - b. If there is a second occurrence and in the umpire judgment it was inadvertent, the batter will be called out and not allowed to bat for the rest of the game.
 - c. If in the umpire's judgment, the batter purposely threw the bat, the batter will be called out and not able to play for the rest of the game. Their batting position will be skipped in the batting order.
6. The defensive team can have up to three adults in the field

Lake Bluff Youth Baseball Association: Pinto Rules

- a. Coach to assist the catcher (located behind the Umpire –MANDATORY)
 - b. Two outfield coaches (optional).
7. Prior to the start of the game, coaches from both teams shall meet and review ground rules.
 8. The home team will occupy the third base dugout.

Section E – Base Running

1. No lead-offs or stealing bases. All base runners should be on their attained base once the pitcher has stepped on the pitching rubber in possession of the ball and the catcher is in the catcher's box prepared to receive the delivery of the ball.
2. All base runners must slide feet-first directly toward the base they are going to or make an effort to avoid any contact. No head-first sliding is permitted into any base.
3. A runner is out when he/she does not slide (other than at first base) or attempt to avoid contact with a fielder who has the ball and is waiting to make a tag play.

Section F – Miscellaneous Rules

1. Bunting is not permitted.
2. The infield fly rule will not be called.
3. There are no balks.
4. There is no delayed steal, hidden ball trick, or deception play allowed
5. A batted ball striking part of a tree overhanging foul lines in fair territory will be declared dead and ruled as "no pitch." A batted ball striking part of a tree in foul territory will be declared dead and considered a foul ball.
6. A fair batted ball that rolls or is lost in the fence or shrubbery in fair territory shall be considered a ground-rule double.
7. Any ground rules not covered herein shall be agreed upon by both coaches and the lead umpire preceding the start of the game, as long as they are consistent with IHSA rules and the rules of the LBYBA.

Lake Bluff Youth Baseball Association: Pinto Rules

Section G - Uniforms and Equipment

1. Each player must wear a complete uniform (unless he/she has been drafted from another team to compete in a house-league game). A complete uniform includes a cap and jersey provided by the LBYBA and athletic pants or baseball pants. Jersey logo and numbers must be visible when a player is on the playing field.
2. Only rubber-soled baseball or athletic shoes may be worn during the game. Metal spikes, sandal and open-footed shoes are forbidden.
3. All batters, base runners and on-deck hitters must wear protective helmets. Catchers (and players warming up the pitcher between innings) must wear a catcher's mask and helmet.
4. It is the responsibility of any player who plays the catcher position to wear an athletic supporter with a cup.
5. There are no restrictions on bat size, weight or drop.

Section H - Safety Standards and Responsibilities

1. *Inspections.* Any equipment and field condition issues should be raised and addressed immediately. Coaches and umpires should discuss any such issues and determine a proper course of corrective action to allow for safe play. All issues and corrective actions taken should be reported to the League Commissioner. Coaches and umpires have the discretion to remove any item of playing equipment which, in their best judgment, is viewed as a safety hazard. Field issues may be resolved before the game by the umpires and coaches with the assistance of the applicable Park District staff, if necessary.
2. *Weather and Lightning.*
 - a. In the event of severe weather conditions, including high winds, hail or lightning, the focus of all participants should be on safety. The ultimate truth about lightning is that it is unpredictable and cannot be prevented. Therefore, a manager, coach or umpire who feels threatened by an approaching storm should stop play and do their best to get the kids to safety. When in doubt follow this simple rule:

When You Hear It — Clear It
When You See It — Flee It.
 - b. No place is absolutely safe from the lightning threat, but some places are safer than others. Large enclosed or substantially constructed buildings are the safest. For many of the participants a place for them to seek shelter may be a fully enclosed metal vehicle with the windows rolled up. If you are stranded in an open area and

Lake Bluff Youth Baseball Association: Pinto Rules

- cannot get to a shelter or a car, put your feet together, crouch down, and put your hands to your ears (to prevent eardrum damage).
- c. Avoid high places and open fields, isolated trees, unprotected gazebos, rain or picnic shelters, dugouts, flagpoles, light poles, bleachers (metal or wood), metal fences and water.
 - d. Coaches and umpires are expected to work in unison to use their best judgment to determine if field conditions are acceptable for play. This includes assessment of field conditions following a weather event.
3. *First Aid Kits.* Each field based in Lake Bluff and used by LBYBA has an equipment box behind the backstop that has first aid kits with basic supplies, including ice packs. Coaches and umpires should monitor these supplies and report any needs to the League Commissioner promptly.