

Interleague Pinto KP Rules

General Rules

- Players will not sit consecutive innings.
- Score will be kept in Pinto.
- There will be standings in Pinto (Spring Only)
- Game should last no more than 6 innings or new no inning after 1 hour and 30 minutes.
- 5 runs max per inning for innings 1-5. Unlimited runs for 6th inning ONLY batters are max kids per line up card.
- Home Team Occupies 3rd base dugout.
- Home team sets up field. Visitors tear down.

Offense

- Entire line up bats. (12 players present = 12 kids in the line up)
- Player must stay in contact with base until ball crosses plane of home plate.
- Bat barrel must be 2 5/8 inches or smaller. USA Bats only.

Defense

- Only 9 fielders per inning.
- Offense and defense after 3 outs have been recorded or opposing team scores 5 runs (6th inning is unlimited runs)
- If a runner is tagged out or forced out, the runner must return to the dugout.
- Only the umpire can kill a play. Ball is live until umpire indicates the play is dead.
- Players should play a complete game every third game. All players should be exposed to both infield and outfield positions.
- No switching of defensive players in the middle of an inning unless a pitching change is being made.

Pitching

- Must use USA Smart Pitch guidelines
- A pitcher can not return as a pitcher later in the same game. (Once they are removed as a pitcher, they are done pitching for that game)
- Any player playing down a level is ineligible to pitch or catch. (League age 9 year are not allowed to pitch or catch)
- 3 hit batters = removal of pitcher from game.

Pinto Specific Rules

March 2, 2024 - April 1, 2024

- Home is closed on wild pitches and passed balls. The only way a player can advance home from 3rd base is on a base hit, bases loaded walk or an errant throw back to the pitcher from the catcher.

April 1, 2024 – end of playoffs

- Home is open on a passed ball or wild pitch only. If the catcher makes a clean catch from pitcher and returns the ball to the pitcher, runner must stay at 3rd base. (No cat and mouse tactics or getting into a pickle on purpose). Runner leads off after ball crosses plate at own risk and can be tagged out.

- Stealing Second Base- with runner stealing second and catcher throws down to second base and ball stays on infield dirt, runner must remain at second. If the ball goes into the outfield grass runner can advance to third and home.
- Pinch runners for pitcher, catcher, and injured player with the last out from prior inning.
- Same applies to a runner stealing third. (see above)
- Runners on 1st and 3rd- if runner at first attempts to steal second and draws a throw from catcher, runner from 3rd can advance home at own risk.

These rules have been created to help our kids learn the game the right way. Excessive base running does not teach the kids to play the game right.

These are kids playing rec ball, not travel ball or All-Stars. This should be a fun, yet learning experience for the kids.