

## INTERLEAGUE PINTO MP RULES

### GAME:

1. Each team must have a minimum of eight (8) players to start a game. If after 15 minutes of the scheduled game time, one of the teams does not have enough players, the score is recorded as a forfeit of 1-0. You may elect to play the game for fun and even share players, but the outcome regardless of the score is still 1-0 as listed above.
2. Managers must exchange lineups at the beginning of each game. If a player arrives late, you may add them to the bottom of the lineup but you must announce this to the scorekeeper who in turn reports it to their coach.
3. Field dimensions shall include base paths that are 60 feet long (back set of pegs). The pitching machine should be set to throw pitches from 38 ft. from home plate at a speed of 35-40 miles per hour. Slower speed can be used the first half of the season but the goal is to finish the season at 40mph.
4. Games are limited to five (5) innings, but no inning may start after one (1) hour and twenty (20) minutes. No drop dead but if time does not allow for a game to be completed, the score will go back to the last completed inning. Time adherence is critical on Saturdays, when multiple games are scheduled. If it appears to the umpire that a team is purposely delaying the game to reach drop dead status, the umpire can speed up the game, call players out, or declare a forfeit after issuing one warning.
5. Each half inning will end when the offensive team scores five (5) runs or the defensive team records three (3) outs, whichever comes first.
6. Each team will be allowed to score unlimited runs in the last inning only (5th inning only). Their half inning at bat will end upon the completion of one of the following:
  1. The defensive team records three (3) outs.
  2. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players, Team B will bat once through the lineup and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs.
7. **Time Outs:** Time out must be called agreed to by the umpire before a coach may enter the playing field, including for injury. There shall be no more than two offensive time outs per inning, other than to check for injury or repair equipment. More than two time outs shall be considered delay of game and the umpire shall have discretion to issue pitch penalties and/or an out in accordance with the length of the delay. There shall be no more than two defensive time outs per inning, other than to check for injury or repair equipment. More than two time outs shall be considered delay of game and the umpire shall have discretion to award a runner a base(s) in accordance with the length of the delay.
8. **Mercy Rule:** The game shall be mercy if the home team is leading by at least 10 runs after the first half of the 4th inning, or the visiting team is leading by 10 runs after 4 complete innings.

**SAFETY:**

1. PLAYERS ARE NOT ALLOWED TO USE THE PITCHING MACHINE.

**BATTING:**

The batter will receive a maximum of 5 pitches. However, if the batter swings and misses three good pitches, the batter will be deemed out. If the batter does not swing at the first 2 pitches, the umpire shall call strikes beginning with the 3<sup>rd</sup> pitch. If the 5<sup>th</sup> pitch is fouled off the batter will get a 6<sup>th</sup> pitch. The 6<sup>th</sup> pitch will be the final pitch, if ball is fouled, batter will be called out.

1. Any “bad pitch” caused by the machine (yes, it does happen) does not count in the pitch count (e.g. pitches neck high and shoe low), and shall be called, at the umpire’s discretion a “no pitch.”
2. Bunting is not allowed. A batter must take a full swing.
3. There is a minimum distance that a batted ball must travel in order to be a fair ball; this area will be marked with a 10-foot arc in front of home plate. (home plate is in fair territory so any batted ball that hits home plate first, is considered a fair ball unless it subsequently rolls untouched into foul territory prior to reaching first base or third base.)

**BASE RUNNING:**

1. A runner who over-runs first base may not be tagged out. A runner who rounds first base towards second base does so at his own risk and may be tagged out.
2. No lead offs. Players cannot break contact with the base until the batter hits the ball.  
PENALTY...the first illegal lead off shall result in a warning to the team of the runner. The second illegal lead off by the team, the runner shall be called out.
3. Base stealing is not allowed.
4. A play is over once, at the discretion of the umpire, when an infielder has complete possession of the ball and has stopped forward progress of the lead runner. The umpire has complete discretion to determine when the play is dead. Timeout will not be granted if the play is still in progress.
5. No hash marks will be used in the Machine Pitch Division.

**DEAD BALL:**

1. A batted ball that hits the pitching machine, generator, ball bucket or pitching coach is declared dead. The batter is awarded first base and all other runners advance one (1) base.
2. A batted ball that hits a defensive coach, before a defensive player touches it, is declared dead. The batter is awarded one base and all other runners advance 1 base.
3. If a ball goes out of play due to an overthrow or error each runner is awarded one base

## **DEFENSE:**

1. Every player should be rotated among all positions as much as possible. Pinto Machine Pitch is an instructional league in which players should be exposed to every position. Note: some players need to be supervised at key positions for safety reasons. Do not sit out players for consecutive innings; there will be time a player will request to sit out for some reason. Please communicate with the parents if this happens.
2. A single player may not play first base and/or pitcher more than a combined three (3) innings (how is this enforced) per game.
3. Infielders may not play any closer to the batter than the pitcher, and may play no farther back than the grass line. The pitcher shall be positioned next to the pitching machine and not directly in front of the machine, with one foot in the circle until the ball is hit.
4. Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and short stop. All players must play one inning in the infield before the fourth inning.
5. Teams are limited to four (4) players in the outfield: left field, left-center field, right center field and right field. If short players you may play with less outfielders.
6. Outfielders are able to make plays in the infield.
7. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play, even if the grass line is actually greater or lesser than 15 feet from the baseline.
8. Players should not sit out two (2) consecutive innings and no player shall sit out a second inning until all other players have sat out one inning.

## **COACHING & UMPIRING:**

1. While at bat, a team shall have a pitching coach (to feed balls into the machine), a first base coach, a third-base coach and a batting coach (for batting safety). The 1st and 3rd base coaches shall remain in the presumed coaching box area next to their assigned bases. The pitching coach shall remain on the mound, and the batting coach shall remain in the presumed coaching box area against the screen.
2. Base coaches are not permitted to step in fair territory or physically assist a base runner in any way (e.g. being pushed back to the base after over-running it).
3. When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If an umpire feels the coach did not move, the batter or runner may be called out.