

2025 Pinto Rules

1. The Umpire's decision is final. Umpire's watch is official. Protests are not allowed.
2. The Pinto Division shall play on a field of the following dimensions; 40ft pitching distance and 60ft bases. The Coach must pitch from the dirt.
3. The team batting should have three coaches in the field
 - a. Adult pitcher (during player pitcher innings stand near the dugout until they take over)
 - b. First Base Coach
 - c. Third Base Coach
4. The defending team will have up to three adults in the field
 - a. Coach to assist the catcher (located behind the Umpire –MANDATORY)
 - b. Two outfield coaches (optional)
5. All coaches in the field of play under the age of 16 must wear a helmet and cup.
6. Home team parents (3rd base side) will be responsible for the scoreboard. Visiting team parents (1st base side) will be responsible for the concession stand. Coaches are to ensure the concession stand and scoreboard are covered.
7. A regulation game consists of 6 innings. No inning may start after the game is 1 hour and 45 minutes old. Once started, an inning must be completed. The umpire's watch determines the official start time of the game. The umpire should announce the start time immediately prior to first pitch.
8. A game may end in a tie if the time limit has been reached. A tie game may go extra innings until the time limit has been reached.
9. There is no Mercy rule for the Pinto Division, but the scoreboard may be taken down at the request of each team.
10. The Pinto Division shall use 4 innings as a regulation shortened game. This does not apply to games shortened because of time limits.
11. If the visiting team is losing and does not tie the game or take the lead in the final inning then the game is over. If the home team is losing in the final inning they will bat until 3 outs are made, win the game or the maximum number of players has batted.
12. A list of Shetland call-ups will be available. A call up is allowed if a team will have less than 10 players available for a game. No Shetland player may play in a Pinto game if it results in the player missing a Shetland game or practice. Shetland call-ups must play all innings in the outfield. Shetland call up must bat at the bottom of the lineup.

13. Score of the game will be kept on the scoreboard. In the event of a large run differential, the scores may be taken down. The losing team decides whether to take the score down or not.

Pitching

14. Coach pitch in all odd # innings and Kid pitch in all even # innings. All throws must be overhand. Many coaches prefer to get on a knee when they throw to ensure a better trajectory for the kids to hit.

a. A coach will pitch to their team in all odd # innings. A batter will be limited to a maximum of 8 pitches per at bat, starting with a 0-0 count. There will be no called balls/strikes unless swinging. A batter will continue to bat until one of the following occurs:

- i. Batter hits safely
- ii. Batter hits into an out
- iii. Batter strikes out swinging
- iv. Batter does not swing or make contact on the 8th pitch. (If they make contact on the 8th pitch, a ninth will be allowed, and so on)

15. Pitching rules for kid pitch innings (all even # innings):

- a. Maximum of 5 kid warm-up pitches.
- b. A maximum of 6 kid pitches per batter.
- c. Balls and strikes will be called by the umpire.
- d. An extended strike zone is given to encourage hitting. This strike zone consists of one ball on the corners of the plate and top of the shoulders to the knees of the batter.
- e. A player CAN strike out by a called strike or a swing and miss when a kid is pitching, kid pitching is allowed 6 pitches per batter. If a player pitches 4 balls during the 6 pitches, a 0-0 count will be inherited when the coach takes over. One strike (called, swinging or foul), 0-1 count will be inherited. Two strikes (called, swinging or foul), 0-2 count will be inherited.
- f. A batter will not receive a walk. If a player has thrown four balls to a hitter, and the batter has not put the ball in play or struck out, the coach of the hitter will take the mound for a maximum of three additional pitches (A foul ball on the third pitch keeps the at bat alive). After a coach takes over, there will be no called strikes (swinging strikes will count).
- g. Players may pitch a maximum of one inning per game and cannot pitch in games on back-to-back days.
- h. If a batter is hit by a pitch, the batter may choose to take the base or have their coach take over that at bat with a 0-0 count and 3 pitches remaining.
- i. If two batters are hit by the same pitcher, the pitcher must be replaced.

Fielding

16. Infield warm-ups, while allowed, should not delay the start of an inning. Coaches in the field should help in ensuring speed of play is accounted for.

17. Coaches should make every attempt to prepare their catcher for the next inning. A coach may request a courtesy runner for catchers if they are on base with 2 outs. The last batter called out should be the runner.

18. Every player who shows up for a game must play a minimum of 4 innings in the field (and at least 2 in the infield) when the team consists of 12 players or less. When the team has more than 12 players, each player must play a minimum of 3 innings.

19. Fielding substitutions may be made at any time (free substitutions) and do not need to be reported to the umpire.

20. There is no infield fly rule.

21. Ten (10) players may be used in the field as long as the 10th player is used as a 4th outfielder and not used as a short-center fielder or an extra infielder.

22. All Outfielders must start each pitch even or behind the outfield turf rectangles.

23. Player pitchers (when the coach is pitching) must start with at least 1 foot on the dirt of the mound.

Batting/Baserunning

24. No bunting

25. There are no lead-offs or steals in the Pinto Division.

26. Each team's half of an inning consists of 3 outs. Every player will be included in the batting order. A team will bat until 3 outs are recorded or until 5 runs have been scored. In the 6th inning ONLY, teams are not limited to the number of runs or batters. They can bat until there are 3 outs.

27. Balls hit over the outfield fence in fair territory on a fly are a home run.

28. Hitting a double is possible in Pinto, the batter may continue to advance one extra base with the risk of the tag out. Runners may only advance as far as the batter reaches safely at their own risk. At the end of the play when the ball is dead the umpire will reset any runners that advanced too far.

There is always some debate on what constitutes the opportunity for a double, here is the best way we can lay it out. Any ball hit down the baselines on the fly and any fly ball that lands on the grass beyond the infield, that's either hit in any of the gaps from where the outfielders are

standing when it's hit or any ball hit over the outfielders on a fly ball.

Also if the ball is hit and goes under the outfield fence, which is out of play, it is an automatic double. Players advance to their bases without risk of tag out.

Example for advancement: Runners are on 1st and 2nd. The ball is hit into the outfield and if the batter tries for 2nd and is safe, the other runners should be at 3rd and Home. If the batter is out at second, the runners must return to 2nd and 3rd as if only 1 base was taken.

There will be situations where a coach may send a player for two but the play doesn't work out (ball dies in the grass most likely). Players will simply reset to the base they should have been on for a single, any runs scored get rolled back.

29. Batters/runners may only advance one base on infield hits (batted balls that do not reach the outfield grass). They may not advance on overthrows. Example: Batter can only reach 1st base, runner on 2nd can only reach 3rd base.

30. The ball is considered dead when in the possession of any infielder unless continuation of a play is being made on defense. If the defensive team's infielder is attempting to throw the ball to the pitcher (offensive team's coach) the ball is considered dead.

Playoff Specific Rules:

We want this to be a great learning experience for every child, where players want to continue playing and are prepared for the next level, so wins/losses and standings are not the most important aspect of the season. Standings will be kept to track seedings for the playoffs. Every team will play at least one playoff game.

31. All players must play a minimum of 4 innings, but there is no restriction on infield/outfield.

32. There are no ties, play will continue until there is a winning team.

33. Time limits still apply for the playoff games, however time is unlimited for the Championship game.

Field Preparation and Maintenance:

Both teams are responsible for field set up.

First game of the day chalks the field. Only touch up if needed for later games. You should not have to rake the field before the game unless there is recent rain. If you do, rake parallel to the grass.

Use the turface field dry (Turface) sparingly as it is pricey and too much doesn't make for a great infield to play on..

Have your team in the dugout 10 minutes prior to game time. Umpires should request a quick meeting prior to the start of the game. Start games on time or early. Keep games moving quickly. Try not to take too much time between innings.

After the game is over, throw away garbage and exit the dugout quickly if other teams are waiting.

After the last game of the day/evening, the following must occur:

- a. All garbage thrown away from the dugout and stands.
- b. Dugouts swept.
- c. Bases put away in the shed, plugs put back in.
- d. Field grass swept (no need to rake).
- e. Numbers from the scoreboard are put back in the shed.
- f. Concessions stand closed and locked.
- g. Lights turned off.