

Lafayette Youth Baseball

Pinto Rules



All games will be played at [Armstrong Park](#) (weather permitting)

I. TEAMS

Each team will consist of 11 to 12 players

II. LEAGUE AGE

The league is for seven and eight year old players. Any player who will be nine years old by April 30th and who does not turn nine until after May 1st will be eligible to participate in the Pinto Program.

III. PLAYING FIELD

- Distance between bases is fifty feet.
- Pitching machine will be placed at forty-four feet, with the speed of the machine increasing during the season. The pitcher is to play within a three-foot radius of the pitching machine.

IV. GENERAL DRESS CODE

- Every player will be expected to wear his\her full uniform, unless cleared by the commissioner.
- The full uniform includes the team hat, team shirt, and socks

V. CONDUCT

Players, coaches, and parents will treat the umpires with the highest respect and kindness. When there is a disagreement with a play or a call, they should inquire in a calm, courteous manner, rather than shouting and berating an umpire. Coaches are expected to control their players, and it is recommended that if your fans are becoming obnoxious, ask them to quiet down. If the fans persist, they will be asked to leave.

- **All coaches, players, and fans that are ejected from a ball game will have to serve a one game suspension.**

VI. FIELD

- Games will be played on field 1 and field 2 at Armstrong

VII. MAKE UP GAMES

- The commissioner and league director will reschedule make up games

VIII. COACHES RESPONSIBILITY

- Watch the language carefully and be good role models.
- Sign up for practice time on the field.
- Take excellent care of the equipment.
- Do not be negative, always be positive.

IX. PLAYING RULES

- Each team must have at least 8 players present to start a game. If you only have 9 then the 10th batter is NOT an automatic out. The 9th player would be out if only 8 are present.
- Each team will bat a continuous batting order with its entire roster. Each inning will consist of three outs or a **maximum of 6 runs per inning. The only exception is the last inning. You may bat a maximum of 13 batters or the higher amount of the two teams' rosters. If each team only has 12 players then you may only bat 12.**
- Each player on the team will play at least **THREE** innings in the field.
- No lead-offs. The runner may not leave the base until the ball is hit.
- Third strike is an automatic out.
- Strikes can and will be called if needed. Please do not have your players take the 1st pitch for every batter. We need to be able to play all 5 innings
- One base on a ball leaving the playing field. In play is live.
- Ten players will play defense (4 outfielders)
- Players **MUST SLIDE AT HOME PLATE IF THERE IS A PLAY! THIS IS A JUDGEMENT CALL BY THE UMPIRE ON THE FIELD! THERE WILL BE ONE WARNING GIVEN FOR THESE PLAYS PER TEAM PER GAME!**
- No Bunting
- Ball hitting pitching machine is a live play! If the ball goes foul after hitting the machine then every player will receive one base.
- No infield fly rule.
- The ball must be thrown to an infielder for "time" to be called. An outfielder may not call time and an infielder has to be on the playing field to do so. The infielder needs to be in proximity to a baserunner or attempting to be making a play to call time. This will be at the umpire's discretion.
- Throwing the bat where there is a chance for injury will result in no pitch and the batter being called out. Each team will be awarded one warning.
- The offensive team may have a coach at 1st and 3rd. The defensive team may have a coach down the foul lines. No coach may assist a player with base running or making a play. If a coach is caught aiding a runner or fielder, a dead ball will be called and the appropriate penalty awarded.
- Any foul language or unsportsman like conduct used by coaches or players will result in immediate removal from the game.

XI. LENGTH OF GAME

- Regulation games will be five innings or a **70** minute time limit.
- The length of games is five innings. An official game is 2 ½ innings.
- A 12 run rule will be in effect after 3 innings for the visiting team and two and a half innings for the home team. If the time limit has not expired, the score will be cleared and play will continue. This will not change the outcome of the game, and play will cease at one hour from the start time **regardless of the situation.**
- A 10 run rule will be in effect after 4 innings for the visiting team and three and a half innings for the home team. If the time limit has not expired, the score will be cleared and play will continue.