

CRA & ORYA Pinto League Rules

- 1.** Regulation games shall be five innings or 1 hour and 15 minutes in length, whichever comes first. New innings shall not start after the time limit has expired. Three innings constitutes a complete game in case of rain or two and a half if the home team is ahead. No game shall continue more than six innings. If the score is tied at the end of six innings, the game shall be declared a tie.
- 2.** Innings are made up of 2 sides with 3 outs per side for each team. No team shall score more than five runs in one inning. If at that time there are not three outs, the teams shall exchange sides and that side is considered complete.
- 3.** Eight players constitute a team, anything less will result in a forfeit although the game can still be played.
- 4.** The infield consists of 6 players maximum including the catcher and pitcher. The outfield is made up of the remaining roster. There is free substitution at any point; however, the outfield is prohibited from crossing into the infield to make plays during the game.
- 5.** Every player present shall bat in the order set forth before the game begins.
- 6.** Injured players who do not take their turn at bat can either be called out for that at bat or be taken from the line-up for the remainder of the game.
- 7.** The player pitcher must wear a helmet with a mask and have one foot inside the prescribed pitching circle when the ball is pitched.
- 8.** The pitching circle is a 10 foot circle around a pitching rubber located 38 feet from the plate. All pitches from an adult pitcher must be thrown with both feet in this circle. All pitches are to be thrown overhand.
- 9.** The player catcher must wear a helmet with a mask and be in the catchers circle located to the backside and behind the hitter. The team at bat should provide an adult catcher to speed up play but should back away for any plays at the plate.
- 10.** There shall be no walks allowed, intentional or pitched.
- 11.** There is no infield fly rule.
- 12.** A batter shall be out after the third strike or sixth pitch. However, the batter will be allowed to continue if the sixth and succeeding pitches are hit foul.
- 13.** Slinging the bat after a hit will not be allowed. A player will be warned if they sling their bat and will be called out if it continues.

- 14.** No bunting is allowed. Players must attempt a full swing. Balls hit very short, within a marked area just in front of the plate, will be considered foul.
- 15.** A batted ball that is touched or interfered with by the pitcher/coach shall be declared a dead ball. The pitch shall be played over with the count and runners returning to their positions prior to the dead ball.
- 16.** Play stops when the ball is returned to the infield. The ball has to be in a infielder player's possession; however it must cross the designated line marking the infield. When the ball is returned to the infield, all runners not more than halfway to another base must return to their previous base. If the runner is past the halfway point, they may advance but they are subject to being thrown out.
- 17.** Players may take only one base on an infield hit; runners may also only advance one base.
- 18.** Players may take one base on an overthrown ball; however they are subject to being thrown out unless the ball enters a dead ball area. If the ball enters a dead ball area on an overthrow, runners are granted one base automatically.
- 19.** Players are not permitted to steal or lead off the base. The ball must be hit before the runner leaves the base. Runners will be warned if they leave the base early and will be called out if it continues.
- 20.** Players shall refrain from any and all chattering towards the opposing team.
- 21.** Only managers, coaches, scorekeepers, and players shall be allowed in the dugouts.
- 22.** All players must not exceed 8 years of age as of April 30th of this year. A team with a player found to be over age shall forfeit any game in which the over aged player has participated.
- 23.** Protests shall be submitted to the League Director within 24 hours of the game. This rule does not apply to ineligible players.
- 24.** A Pee-Wee player may participate in Pinto games in order to fill out a Pinto roster on a single game basis. Each Pee Wee player can play in a maximum of 2 Pinto games.
- 25.** We will not accept misconduct or unsportsmanlike behavior from anyone involved with or surrounding the game. Misconduct of a coach, parent, or visitor shall be reported to the board. Disciplinary action is up to the discretion of the board.
- 26.** Each team is to supply one coach umpire. One will call plays at 1st and 2nd, the other will call plays at 3rd and home. Both will also determine when play stops and where runners advance, see item #16.

- 27.** Home team is to provide the official score book. Both coaches must sign the scorebook upon completion of the game.
- 28.** The last inning will consist of unlimited runs.
- 29.** We will attempt to notify all coaches one hour before game time with any cancellations due to weather.
- 30.** Rain out games must be made up during the same week or they are lost. If unable to make rescheduled game due to weather, it will be made up the following week. If a team is unable to play their designated make up game then it will be recorded as a forfeit.

Rules dated 3/22/06