

2010 PINTO RULES

Tri-County Baseball

1. Game length is 6 innings or 2 hours, whichever comes first.
2. The coach pitches to his own team, from a distance no less than 20 feet and no more than 39 feet. He may kneel down or stand to pitch.
3. Two defensive coaches are allowed on the field.
4. The batter may receive 8 pitches or five strikes before being called out. The batter cannot foul out.
5. No leading off or stealing. Runners must wait until the ball is put into play before they can leave the base.
6. Double plays are allowed on pop flies and line drives.
7. Ten defensive players are allowed on the field. The pitcher must play even with or a step behind the coach pitcher.
8. Each player must play two innings in the field.
9. The team must use a continuous batting order. If a player comes late they will be put in the bottom of the batting order.
10. Players may re-enter the game in different positions, but must stay in the original batting order.
11. If an inning is not completed by the time limit, the score will revert back to the last completed inning. Coaches must agree before the game to continue to be played in lieu of the time limit before the game starts.
12. When a safety base is used at first, the entire base can be used by either runner or fielder.
13. The catcher is not allowed to "chatter" to the batter. The fielder can "chatter" as long as they don't say "swing".
14. If the ball is hit into the outfield the runner can advance as many bases as possible. However, if the runner is not halfway to the base before a play is made he must return to the previous base. A play is any attempt to throw the ball to the infield, no matter where the ball goes.
15. Halfway stripes shall be used between 1st & 2nd, 2nd & 3rd, 3rd & home, to assist the umpire's judgment in whether a runner is halfway to the base before a play is made.
16. The umpire uses his own judgment on where to stand to best see the play.
17. Runners may advance on an over throw, one base per play.
18. Sliding into a base is allowed, especially to avoid contact with a fielder, except for going into 1st base.
19. It should be noted that all other rules of Pony Baseball apply to pinto teams.
20. 15 run rule after 4 innings.
21. 12 run rule after 5 innings.
22. Can only score 10 runs in the 6th inning.
23. Can score 5 runners per inning until the 6th which is 10.
24. If a ball hits a coach in the field of play the batter gets 1st base and runners that are on base can advance 1 base.
25. 15 game season: Starting April 28th and Ending June 19th.
26. Games to be played on Wednesdays at 6pm and Saturday no earlier than 12:30pm.
27. For rain outs, the home team coach/coaches need to contact the other team 2 hrs before game time.