

CHESTERFIELD BASEBALL CLUBS, INC.

PLAYING RULES

PINTO LEAGUE (ages 7 & 8) (time 1 hr. 30 min.)

The official playing rules, with the exceptions and variations contained in the current year's "Rules & Regulations for Pony Baseball, Inc." and the "CBC Playing Rules" noted below, shall be the "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.

1. All players must participate offensively as determined by the batting lineup and must play two (2) defensive innings in the first four (4) innings **and must not sit out two (2) consecutive defensive innings in the first four (4) innings**. Failure to comply will result in forfeiture of the game (see General Rule #13 for penalties). The team manager may exempt a player from the game for disciplinary reasons if he notifies the opposing manager prior to the start of the game.
2. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out (see General Rule #33 if this puts you at less than nine (9) players).
3. An inning shall consist of three (3) players out or a total of five (5) runs scored, whichever comes first. In the sixth (6th) inning you are allowed ten (10) runs. Games will continue through the time limit or six (6) innings even if one team cannot mathematically catch up.
4. Use of metal cleats shall be prohibited.
5. Any pitcher who is found to be in violation of a league pitching rule shall cause the game to be a forfeit. To be considered the pitcher of record, the pitcher must throw one pitch to a batter.
6. Pitchers may be 7 or 8 year olds. Each pitcher may only pitch a total of nine (9) innings per calendar week (a calendar week is from 12:01a.m. Monday to 12 Midnight the following Sunday) Section 10 – Pitching Rules: G & H do not apply.
7. Pitcher can only pitch two (2) innings per calendar day.
8. Pitching distance is 42 feet. Base distance is 60 feet.
9. Once a pitcher is removed from mound, he can not return to the game as a pitcher.
10. Any base runner is out when he does not slide or attempt to get around a defensive player who has the ball and is waiting to make the tag. Any player who intentionally runs into a defensive player who has the ball and is waiting to make the tag, shall be ejected from the game.
11. The first time a batter slings or throws a bat, the umpire will give him a warning. The second and any other times, that player is called out. The batter shall not be ejected from the game. This rule does not apply to those batters, who in the judgment of the umpire, throw the bat in an unsportsmanlike manner (see General Rules, 4, J).

12. On a dropped third (3rd) strike by the catcher, the batter is out.
13. There will be no "Balks" called and no "Infield Fly Rule"
14. Use of face masks on batting helmets is required (batter, base runners and the on-deck player)
15. Play stops once an infielder has possession of the ball in the infield and makes no further attempt to make an out.
16. A pitched ball that bounces and hits the batter in the batters box is a "Hit by Pitch" and can advance to 1st base. A pitched ball that bounces and then is hit by the batter is a "Hit".
17. We advise a coaches meeting at home plate with Head Coaches and the Umpire(s) prior to the start of the game, to agree on the understanding of the playing rules.
18. Teams may use a substitute runner for the catcher and the pitcher. The last batter out in the inning will be the runner (if no outs, the last batter in the previous inning).
19. If a manager or coach goes on to the field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made.(on the second visit to the field you must change pitcher) Exception, if there is an injury on the field or time is called by the umpire or the opposing team
20. There is no bunting allowed in Pinto. Any player that bunts a ball either fair or foul will be called out.