

GBI PINTO LEAGUE RULES

The purpose of our 7 & 8 year-old Pinto Coach Pitch League is to provide a recreational league that allows instruction in a competitive environment. This league plays under the Tarheel Official Baseball Rule Book except for any GBI Board adopted local rules contained in the following text.

1. THE LEAGUE

- a) The number of teams in the Pinto League and the number of players on each team shall be left to the discretion of the Mustang League Director and the GBI Board.
- b) The league shall furnish one (1) umpire for each regular season game and two (2) umpires for post season tournament games.
- c) All players are required to pre-register and attend an evaluation. The League Director and the coaches will draft players to select equitable teams. Siblings within the same league will be allowed to play on the same team. Special requests will be reviewed but may not be honored.
- d) Players shall be permitted to play up to another league if all coaches agree the players skill level is to a standard where the player will be successful throughout the season. This must be voted on by the coaches after evaluations have been completed, and the result must be unanimous for a player to be allowed to play up.
- e) A season shall consist of **ten (10) games**
- f) Rained-out games will be made up as quickly as possible. A team that cannot complete a lineup for a rescheduled rained-out game will forfeit that game. During the regular season, if time does not permit for a rained-out game to be made up and it does not affect league standings, the game will not be played.
- g) The league will reschedule enough rained-out games to guarantee a minimum of 80% of the regular season scheduled games.

2. AGE ELIGIBILITY

A player must not turn 9 before May 1. Any player that turns 9 on or after May 1 is eligible. All players “age up” to the next league in the fall season. For example, a player may be 6 years old and must play in the 7-8 Pinto league even if their birthday is after the fall season, but before the May 1 cut off of the next year.

3. PLAYING FIELD

- a) All games will be played at the Garner Baseball facilities. Main field will be Lions field.
- b) Field shall have 60' bases and the pitcher's plate or chalk mark will be at 40'
- c) Pitching plate shall be in the center of a 12' diameter circle.
- d) There shall be a chalked hash mark at 20' after third base. This hash mark shall determine whether a player may advance to home or return to third base at the time of a contained baseball. A contained baseball is a ball held by an infielder within the **infield dirt** (also explained in PLAYING RULES section).

4. PLAYING RULES

a) OFFENSE

- i. Each player bats the entire game in the same continuous order whether or not the player is playing in the field.
- ii. The pitcher/coach must start their pitch with at least one foot on the [chalked 40' line that represents the pitcher plate](#).
- iii. Each batter will be allowed five (5) pitches or three (3) swings per bat unless the fifth pitch or third swing is a foul ball. There shall be no limit to the number of foul balls on the 5th pitch or the 3rd swing. The batter shall be out on a foul tip caught by the catcher on the third or any succeeding swing.
- iv. No base stealing or leads are permitted. A runner leaving the base before the ball reaches home plate will be removed from the base and an out will be declared. This is a delayed dead ball call by the umpire. (A warning shall be given during the first half of the season)
- v. Any base runner that fails to touch a base shall be called out by the umpire upon completion of the play. No appeals on missed bases will be allowed. This is a delayed dead ball called by the umpire.
- vi. Base runners must be at least halfway to the next base when time is called in order to be awarded the next base. This will be up to the umpire's discretion as to the position of the base runners when time is called. If a runner has not advanced half way towards the next base, when time is called, the umpire will send the runner back to the last base successfully reached safe. See rule 3-d. above for 3rd base rule.
- vii. Once an adult pitcher releases the ball, he cannot be involved with coaching until time is called. There are base coaches to direct runners. *The coach may not deceive defensive players to retrieve the ball before time is called.* **Penalty:** The ball is dead, the batter is declared out, all runners return to the base occupied before the pitch, and the lead runner is declared out.
- viii. The adult pitcher must attempt to leave the playing field once the ball is put in play. A batted ball will automatically be declared a dead ball (no pitch) if it touches the adult pitcher whether intentional or non-intentional. The adult pitcher must be conscientious in staying out of the way of an ongoing play. If an umpire determines that the adult pitcher intentionally interferes with a defensive play, the batter will automatically be called out and the runners will return to their original bases.
- ix. In order to maximize playing time, a courtesy runner for the catcher may be used at any time. The courtesy runner will be the last player to make an out.

b) DEFENSE

- i. A twelve (12) foot diameter circle is to be drawn around the pitching plate. The defensive pitcher must have at least one (1) foot on or inside the circle until the batter contacts the ball unless permitted by the opposing head coach for safety purposes. The defensive pitcher must stay even with or behind the established pitching distance of 40 feet.
- ii. All outfielders must be positioned at a similar radius from home plate. No short fielder will be permitted.

- iii. There shall be no infield fly rule.
- iv. The catcher must be in a squatted catcher's position and not standing.
- v. No more than ten (10) players shall be allowed on the field defensively. No more than six (6) players shall play on the infield.
- vi. The defensive catcher shall have the first opportunity to make plays at the plate. Other infielders coming in may backup the catcher and only make the play if the ball gets past the catcher. A warning will be given for the first instance in which another fielder steps in front of the catcher and attempts to make the play. Additional instances of the above will result in the runner being called safe at the plate regardless of outcome of play.
- vii. Time out may only be called by a defensive player once that defensive player has control and possession of the ball in the infield dirt in fair territory.

c) **LINEUPS**

- i. Each team must be on the field and ready to play at the scheduled time. If a team does not have enough players to begin the game, a forfeit will be called ten (10) minutes after the scheduled time. A team must field eight (8) players to begin the game and may add additional players to the end of their batting order as they arrive during the game.
 - ii. A player may be removed from the game due to injury, sickness, or disciplinary reasons. Said player's spot in the batting order will be skipped without penalty.
 - iii. All players present at a game must play in every game unless serving a suspension or due to a coach's disciplinary action. The head coach must notify the scorekeeper and the opposing coach of any player on the bench that is not on the lineup card.
 - iv. Free substitution and a continuous batting order will be used. **No player shall sit out more than one (1) consecutive inning and must start every other game.** Any player arriving late is inserted at the bottom of the order.
 - v. The batting order never changes.
- b) The home team will maintain the official score book.
- d) All players must participate in a minimum of 50% of the scheduled practices. Head coaches must notify the league director of any conflicts with this rule.
- e) Players are forbidden from sliding head first into a base. Any player sliding head first into a base, will be called out. There will be no warnings issued for this rule.
- f) Each team shall be entitled to one (1) offensive time out per inning and one (1) defensive time out per inning. The umpire shall determine the length of the time out.

5. OTHER GENERAL RULES and GUIDELINES and LOCAL RULES

- a) All players must start at least every other game and may not sit on the bench more than one (1) consecutive inning.
- b) No tobacco products are allowed on the playing field by a player, coach, or parent at any time. This includes practices.
- c) Good sportsmanship is required of all parents, coaches, and players. Coaches are to govern the conduct of their players and the parents of their players. Any player or coach ejected from a game by the umpire shall also sit out the entire next game (including

tournaments). The ejected player will sit on the bench with the team during their suspension in full uniform. The ejected coach will not be allowed in the dugout or on the playing field.

- d) Each team is responsible for picking up trash in their dugout at the end of each game. Only adults or children with adult supervision shall be permitted in the score booths.

6. GUEST PLAYERS

- a) If a team does not have 10 players, they are allowed to have a guest player from another Pinto league team that can substitute to bring the total number of players up to 10.
- b) The guest player must be of similar or lower draft position than the player they are replacing and the player must be approved by the opposing head coach.
- c) The guest player must be registered to a GBI recreational league. Express players are not allowed to substitute if not also playing in the recreational league.
- d) If two guest players are required to bring the total number to 10, both players must adhere to the similar draft position rule
- e) A maximum of two (2) guest players are allowed
- f) Guest players must bat at bottom of the order
- g) No guest players will be allowed for tournament games

7. COACHES

- a) One (1) head coach will be assigned to each team, and the head coach may recruit up to three (3) assistant coaches and one (1) team coordinator to help during the season. The GBI Board of Directors reserves the right to approve the coaching staff.
- b) On offense, one coach is allowed at first base, one is allowed at third base, and one coach will be pitching. The other coach can be in the dugout for player control.
- c) On defense, there may be a defensive coach on the right field line and a coach on the left field line, provided they stay in foul territory.
- d) The head umpire has complete authority over the game. **ONLY THE ACTING HEAD COACH SHALL CONFER WITH THE UMPIRE.**

8. GAME AND INNING LIMITS

- a) An inning will be complete when three (3) outs are made or the offensive team scores five (5) runs.
- b) A game is complete after six (6) innings, when a team is mathematically eliminated, or the time limit has expired.
- c) All players must get at least one (1) at bat before the game is over. If a player has not had an at bat, play will continue until all players have had at least one (1) at bat.
- d) There will be a 1 hour 15 minute time or six (6) inning limit per game. No new inning will start after one (1) hour and 15 minutes has elapsed.
- e) A new inning is considered to be started at the time of the last out of the last inning
- f) In the event of a tie of a regulation game, any new inning(s) shall begin if it is within said time limit (1 HR. 15 MIN.) If, at the end of extra inning(s) and the game is still tied and the time limit is up, the game shall end in a tie.

- g) Time delays due to weather, injuries, or disputes can be added back at the discretion of the umpire.
- h) Tournament games will be 1 hour 30 minutes or six innings and cannot end in a tie. Championship game will be six innings, no time limit, and cannot end in a tie. If the game is still tied after the 6th inning, the 7th inning will start with no outs and a runner on second base. The runner on second shall be the last recorded out.
- i) In the event of inclement weather during the regular season, a complete game is 3 full innings or 2-1/2 innings if the home team is ahead. For tournament games this is increased to 4 full innings or 3-1/2 innings if the home team is ahead.
- j) No game may begin after 8:00 p.m. Any game not started by this time will be postponed and rescheduled.

9. EQUIPMENT

- a) **Bats allowed:**
 - a. **USA Stamped bats**
 - b. **Wood bats**
- b) Any player who uses an illegal bat (a bat not listed above) shall be called out. The coach will be warned and reported to league director. Any subsequent bat violations shall result in the Head Coach being suspended for the remainder of the game and the entirety of the next game.
- c) Players are required to wear long pants during all practices and games. Baseball or athletic shoes are also required.
- d) Catchers are required to wear protective equipment during games, warm ups and practices. All players are encouraged to wear protective cups.
- e) There is to be no jewelry worn by any player during a game or practice.
- f) Metal spiked baseball shoes are not allowed at any time. No player may participate in any game or practice while wearing metal spiked shoes.

10. END OF SEASON TOURNAMENT

- a) During tournament play, in a single elimination format, the higher seeded team will be the home team. If a double elimination format is used, the higher seeded team in the winner's bracket will always be designated as the home team. In the loser's bracket, the higher seeded team will be designated as the home team. In a double elimination tournament format, a coin toss will determine the home team in the event of two teams arriving at tournament final tied in tournament play. The home team dugout shall be along 3rd base and the visiting team dugout shall be along 1st base.
- b) GBI may select all-star teams from this league during the spring season. These teams may participate locally, statewide, and nationally.
- c) Ties count as ½ win and ½ loss
- d) The following criteria will set tournament seedings and be used for tie breakers:
 - 1. Overall record
 - 2. Head to head record
 - 3. Runs Allowed (Head to Head)
 - 4. Runs Allowed (Season)

5. Runs Scored (Season)
6. Run Differential between runs scored and runs allowed
7. Coin toss

Any questions or comments should be directed to the league director.