

# Canon Mac 2011 Pinto Game Rules

Home team manager will supply a new and used game ball for each home game.

**The pitching coach will use only one ball at a time.** Pitching coach may not coach base runners. The coach will be warned for the first infraction. The runner being coached will be called out for all proceeding infractions.

Defensively teams will play 10 players in the field with 4 outfielders positioned at least 25 feet behind the baselines until the ball is hit. No rover is permitted.

Two coaches are permitted to be in the outfield for the defensive team. Coaches must be **behind** all outfielders.

Free substitution defensively. There will be unlimited re-entry for all players.

**For teams with 12 or less rostered players present at a game no player shall sit out more than one inning per game defensively. No player shall sit out a second inning until all other players has sat out an inning. For teams with 13 rostered players present at a game, no player shall sit out more than 2 innings per game defensively. No player shall sit out a second inning until all other players have sat out an inning and no player shall sit out a third inning until all other players have sat out 2 innings.**

**Player rotations will be enforced for 2011. No defensive player may play the infield more than four innings and no player may play the same defensive position more than twice in the same game. Infield is defined as the pitcher, first base, second base, short stop and third base.**

**Throwing the baseball bat on the swing will result in a team warning. Each subsequent incident will result in the player being called out.**

Play will be stopped when any infielder obtains possession of the ball in the designated infield area and calls for time. On field #1 for the purpose of this rule the designated infield shall be the actual infield.

On field 2, 3 and 4 there will be a chalked line ~6 feet outside the bases around the infield which will clearly mark the infield area for which any infielder can gain possession of the ball and call time to stop play. Outfielders are not permitted to stop play in this manner.

Chalked lines (markers) will be placed two thirds of the distance (40ft) from first-second, second-third, and third-home. Any base runner not reaching this mark before a defensive infielder calls time or the umpire calls a dead ball time out must return to the previous base. A base runner must be totally past the mark to be awarded the next base. In the event that an infielder calls time while chasing a base runner back to a previous base, the

runner will return to the previous base regardless of where he/she was with respect to the marker.

Base runners may not advance on overthrows to first unless they have reached one of the base markers before time is called by the ump.

Base runners are not allowed to lead off and they cannot run towards the next base until the batter has made contact with the ball. Runners who are caught leaving a base early (before a pitched ball is put in play or passes the plate) will be given one team warning. Any additional violations by any other runners from that team will result in the runner being called out. Note: The intent of this rule is to prevent players from getting a blatant running start towards the next base before a pitched ball gets to home plate. This rule does not apply to a runner who simply comes off the base by a step after the batter swings and misses a pitched ball.

Base runners will be allowed to attempt to advance one extra base on overthrows (from infielders) to all other bases except first. It is not however automatic and the defense is allowed to make a play on the runner if the throw is not wild enough to warrant the ump calling time immediately, such as the case would be with a throw going past second and rolling beyond the outfielders. A runner may continue to advance as long as the defense is making a play on him/her at the next base.

If an infielder fields a ball cleanly and immediately calls time without making any attempt at getting an out, the batter will be awarded first base and all base runners will advance one base.

There will be no infield fly rule.

No tee ball bats will be permitted.

No bats with a barrel bigger than 2 ¼ inches will be permitted.

**Batting helmets with a full face cage are mandatory for all Pinto Level CMYBA registered players.**

Continuous set batting order...everybody bats. If a player shows up late he/she will be added to the bottom of the batting order.

Batters will be given seven pitches by their team's pitching coach. A batter will be declared out after three strikes or seven pitches, whichever occurs first. The batter may not, however, be declared out if the seventh pitch is a foul ball unless the foul ball is caught on the fly by a fielder.

Each team will be allowed two (2) tee hitters who will be permitted to use the tee after a strike out. The tee hitters must be identified up front and may not be changed once the game starts. Tee hitters must be the last two (2) batters in the batting lineup. After

Memorial Day, no there will be no tee hitters and all players will be declared out after 3 strikes or seven pitches, whichever happens first. **After Memorial Day no tee hitters will be permitted.**

Bunting is not allowed and tee hitters must take full swings.

A ten-foot arc will be placed in front of home plate and will apply only to tee hit balls with regards to whether the hit ball is fair or foul.

The pitching coach is not permitted to touch the ball in play. Any deliberate interference on the part of the pitching coach, unless to protect a defensive player, will result in the batter being called out and all base runners returning to their original bases. Any live balls the are inadvertently touched by the pitching coach (or deliberately to protect a defending player) will result in a “no-pitch “ and the batter will resume his/her at bat with all base runners returning to their original bases.

If a batted ball injures a player there will be an immediate time out to assist the injured player. The batter will be awarded first base and all other runners will advance one base.

No head first slides unless diving back to a base. The penalty for this will be an automatic out called on the player.

Games will be six innings long with a five run limit for every inning (with no continuous play) except the 6<sup>th</sup> inning, which will have no run-scoring limits. The five run limit shall, however, remain in place for the visiting team in the 6<sup>th</sup> inning if after their 5<sup>th</sup> run they have a lead that is greater than or equal to 15 runs. If after scoring 5 runs in the 6<sup>th</sup> inning, the visiting team is not ahead by 15 runs or more, they may continue to bat until they make three outs or go ahead by 15 runs. If by some chance the home team scores 15 (or more) runs to tie the game in the bottom of the 6th inning the game will be declared a tie. If the game is a playoff or championship game, extra innings will be played (with each team starting at the top of their batting order for the first extra inning) until a winner is determined.

## GAME FLOW

It will be important to keep the games running on time or ahead of schedule. Weeknight games played prior to the end of the school will follow the following strict time guidelines. Games starting at 5:45pm shall end no later than 7:15pm. No new inning shall start after 7:05pm (these apply only if there is a second game that evening scheduled for the field you are playing on). Games starting at 7:30pm shall end no later than 9:00pm.

During play, there must be a coach (from either team) backing up the catcher to keep the game moving along by quickly retrieving any pitched balls that get by the catcher and getting them back to the pitching coach. There should only be a 2-3 minutes between

innings so if the defending team is taking too long to suit up their catcher play may begin without a kid catcher for time's sake.

The hitting team should always have their "on deck" and "in the whole" hitters organized and ready to bat.