## PINTO 2021 SPRING RULES

### TIME LIMIT
- • 6 INNINGS. NO NEW INNING ALLOWED AFTER 1:45

### COACHES
- • ALL COACHES MUST WEAR WESTHILLS SHORTS, JERSEY, AND HAT (BLACK WINDBREAKER PANTS, BASEBALL PANTS, AND BATTING JACKETS ARE ACCEPTABLE).
- • ONLY 4 COACHES ON THE FIELD AT ONE TIME.

### PLAYER PITCHER
- • 2 COACH/ 2 KID/ 2 COACH. NO WALK ON KID PITCH (SEE WALKS).
- • PITCHERS ARE SUBJECT TO THE RESTRICTIONS OF THE PITCH COUNT AS SET BY THE PITCH SMART GUIDELINES.
- • EACH MANAGER IS RESPONSIBLE FOR THEIR PITCHERS PITCH COUNT AND MUST SUBMIT THOSE NUMBERS AFTER THE GAME TO THE LEAGUE GOOGLE DOC. PITCHING LOG.
- • THE PLAYER PITCHER SHALL RECEIVE ALL THROWS AND HAND THE BALL TO THE COACH PITCHER.

### COACH PITCHER
- • EACH BATTER WILL BE ENTITLED TO (5) PITCHES OR (3) STRIKES.
  - • IF THE (3RD) STRIKE IS A SWING AND MISS AND NOT A FOUL THE BATTER IS OUT AFTER 5TH PITCH, UNLESS A FOUL BALL OR CONSECUTIVE FOUL BALLS ARE HIT
  - • (E.G., BATTER MAY FOUL OFF FIRST 4 PITCHES AND HIT SAFELY ON THE 5TH PITCH; BATTER WHO TAKES 4 PITCHES WITHOUT A STRIKE COUNT AND FOULS OFF THE 5TH PITCH MAY CONTINUE TO FOUL OFF BALLS UNTIL A BALL IS PUT IN PLAY, A SWING AND MISS OCCURS OR THE BATTER TAKES A PITCH)
  - • MUST STAY IN DIRT AREA BETWEEN PITCHES.
  - • CANNOT APPROACH OR COACH A BATTER WITHOUT AN OFFENSIVE TIME OUT. ONLY 1 OFFENSIVE TIME OUT PER HALF INNING. IF TIME OUT IS CALLED BY THE DEFENSE AT THE END OF PLAY, THE COACH PITCHER CANNOT APPROACH OR COACH THE BATTER.
  - • THE COACH PITCHER MUST MAKE EVERY EFFORT TO LEAVE THE FIELD ASAP WHEN A BALL IS PUT INTO PLAY AND NOT OBSTRUCT ANY INFIELDER OR RUNNER, MUST REMAIN OUT OF THE LINE OF A THROW TO ANY BASE OR PLAYER
  - • IF, IN THE UMPIRE'S JUDGEMENT THE COACH PITCHER INTENTIONALLY AFFECTED ANY DEFENSIVE PLAY, THE BATTER IS OUT AND THE BASE RUNNER MUST RETURN TO THE BASE THEY POSSESSED AT THE TIME OF THE PITCH.

### WALKS
- • IF A PITCHER THROWS 4 BALLS TO THE BATTER THE COACH PITCHER WILL ASSUME THE COUNT. A MAX OF 3 PITCHES.

### RUN LIMIT
- • 5 RUN LIMIT. 6TH INNING UNLIMITED.

### SUBSTITUTE PLAYER
- • PLEASE NO FORFEITS. IF YOU ARE AWARE THAT YOU CANNOT FIELD 9 PLAYERS CONTACT YOUR DIVISION DIRECTOR IMMEDIATELY.
  - • A SUBSTITUTE WILL PLAY OUTFIELD ONLY AND BAT LAST IN THE LINEUP.
  - • IF THE DIRECTOR CANNOT PROVIDE A SUBSTITUTE PLAYER AND TO AVOID A FORFEIT A PLAYER FROM THE OPPOSING TEAM CAN BE USED FOR DEFENSE ONLY AND MUST PLAY THE OUTFIELD. LAST HITTER OR LAST OUT THE PREVIOUS INNING.

### MERCY RULE
- • GAME WILL BE CALLED IF A TEAM IS LEADING BY 15 RUNS AFTER 3 INNINGS OR 10 RUNS AFTER 4 INNINGS

### PROTEST
- • PROTESTS ARE ALLOWED AND MUST BE MADE KNOWN TO THE UMPIRE AND THE OPPOSING MANAGER AT THE TIME OF THE DISPUTE. NO PROTEST WILL BE ALLOWED AFTER THE GAME IS OVER. A $25 PROTEST FEE MUST BE PAID AT THE TIME OF PROTEST TO THE OFFICIAL SCOREKEEPER AND WILL BE RETURNED IF THE PROTEST IS UPHELD.

### HIT BATTER
- • A HIT BATTER WILL BE AWARDED FIRST BASE DURING PLAYER PITCH

### INFIELD FLY
- • NO INFIELD FLY RULE

### DEAD BALL
- • IF BATTED BALL HITS OR A BALL IS THROWN AND CAUGHT BY A COACH PITCHER THE BALL IS DECLARED DEAD. NO RUNNERS ADVANCE

### STEALING
- • 3 STEALS PER OFFENSIVE INNING.
  - • A STEAL WILL BE DEFINED AS ANY ADVANCEMENT TO THE NEXT BASE WITHOUT THE BALL BEING PUT INTO PLAY, INCLUDING AN OVER THROW. BASE RUNNER CANNOT STEAL UNTIL THE BALL CROSSES HOME PLATE.
  - • NO LEADING OFF - RUNNER MUST REMAIN IN CONTACT WITH THE BASE UNTIL THE PITCH HAS CROSSED THE PLATE. DEAD BALL MAY BE CALLED.

### FIELD MAINTENANCE
- • HOME TEAM IS RESPONSIBLE FOR RAKING THE MOUND, HOME PLATE AREA (LEAVING CHALKED BATTERS BOXES), AND DRAGGING THE INFIELD. IF PLAYING THE LAST GAME OF THE DAY HOME TEAM IS RESPONSIBLE FOR PUTTING THE BASES AWAY, DRAGGING INFIELD, HOME PLATE AREA, BASE LINES, AND MOUND. MOUND MUST BE COVERED.

### SCORING
- • HOME TEAM IS RESPONSIBLE FOR SUBMITTING FINAL SCORE TO DIRECTOR OF RULES AND SCOREKEEPING - STEVE LEVETON BY TEXT (818) 269-6081 OR EMAIL STEVELEVETON@AOL.COM IMMEDIATELY FOLLOWING GAME.

### FROZEN BASE
- • HOME PLATE IS FROZEN

### BUNTS
- • BUNTS ARE ALLOWED IN PLAYER PITCH INNINGS ONLY

### PLAYER PARTICIPATION
- • EACH PLAYER MUST PLAY A TOTAL OF 3 DEFENSIVE INNINGS. 2 DEFENSIVE INNINGS BY THE 4TH. NO PLAYER CAN SIT 2 CONSECUTIVE INNINGS. 10 PLAYERS ALLOWED ON DEFENSE.