



Pinto League Rules

KENILWORTH-WINNETKA BASEBALL ASSOCIATION

Pinto League Rules

(Revised March 2018)

1. PLAYER, COACH, AND FAN CONDUCT

- 1.1. The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves.
- 1.2. The coaches will do their best to emphasize the League's purpose of developing skills and providing fun for the players, while minimizing the competitive aspects of the game. Game scores will not be kept.
- 1.3. A player or coach who swears, throws a bat or batting helmet, or is otherwise disruptive or unsportsmanlike shall be given a verbal warning by the umpire. A player who engages in such conduct may, at the umpire's discretion, lose his next turn at bat. Any subsequent act of misconduct by that player or coach shall result in ejection from the game.
- 1.4. Coaches shall act as umpires, with the coach of the team in the field making all the calls in the field for that half inning.

2. RULE CHANGES

- 2.1. The League Commissioners, after consulting with the League's head coaches and umpire, shall have the authority to change the rules at any time. Every effort shall be made to make any necessary rule changes no later than mid-season.

3. FEE/RELEASE

- 3.1. No player may participate in a regular season game until their release form is submitted, and their fee is paid to the League.

4. EQUIPMENT AND UNIFORMS

- 4.1. Rubber-soled tennis shoes or rubber-cleated shoes are required. No metal spikes of any kind are allowed.
- 4.2. All batters and base runners must wear batting helmets at all times.
- 4.3. Each player shall wear their team hat and jersey at each game. Players should wear long pants.

5. NUMBER OF PLAYERS/PLAYING TIME

- 5.1. A team is able to play if it has at least 8 roster players at game time.
- 5.2. In the event a team has less than 8 roster players present, the head coaches shall mix the players of both teams in order to play the game.
- 5.3. All roster players present during a game must bat in turn, regardless of whether or not they are playing defense.
- 5.4. It is suggested that each team have no more than 10 players on the field. Before the



game, however, the head coaches may agree to use a greater number of fielders. In doing so, the coaches must balance the interests of minimizing the number of players on the bench with the interests of maintaining player safety.

- 5.5. No player may sit out more than one inning during two consecutive games.

6. FIELD POSITIONS

- 6.1. There will be no player pitching. Instead, a coach from the batting team will pitch at a position between home plate and the mound. The “pitching position” player will stand within 5 feet of the mound and behind the coach/pitcher.
- 6.2. The infielders will position themselves at their usual and customary places. However, they must be on the “dirt.”
- 6.3. The outfielders must be arranged in an “arc” on the outfield grass. Outfielders may charge a ball to make a play in the infield; however, outfielders may not cover second base or make other plays in place of an infielder.
- 6.4. The offensive team will provide a coach as a catcher. A catcher may be employed by the defensive team to field the catcher position after a ball has been hit. The coach/ should also assist a player in the use of the “Batting T” and moving along the pace of the game.
- 6.5. A coach of the defensive team may stand in center field and coach the outfielders, provided that the coach does not interfere with play in any way.
- 6.6. Positions must be rotated to give players a chance to play both infield and outfield. Players can play no more than one inning at a given position in a game. Caution is advised to ensure that a player can control a glove in order to safely play the “skilled positions,” such as defensive pitcher and first base.

7. LENGTH OF GAMES/RULES OF PLAY

- 7.1. For the first three games of the season, an inning consists of all players on each team batting through the order, regardless of the number of outs. Beginning with the fourth game of the season, an inning consists of each team either making 3 outs or batting through the order, whichever comes first.
- 7.2. The first 20 minutes shall be devoted to instruction with each team sharing the time for infield practice. Following the instruction period there will be a game that will last 55 minutes or 4 innings, whichever occurs first. No half inning shall start after 2:45p
- 7.3. Coach pitch will be employed. During Coach Pitch, if a batter does not put the ball in play after 4 swinging strikes, the “Batting T” is used. Each player receives 3 swings with the tee, after which the coach shall assist the batter in putting the ball in play. Hitting the rubber portion of the tee is considered a foul ball. Every batter must put the ball in play. There are no strikeouts or walks.
- 7.4. No bunts are allowed. Any bunt is considered a foul ball. In addition, any ball hit off the tee that does not cross over the arc joining the midway points between home to first base and home to third base is considered a foul ball.
- 7.5. Base runners may not leave their base until the ball is hit. If the runner leaves before



- the batter hits the ball, the umpire has the discretion to limit the number of bases that the runner may advance.
- 7.6. No stealing.
 - 7.7. Base runners must avoid collisions with fielders. On close plays, runners must slide. If a runner does not slide, he/she will be sent back to the previous base. If the bases are already full, the runner will be called out.
 - 7.8. In order to encourage defensive play and skill development, players may not advance on overthrows.
 - 7.9. The play will be stopped when the ball is returned to the coach/pitcher.
 - 7.10. There is no infield fly rule.
 - 7.11. Coaches are encouraged to pursue an active practice schedule with their teams to enhance the skill development of their players.
 - 7.12. Most importantly, HAVE FUN!