

Sandy Plains Baseball – Park Specific Rules

Rules hierarchy is: baseball rules, Dean Dean Baseball and finally Sandy Plains Baseball Rules

Pinto – Ages 7 & 8

- Game time : 6 innings with a 1hr-15min time limit. This is not a “hard-stop”. Innings that begin prior to 1hr-15min., and upon play, extend beyond this time limit will be completed. The home team shall bat in order to determine the outcome of the game unless the home team has been numerically eliminated. An inning starts when 3rd out is made. No new inning may start after 1hr-15min.
 - A complete game is the completion of the 4th inning, or the middle of the 4th inning if home team is winning. There will be a five (5) run per inning limit. Tie scores stand. (a) Tie Games and Time Limits: in the event that a complete game is achieved during the allotted time limit and the score is tied, extra inning(s) may be played to determine the winner, subject to the 1:15 time limits as defined above. Should the game be tied after the 1:15 time limit provided, then the game will end in a tie.
 - No inning shall start after 10:00 pm prevailing time.
 - Mathematical End of Game: If a game score reaches a point where one team cannot mathematically win. Then for score reporting purposes, that is the score that will be reported. (i) If there IS a following game, then the game must end at the “mathematical end of a game.” The teams must clear the field and allow the next game to get ready for play. (ii) If there is NO game that follows, and “mathematical ended” game has not reached the 1:15 time limit, then the teams should continue play, under the normal rules with the exception that they are not adding to the official score, so players can gain experience in positions that they do not normally play.
- Player Bats out of Order:
 - (a) Until the batter puts the ball in fair play, you can put the proper batter back in the batter’s box, they assume the same count – no out occurs.
 - (b) If the batter hits the ball and the error is called before the next batter receives a pitch; then player that was skipped is out, and all other players go back to the original starting spot. The next player, after the player that was skipped, will bat. This may mean a re-bat for the batter that just hit.
 - (c) If the wrong batter hits the ball and the next batter comes up, and receives a pitch, then the previous batter’s at bat is now legal and no penalty occurs. Continue with the correct batting order. The batter that was skipped will have to wait until his next turn in the rotation.
- A team must have a minimum of eight (8) players to start a game. • Penalty: Team with less than 8 players forfeits game and is charged with a loss (scored 6-0 on the website. The reason for a 6-0 loss is because mathematically this is the most you can lose by for ranking purposes.). Teams may choose to play a scrimmage game with the other team loaning players. (Umpires will remain to officiate).
 - 9 Players – If a team has 9 players at the start of the game, those 9 players must play the traditional 9 positions, just like any regular baseball game.
 - 8 Players – If a team has 8 players at the start of the game, then the team will lose the catcher position. The team will need to instruct their pitcher to cover the catcher position after a batted ball passes the pitcher.
 - Players arriving late – If a team has a player who arrives after the start of the game, that player can be inserted into the game. This must be coordinated between the managers and the score book keepers. The player’s placement in the batting order can be agreed upon by the managers. The player does not count as an offensive out prior to his arrival. A team still must meet the requirement of have 8 players present at the start of a game.

- Pinto American: One adult coach-pitcher pitching to his team when on offense. Umpire will position behind home plate and will be responsible for all calls.
- Pinto National: One adult coach-pitcher pitching to his team when on offense. One adult to assist outfielders on defense. Umpire will position behind home plate and will be responsible for all calls.
- Pinto American: Coach Pitch - An offensive coach will pitch to his own batters. The coach may only coach the batter until he reaches first (1st) base or after he leaves third (3rd) base. The coach will be replaced after one warning of a violation. The pitcher may pitch anywhere from in front of the 20 foot foul arc to the pitching circle, he may not cross the foul line or enter the pitching circle. He must keep one foot on or astraddle the pitching-line. He must pitch overhand. He must pitch from a standing position. This rule is for the safety of the coach pitcher and so he can quickly leave the field as required by Pinto rule below. See the Miscellaneous section for more guidance on pitching speeds.
 - PENALTY: For not standing on or astraddle the pitching-line, the defensive team gets the choice of the play or re-bat. Any batted ball that hits the coach-pitcher will be a dead ball and a no pitch.
 - PENALTY: If a coach pitcher's foot touches or crosses the 20' pitching arc then the pitch is considered a no-pitch
 - If the coach-pitcher intentionally (in the umpire's judgment) allows the ball to hit him the batter will be out and a dead ball called. No runner may advance.
 - The coach-pitcher must attempt to leave the field and try to pick up the batter's bat. A coach-pitcher who does not attempt to get off the field and or interferes with the defensive player to keep him from making a play (in the umpire's judgment) will cause the batter to be out. No runners advance.
 - Bat Exception: Play at home – in the case that a runner is on 3rd and the initial play is to home, then the coach-pitcher is to not run to get the bat because the coach-pitcher will typically arrive at the same time as the runner and thus interfere with the play.
- Interference in Pinto – When a play is being made on a base, both the runner and the infielder have the right to make their plays. The infielder has the right to move to catch a ball, even if it is an errant throw. The runner also has the right to the bag, but he must slide when there is a defensive player covering the bag, who is actively trying to receive the ball as part of the play. A runner is allowed access to the base line and the bag. He has the right to keep moving towards the base - without leaving the base path. The defensive player needs to be taught how to cover the bag in such a way that he can make the play without being injured by a sliding runner. If there is no active play, then the infielder cannot interfere with the runner's progress and needs to be taught to allow the runner to safely pass. There will be cases where, during the development of the play, where the players naturally collide and there is no interference call. There will be cases where a base runner is hit by a thrown ball through via the natural progression of the play and there is no interference call. The goal in Pinto is to teach proper position play and promote safety.

- Pinto National: All play will stop when a defensive infielder maintains control of the ball in the infield and causes the lead runner to stop at the base they are running toward, or the base they have already passed. All trailing runners must stop at the base they are running toward, or the base they have already passed.
- Pinto National Only: On a clean play, (ie no overthrows), to stop play, the team has to stop the lead runner. The Umpire officially decides when this has occurred by calling time to end the play. Once an overthrow occurs to any base, then the following overthrow rule applies:
 - There can be only one (1) overthrow per batted ball. All subsequent overthrows for the same play are considered a dead ball. Base runners may advance only one (1) base on an overthrow, however runner(s) do so at their own risk.
 - Additional Overthrow Clarification: (i) Runners get only one (1) base on an overthrow, though the runners are always at risk and can be tagged out (ii) Overthrow rules apply to: any throw to a base, regardless if the throw is originating from the outfield or infield (iii) How long it takes a fielder to get the ball after an overthrow has occurred, is not relevant (iv) If there is any questions as to which base is considered the runner's (1) advancement base, the umpire decides. (v) If a runner attempts to advance to a base beyond the (1) one base on an overthrow, as determined by the umpire, the runner is at risk. If the runner safely makes it to the additional base, and time has been called, then the umpire will send the runner back to the prior base.
- Pinto American: There is no overthrow rule for Pinto American. To stop play, the team has to stop the lead runner. The Umpire officially decides when this has occurred by calling time to end the play.