

**SANDY PLAINS BASEBALL ASSOCIATION  
OFFICIAL PLAYING RULES AND REGULATIONS  
PINTO DIVISION – SPRING 2011**

OFFICIAL BASEBALL RULES & THE RULES OF DIZZY DEAN BASEBALL INC. WILL GOVERN EXCEPT AS HEREINAFTER PROVIDED.

**Section I- The Leagues:**

1. The Pinto Leagues are designed to accommodate participants league ages 7 & 8.
2. League age will be consistent with Dizzy Dean Baseball rules with all players playing at the attained age by April 30<sup>th</sup> of the playing year.
3. Each league is under the coordination and supervision of its respective League Coordinator.
4. The leagues shall operate under the constitution and by-laws of Dizzy Dean Baseball, Inc.; governed by the Sandy Plains Baseball Board.
5. Pinto shall be divided into two leagues: American and National.

**Section II- League Destinations:**

The purpose for designating the Pinto leagues as the American and National is to promote an environment where players, regardless of their skill level, can compete with players with similar skill levels, and enjoy the game of baseball. To that extent, the American League is more competitive and expected to consist of players who have likely played before and who have demonstrated a more advanced level of proficiency. At the same time, the National League is expected to accommodate those players that are new or relatively new to the game. Both leagues are competitive in nature. All Pinto players are eligible to participate in either league.

**Section III- Teams:**

- A. A Pinto Team will consist of not more than 12 players without SPBA Board approval.
- B. League players may be assigned or reassigned at the discretion of the Player Agent, League Coordinator, Vice-President and Baseball Commissioner.
- C. If a team loses a player from the beginning roster during the current season, another player may be assigned.

**Section IV- Managers & Coaches:**

1. Each team will have 1 adult manager and up to 3 adult coaches. Refer to paragraph 2 as to when a 2<sup>nd</sup> and 3<sup>rd</sup> coach may be named.
2. A manager may designate one coach **prior** to the scheduled player evaluations and inform the league coordinator. This will “freeze” the coach’s player for the draft. No other coaches can be

chosen once the player evaluations have started and prior to the draft. Once the draft has been completed, the manager may at their option, name their second and or third coaches.

3. All managers must have their coaches designated with the complete applications and approval by the coordinator prior to the team's first practice. Final approval for all managers and coaches is reserved to the SPBA Baseball Board.
  - The conduct of managers, coaches, players and parents shall be subject to the by-laws of SPBA and all occurrences or problems shall be brought before the SPBA Baseball Board. It is the Manager's and coaches' responsibility to ensure that parents and guests follow the SPBA by-laws (Not the umpire's) and Code of Conduct Policy.
  - Managers and Coaches are responsible for insuring that the parents of their team properly staff and manage the concession stand during the assigned times; no fewer than twice during a season. During the fall season, failure to do so will result in a suspension for the next scheduled game. In the spring season, failure to do so will result in a suspension for the first playoff game in the spring. Upon further review, failure to do so could also result in suspension of managing and coaching responsibilities for the following season at any level in SPBA.
4. The manager's responsibilities include but are not limited to:
  - Teach fundamentals of baseball.
  - Attend and help at evaluations.
  - Attend and help at work days.
  - Treat all parents and players with respect and dignity.
  - Follow the league schedule for all practices and games.
  - Conduct at least two practices per week prior to the start of the season.
  - Conduct at least one practice each week during the season.
  - Report all injuries or health related problems to the Health and Safety Officer.
  - Enlist a team parent to help with all non-coaching activities.
  - Must obtain a team sponsor (spring season only).
  - Complete and submit a team roster to the coordinator.
  - Maintain a copy of the Team Medical Release Form at all times.
  - Maintain a record of playing time and at bats for each player.
  - Sign equipment agreement and submit deposit to equipment manager.
  - Ensure that neither manager nor coaches will use any form of tobacco during games or practices.
  - Conduct self and coaches in appropriate manner. In the event a participant is removed from a game, he/she must leave the field area and may not continue to participate in the game in anyway. If a manager, coach, or player is removed from a game by an umpire or league official more than once during the season they are suspended and must appear before the

- For field preparation see addendum about Helpful Reminders (included).
- In case of rain prior to the start of games, all teams must participate in the preparation of the fields. Participants should include manager, coaches and parents. It is not limited to just the home team of the next game.

### **Section V- Players:**

1. Every player on a team roster will participate in each game for the minimum playing time. (See league specifics in Section XI).

#### A. Penalty for manager for failure to follow above:

1. First offense- written warning.
2. Second offense- Suspended for next game.
3. Third offense- Suspended for remainder of season.

**Note:** If the violation is determined to be intentional the SPBA Board may assess a more severe penalty.

2. The manager may reduce playing time as follows:

#### A. A player does not attend and participate in two consecutive practices (excluding illness or excused absence).

- **PENALTY:** Player does not play in next game.

#### B. Player does not attend and participate in two consecutive games excluding illness or excused absence is reviewed by Coordinator, Vice-President, and Baseball Commissioner to determine further action that could include dismissal.

#### C. Player does not arrive at scheduled start of game.

- **PENALTY:** Player does not have to play the minimum playing time.

#### D. Player does not play at the position as assigned by the manager or coach.

- **PENALTY:** Player is asked to leave the field and will not participate in the remainder of the game.

#### E. Player demonstrates actions which are detrimental and abusive to the team, including the use of foul language.

- **PENALTY:** Player is suspended from the team immediately and will not participate in any game or practice until the suspension is reviewed.

- **SECOND OFFENSE:** Player and parent will meet with manager, Coordinator, Vice-President, and Baseball Commissioner to determine further action that could include dismissal.

### **Section VI- Assignment of Players:**

1. The assignment of players for the various teams within both leagues shall be a cooperative effort of managers, coaches, and League Coordinator.
2. Evaluations will be held for all Pinto eligible players.
3. All players are evaluated, including managers' and coaches' children, and drafted by managers and coaches. The managers' and coaches' children will be scored by each manager in the league in which they play to determine what round that player would be selected in the draft.
4. All players must attend the evaluations and participate in at least 50% of the skill test to be eligible for the draft. Players not attending evaluations will be assigned to teams in the National League on a random basis.
5. All players age 7 and 8 will play in the Pinto Leagues.
6. The Pinto draft will be conducted using the following format:
  - Managers will draw number for draft order
  - The evaluations of the coaches' and managers' children will be used to seed these players in the draft using a system to determine on an average basis which round the player would potentially be drafted. The player is then identified as that team's draft pick in that round.
  - The draft will proceed in alternating order (1st to last/last to 1st) filling in the slots in every round.
  - Each manager will provide the League Coordinator(s) with a completed draft roster prior to leaving the draft room.
7. Trades are not allowed!

### **Section VII- Uniforms and Equipment**

1. SPBA will provide hats and jerseys for all players. SPBA will provide (3) hats and (3) jerseys per team for manager and coaches.
2. SPBA will provide the necessary baseballs & equipment for each team.
3. Parents must provide pants, socks, shoes, and other necessary uniform items.
4. Only league approved bats with a diameter not greater than 2 ¼ are permitted.
5. Batting helmets must be worn during all games and practices by batter and base runners. Protective face guards are required!

6. Players may wear shoes with rubber-molded cleats or tennis/gym shoes. Metal cleats are prohibited.
7. All players must wear a hard cup. Catchers must wear all catcher's equipment, to include, a throat protector and catcher's mitt during practices and games.
8. No Jewelry (watches, earrings, necklaces, bracelets, etc.) will be worn during practice or games.
9. All managers will return all issued equipment, except balls, after the completion of the season as per equipment agreement. Manager is subject to partial or full forfeit of deposit if equipment is not returned.
10. Any player placed in the pitcher's position MUST wear a batters helmet.

### **Section VIII- Games and Practices:**

1. The schedule of games and practices for the preseason and regular season shall be prepared by the League Scheduler and approved by the Baseball Board.
2. The schedule will provide for not less than (2) games per week.
3. All games must be played at the assigned time as set forth by the approved schedule. Makeup games will be scheduled by the League Coordinator and will take priority to any scheduled practice time that they might replace. Coordinator will notify the team losing practice time.
4. Practice schedules will include times for field and batting cage.
5. Only scheduled practices on approved fields are authorized. The SPBA Baseball Board must approve any other location.
6. A team may be removed from any field at the discretion of a League official.
7. Regulation games are as follows:
  - **Pinto American:** 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 4 innings (3 ½ if home team is winning). There will be a five (5) run per inning limit. **Tie scores stand.**
  - **Pinto National:** Same as Pinto American
8. No inning shall start after 10:00 PM prevailing time.
9. All players will bat in continuous order and play as specified by league (see Section XI).
10. A team must have a minimum of eight (8) players to start a game. Penalty: Team forfeits game and is charged with a loss. Teams may choose to play (scrimmage) with the other team loaning a player.

11. Each team will provide a new game ball prior to start of game.
12. Each team will be limited to manager and up to three (3) coaches in the dugout at any time during the game. Manager and coaches must remain in the dugout except when coaching bases or as follows:
  - A. **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 including hash marks.
  - B. **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 including hash marks.
13. All players will remain in the dugout during the game.
14. Only manager or designated coach will be allowed on the field of play and only after being allowed timeout by the umpire.
15. The home team will be the official scorekeeper and visiting team will operate the scoreboard. Adults representing each team should handle these duties. While in the score-box, these adults may cheer and encourage their teams, but they must refrain from coaching. At game's end the two managers will complete and sign the game report form and turn into the coordinator or in the designated location.
16. A league official may cancel a game.
17. The home team is responsible for lining the field and setting up the score board prior to the start of the game.
18. Once the game starts, it is in control of the Umpire. It's his / her decision to continue / halt play for any reason.
19. In the event of inclement weather after the start of a game, that results in the postponement of the game, and before the complete game mark as defined above, the game will be replayed in its entirety on a makeup date to be scheduled by the league coordinator.
20. 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 in Section VIII; Par.7. Should the game be tied after the 1:15 time limit provided for in Section VIII; Par. 7, then the game will end in a tie.

### **Section IX- Pitching:**

**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. **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.

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. See Helpful Reminders for additional information.

1. **Pinto National:** Same as Pinto American.
2. Batters who receive 5 pitches or three strikes in any combination will be considered out. If the 5th pitch or third strike is hit foul, batter will continue to swing until an out or hit is made.

### **Section X- Field Dimensions:**

The pitching circle will be ten (10) feet in diameter and the pitching rubber will be forty-six (46) feet from the back of home plate. There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate. The ball must be on or past this line to be fair, if not a foul ball. Halfway/safety hash-mark (30) feet will be drawn on first baseline and third baseline, in front of home plate. Infielders must stay behind this arc until ball is hit. PENALTY: Offensive manager gets choice of result of play or re-pitch. The base paths will be sixty (60) feet.

### **Section XI- Specific League Rules:**

1. Any runner is out when runner does not attempt to avoid contact. Example: If the defensive player has possession of the ball prior to the runner's arrival then the runner must avoid contact. This rule applies to all bases, except first (see NOTES) and applies even when the force is in effect.
  - A. Pinto American: No warning will be given.
  - B. Pinto National: One warning should be given and the play stands on the warning.
2. Head first sliding is prohibited when moving **forward** to any base.
  - A. Penalty: Runner is out (both leagues).
3. Batters may bunt – the ball must travel to or past the 20' arc line to be a fair ball, otherwise it is foul. If the batter bunts a foul ball with 2 strikes, the batter is out.
4. If a batter slings the bat the play stands and the team is given a warning. If any batter on the same team slings the bat after the warning, the batter is out, the ball is dead and no runners advance. Each team will be given one warning per game.
5. A ball delivered from the coach-pitcher that has hit the batter is considered a no pitch. Play is dead.
6. There will be no infield fly rule.
7. If the ball comes in contact with the coach-pitcher the ball is dead and the play is dead and considered a no pitch. Subject to umpires ruling as covered in "Pitching Section".

8. Base runners are not permitted to lead off or steal. The runner must remain in contact with the base until the batter hits the ball.
  - A. Penalty - **Pinto American:** Runner is out.
  - B. Penalty - **Pinto National:** Runner is given a warning and play stands. Runner is out after first warning.
9. **Pinto National Only:** 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 does so at own risk. There is no overthrow rule for Pinto American.
10. The umpire in charge may halt play as follows:
  - A. **Pinto American:** 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.
  - B. **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.
    - i. Base coaches must avoid physical contact with runners while ball is in play.
      - Penalty: Runner is out.
    - ii. If there is a play at the plate and the catcher maintains control of the ball, ball is ruled dead after the play is over. All runners must return to the base occupied if they are not more than halfway to the next base when tag is applied at the plate.
    - iii. Minimum playing time:
      - a. **Pinto American:** Continuous batting order and free substitution with all players playing defensively at least every other inning with no player sitting out more than one (1) inning per game. There will be 6 infielders and 4 outfielders (outfielders will be positioned  $\frac{1}{2}$ -way between infield dirt and the fence. The player fielding the pitching position must be no closer to the plate than the ten (10) foot diameter pitching circle with at least one foot in circle. The catcher must be positioned in the catcher's box that will be located behind the batter's boxes. Each player must play a minimum of one infield position during the game (must be by the end of the 4th inning). **The catcher's position is considered an infield position** in this instance. No player may play one defensive position more than two (2) innings consecutively nor more than (3) total. Violations will result in immediate forfeit and loss. The manager will be penalized as outlined in section V.1.A.
      - b. **Pinto National:** Same as Pinto American, except 5 outfielders are allowed during the game.

12. Flip drills must be conducted at designated stations only. No drills are allowed against the fence.
13. Any player that is bleeding must be removed from the field. Provide aid to halt the bleeding and clean any blood from the skin. Any blood soiled clothing must be changed, cleaned or covered up (e.g., tape) prior to the player returning to the field. Since blood can carry communicable diseases, this procedure helps reduce the likelihood of an exposure.
14. Practice and games will be halted immediately when thunder is heard or lightning is seen. Play may be resumed when 1) 20 minutes has passed since the last sound of thunder and 2) lightning has not been seen in the area for 30 minutes. Once a game has begun, the umpire may suspend a game for inclement weather. In this case, the game time is stopped and re-started when game-play resumes. The **maximum** delay time shall be one (1) hour (if lightning is seen at the 31<sup>st</sup> minute the game shall be called [31 min. + 30 min delay = 61 min.]).

During a lightning storm:

- Avoid metal fences, telephone/light poles, dugouts, and trees.
- Move to a sturdy building or hard top automobile and keep the windows up.
- If you feel your hair stand on end or your skin tingle, squat low to the ground on the balls of your feet. Place your hands on your knees with your head in between them. Make yourself the smallest target possible while minimizing contact with the ground.
- Remember, if you can hear thunder, you are close enough to be struck by lightning.

To estimate the distance in miles between you and the lightning flash, count the seconds between the flash and the thunder and divide by five.

15. No “big barrel” bats (bats having a diameter in excess of 2-1/4”) – penalty - batter is out, if batter steps into the batter’s box with a “big barrel” bat.
16. Pinch Runners are not allowed in Pinto. If the player cannot hit and / or run, the player will be allowed to be permanently removed from the game’s lineup for that game. A player removed in this case shall not be considered an “out” if they are due to bat in later innings, and the batting order shall not otherwise be interrupted.

## **Section XII- Miscellaneous:**

1. Season ending tournament rules and brackets will be posted prior to the start of the tournament.
2. Summer tournament team selection process will be announced during the season.
3. There will be no protests! If there is a dispute of a rule, it should be noted on the game report form so that the Baseball Board can review it. Do not include dispute of judgment call.
4. All problems, suggestions and comments should be directed to the League Coordinators, Vice-President, or Baseball Commissioner.
5. Accidents or injuries should be reported immediately to the League Coordinator, who will notify the Health & Safety Officer.

These Rules and Regulations are in effect for the 2009 Fall Season. Please contact the League Coordinator with your questions, concerns or for rule(s) interpretation.

## HELPFUL REMINDERS

### A. Player Safety:

#### 1. Automated External Defibrillator (AED):

- a. Managers shall familiarize themselves, their coaches, and their parents with the location of the AED.

#### 2. Collision Risks:

- a. Managers shall teach proper fundamentals at the first-baseman position. Having first-baseman whose habits include either standing on the base or astraddle when receiving a throw that could have otherwise been fielded in an out-stretched position puts the first-baseman and runner at risk of injury.
- b. Managers shall teach their players to give way to base-runners when not involved in receiving a throw and or making a play on a runner at a base or at home plate. Having fielders standing on the bases when not involved in receiving a throw and or making a play on a runner is a collision risk and therefore increases the risk of injury.

### B. Use of Fields and Batting Cages for Pre-Game Warm-Up:

1. First game of the day (weekdays and Saturdays): The Home team shall have use of the field for practice for a thirty minute period beginning 70-minutes prior to game start up and ending 40-minutes prior to game start. During this time the Visiting team shall have use of the cage. For the thirty minute period beginning 40-minutes prior to game start and ending 10-minutes prior to game start, the Home team shall have use of the cage and the Visiting team shall have use of the field. (Lining of the field should already be completed before the Visiting team takes the field for warm ups.)
2. All other games: The Home team shall have use of the batting cage 70 minutes before game time and for a period of 30 minutes. The Visiting team shall have use of the cage 40 minutes prior to game time for 30 minutes.

### C. Code of Conduct:

1. If in the event the league coordinator does not issue a copy of SPBA's Code of Conduct Policy (the "Policy"), the manager shall request a copy of the Policy from their coordinator. Managers shall ensure that coaches and parents receive copies of the Policy.

### D. Pitching:

1. Among the responsibilities of the Pinto coaching staff is to prepare their players for the next level of play; Mustang (9-10 years of age). Mustang players will face player-pitchers who will throw in speeds in the low 40mph – 50mph range. In comparison, the 5-6 year olds in Shetland have machines set at 35mph. Managers shall not allow coach-pitchers to pitch in such a manner that the speed of the ball is slower than that of the Shetland League and as the season progresses, managers should work toward increasing pitch speeds. NOTE: The rules allow for the coach-pitcher to stand just beyond the 20' arc. In order to create a more realistic

experience and to achieve the desired speed, coach-pitchers and players will be better served if the coach-pitcher stands just outside the 10' pitching circle at the mound.

**E. Field Dimensions:**

