

Sullivan Pinto League Rules (revised 01/14/18)

1. All games will last approximately 1 and 1/2 hours. No new inning may start after 1 hour and 15 minutes after play begins.
2. All Players must wear team shirt (tucked in), and long pants (no shorts). Metal cleats are not allowed.
3. A Team will consist of ten (10) players on the field. Each team shall bat their complete roster in the batting order. (If a team has 12 players for example, player 12 will bat before player 1 bats twice even though player 12 is not currently playing the field, etc.) There will be no automatic outs for teams with less than 10 players.
4. There must be 4 outfielders in the grass before each pitch. (Fewer is admissible if not playing with 10 fielders.) All infield positions must be occupied before each pitch. The player playing the pitcher position must be in position in the vicinity of the coach pitcher with at least one foot inside of the chalked circle when a circle is present. (Infielders cannot be positioned in the outfield in order to gain a defensive advantage.)
5. All players must play at least 2 innings per game. If a player is unable to play during the game, (illness, injury, fear) that player shall not be forced to play, and his/her team shall not be penalized. In the event of this happening, it shall be reported to the opposing coach immediately.
6. A game shall consist of five (5) innings.
7. Each team will bat until there are 3 outs or the entire lineup bats for that inning, whichever comes first. Teams may only score a maximum of 6 runs per inning in the first 4 innings and 10 in the 5th inning. Tie games may start additional innings as long as the 1 hour and 15 minute time limit has not been reached from the time when play began.
8. No base runner will be allowed to steal. No lead offs. Runners may start to the next base at the time the current batter contacts the ball.
9. Infield fly rule is NOT in effect.
10. Bunting is not allowed.
11. Maximum bat width allowed is 2 1/4" in diameter. No big barrel bats will be allowed. (Coaches please help in watching the bats in your dugout.) Wooden bats are allowed at player's own risk. (If an illegal bat is discovered before the game, before an at bat, or during an at bat, the bat must be removed, and a warning will be issued to offending team. Subsequent offenses will result in the batter being called out. If suspected after an at bat, the coach must appeal before the next at bat. If an illegal bat is discovered, the batter will be called out, and all runners must return to their previously occupied base. If a runner is put out during an illegal at bat, the out will stand.)

12. A batter shall get 5 pitches or 3 swinging strikes. If the player has not hit the ball in play or struck out after the fifth pitch, they are out. If the final pitch is hit foul, the batter is still alive. An "at bat" will not end on a foul ball. Encourage your players to swing early in the count.
13. Coach pitchers will pitch in the vicinity of the existing pitching rubber. (Approximately 35 feet from home plate.) We encourage underhand pitching to girls and overhand pitching to boys. This will simulate the delivery they will be facing as the get older.
14. The defensive team MUST provide an adult to collect pitched balls and place in a bucket in the event the player playing the catcher position misses the ball. (This rule is intended to speed up the general play of the game.)
15. A play will be considered "DEAD" once all runners have stopped progress, or the ball is returned to the coach pitcher in the vicinity of the pitching rubber. (Fielders should be encouraged to attempt to get advancing runners out. There will be no white lines or commitment lines between bases. When the ball is returned to the coach pitcher, all runners will stop and occupy the base closest to their current position on the base path.)
16. Players may only take 1 base on an overthrow. When a fielded ball is overthrown at ANY base, the runner(s) may attempt to reach the next base at their own risk. If the runner is put out, the out stands. (Runners may not take home on an overthrow.)
17. Any batted or thrown ball that hits the coach pitcher becomes an immediate DEAD ball with the batter being awarded first base and ALL runners advancing one base.
18. There is NO MUST SLIDE RULE. When the fielder has the ball in their possession, the runner has two choices; slide OR attempt to get around the fielder while NOT leaving the base path. They may NOT deliberately or maliciously contact the fielder, but they are NOT required to slide. If the fielder does not have possession but is in the act of fielding and contact is made, it is a no-call unless the contact was intentional and malicious and is deemed so by the opposing coach.
19. All players and coaches MUST remain in the dugout during the game unless coaching a base or the field, batting, on base, on deck, or in the field. Please keep all spectators out of the dugout. When playing defense, only one coach will be allowed on the playing field with their team in addition to the coach or adult backing up the catcher. This defensive coach will act as the umpire for that half inning. We encourage the coaches of both teams to work together to FAIRLY umpire the top and bottom of each inning.
20. No player can be traded from one team to another without league commissioner approval. Approvals will only be awarded for extenuating circumstances.
21. GOOD SPORTSMANSHIP WILL BE EXPECTED FROM ALL PLAYERS, COACHES AND SPECTATORS AT ALL TIMES. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED AND SHALL BE CAUSE FOR EJECTION. THIS WILL BE STRICTLY ENFORCED!