

Wilmette Baseball Association – Pinto Rules

Key Rules

1. **Time Limit on Game.** Two-hour time limit on all games. No inning shall begin 1-3/4 hours after the first pitch. [2.1]
2. **Time Limit Between Half-Innings.** Each team shall have only 3 minutes to take the field and warm-up between half innings. [3.1.2]
3. Home team manager to determine if playing conditions permit start of game and consult with league Commissioners on possible game cancellation. [2.2]
4. Players will pitch all innings.
5. **No walks.** Coach pitch after 4 balls. [3.4.11]
6. **Limit on Pitching.** A maximum of two innings per game and these innings must be consecutive. [3.4.1]
7. Each team must get 3 outs from 2nd grade pitchers or have a 2nd grade pitcher pitch an inning before the end of the 4th inning. [3.4.3]
8. A team can use travel players as pitchers for a maximum of 3 innings in a game. [3.4.4]
9. A pitcher is entitled to six warm-up pitches before any inning or if he/she enters the game during an inning. [3.4.5]
10. **No leadoffs.** A base runner cannot leave the base until ball has crossed the plate. [3.5]
11. **Limits on stealing.** If there are two outs, a runner on second base may steal third base. Otherwise, there is no stealing. [3.5]
12. **Limit on Runs per Inning.** No team can score more than 3 runs per inning. This rule will apply for every inning except the last inning of the game. [3.3.7]
13. **No bunting.** No bunting is allowed. [3.3.5]
14. Bat Rules. [3.3.8]
15. No infield fly rule. [5.1]
16. No head first slides. [3.5.3.3]

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1. CONDUCT and the WBA Code of Conduct

- 1.1. All participants including fans, managers, coaches, umpires and players are expected to Act in a sportsmanlike manner and follow the WBA's Code of Conduct which is available at www.wilmettebaseball.org. Managers and coaches are expected to lead by example. Managers and coaches are not to swear, smoke, or drink alcohol during the game. Umpires and League Officials have the authority to eject a manager, coach, player, or fan from the game for inappropriate behavior per the WBA's Code of Conduct.
- 1.2. Managers and coaches are not to argue in any way with the opposing team's managers, coaches, or with the umpires. Managers and coaches should be encouraging to players and to do their part to make the game enjoyable to all. Managers are expected to resolve unusual situations in a fair and equitable manner with an emphasis of supporting the players and umpires.
- 1.3. Team managers and coaches should not be making calls of "out" or "safe", calling pitches as "ball" or "strike", questioning calls of "ball" or "strike", or taking other actions from the sidelines that might influence umpire decisions. Team managers, coaches, and players should not stand behind the backstop.
- 1.4. Only a team manager (or the acting manager if the normal team manager is absent) may discuss rule interpretations and disputes with the umpire. This should be done by calling "time out" after a disputed play or between innings. If there is a belief that a rule was interpreted incorrectly, the team manager should bring the opposing team manager into the conversation to discuss the matter.
- 1.5. The umpire may change the call if the rule is clarified and the umpire agrees the decision was incorrect. This rule does not apply to judgment calls. All other persons, including players and coaches, are prohibited from disputing a decision of the umpire; after warning, a player, manager or coach may be ejected from the game for violating this rule.
- 1.6. Spectators are not permitted to argue or interfere in any manner with the umpire or his control of the game, and managers are required to assist the umpire in the enforcement of this rule. Managers are expected to communicate Pinto rules of conduct to parents and players.
- 1.7. NO RAZZING OR UNSPORTSMANLIKE CONDUCT IS ALLOWED TOWARD MEMBERS OF THE OPPOSITE TEAM OR UMPIRES BY PLAYERS, COACHES, PARENTS OR SPECTATORS. MANAGERS AS WELL AS COACHES ARE EXPECTED TO MAKE SURE THEIR FANS ARE

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AWARE OF THIS REQUIREMENT AND CONTROL THEM IF THEY DISPLAY ANY INAPPROPRIATE BEHAVIOR.

2. GENERAL PROCEDURES

- 2.1. A regular game shall consist of six innings, provided however, that a game terminated by curfew or inclement weather will be considered completed if the losing team has completed four innings at bat. A game tied after six innings is considered a tie. **No new inning can begin after 1-3/4 hours from the time of the first pitch.** A two-hour time limit applies to all games. All action shall cease at that time, and if a complete inning has not been played the score shall revert to the last completed inning.
- 2.2. **It is the responsibility of the home team manager to determine if weather or playing conditions permit the start of a game;** once started, the umpire shall have responsibility for calling off the game due to weather or playing conditions; provided however, that no inning shall commence after 8:00 p.m. or two hours of playing time, whichever is earlier. The league procedure for notifying the appropriate parties should be followed if a game is cancelled. **If you intend to cancel a game due to weather, you must email the Pinto league Commissioners on pinto@wilmettebaseball.org. The Commissioners may override the decision.**

If you receive confirmation that the game should be canceled, you must follow the steps outlined on the [WBA website for rainouts](#):

- 2.3. The league procedure for rescheduling cancelled games should be followed. The league procedure for entering scores should be followed. Managers cannot cancel future games; however, managers can forfeit future games if they get permission from the league Commissioners.
- 2.4. In the event a team manager is unavailable for a game, he shall designate one coach to act as pro-tem manager. The pro-tem manager should let the opposing manager know of his role.
- 2.5. The home team always occupies the third base dugout. Prior to the start of a game, the home team shall provide the umpire with two new baseballs. Also, prior to the game, the home team manager shall obtain the umpire's equipment from the sand box behind home plate. At the end of the game, this equipment and must be return to the box by the same manager of the home.

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- 2.6. There will be a meeting at home plate prior to each game where the managers and umpires will meet to introduce themselves, review any rules interpretations, exchange batting lineups (last name and number), and establish the anticipated start time of the game. **The managers should note down the names of the umpires and report them when scoring the game.**
- 2.7. The umpire shall control the progress of the game and his decisions are final except with respect to rules interpretation. Each manager shall enforce these rules and help control his team and parents.
- 2.8. Appeals Play. The appeals process is informal. If a team want to appeal a play (e.g. runner left early on a sacrifice fly, runner missed a base, runner left early stealing), the defensive team at any time prior to the next pitch needs only to have a player touch the disputed base with the ball in hand and ask the umpire for a judgment.
- 2.9. Safety
 - 2.9.1. Adult staff must impose bench discipline on team members at all times and restrict all players to the sideline benched area except: 1) those occupying a defensive position; 2) the batter; and 3) the player on deck. If the field has an enclosed on-deck area, it must be used by the on-deck batter.
 - 2.9.2. ONLY TWO PLAYERS SHALL HAVE A BAT – the batter and the player on deck! All players with bats must have helmets on. All players should be in full uniform including baseball caps.
- 2.10. The failure to start a game within 15 minutes of its scheduled starting time shall result in a forfeiture of such game by the team occasioning such failure. Each team shall have at least eight players prior to the start of the game; if not, they will forfeit the game if their eight players are not available within 15 minutes of the scheduled starting time. If both managers agree, the game can still be played with the team short of players using players from the other team to fill positions. The forfeit will stand and the score will be 9-0.
- 2.11. If a manager anticipates having less than nine regular team players for any portion of a game, he may acquire up to three players from other Pinto teams subject to the following conditions:
 - 2.11.1. The number of players acquired plus the number of regular players anticipated being there for the entire game must be no more than ten.

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- 2.11.2. The player(s) acquired must be 2nd graders, play the outfield, and bat at the bottom of the batting order.
- 2.11.3. The player(s) acquired from other team(s) cannot play more innings than a regular team member who is there for the entire game.
- 2.11.4. Only players registered with the WBA for Pinto may play in a Pinto game.
- 2.12. If both teams agree, teams may field ten players in the field. When a team has ten players on defense, four of the players must be equally spread across the outfield. Outfielders must be positioned no closer than the edge of the outfield grass.
- 2.13. In the event of lightning or thunder, the umpire shall call a halt to the game and wait for 30 minutes after the last occurrence of thunder or lightning before allowing play to resume. This is a Wilmette community rule.

3. PLAYING RULES

3.1. Length of Game.

- 3.1.1. No inning shall begin after 1-3/4 hours from the time of the first pitch. A two-hour time limit applies to all games. All action shall cease at that time, and if a complete inning has not been played the score shall revert to the last completed inning.
- 3.1.2. Each team shall have no more than 3 minutes to take the field and warm-up between half-innings.

3.2. Playing Time.

- 3.2.1. All players must play defensively at least four complete innings in a game where that team has six innings in the field. All players are required to play at least two (2) innings per six inning game in the infield (note: pitching and catching are considered infield).
 - 3.2.1.1. No player shall sit out for a second inning until all players present have sat out for one inning.
- 3.2.2. If a team only plays five innings defensively in a game, all players must play at least three innings defensively of which one is in the infield.

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- 3.2.3. If, for any reason (i.e. safety), a player cannot play in the field or bat, it must be explained before the game to both the umpire and the opposing manager.
- 3.2.4. If a player can't or doesn't want to bat during the game, the team manager needs only to explain the situation to the opposing manager and umpire (preferably between innings) and the player's batting position will be skipped.

3.3. Batting.

- 3.3.1. Every player present at a game must bat consecutively in the continuous rotation.
- 3.3.2. Every manager shall have the responsibility of furnishing the opposing manager the batting order of his entire team roster by name and number prior to the game.
- 3.3.3. Batting out of order must be caught before the batter has completed his turn. In which case the legal batter would replace the illegal batter and start their own turn at bat (with no count). If not caught, the illegal batter forfeits their normal turn at bat.
- 3.3.4. If a player throws their bat after hitting the ball, swinging and missing, or otherwise, the batter will be warned on the first occurrence whether it hits the catcher or not. If there is a second occurrence and in the umpire judgment it was inadvertent, the batter will be called out and not allowed to bat for the rest of the game. If in the umpire's judgment, the batter purposely threw the bat, the batter will be called out and not able to play for the rest of the game. Their batting position will be skipped in the batting order.
- 3.3.5. **No bunting** is allowed in the Pinto league.
- 3.3.6. If a pitched ball goes into the dirt and hits the batter, the batter is hit by the pitch and awarded first base. If a player swings at a pitch and the ball hits the player, it's a strike (General Baseball Rule).
- 3.3.7. **No team can score more than 3 runs per inning.** The maximum number of runs that a team may score in one inning is 3 runs with NO continuation (i.e. during a play from a batted ball only runs scored up to the 3rd run of an inning will count). This rule will apply for every inning except the last inning of the game.
- 3.3.8. **Bats that meet WBA specifications can be used. The bats cannot be more than 2 3/4-inch diameter, and they must have a bat performance factor (BPF) which may not exceed 1.15. Maximum bat length is 33 inches and a maximum drop differential of -12 ounces.**

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3.4. Pitching.

- 3.4.1. A pitcher is restricted to a maximum of two innings per game and these innings must be consecutive. One pitch in an inning constitutes a full inning.
- 3.4.2. All teams must utilize both 2nd and 3rd grade pitchers during the course of every game played.
- 3.4.3. **Each team must get 3 outs from 2nd grade pitchers or have a 2nd grade pitcher pitch an inning before the end of the 4th inning.**
- 3.4.4. A team can use travel players as pitchers for a maximum of 4 innings in a game, of which a maximum of 3 innings can be pitched by a 3rd grader.
- 3.4.5. Teams should make every effort to give equal pitching opportunities to travel and non-travel players from both grades. If a team does not have any 2nd graders that want to pitch, they can use non-travel 3rd grade pitchers.
- 3.4.6. A pitcher is entitled to six warm-up pitches before any inning or if he/she enters the game during an inning. A pitcher should have his foot in contact with the rubber when starting his pitch, unless, in the opinion of the umpire, the physical condition of the pitcher's mound requires a waiver of this requirement.
- 3.4.7. **There are no balks.**
- 3.4.8. A batter is not entitled to run on a dropped third strike.
- 3.4.9. There shall be a larger strike zone extending from the top of the shoulders to the bottom of the knees, and from any portion of the inside of the plate to one ball width off the outside corner.
- 3.4.10. A pitcher must be removed if the pitcher hits three batters in an inning.
- 3.4.11. **There are no walks.**

After four balls have been called, a coach from the batting team will pitch. The batter will retain as many strikes as s/he had while batting against the opposing team's pitcher. The pitcher should stand to the side of the coach pitching.

3.5. Base Running.

All base runners must wear helmets. After the pitcher takes the mound with the ball in his/her possession, **leadoffs are not permitted, and a base runner cannot leave the base until ball has crossed the plate. Stealing of second base and home is not allowed—**

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under any circumstance. Stealing of third base is only allowed if there are 2 outs at the time of the pitch.

- 3.5.1. For a runner leaving the base early, on the first violation of this rule, the base runner shall not be called out unless, in the judgment of the umpire, such violation prevented the opposing team from affecting an out. The base runner may be called out for a second violation of this rule during each occupation of the bases. In the event of a hit, the player violating the lead-off rule shall be allowed to advance only so far as to enable the batter to reach his maximum base.
- 3.5.2. Runners crossing first base and turning to 2B in order to return to 1B are not out if tagged. They can be called out only if they make a move to 2B and are tagged. This is a judgement call and cannot be disputed.
- 3.5.3. Base runners must slide into a base other than first base if there is a play on that runner.
 - 3.5.3.1. If a player fails to slide and significant contact is made, the runner will be declared out.
 - 3.5.3.2. If in the umpire's judgement, the runner's contact was flagrant or was with intent to injure, the runner will be ejected from the game.
 - 3.5.3.3. **No head first slides.** Only feet first slides are allowed. The only exception to this rule is when the runner has missed or passed a base on their feet first slide attempt, they can dive back to the base head first.
- 3.5.4. When a base runner is on base, the base runner can advance home only in the case of a batted ball. A runner cannot advance home on a throw to third base unless it is a continuation of a play in which a ball is batted (note: a catcher has a free throw to third for a runner stealing third or leading off third after a pitch).
- 3.5.5. With 2 outs, the catcher must be run for. A manager may run for a catcher at any point, but the player must start at catcher the next inning. The courtesy runner shall be the last player to have caused the last recorded out.
- 3.5.6. No intentional walks.

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4. GROUND RULES

- 4.1. Prior to a game, the managers and umpire shall agree as to the field of play and any unplayable areas therein, such as caused by standing water or other hazards.
- 4.2. No advance by a base runner is permitted after the ball reaches an unplayable area, except that the batter of an otherwise safely hit and fair ball is entitled to at least first base, and all prior base runners shall be entitled to advance to at least one base.
- 4.3. The ball is not allowed to be played out of the field of play. On an overthrow out of the field of play, or in the event a safely hit ball goes out of play, a runner may proceed to the base he was approaching plus one additional base. The position of the lead base runner at the time the ball goes out of play shall determine the number of bases advanced by the base runners.
 - 4.3.1. A ball behind or lodged in the backstop shall be considered an unplayable area.
 - 4.3.2. An imaginary line extending the backstops shall determine what is out of play.
 - 4.3.3. A ball shall be out of play by virtue of striking an umpire or by virtue of an umpires blocking of a player.
 - 4.3.4. Any foul ball that touches a tree or goes past the tree line is dead.
 - 4.3.5. Any fair ball hit from the South Diamond at Thornwood into the spectators or playing field of the North Diamond is a ground rule home run.

5. MISCELLANEOUS RULES

- 5.1. There is **no infield fly rule**.
- 5.2. There is no delayed steal, hidden ball trick, or deception play allowed.
- 5.3. Each team is responsible for cleaning out their dugout after the game.
- 5.4. Each team must supply a scorekeeper who is responsible for maintaining a game score book for that team. Scorekeepers should confirm the game score with each other at the end of every half inning.