

TIPPECANOE MUSTANG/PINTO LEAGUE PINTO RULES AND REGULATIONS

A team roster of each member team will be filed with the league president at the beginning of season by member league directors. These rosters will be used to verify the tournament rosters. All players named on the team roster shall participate in all tournaments. No player shall be told not to participate in any tournament game. Any coach found to be in violation of this rule by the authoritative body will be suspended from coaching for the remainder of the season.

- 1) All players must be 7 or 8 years old before May 1st.
- 2) Communities and coaches, especially those with more than one team, must remember that this is an INSTRUCTIONAL LEAGUE. Every effort should be made to balance your teams in the interest of UNIFORMITY and FAIR PLAY. Teams within a program must be balanced according to player age.
- 3) Coaches and umpires need to remember that these are impressionable boys. **ABSOLUTELY NO UNNECESSARY ROUGHNESS OR VULGAR LANGUAGE WILL BE TOLERATED** from any participant or spectator of the game.
- 4) Coaches have a responsibility to teach ALL players the fundamentals of baseball as well as sportsmanship, teamwork, and fair play. The throwing of equipment (bats, helmets, mitts) will not be tolerated. This includes coaches. Set a good example. A batter accidentally throwing a bat receives a warning - next time called out. A player intentionally throwing a bat, helmet, or mitt in disgust will be ejected from the game. Coaches should not use gimmick plays (such as having players avoid throws by running with the ball, rolling the ball, or intentionally throwing the ball out of play) to achieve a competitive edge at the expense of teaching proper fundamentals.
- 5) Players should be taught baseball safety - never throw the ball to someone who is not looking and never swing the bat until they have checked to make sure no one will be hit with the bat. Do not throw the bat after hitting the ball. Please pay special attention to safety or it may be a child on your team that gets hit in the head with a bat or ball.
- 6) There will be no walks, each batter will get 3 swings at a pitched ball before being called out. A foul ball will not constitute a third strike. (Revised 4/2008)
- 7) There will be a 3 pitch limit per batter. A foul ball will not constitute a 3th pitch. (Revised 4/2008)
- 8) **Regular Season and Tournament Games** shall be 6 innings. Each team will be allowed 3 outs per inning. Each team is limited to 7 runs per inning. Tournament games will end after four or five innings if it is mathematically impossible for the trailing team to make up the run deficit with the per inning run limit. (i.e. 15 after 4 innings, 8 after 5 innings) **Regular Season Games** - If the opposing coaches agree, non-tournament games may continue after the outcome of the game has been determined. (Revised 4/2009)
- 9) The defensive team will field 10 players (4 outfielders). Any team fielding less than 7 players will forfeit the game. (Revised 5/2001)
 - A) All outfielders shall be positioned at least 25 feet beyond the baselines until the ball is hit.
 - B) Except for the pitcher and catcher, no infielders shall be more than 10 feet inside the baselines until the ball is hit.
- 10) The defensive team will use free substitution. All players **MUST** play at least 2 complete innings on defense.
- 11) There will be no base stealing in this division (players may run on batted balls only). Leading off base is not allowed. Base runners must remain in contact with the base until the ball is hit. A player leading off base should get 1 warning from an umpire. If that player leads-off again, he shall be called out.
- 12) Runner(s) will be awarded two bases from their positions on the base path at the time of the throw if an overthrow lands out-of-bounds (beyond foul ball territory). Over throws which come to rest within the playing field (fair or foul territory) are still live balls. Runners may advance any number of bases with liability to be put out. The boundaries for what is out of play should be determined by the coaches and umpires in their pre-game meeting.
- 13) Bases will be set at 50 feet in this division.
- 14) Pitching distance is 38 feet using a Jugs pitching machine with a speed setting of 34 mph. (This corresponds to a dial setting of 39 on older Jugs machines.) (Revised 4/2004)

TIPPECANOE MUSTANG/PINTO LEAGUE
PINTO RULES AND REGULATIONS

- 15) The player-pitcher shall take a position to the left or right side and NOT IN FRONT OF the pitching machine. The pitcher will have one foot within three (3) feet of the pitching machine at the time of the pitch. A chalk "pitcher's box" is recommended. If a mechanical pitching machine is being used, the machine operator should keep both hands on the handles of the machine when the ball is pitched.
- 16) Batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead, and no runners may advance.
- 17) Once an infielder is in control of the ball within the infield and, in the umpire's judgment, all advancement by the runners has ceased, the umpire shall call "Time." The ball is then dead and shall be returned to the pitching machine operator. No further advancement by base runners will be permitted. (Revised 5/2001)
- 18) There is no infield fly rule in this league.
- 19) Any pitch that is over the heads of the catcher and umpire and cannot be fielded by a legitimate attempt of the catcher or any pitch that hits in front of the plate or hits the plate is a dead ball. No advancement by base runners will be permitted. Prior to the ball becoming dead, any attempt by the batter will be played as a live ball.
- 20) If a batted ball strikes the pitching machine it is treated as any other ground ball. (Revised 4/2006)
- 21) If a batted ball lodges inside the machine, or stops on the ground in the area between its legs, the ball is dead, the batter is awarded first base, and runners advance one base. (Revised 4/99& 4/2006)
- 22) A batter hit by a pitched ball does not advance to first base. The pitch does not count as a strike, the ball is dead, and no runners may advance.
- 23) A runner coming to home plate must slide if his attempt to score will endanger the safety of the fielder covering the plate. It is strongly suggested that this be discussed by the coaches and umpires in their pre-game meeting.
- 24) Any injury, that warrants a coach's immediate attention, WILL stop play. Defensive player injury -- all runners advance one base. Offensive player injury -- will stop play also, but runners advancement will depend on the situation at the time of the injury and will be the umpires decision.
- 25) The offensive team may have base coaches at first and third bases. The defensive team may have a coach along each foul line on the outfield side of first and third, far enough out as not to interfere with the offensive base coaches. NO coach may be on the field while the ball is in play, nor can any coach physically help any player make a defensive play or physically help a base runner.
- 26) Each team should, whenever possible, furnish an umpire for each game. Home team should provide a new game ball and a pitching machine operator.
- 27) Metal bats with pressurized bladders are not allowed in this league. All other bats manufactured specifically for baseball play, which are round and not more than two and three-fourths inches in diameter at the thickest part nor more than 42 inches in length, are acceptable. (Added 4/98).
- 28) The most recent batter not on base may fill in as a pinch runner for a baserunner who becomes ill or is injured and unable to continue. (Added 5/2001)
- 29) Once play has begun in a tournament game, the game shall be played to regulation length unless forfeited or the outcome of the game has been determined. Games called for any other reason shall be continued as suspended games at the next possible scheduled time, as determined by the tournament director. (Added 5/2001)
- 30) Suspended tournament games shall be resumed from the point of curtailment except that the player at bat when a game was suspended shall start with a fresh count when the game is resumed. (Added 5/2001)
- 31) Players on a tournament game's original line-up but absent when the game is resumed shall be removed from their team's line-up. All other players shall be left in their original order on the line-up.
- 32) Players not on a tournament game's original line-up but present when the game is resumed shall be added to the bottom of their team's line-up. (Added 5/2001)
- 33) A missed base must be verbally appealed after play has stopped and before the next pitch. An umpire shall not call a baserunner out without an appeal from a defensive player or coach. (Added 4/2002)
- 34) The Tippecanoe Pinto Tournament is generally scheduled for the 2nd or 3rd weekend of June.

TIPPECANOE MUSTANG/PINTO LEAGUE
PINTO RULES AND REGULATIONS

Tippecanoe Pinto Tournament Sites

2008 – Battle Ground	2011 –	2014 –
2009 – Cole	2012 –	2015 –
2010 –	2013 –	2016 –

- 35) With the exception of the above rules and regulations, official baseball rules (published by the National Federation of State High School Associations) will be used.