

WHITEFORD BASEBALL-Pinto Division Playing Rules

1. All official start times will be per the division schedule. The coaches will start the game. The one hour forty-five minute time limit begins with the official start of the game. The only allowed delay in the official starting time will be when there is a rain delay. The coaches will be responsible for keeping official times. A maximum of six innings will be played. If the score is tied after six innings, the game is over. There are no extra innings. Teams must play through the time limit. An inning shall not start after the 1:45 time limit has expired.
2. Each team will play the regular season with no standings. Order of finish will be determined by an in-house tournament at the end of the regular season.
3. Playing Time:
 - Regular Season* - A player shall not sit out more than one inning per game. If a player consistently misses practices/games, then that player can sit a **maximum** of two innings per game. (Manager – if this occurs, please explain to the parents why their child is sitting more than one inning that game).
 - Tournament* - A player may not sit out more than two innings per game.
4. There will only be one umpire at the Pinto level who will be a coach or parent. The home team coach is responsible to get 2 baseballs from the concession stand. The two coaches will decide who is to umpire the game. The umpire is to stand behind the pitcher to call balls and strikes and ump the bases. After the game, the 2 baseballs need to be returned to the concession stand and the umpire(s) need to record their time umped (1/2 game or full game). **There will be no credit for hours if the game is not recorded the day of the game.**
5. The line up cards will be exchanged at home plate prior to the start of the game. At this time, the two coaches should inform the umpire, if a parent, of "Whiteford Rules" (i.e. coach pitch rules). **Ten players are used in the field (4 outfielders, 4 infielders, pitcher and catcher).**
6. Batting rotations will be continuous from the beginning of the game, including the entire roster. If a player becomes sick or is injured, his/her turn at bat may be skipped with no penalty. A player who arrives late will be inserted at the bottom of the line up.
7. A run limit of five runs per inning is in effect except for the sixth inning which will be 8 runs. If there are less than three outs when the run limit is reached, that half inning is over.
8. Pitching rules:
 - a. The balk rule will not be enforced at this level of play.
 - b. A pitcher may not pitch more than two innings per game or four innings per week.
 - c. One pitch constitutes an inning pitched.
 - d. The calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
 - e. The forty hour rest rule will apply when a pitcher has pitched in two innings in a game.
 - f. A maximum of two walks / hit by pitch may be pitched per team per inning. The walks do not have to be in succession.
 - g. Upon each additional walk pitched by a youth pitcher (after two per inning):
 1. The team at bat will supply an adult to take the field and complete pitching to the batter.
 - a. The adult pitcher must pitch from the pitching rubber (standing or kneeling).
 2. At this point the batters count will return to 0 and 0.
 3. The adult pitcher will pitch to the batter until the batter hits, or strikes out on count or swings.
 4. A batter may not be awarded first base via walk or hit by pitch while being pitched to by an adult pitcher.
 5. After a batter hits or strikes out (while being pitched to by an adult) and play on the field stops, the adult pitcher will exit the field, and the game will resume until the next walk is pitched and adult assistance is required.
 - h. At no time may the adult pitcher intentionally interfere with game play by coming in contact with the ball or an opposing player.
 - i. A youth pitcher may pitch a maximum of two consecutive innings in one game.

- j. A youth pitcher may not return as a pitcher after being removed even if they have not completed two innings.
 - k. Youth and adult pitchers may not wear white long sleeve shirts while pitching.
 - l. Youth and adult pitchers may not wear batting gloves on their throwing hand while pitching.
 - m. A youth pitcher must be removed from the mound if he/she has hit three batters in one inning.
9. The infield fly rule **does not** apply.
 10. Catchers are to be in full gear. They may use their own fielder's glove if desired. The catchers must squat properly (not kneeling) to avoid injury.
 11. Runners may not lead off. Runners may attempt to steal 2nd or 3rd base if:
 - the pitch was delivered by a youth pitcher
 - the pitch was caught cleanly by the catcher
 No runner may advance because of a throw on an attempted steal. If a runner steals illegally, time will be called and the umpire or base coaches will send the runner back to the appropriate base. If a runner is tagged out while illegally stealing, the runner is out.
 12. Runners may not advance on overthrows from the infield.
 13. On a ball hit to the outfield, runners may advance until the ball is physically in the infield. **Once the ball has reached the pitcher's mound, the runner must stop at the base he/she was going to.** If the runner fails to stop, the umpire or base coaches will send the runner back to the appropriate base. If a runner is tagged out while illegally advancing, the runner is out.
 14. Time outs may be called at any time by the manager (unlimited – please don't abuse).
 15. When a player is injured on the field, play will automatically be stopped. No player may advance from the position they were in at the time of the injury.
 16. Rain delays will be fifteen minutes. If the game cannot be resumed within fifteen minutes, the managers may call the game. The game will be considered official if three innings have been completed or if the home team is leading after two and one half innings. The decision to call/suspend the game will rest with the managers.

All rain outs will be rescheduled by the Pinto Commissioner.
 17. Games will not be rescheduled for lack of players. Try to play the game instead of forfeiting. The team with less than 10 defensive players may request players from the team at bat to be used in the outfield for defense only. Absolutely under no circumstances may a non-Whiteford child play as a substitute.
 18. For the first game on Saturday's, both coaches are responsible for preparing the field. (Lining the field, bases, dragging or raking, etc...)
 19. Each team will clean up their dugout and their side of the field after each game.
 20. At the conclusion of each game, both teams are responsible to pack the pitchers mound and batters box if needed. If your game is the last game of the day on your field, the bases must be pulled and put away.
 21. Managers and coaches are expected to conduct themselves with respect toward their players, fellow coaches, umpires and fans. Repeated misconduct in this regard may result in dismissal from coaching duties by the Board of Directors/and or the League Conference Commissioner.

Notes: Smoking, dogs and guns are strictly prohibited from the park.
Please encourage the kids to buy their post game treats from the concession stand instead of bringing treats from home to be passed out.