

**HYAA SHETLAND/PINTO LEAGUE BASEBALL RULES
REVISED FALL 2009**

Final interpretation of these rules will be made by the Pinto League Commissioner or the Director of Baseball.

Playing Rules

- 1) **Equipment** – Regulation baseballs will be used. Metal cleats are not allowed. Catchers must wear full helmet & masks with throat guards, chest protector and shin guards. All batters and base runners must wear helmets. The league strongly recommends that batters wear a helmet equipped with a face-guard.
- 2) **Playing Field** – Distance between the bases shall be **at 60'** and pitchers mound 40'. The team at bat will have a pitching machine delivering a pitch while the team in the field will have a player fielding the pitchers' position
- 3) **Pitching Machine** - The pitching machine shall be located 40' from home plate. The type of machine and settings used will be the same for every team and issued by HYAA. The pitching machine operator should keep the spring release pedal fully deployed until the lever is released. Louisville Slugger Ultimate Pitching Machines" will be used for HYAA league play. Recommended settings will be provided prior to the start of play. The recommended settings are as follows: spring setting @ (4) tray setting @ (3)
- 4) **Length of Game** – A game will consist of 6 innings. In the event of a tie after 6 innings, one complete inning is played until a winner is decided, provided that it does not interfere with a following game. No new innings should be started once 1 hour 45 minutes of play have elapsed.
- 5) **Umpires** – Umpires will be used at this level. The umpire will be responsible for keeping track of balls and strikes and the number of balls pitched. They will also call the bases and make the determination if a base runner is to be awarded an additional base. In the event that an umpire is not present, calls will be made by the first base and third base coaches in a fair and equitable manner. All calls are final with no dispute.
- 6) **Playing Time** – Playing time will be divided between players as follows on a per game basis. No player can sit for a second inning until all have sat out for one inning. This rule applies to all games.
- 7) **Playing Rules –Offense** -- The batting order shall remain the same for the entire game and include every player. The offensive team will bat each player in order until the defensive team makes three outs or the offensive team scores 5 runs. Pinch runners are not allowed. A

- pinch runner may, however, be used to run for the catcher if there are two (2) outs in the inning. This will help with speeding-up the game.
- 8) **Playing Rules – Defense** -- All players will play complete innings at the same position. If a player is injured and requires substitution, the player entering the game must assume the injured players position. Ten (10) players shall be used defensively. Four (4) in the outfield. Outfielders must be positioned on the outfield grass and will not be permitted to cover or take throws at any base. The catcher must make all plays at home plate. At the coach’s discretion, the 1B or the Pitcher can back up the catcher but cannot be the primary target of the play. If more than 2 players are in the home plate area, all runners attempting to score will be called safe. Players cannot block the baseline or plate without possession of the ball. The catcher should be encouraged to assume the traditional catcher stance and attempt to catch the machine pitched baseball. The infield fly rule will not be used.
- 9) **Defensive Player Rotation Requirements** – Every team shall meet all of the following defensive playing requirements:
- a. By the conclusion of the 4th inning, ALL players shall have either played at least one inning in the outfield or sat on the bench.
 - b. All players must play a minimum of one inning at an infield position (including catcher) during a game.
 - c. A player can only play a maximum of three innings at one infield position during a game.
 - d. A player cannot sit on the bench for a second inning until every player has sat at least once.
- 10) **Machine Pitch Operator** -- If a batted ball hits the pitching machine or operator, the batter is awarded a single and all runners may advance 1 base. If a live ball hits the pitching machine or operator, the ball is dead and play ends. Runners that are more than halfway to the next base shall be awarded the next base. Runners who are less than halfway will return to the previous base. The pitching machine operator shall not coach base runners. The pitching machine operator should make every effort to get out of the way of a batted ball. . The pitching machine operator should not interfere, influence or disrupt a “live” play. It’s recommended that the machine operator should be someone other than the head coach.
- 11) **Minimum Player Guidelines** -- A normal defensive side consists of 10 players. If a team has 9 players, remove the catcher. If a team has 8 players, remove the 3rd baseman or an outfielder. If a team cannot field 8 players then the game will be forfeited.
- 12) There are no walks. A maximum of seven pitches are delivered to each batter, seven pitches or 4 (four) strikes is an out. A strike is only defined by a player swinging the bat and not placing the ball into fair territory. The batter is still “alive” if the seventh pitch or third strike is a foul tip and subsequent pitches. A batter slinging a bat

- should receive one warning and should be called out on the second offense. Bunting is not allowed, however, “swinging bunts” are allowed. Pinch hitters are not allowed.
- 13) Runners must remain on base until the ball is hit. If the ball is overthrown into foul territory, the base runner may attempt to take a maximum of one base and he can be thrown out. If a ball is overthrown into fair territory, the ball is considered in play and runners can advance as far as possible. Base coaches are not allowed to touch runners while the ball is live and in play. Runner is out if base coaches interfere with base runners.
 - 14) Home team will be responsible for setting up the bases, pitching machine, additional field markings as necessary and providing the game ball. The home team will have their choice of dugout. Only players, coaches and a scorekeeper are allowed in the bench area. Protests are not allowed. Defensive coaches must remain in the dugout.
 - 15) In the event of rain, the coaches should call the **Parks & Rec. hotline at (704) 766-2250** to see if the Huntersville Athletic Park is open. If not, playing fields at all other locations will be considered closed as well. Coaches are responsible for rescheduling rainouts in lieu of practice. If thunder is heard or lightning is seen while play is in progress, the game should be halted immediately and shelter other than the dugouts should be taken. The game should not resume until the threat has passed. Three complete innings of play will be considered a complete game. Incomplete games should be resumed at the point the stoppage occurred.