



MLBA Pinto (8U, Coach Pitch) Division

Division Overview:

This division is instructional and designed to introduce the sport, teach the basics, and promote the growth of baseball for players of all ability levels. This division is non-competitive and instructional. Division standings are not kept. Coach pitch. Tournament at the end of the season.

Points of Emphasis: Teach basics of game, rules that promote aggressive base running and more opportunities for defensive plays.

Commissioners: See "Coaches Corner" at lebobaseball.org for contact information.

Primary Fields (46/60 distances): Foster, Lincoln, Markham, Hoover, Howe

* In general, the "major field" is located closest to the school and the "minor field" is the one farthest from the school.

1. Games

- 1.1. All players, managers, coaches, parents and spectators will follow the MLBA Code of Conduct, a copy of which is located at lebobaseball.org.
- 1.2. Game is 6 innings or 90 minutes in length.
- 1.3. No new inning shall begin after playing 75 minutes or more.
- 1.4. The last game of the day for each field will not be subject to time limit (except for darkness).
- 1.5. Managers should decide together (along with umpire) whether to call a game because of weather or darkness, once the game has started.
- 1.6. Game scorebook should be kept to determine the batting order and run limit per inning. Player and Team **effort** is to be encouraged and **results** diminished. Excellent Sportsmanship is expected to be taught and displayed by all coaches.
- 1.7. Both managers will be responsible for the preparation of the field for play prior to start and at the end of the game.
- 1.8. Each team will supply 1 new game baseball to the umpire at the start of the game.
- 1.9. Every effort should be made to play games as scheduled; however, in the event of a cancellation it is the Home team manager's responsibility to contact the **Division Commissioner and League Director** to notify umpires ASAP.
- 1.10. Rain-outs prior to the start of the game will be rescheduled as time and fields allow. Games called due to darkness will not be rescheduled.
- 1.11. All cancelled games should be reported to the **Division Commissioner and League Director** so that games can be placed on the reschedule list.
- 1.12. No games shall be rescheduled in place of a practice time.
- 1.13. No more than four (4) coaches and one scorekeeper are permitted on the field or in the dugout during games.
- 1.14. There is a "zero tolerance" rule in effect for arguing with or criticizing any umpire. There are no appeals, all umpire decisions are final. This applies to managers, coaches, players, and parents.
- 1.15. **Youth Umpire primary responsibilities are:** 1. Call Ball/Strike 2. Fair/Foul 3. Catch/No Catch 4. Safe/Out.

2. Game Play

- 2.1. Little League Baseball rules of play apply except as set forth in these rules.
- 2.2. Bases are 60ft apart.
- 2.3. Max of 5 runs scored per inning (no continuation runs).
- 2.4. An inning is determined by any of the following: 1. Three (3) outs made by the defense, 2. Every player on offense bats, or 3. Offense scores 5 runs.
- 2.5. **No** infield fly rule.

3. Pitching

- 3.1. Pitching distance is 46ft and Bases are 60ft. The Coach-pitcher will pitch from the pitching area, which will be approximately 40 feet from the front of home plate. This location is 5-6' in front of the actual pitching rubber.
- 3.2. The pitching coach is encouraged to leave the active part of the field during a "live" play without interfering with the sight-line of any players on the field of play.
- 3.3. Player-pitcher should be positioned behind the Coach-pitcher and with one foot inside the pitching circle, which should be drawn around the mound area, until the ball is put into play.
- 3.4. All pitches should be overhand from a standing or one-knee position.

4. Batting/Base-Running

- 4.1. **USA Bat certified bats ONLY. Bats must have USA Bat stamp or Sticker to be approved for use.**
- 4.2. Each batter will get up to seven (7) pitches to put the ball in play. The batter keeps batting if s/he fouls 7th pitch, etc...
- 4.3. There will be no strikeouts, so after the 7th pitch the batter will hit off a hitting Tee (if available) or Soft Toss from the coach pitcher (can be underhand) if they have not put the ball in play. If still unsuccessful, coach can "throw" ball in play and batter will run allowing the defense to make a play. Result of the play will stand.
- 4.4. Runners should avoid contact, at all times. NO HEAD-FIRST SLIDING IS ALLOWED, EXCEPT WHEN RETURNING TO A BASE.
- 4.5. No bunting, stealing, or lead-offs are allowed.
- 4.6. Runners may not leave a base until batter has made contact. A team warning will be given and further violation will result in an out.
- 4.7. Tagging-up is permitted on balls hit to the outfield / caught by an outfielder only.

5. Defense/Fielding

- 5.1. No more than 10 players will play in the field, with no more than 4 infielders, excluding the pitcher and the catcher. Teams may play only 4 outfielders at a time. There is not a rover position and you must play L, LC, RC, R field positions in a general arc with outfielders at least 15 feet beyond the base paths.
- 5.2. Infielder control will determine when play is stopped and is only applicable on balls hit to the outfield. When a ball is put in play, play is stopped either by a play at any base (infield hit) or when an infielder has possession of the ball with at least one foot in the infield in fair territory (outfield hit).
- 5.3. Baserunners that have left the base (or touched and passed the base) prior to infielder control being established may be awarded that base, provided they reach it safely. If the runner leaves the base (or touches and passes the base) after infielder control is established, they are considered 'at-risk to be out' but will be returned to the previous base if they are not put out at the end of play.
- 5.4. Overthrows-
 - 5.4.1. From the outfield, runners may advance and play will continue until infielder possession is determined.
 - 5.4.2. From the infield, runners may not advance on overthrows from an infielder.
 - 5.4.3. Out of play, if the ball goes out of play on any overthrow, runners may not advance.

6. Players

- 6.1. All players will bat in a consecutive and continuous order. *It is recommended that coaches regularly rotate the batting order (e.g., reverse order from previous game, on-deck batter at end of game is leadoff for next game, etc.)*
- 6.2. To promote the instructional nature of the league, no player should sit out for 2 consecutive innings or more than a total of 2 innings per six-inning game. *No player should sit out a 2nd inning until all players have sat at least 1 inning.*
- 6.3. Additionally, every player should play **at least** 1 inning in the **infield** (not including pitcher) and 1 inning in the **outfield**.
- 6.4. No player should play the same position for more than two consecutive innings.

- 6.5. Players in the field may not switch positions during an inning unless an injury or other event occurs requiring a substitution.

**Coaches should use their best judgement with regards to safety when positioning players on defense while trying to stay within the spirit of these rules.*

- 6.6. A player arriving late for a game will be inserted immediately into the last spot in the batting order.
6.7. A team should have at least 8 players to start a game. Players can be “borrowed” from the opposing team on defense if teams are short on players. Those players should play the outfield until their turn at bat and replaced by the last batted out.

7. Equipment

- 7.1. Baseball: AD Starr- 5
7.2. Bat size: maximum 2 1/4" or 2 5/8" barrel **with USA Bat Stamp only**, not more than 32 inches. No differential requirement. Wood bats are permitted. See website for MLBA bat rules.
7.3. One warning per team and after that, batter will be called out (dead ball) for throwing the bat, if deemed by the umpire to be a safety issue.
7.4. **Mandatory helmets with face masks** will be worn by batters, on-deck batters, and base runners at all times. Player will not be allowed to bat or run bases without a helmet with face mask.
7.5. All Player-pitchers must wear a Heart Guard. Each team has been provided one with equipment.
7.6. No metal cleats/spikes, only turf shoes or rubber/plastic cleats .

8. Ground Rules

The MLBA will establish specific ground rules for each field (available on website), but there will be no home run line (except where governed by fences at Dixon, Howe, Markham, etc.). On a batted ball that goes beyond the outfielders the runners may advance as far as they choose provided there are no obstacles to field the ball (i.e. Hoover left field in which case the school should be a book rule double, if untouched).

9. EXAMPLE PLAYS:

Play 1. Runner on second. Ball hit to outfield. Runner from second touches 3rd and is headed to home prior to the shortstop gaining control of the ball in the infield. Batter Runner has just reached first. R2 tries for home and the SS makes a throw to the plate, runner is safe. Batter runner goes to 2nd on throw. **Result:** R2 scores and BR is returned to first. R2 had passed 3rd base and Batter-Runner was ON (did not pass) 1st base at time of Infielder Control.

Play 2. Runner on 1st and 2nd. Ball hit to outfield, Outfielder fields a base hit and throws into 2B. 2B misplays throw and pitcher backs him up and gains control. R2 has rounded 3rd heading home, R1 has touched 2nd base and is on the way to third and the Batter is a few steps from first base. The pitcher throws home to try to get R2, R2 is safe. R1 is at third and BR runs to second on pitcher's throw. **Result:** Score R2, R1 is safe at third. BR is returned to 1st since he had not passed 1st base prior to the pitcher's infield control.

Play 3. Bases loaded. Grounder to SS, his throw to 2B sails into RF. Result: R3 scores as a result of a “baseball play” (being forced). Bases remain loaded, no further advancement on overthrow from infielder. Players on base may advance only one base at their risk on a ball hit to the infield or after an infielder establishes control of the ball.

Play 4. Runners on first and third. Batter hits grounder to 2B. 2B throws to first for the out. R3 advances to home and R1 goes to second. Result: BR is out. R1 stays at 2nd and R3 scores. No infield control rule used on batted balls fielded by infielders (only on balls hit to the outfield). This is a “baseball play”. Players on base may advance only one base at their risk.

DO'S & DON'TS FOR MANAGERS AND COACHES

- **DO** introduce yourself to the umpire and other manager.
- **DO** keep in mind that you are there to help control the emotion that accompanies participation in the game.
- **DO** inform your parents and coaches of their responsibility to maintain proper decorum.
- **DO** have your players dressed properly and ready to go at game time.
- **DO** encourage your players to help keep the playing area clean, i.e., throw away the gum wrappers and empty drink cans, etc.
- **DO** use proper language at all times.
- **DO** treat your players with respect.
- **DO** address only favorable comments to or about the other team's players, coaches and managers.
- **DO** avoid running up the score.
- **DO NOT YELL AT YOUR PLAYERS.** Yelling does not enhance performance.
- **DO NOT EVER UTTER the six words that are banned from the playing field by a manager or coach: Safe, Out, Fair, Foul, Ball or Strike.**
Only an umpire should use these words.
- **DO NOT** question the umpire's judgment calls or his/her strike zone.
- **DO NOT use gamesmanship or try to "work" the umpires. Your mission is to help your players improve while encouraging good sportsmanship.**

Pinto Division Tournament (Additions/Clarifications to Regular Season Rules)

1. **GAME FORMAT:**
 - a. 6 innings per game or 90 minute time limit; No new inning after 75 minutes from start of game (pool play only)
 - b. 4 innings played will constitute a complete game (due to rain or darkness)
 - c. Max 5 runs per inning - no continuation. No run limit in last declared inning.
 - d. Mercy rule: 15-run after the 4th inning or 12-run rule after the 5th inning. Mercy rule applies to all games except the Championship Game.
2. **PITCHING:**
 - a. Pitching coach will pitch with at least 1 foot inside the circle (approximately 40ft from home plate) or behind marker (turf fields).
 - b. The pitching coach is encouraged to leave the active part of the field during a "live" play without interfering with the sight-line of any players on the field of play.
 - i. If unintentional interference is called on the adult, the play will be void and batter will return to home plate. It will not count as a pitched ball.
 - ii. If intentional interference is called, the batter is out and the runners return to their previous base.
 - c. Player-pitcher should be positioned behind the Coach-pitcher and with one foot inside the pitching circle until the ball is put into play.

3. BATTING / BASE RUNNING:

****USA Bat certified bats ONLY. Bats must have USA Bat stamp or Sticker to be approved for use.**

- a. Maximum 7 pitches or 3 strikes. The batter keeps batting if s/he fouls 7th pitch, etc...
- b. Roster batting with a continuous order.
- c. Runners should avoid contact, at all times. NO HEAD-FIRST SLIDING IS ALLOWED, EXCEPT WHEN RETURNING TO A BASE.
- d. No bunting, stealing, or lead-offs are allowed.
- e. Runners may not leave a base until batter contact is made. A team warning will be given and further violation will result in an out.
- f. Tagging-up is permitted on balls hit to the outfield / caught by an outfielder only.

4. DEFENSE / FIELDING

- a. Max 10 players in field (4 outfielders w/ no rover play). Outfielders must be at least 15 feet from the infield perimeter.
- b. Infielder control will determine when play is stopped and is only applicable on balls hit to the outfield. When a ball is put in play, play is stopped either by a play at any base (infield hit) or when an infielder has possession of the ball with at least one foot in the infield in fair territory (outfield hit).
- c. Baserunners that have left the base prior to infielder control being established may be awarded that base, provided they reach it safely. If the runner leaves the base after infielder control is established, they are considered 'at-risk to be out' but will be returned to the previous base if they are not put out at the end of play.
- d. Overthrows-
 - i. From the outfield, runners may advance and play will continue until infielder possession is determined.
 - ii. From the infield, runners may not advance on overthrows from an infielder.
 - iii. Out of play, if the ball goes out of play on any overthrow, the umpire will award bases per standard baseball rules.
- e. There is no infield-fly rule.
- f. A fielder assigned a position must play that position for the entire inning; the only exception will be due to injury. There is free defensive substitution and movement between innings.

****All rule interpretations and challenges will be handled by the Division or League director.**