

Cary Youth Baseball

Pinto League Rules

(Revised 04/15/2024)

This is an instructional league. CGYBS's three-fold objective is to teach baseball fundamentals, promote sportsmanship, and promote good character in our children.

To improve on these objectives in the Pinto League, the first 6 games of the Spring season, coaches will not be keeping score or posting standings on the website. Also, during these first six games, the coaches may be the umpires. Remaining games and the in-house tournament will have umpires as normal.

The coaching staff will intensify the focus on the fundamental skills of baseball, sportsmanship, character and team work. This will allow first year players to better assimilate into the league by building their confidence, comfortability, skills, and knowledge of the game. This will also improve the parity of teams by game seven when keeping score and standings leading to the in-house tournament.

Field specifications: Bases are 55' in length and the pitcher's mound is 38' from home plate.

Equipment: All game balls must be provided by CGYBS and designated for use during games.

All bats must conform to the following rules. All bats must be:

- **USSSA stamped bats** - NO MORE than 2 1/4" in diameter. No "big-barrel" bats are allowed. No weight restrictions.
- **USA Baseball Stamp** - No weight or barrel restrictions.
- **BBCOR and wood bats** - No weight or barrel restrictions.
- You can find further bat information on the CGYBS web site.
- No softball bats are allowed.

A. Batting

1. Pitchers (coaches and players) must be in contact with the rubber when they pitch. Pitchers must throw overhand from the rubber.
2. No walking or bunting is allowed.
3. A batter must drop the bat after a batted ball. If the batter runs with the bat to first base, the batter/runner will be called out.
4. When a batted ball hits a pitcher, coach, or umpire, the play is considered dead, and the batter is awarded first base. All runners will be allowed to advance one (1) base.
5. A team must have a minimum of eight (8) players to start a game. **Exception:** If necessary because a player becomes ill, injured or ejected, a team shall be allowed to complete a game with seven (7) players. Teams may not borrow players once the game has started, even if a player leaves like stated above. During regular season games only, a team may borrow only enough players to make nine (9) players for that game with a maximum of three (3) borrowed players. Borrowed players must bat at the end of the lineup, and must play outfield at all times. A borrowed player must be a first (1st) year CYBGS Pinto player. There will be no penalty or automatic out for the missing 9th batter, and the lineup resumes normally from the top of the order. Also, the opposing team will supply a catcher (last in the batting order) if the team can only field eight players.

During playoffs, the team may only borrow enough players to field 8 players, with a maximum of 3 borrowed players. The rules above regarding borrowed players apply. Failure to field the required 8 players within 5 minutes of the scheduled start time of the game, results in a forfeit by that team. If an official game has begun with 8 players and 1 or more team members arrive late, such player(s) shall be placed last in the batting order and a non-team member shall be removed from the game for each team member that shows up late. In the event neither team can field 8 players, the game shall be declared "No Contest," treated as a rain out, and rescheduled for a later date. Changing of these rules by the coaches is not permitted.

6. Each team can score a maximum of five (5) runs in each of the first five (5) innings. After a team scores 5 runs in an inning, their turn at bat is considered over and they will immediately take the field. If after four (4) innings a team is leading by 12 or more runs, that team will be declared the winner (see F.1.) and cannot score more than 3 runs per inning for the remainder of the game. The losing team can continue to score the normal 5 runs per inning. There is no limit to the number of runs that can be scored in the sixth inning. However, if in any inning a team scores enough runs to be winning by 15 runs, their turn at bat is over and they will take the field. If more runs cross the plate during the play that scores the 15-run limit, only post a 15-run lead. These rules allow for the players to continue their learning process and for both teams to play a full game or the maximum number of innings within time limits and weather conditions.

7. If a player bats out of turn and a proper appeal is made, there are two fundamental rules. 1) The proper batter is the player called out. 2) If an improper batter reaches base or is out and no appeal is made before the next pitch, the improper batter is considered to have batted in turn and the established order will be followed.

8. On-deck batters are not allowed.

9. If a batter is hit by a pitch and cannot continue the at-bat, that batter will be replaced by a substitute batter. The substitute batter is the player that made the last batted out. The substitute batter will continue the at-bat with the same pitch count as the original batter. If a player cannot continue to bat he will be skipped over with no penalty or reward. If that player stays out of the game his slot will not count as an out.

B. Fielding

Each regular team player must play a minimum of two (2) innings on the infield during the first four (4) innings of each game. *One of these positions shall be a position other than catcher.* No player may play more than two (2) consecutive innings at the same position, and no more than three (3) innings at that position in a game. No player may play the infield more than four (4) innings per game. Each player must play the same position started at the beginning of the inning unless an injury occurs. The consecutive and maximum inning rules will apply for the game. These rules do NOT apply during extra innings.

1. There must be no less than four (4) and no more than six (6) players on the infield (including the catcher). Positions include 1st base, 2nd base, 3rd base, shortstop, catcher, and left or right of the pitcher. No player will be positioned behind 2nd base.

2. No player will be positioned closer to home than the middle of the infield, and that is defined as a line drawn from 1st to 3rd base.

3. Pitcher position will be no further than 3 feet to the right or left of the pitcher, and no further back than 3 feet from the coach pitcher. The pitcher position may not play forward or in front of the coach pitcher.

4. Four (4) players shall play in the outfield, at least 20 feet behind the dirt infield (as marked by a white line in the outfield)
5. No outfielder may field a ball in the outfield and run into the infield to tag a base or runner for a force out. All balls fielded in the outfield must be thrown, flipped, or tossed back into the infield.
6. The catcher shall be in the crouched position behind the batter with the catcher's facemask on in full catcher's gear. CYBGS will provide two sets of catcher's gear per field. A player MUST be wearing a cup to play catcher, no exceptions. If the batter should miss a pitch, the ball will be placed off to the side to make it easier to count the five pitches. Please make sure that they do not cause a safety risk. There will be no foul tip outs caught by the catcher. If a ball is hit above the top of the batter's head and the catcher catches the ball, then this will be an out. The catcher counts as a position.

For the Cary Tournament of Stars ONLY: the above rules will be observed, but a maximum of ten (10) defensive players will be on the field. The minimum two (2) innings in the first four (4) innings, and two (2) consecutive inning rules do not apply. No player may sit more than one (1) consecutive inning. A continuous batting order will be employed so that each player bats before the top of the order bats again.

C. Base Running

Base running involves some judgment calls by the umpire. An umpire may use their judgment to determine where a runner stops. **Coaches should use the honor system and abide by the base running rules.**

1. Runners may only advance as many bases as the batter advances. If the batter only reaches 1st base, then all other base runners are allowed to advance one base only. If the batter reaches 2nd base, then all other base runners are allowed to advance two bases. If the batter is put out while trying to advance, then all other base runners shall be allowed to advance as many bases as the batter was pursuing.
2. No base runner will be allowed to advance more than one (1) base after a traditional putout at 1st base, or a force out at 2nd, 3rd, or home.
3. No base runner will be allowed to advance after a fly ball is caught. If a runner advances and is putout, the runner will be considered out. If a runner advances after a fly ball is caught and is safe, the runner will be returned to the original base after play ceases.
4. The infield fly rule does not apply.
5. All base runners will only be allowed to advance as far as the base they were pursuing when a fielded and thrown ball hits a coach pitcher, coach, or umpire. Each runner will be allowed one (1) base when a batted ball hits a coach pitcher, coach, or umpire.
6. A runner hit by a batted ball is out and the play is considered dead, unless the batted ball has passed an infielder other than the pitcher. Remaining runners may advance to the base they were pursuing.
7. If the base runner collides with a fielder attempting to make a putout, the runner will be called out.
8. Fielders may not obstruct base runners by standing on a base, or by standing in the base line, when the ball is not being thrown to them for a play. Fielder obstruction will result in the runner being awarded the base he was pursuing.
9. You can substitute the runner for a catcher that is on base after the second (2nd) out. The substitute runner should be the player that committed the last out.
10. No metal cleats can be worn.

D. Overthrows

An overthrow is defined as a ball thrown to a base to make a play that is missed by the fielder at the base.

1. Runners may NOT advance on overthrows to ANY base.
2. A runner caught off base after a fly ball is caught cannot advance on an overthrow made trying to complete the double play.
3. When a ball is in **possession of an infielder** on the dirt infield, the play is over. The player does not need to hold the ball up; the umpire's discretion will be used to stop play. A runner cannot advance to another base. If a runner does advance, they do so at their own risk. If the runner is putout, they will be considered out, and a runner ruled safe would be returned to the original base. The runner's position, at time of dead ball, is irrelevant – if the runner has not yet reached a base when the ball is considered dead, he will return to previous base. There will be no enticing the player to play on them. As an example, a player on first cannot try to entice an infielder to play on him to score a runner from third base.

E. Umpires

League umpires will be provided, and coaches should treat umpires with respect. Coaches are not permitted to verbally or physically assault the umpire under any circumstances.

Coaches violating this rule will be subject to disciplinary action up to and including permanent suspension as determined by a committee of the CYBGS Board of Directors.

1. Any questions or clarification of an umpire's call will happen between innings or after the game.
2. No protests are allowed.
3. Any team manager or other adult leader who withdraws a team from the field under any circumstances prior to the official completion of the game will forfeit the game.
4. The Director on Duty is responsible for calling games due to darkness or weather. The game will consist of six (6) innings. Four (4) full innings (3.5 innings if the home team is winning) constitutes an official game. A game called because of darkness or weather will be resumed from the point where the game was stopped if scheduling permits.

F. Team Set-up and Requests

1. CGYBS will attempt to honor all parent requests.
 - a. Once the teams have parent requested players they will still tryout and be evaluated
 - b. Tryouts will be scheduled and communicated for early March and take place on the designated day.
 - c. Players will be evaluated by independent coaches and directors from other leagues and will be compared based on hitting, catching, throwing, and fielding skills.
 - d. Players will be evaluated on a 1-5 scale. 5 being the highest
 - e. Player evaluations from the previous year will also be taken into account
2. To promote parity, each team will have a player ranked 5 placed on their team first. Next, each team will be placed with a player ranked in the 1's, to balance the spread of talent. Next the 4's are placed, then 2's, and last is the largest group of players ranked as 3's.

G. Coach Pitch / Kid Pitch (HYBRID)

1. Coaches should start to teach the players how to pitch and how to play the position of catcher in practice throughout the season.
2. All Players must pitch at least 1 inning during the regular season.
3. Pitchers are limited to pitching 1 inning per game, and may not pitch consecutive days (they may play the pitcher position during a coach pitch inning for a second inning each game)
4. From the start of the first game, odd innings (1,3,5) will be kid-pitch, and even innings (2,4,6) will be coach pitch.

3. Rules apply during preseason games & during ALL postseason games - During the odd innings, kid pitchers will throw 3 pitches. If the batter does not hit the ball, the coach will step in and throw three more pitches. If the batter does not hit one of the six pitches then the batter will be out.
4. During the even innings, coach pitchers will throw 5 pitches. If the batter does not put the ball in play after 5 pitches, the batter will be out.
5. If a pitcher hits a batter, the batter does not advance to 1st base. The batter will complete 6 pitches. If the batter gets hit on the 6th pitch, the batter will receive an extra pitch.
6. If a pitcher hits two batters, the pitcher shall be removed from the pitching position.

H. Tournament of Stars (TOS)

1. A tryout for TOS will be conducted including pitching
2. Tryout along with regular season play will be taken into account
3. Head/assistant coaches will be determined after tryout

I. Discipline

1. Discipline will be at the discretion of the Director(s) of the Pinto League.
2. Discipline for coaches/players will be handled on a case by case basis depending on the severity of the incident.
3. A progressive discipline model will be in place during the regular season and playoffs.
4. Head Coaches are responsible for the conduct of their assistant coaches, players and parents. If a player, assistant coach or spectator is ejected from a game the head coach will be suspended for the next scheduled game.
5. If a coach gets suspended more than once, that coach will be removed from coaching the remainder of the year and is subject to a year suspension from coaching even if the coach is moving up to the next level.
6. NO direct or indirect arguing with an umpire. Example of Direct- Yelling or questioning an umpire's call. Example of Indirect- Talking loud to another coach, player or spectator about the umpire's call, loud enough for an umpire or anyone to hear.
7. Umpires will report to the Director(s) of the Pinto League following the game if any coach's conduct is not acceptable.
8. Opposing coaches will report to the Director(s) of the Pinto League following the game if any coach's conduct is not acceptable.

J. Other

CGYBS recognizes baseball is competitive and emphasizes **sportsmanship**. Coaches will display exemplary conduct at all times. Respect for the self-esteem of players and umpires are of primary importance. Head coaches are responsible for the conduct of their coaching staffs, players, and fans. **Conduct unbecoming may result in disciplinary action up to and including permanent suspension as determined by a committee of the CYBGS Board of Directors.**

If a game is stopped due to darkness or bad weather, the game will be considered complete if 4 innings have been played (3 1/2 innings if the home team is at bat and winning when the game is called.) Any game that has not completed the necessary number of innings shall resume from the exact point where the game was called. (Runners on base and outs will remain). The batting order and positions used/available will stay the same as well.

Players who are not at the game's continuation will be removed from the lineup, and any players at the continuation who were not at the first game date will be added to the bottom of the batting order.

1. If four (4) complete innings have been played and one team has a 12-run lead, that team will be declared the winner and the official score recorded. However, time permitting the game will be completed and the winning team must rotate fielders to allow less experienced players to move to skill positions in the infield in an attempt to even the competition.

2. A game is 2 hours. At the hour and a half mark, if it is determined you will be unable to get to the 6th inning, the next FULL inning will become unlimited runs as well as the final inning of the game to be agreed upon by the two head coaches and the umpire.

3. Time permitting (see rule 2 above), additional innings will be played if a game is tied after six innings. A maximum of two additional innings will be played. Players may play a fourth (4th) inning in a particular position but cannot play both of the extra innings in the same position. If for any reason the umpire or coaches feel it is not safe to play additional innings, the game will end in a tie.

4. Only a responsible adult with good knowledge of these rules is allowed to pitch. Pitchers will attempt to provide hittable pitches.

5. Up to two (2) coaches from the defensive team are allowed in the outfield for the purpose of instructing and positioning defensive players. Coaches should be positioned behind the outfielders during play. This rule is for the regular season and in-house playoffs only.

6. Throwing the bat or throwing equipment in anger is not tolerated. The umpire will issue a *warning during the pregame huddle*, and subsequent offense will result in an out being recorded against the offending team.

7. The pitcher may coach or position the batter; **the pitcher cannot coach base runners.**

Base runners should be taught to listen to the 1st and 3rd base coaches.

8. If there is no outfield fence, then the ball will remain in play until there is interference with the fielder's ability to make a play and the umpire rules the ball dead. Fielders must play the ball until the umpire stops play.

9. Alcohol, tobacco products, and profanity are strictly prohibited.

10. Bases and pitcher's mound will be set to 55 and 38 feet respectively

11. Playoff tie-breakers: Overall record (winning percentage), head-to-head record, runs allowed, runs scored, coin flip. In the event there is any confusion regarding the implementation of the playoff tie-breakers, the CGYBS Pinto directors will make a final determination on seeding.

12. Playoff seeding. The higher seed will always be the home team throughout the playoffs, except in the championship game, which game 1 will go to the winners bracket. Game 2 (if necessary) will be decided by a coin flip.

FINAL NOTE:

We are here for the kids' benefit, to teach them baseball and help them mature. We want to be competitive, but not by looking foolish in front of others. We should demonstrate patience and set a good example for the players, their parents, other officials, umpires, etc. We will not tolerate any outrage against umpires by parents, coaches, or players and it will be dealt with immediately.