



Saint Louis 2015 Pinto Goodwill Conference Rules

1) General Rules

a) Playing Field

The base paths between all bases except between home plate and first shall be marked by a 6-foot line (3 feet of either side of the base line). This line shall be marked $\frac{3}{4}$ of the way between the bases and shall be known as the "3/4" mark.

b) Participation

- i) Once an inning begins, defensive player positions shall not change nor will there be any substitution unless a player is injured and needs to be removed from the game.
- ii) Unless being disciplined by the team manager, each player who is present shall be in the offensive line up throughout the game. Once a game begins, the batting order shall not change.
- iii) Players who arrive after the start of the game shall be placed at the end of the batting order.
- iv) No pinch-hitting is allowed; pinch runners are allowed only for players injured while on the bases and required to be removed from the game. The pinch runner shall either be the last runner to be put on or to cross home plate.
- v) If a batter is injured while at bat and cannot continue, he shall be removed from the game. The next batter in the lineup will take his place with a new count.
- vi) The defensive line up shall consist of eleven (11) players. Nine (9) players will take the regular positions normally associated with baseball. The two (2) additional players shall be positioned in the outfield.

(1) Outfielders shall be positioned at least ten (10) feet behind second base or ten (10) feet beyond the direct line between each of the bases.

(2) No outfielder may take a position in the infield and make plays as an infielder. Outfielders cannot receive a throw for an out at any base. If an outfielder makes a play at a base, it cannot result in an out, play continues until the ball is ruled dead. Outfielders may make a tag on the base path if he is backing up a play and receives a ball missed by an infielder. Outfielders cannot be part of a run down.

vii) There shall be no infield-fly rule.

c) Umpires

i) Umpires will be provided by the Saint Louis baseball team and staff.

2) Base Running Rules

a) Stealing

There shall be no base stealing. Base runners may not leave the base until after the ball is hit. If a batter swings and misses and the runner leaves the base anticipating that the ball will be hit, the runner shall be declared out. When the ball is hit, but if the runner has left the base too early, the runner shall be called out and the play ruled dead. The batter will resume batting as if the last swing did not take place.

b) Overthrown Ball

i) Runners shall be given two (2) bases on any thrown ball that passes the “out-of-bounds” line.

ii) The time the ball is thrown shall dictate the number of bases the runner will advance.

(1) If the base runner has not passed first, he shall advance to second base.

(2) If the base runner has passed first base, he shall be awarded second and third.

c) Appeal

i) None.

3) Pitching Rules

a) Offensive Player

- i) The offensive pitcher shall be a member of the coaching staff of the team that is batting. The offensive pitcher shall pitch in an underhand motion to his own team from a distance of 20 to 38 feet and in a direct line from home plate to second base.
- ii) If in the umpire's judgment, the offensive pitcher deliberately interferes with a play, the batter shall be ruled out and all runners will return to the bases occupied when the pitch was made. Actions by the offensive pitcher to protect himself is not deliberate interference. In this situation the play is called dead and the batter returns to the plate with the same count prior to the pitch that was hit.
- iii) If the offensive pitcher touches or is touched by the batted ball and directly influences the flight of the ball, the play is ruled dead and the batter returns to the box with the same count prior to the pitch that was hit. This is a judgment call of the umpire.

b) Defensive Pitcher

- i) The defensive pitcher shall be a player on the team which is on the field. The defensive pitcher must have one foot on the ground within the pitcher's circle when the offensive pitcher delivers the ball. If the defensive pitcher leaves his position before the pitch is delivered and the ball is hit to him resulting in an out, it will be ruled an illegal play with the runners being safe.
- ii) The pitcher's circle shall be a circle of 4-1/2 foot radius. This circle is used to position the defensive pitcher prior to the pitch being delivered and to stop further play. The ball is dead when any defensive player has possession of the ball and has two feet on the ground within the circle. The exception to this rule is when a batted ball is fielded in the circle, it will remain in play until the pitcher steps out of the circle and steps completely back in.

c) Catcher

The catcher shall assume the normal catcher's position anywhere directly behind home plate, but not closer than ten (10) from the plate. The catcher must wear a catcher's helmet and mask with throat protector.

4) Batting Rules

- a) If after one warning, a player throws his bat, he shall be ruled out and the play called dead.
- b) All batters shall take a full swing at the pitched ball; if a batter fails to take a full swing and makes contact, it shall result in a dead ball and the batter will return to the batter's box to hit again. The pitch will be counted toward the total number of pitches allowed.
- c) Each batter shall receive no more than seven (7) legal pitches. The 7th pitch is the last pitch and if the ball is not put into play, the batter will be considered to have struck out.
- d) Any batted ball that comes to rest within the 15-foot arc from home plate shall be ruled foul. The ball resting on the arc will be ruled fair.
- e) There shall be no called strikes, balls or balks and no bases awarded by virtue of being struck by the pitcher.
- f) If a thrown ball hits a player, and in the umpire's judgment, there is an injury suffered by the player, the umpire shall immediately call time and play will stop. The batter and/or base runners will receive the base they were going to. The ball will be dead at the time the player was hit.
- g) RIF 10 balls will be used for this tournament. No substitution of balls during game, e.g. regulation balls. Circumventing the rules will result in dismissal from the tournament.
- h) No big barrel or slow pitch bats allowed. Only little league approved 2-1/4" barrel bats will be allowed.

5) Length of the Game

- a) Each game shall consist of six (6) innings. The game shall be played in its entirety unless the home team is ahead after 5-1/2 innings have been completed or unless the home team takes the lead in the last half of the 6th inning. **1 hour 15 minute drop dead.**
- b) If a game is called for any reason, it is an official game if four (4) or more innings have been completed.
 - i) If the home team is ahead after 3-1/2 innings, the game shall be declared an official game.

- ii) If the home team cannot complete its offensive inning, the score shall revert to the last completed inning.
- iii) If the game is tied after four (4) complete innings, the game shall stand as a tie.
- c) A half-inning shall be considered completed when an offensive team either makes three (3) outs or scores five (5) runs.

6) Managing and Coaching Rules

All coaches must sit behind the fence.