

Homer Athletic Club
Pinto League Rules and Guidelines

Ages- 7 and 8 years old (based on January 1st birthdates of the current year of play) · HAC Softball Coordinator checks ALL birthdates and makes final determination that players are in proper leagues based in their birthdates thus eliminating any questions or acquisitions that may arise during the season about player ages.

Players: Each team to consist of 10 players (includes short center position) · Under no circumstances can a team field more than 10 players even if both Managers consent to do so; this is for fairness and safety reasons. A minimum of 7 players is required to start a game. Team has 15 minutes after scheduled start time to assemble a 7 player team or must forfeit the game · If a team loses a player or players due to injury during the game and their number is reduced below 7 then they may continue the game based on the Manager's discretion or ask for a forfeit · If a team starts with 7-9 players the missing position(s) are not counted as an out. The team will bat the number of batters they have. Players must participate in 50% of the regular season games to be eligible for the playoffs (each Manager is responsible to track this via the game scorebooks). All players are required to play at least 2 innings in the field (assuming enough innings are played). No player should sit out more than 2 consecutive innings.

Lineups · each team is required to maintain their own scorebook throughout the season. Lineups must be submitted to the opposing team's Manager no later than ten (10) minutes before the scheduled game time. Lineups to include player's name (prefer whatever name is on back of uniform if one exists), number, and starting position. Players starting out the game batting only need not have a position assigned.

Uniforms: Each player must be in proper attire to participate. Includes standard team shirt with a number (names preferred but not required), standard team socks, a standard team hat and safety equipment (See Equipment). Deviations from the above will not be allowed and the player may not be allowed to participate in the game.

Equipment- HAC will provide helmets with face guards and all catchers' equipment and pitcher mask. League Coordinator or Director to administer equipment hand outs before the season begins. Any issues with equipment before or during the season need to be reported to the League Director for correction. Bats, fielding gloves and batting gloves are the responsibility of the player or the team · All batters, on-deck batters and base runners are required to wear protective batting helmets with face guards. Any player that in the judgment of the umpire, who intentionally removes a helmet while base running during a live play will be called out. Catchers must wear catcher's helmets with facemask and throat protector as well as a chest protector and shin guards. Pitchers must wear protective face mask.

Softballs- HAC will provide each team with balls before the season starts. Additional ball requests can be done through the League Director or the HAC Board Member who is charge of equipment · The Official 11” softball is used for the Pinto Girls Division · The home team is to provide one (1) new balls and one (1) slight used practice ball before the start of the game.

Umpires- HAC will be responsible for providing umpires. HAC Softball Coordinator typically schedules all umpires for games played on HAC fields. Umpires have total responsibility for deciding matters such a darkness curfew, minimum players, etc. In these cases the umpire can overrule the Managers. Umpires will have general responsibility with consent of Managers for calling games due to inclement weather conditions. If lightning or thunder is present during games and the umpire has not elected to call or suspend the game then the Managers have the authority to do such, if both managers agree to suspend the game due to inclement weather. If there is any disagreement to the merits of this action then it must be reported to the League Protest Committee within 48 hours of the action. Umpires hold the right to remove any player, Manager or Coach from a game due to improper conduct. Umpires have total jurisdiction over the plays that occur in the game. Only Managers can discuss or dispute a call with the umpire. Umpires will give warnings to players, Managers and Coaches as warranted; second warning to result in ejection from the game which includes removal from the field of play and possibly from the areas contiguous with the playing field. If umpires are not present for a game, then it is encouraged to play the game with 1 coach or parent from each team assuming the umpiring roles.

Protest/Disciplinary Committee- This committee is assembled at the beginning of the season and is comprised of members from each participating organization, or the League Coordinators and Director. This committee only handles game protests resulting from inclement weather involving lightning and thunder. All other weather issues, darkness, time rule issues, etc. are the sole responsibility of the umpire for that game. No game protests on plays occurring during a game will be submitted to the Protest Committee unless they are conduct related. All calls during a game are the sole responsibility of the umpire. This committee will hear matters on any improper conduct by Managers, Coaches, players, fans or parents that are of a nature that poses a threat to the health or well being of the players and/or the league. Managers are encouraged to discuss expectations on conduct with their players and team parents before the start of the season. Managers, to the best of their ability, shall keep player and parent conduct under control during the course of a game. Depending on the circumstances, local law enforcement shall be called upon if required for intervention.

Field Requirements- For Pinto division, base path length is 50 feet. For Pinto division, chalk lines shall be placed perpendicular to the base paths half-way between each base path. These lines are for base running advancement control. (See base running rules). For Pinto division, distance from pitching rubber and back edge of home plate is 30 feet. A 16 foot diameter (8 foot radius from rubber) chalk line shall be drawn around the pitcher’s rubber; this shall be known as the “pitcher’s circle”. There are no exceptions or adjustments allowed to these distances.

Schedules- Typical regular season will be between 10 and 16 games. Playoff structure is typically a single elimination tournament – all teams to participate unless otherwise decided and agreed upon by team Manager and League Director. Trophies awarded for 1st-4th Place in tournament. All game results must be recorded on the League web-site within 24 hours of game completion by either team's Managers. Standings will also be posted in the HAC Softball web page under Pinto division. Managers are responsible for communicating schedules and schedule changes to their respective teams. Rain outs or other games requiring rescheduling will be coordinated by the League Director and the HAC Softball Coordinator.

Rosters · Rosters are to be finalized before the first game of the season is played. For Pinto Division, rosters are determined by HAC Softball Coordinator based on number of total players signed up, number of returning players and number of first year players via draft. Any issues, disagreements, changes or additions to the roster must be approved by the League Director and the HAC Softball Coordinator.

Batting Order- A continuous batting order including ALL team members must be used. Changes to the batting order must be submitted to opposing team Manager or Scorekeeper. For Pinto division, a maximum of 5 runs can be scored in any one (1) inning regardless of the number of outs.

Defensive Substitutions- Each player shall play in a field position at least 3 innings in a 6 inning game (providing this is achieved). No player should sit out 2 consecutive innings unless due to injury. Free defensive substitutions are permitted. Pitchers shall not pitch more than 2 total innings in a 6 inning game. 2 innings do not have to be continuous. 1 official pitch counts as an inning pitched. If a pitcher hits 3 batters she must be removed from pitching the rest of the game. Pitcher must wear protective face mask.

Disciplinary Actions · All incidences need to be reported to the League Director upon completion of a game · Disciplinary action for whatever reason deemed necessary by the team's Manager may be taken at his/her own discretion (e.g. removing a player from a game, sending a player home, etc) · Any actions may be discussed or reported to the player's parent(s) or guardian(s) at the discretion of the Manager. Foul language and unsportsmanlike conduct shall not be tolerated and will be under the discretion of the umpire to elect to eject a player, manager or coach from the game (See Umpiring section). Bats, equipment, or any other object thrown in anger will result in a batter being called OUT for that inning and subject to game ejection. A bat that errantly slips from a player's hand shall result in a warning to that player and the team's Manager. A second occurrence will result in a batter being called OUT for that inning and subject to game ejection.

Game Times and Length - Games should begin promptly at the scheduled time shown on the master schedule. Standard Pinto division game is a maximum of 6 innings · A game becomes “official” after 4 innings have been completed or 3 ½ innings if the home team is leading. Games are to be ended if one team leads by more than 15 runs and the home team has completed their bats at the bottom of the inning (game must reach 3 ½ innings at a minimum). Games can be ceased upon one of the following:

- a. Rainout/Dangerous Weather Rule: Any game called off due to unseasonable weather (i.e. rain snow/cold, lightning etc.) shall be replayed from the beginning if 1 full inning or less has been played. A game that has been stopped due to unseasonable weather in the 2nd through 3rd inning shall be continued from the point of the stoppage at a later date. If the game is stopped in the 4th inning or later it shall be considered a complete game if the losing team has finished their 4th at bat. Otherwise the continuation rule shall apply. If game is tied after the 4th inning, then game will end in a tie.
- b. Darkness Rule: The judgment of the umpire will dictate a game’s end due to weather/darkness. His decision is final.
- c. Time Limits: Games shall be played for 1 hour 45 minutes. No new inning should be played after 1 hour 45 minutes. Play the inning to completion. Any game starting more than 15 minutes late is subject to 1 hour 30 minutes time limit. Play the inning to completion. The first game of the day can’t start within 30 minutes of its scheduled start time it will be cancelled and rescheduled. Speed-up Rules will be in effect until games are back on schedule a pinch-runner (the last recorded out) will be used for the player who will be the catcher in the next inning. This player must catch the entire next inning unless he is injured/or replaces the pitcher. No infield or outfield practice after the 1st inning. Returning pitchers are allowed 3 warm-up throws. New pitchers are allowed 5 warm-up throws.
- d. Mercy Rule: There is a 15 run mercy rule in effect after the losing team has completed 3 at bats. After five at bats by the losing team, the game will be stopped when the run scores (this applies to the bottom of the 5 inning only).
- e. Extra Innings: A maximum of two extra innings are allowable, however, the darkness and time limit rules apply. A regular season game may end in a tie.

General Rules Of Play- Pitching will be according to ASA Fast Pitch rules. Strike zone as defined by ASA rules. Umpire shall be the only judge of the strike zone. In the event of an injury to a player, the umpire has the jurisdiction to stop the play of the game and make judgment on the position of any base runners. When a player is due to bat, but cannot, the Manager must declare that batter out of the game. (Temporarily or permanently). The player will not be counted as an out. Short center must be located behind 2nd base until the ball crosses the plate. No bunting. All batters must take a full swing at the ball. Stealing, leadoffs, infield fly rule or drop 3rd strike do not apply in the Pinto division. No hit batter rule and no walks granted in the Pinto division. Girls pitch to batters: The pitcher must start with 2 feet on the rubber and her first step must be forward. If a batter is hit by a pitch it is immediate coach pitch. If the batter is hit by the pitch and is unable to continue batting due to injury, she will be awarded first base.

Batter hits until ball is hit in play or until three strikes (batter out) or until 4 balls. After 4 balls, batter receives Coach Pitch: Manager or coach steps in to pitch when 4 balls. Coaches must pitch from the pitching mound. Coaches continue to pitch under the following: 4 additional pitches with strike count continuing where pitcher left off. The player can continue to bat as long as contact is made (foul balls) on coaches 4th pitch. Ball and strike are called by the umpire when it is coach pitch. Player is considered out if no contact is made after the additional 4 pitches or when she has 3 strikes. The pitcher must be behind or even with the pitcher mound during coach pitch. A coach or Manager is allowed behind the catcher to help retrieve pass balls to help speed up the game. Only one (1) Manager or Coach is allowed on the field and must be in the outfield to assist players. Managers and/or Coaches are only allowed to “coach” the 1st and 3rd base paths during a game. Base advancement is allowed until the outfielders make an attempt to get the ball back into the infield. An attempt is defined as a throw of some sort. When the outfielders throw the ball, play is stopped and no runner may advance. The umpire will determine if the runner was past the half way line and what base they should go to. Base advancement is **not allowed** if a fairly hit ball, when played upon, is overthrown to any base or attempts to get the ball back to the pitcher (Overthrown is defined as any wild, errant ball thrown that is uncatchable – this happens a lot in Pinto ball!).

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