

WAA 2018 PINTO

MACHINE PITCH

TIME LIMITS/INNINGS

-1 Hr. 30 Min –6 innings

RUN RULES

-12 runs after 4 innings, 10 runs after 5 innings

HOME TEAM

-Determined by the Schedule

LINE-UPS

-Will revert to the Home Team Score Keeper.

Batting Order options:

-Continuous batting order, with free defensive substitution

Note: When batting a continuous roster or when subs are no longer available, if a player has to leave the game due to an injury and cannot return to the game, he will **not** be penalized by taking an out in his spot in the batting order.

GAME RULES

Machine Distance = 40' (front legs)

Base Distance = 60' (safety base optional at first)

Machine Speed = 8U (39-42 mph) (Pinto 1st & 2nd grade)

Maximum of 5 runs scored per half inning, (plus the amount of runs form the opposing at bat) 6th inning – unlimited runs

Ten (10) defensive players shall play in the field with four (4) outfielders

-Outfielders (4) must stay in the outfield until the ball is hit.

-The batter will get six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

– No intentional walks allowed.

-No Bunting or half-swings at the pitch. PENALTY: Ball is declared a foul ball and counts as a pitch

-Batter may not indicate a “fake bunt” then pull back and swing. PENALTY: A strike will be called and if it's the third (3rd) strike, the batter will be declared out.

-No infield fly rule

-No lead-offs or stealing, runners must hold their base until the ball is hit. PENALTY: Runner(s) will be called out for leaving the base early. Teams will get 1 warning.

-Coach will feed the machine at all times.

-During play, “**Time**” will be called and declare the ball dead when the ball is controlled by an infielder on the infield. Runners will be sent back to last touched/occupied base. If the umpire determines the runners were not more than halfway to the next base..

-The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch. Note: The pitcher must have one foot within the circle and positioned in line with or anywhere behind the front of the machine until the ball is hit.

-Whenever a batted ball hits any part of the pitching machine or the umpire/coach operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.

-If only 9 players are available, Teams may start a game with 9 players without taking an out for the 10th player.

COURTESY RUNNERS

Courtesy runners may be used for the pitcher or catcher of record at any time. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner will be the last batted out when using a continuous batting order

OTHER

All other rules not specifically mention by the WAA rules will revert back to the most recent edition of the MLB rule book keeping common sense and fair play in mind.