

**CENTRALIA RECREATION DEPARTMENT**  
**Pinto "Coach Pitch" League Rules**  
**Revised April 2017**

**Mission Statement**

Centralia Recreation Department Mission Statement:

It is the mission of the Centralia Recreation Department to work in partnership with our community in order to provide instruction in the fundamentals of youth and adult sports. The Centralia Recreation Department's main purpose is to provide both children and adults with an opportunity to play, learn, and have fun in athletics without concern or regard to physical ability, race, religion, or financial situation.

**General Rules Applying to All Leagues**

**Coaches:**

1. The coach of each team is responsible for the conduct of his/her team, fans, and players.
2. Coaches must notify all players of upcoming practices and games. Coaches should make every attempt to maintain the participation of all players on the team. If unable to contact a player, or if a player discontinues participation in the program Centralia Recreation Complex Assistant Director should be notified. Any coach who does not encourage the participation of all players will be considered for disciplinary action.
3. It is the coach's responsibility to maintain the equipment and promptly return it in good condition at the end of the season.
4. Coaches will be responsible for making sure dugouts are picked-up and kept trash free. Please make sure that dugouts are kept clean. Coaches who do not insure their dugouts are cleaned could face a city ordinance fine for littering.

**GENERAL OBJECTIVE:**

The objective of the Centralia Recreation Department's Youth League is to provide instruction in the fundamentals of baseball/softball as well as giving the participants an opportunity to play games. The Centralia Recreation Department would hope that the coaches and parents would please keep in mind that the main objective here is not who wins or loses, but that the boys/girls have the opportunity to play, learn and most of all have fun. Therefore, the Centralia Recreation Department would like to ask you to please refrain from questioning the calls of the officials in an ungentlemanly manner. You must remember that it is a learning experience for the officials as well, so please make it as easy as possible for them. We here at the Centralia Recreation Department will try to help them become as proficient as possible at their job. We want the league to operate as efficiently as possible and again most importantly, to be fun for the participants.

## **RULE 1: MEMBERSHIP**

- Sec. 1** Boys/Girls will be entered in the league according to their age. All boys/girls who are six (6) (2 years of t-ball encouraged), seven (7) years of age and not more than eight (8) before August 1, of the current year, will be eligible.
- Sec. 2** **Once a player is assigned to a team, he or she may not switch teams without approval by the Centralia Recreation Program Coordinator.**
- Sec. 3** Ineligible players are defined as:  
 -Anyone playing who is not registered or paid  
 -Anyone playing for a team to which they were not assigned

*\*When an ineligible player is discovered & protested, & protest upheld, the game in which he or she was playing will be forfeited by the team using the ineligible player*

## **RULE 2: PLAYING RULES**

- Sec. 1** The official games of the Pinto League are to be governed by rules as compiled and adopted by the Centralia Recreation Department Youth League. The Centralia Recreation Department reserves the right to act on any situation that may arise not covered by these rules.
- Sec. 2** The Centralia Recreation Department will schedule an on-site supervisor, and 1-2 umpires per field, per game.
- Sec. 3** Time Limit Rule: The time limit regulations for all leagues are as follows. Each league has a set maximum time limit, which is stated in the set of rules governing for that specific league. There must be at least 5 minutes left of the official game time in order to start a new inning otherwise the umpire will declare that the time limit is over, and the team that is ahead in runs scored shall be declared the winner, regardless of the inning. However, both teams must have completed the same number of innings at bat (unless home team is ahead). If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team score the winning run).
- Sec. 4** Each team must have a minimum of seven (7) players at game time in order to the game. If a team does not have 7 players at the scheduled game time, said team will forfeit the game to the opposing team. Should both teams fail to field 7 players, a double forfeit shall be declared.

**Sec. 5** A team is only allowed to score five (5) runs per inning. Once the team scores its fifth run their turn at bat is over. Each half inning consists of 5 runs scored or 3 outs, whichever comes first.

**The home team shall be listed last on the schedule and shall occupy the 3rd base dugout**

**Sec. 6** If additional players arrive after the start of the game, said players shall immediately be inserted into the lineup after the last originally listed player. No penalty shall be enforced for starting or finishing a game with less than ten (10) players.

**Sec. 7** All teams shall play ten players on defense, if available with 4 players playing the outfield by being in the grass area. No moving outfielders onto the infield so that you have a wall of 8 infielders and no outfielders.

**Sec. 8** **Metal Cleats are prohibited! Players may not wear metal or screw-in cleats of any kind. Players cannot participate in their bare feet or with open-toed shoes.**

**Sec. 9** All batters and runners shall wear a batter's helmet while at bat, on base, or on deck, waiting to bat. If a runner intentionally removes his or her helmet while running around the bases, it will be an automatic out.

**Sec. 10** While tagging 1<sup>st</sup> base runners must tag the orange side while fielders tag the white side.

**Sec. 11** Free substitution on defense will be allowed.

**Sec. 12** Every player present for the game will be placed in the batting order, but only 10 players will take the field during each inning.

**Sec. 13** No shifts on the infield will be allowed, (ex: 2<sup>nd</sup> baseman playing on the shortstop side of 2<sup>nd</sup> base etc.) Infielders are to play in their positions as intended. The catcher is to field all balls thrown to home plate.

**Rule 3: Regulation Game**

- A. A regulation game shall consist of 7 innings, or one (1) hour, ten (10) minutes time limit.
- B. Each player shall play a minimum of 2 defensive innings.

- C. There will be a 10-minute grace period allowed from the original starting time of the first game of the day only before a forfeit is declared. All other games will start at the scheduled time
- D. If a game is tied at the end of regulation, (7 innings), or after time limit has expired, the game shall be declared a tie.
- E. Five innings of any 7-inning game will be considered a complete game (or 4 ½ innings if the home team is ahead) with regards to games cancelled due to weather. If the score is tied when the game is called, then it will remain a tie.
- F. If the game is called because of weather prior to the completion of five (5) innings, it will be rescheduled from the point where play was stopped.
- G. Pitching distance is 38 feet from home plate, and the distance between bases is 60 feet.
- H. Coaches will pitch to their perspective teams.
- I. The batting order shall be a complete list of all players present at the start of the game. All team members in attendance shall be listed on the score sheet in a continuous batting order, whether or not they are playing in the field. Each player must play at least 2 innings of defense during each game, unless the game is completed before each player has been allowed to play said innings, or shortened due to illness, or injury, said player's name will be scratched from the lineup without penalty.**
- J. An inning shall consist of 3 outs, or 5 runs.

#### **Rule 4: Bases & Base Running**

- A.** There will be NO STEALING. All base runners must remain on the base until the ball is hit. Any runner leaving the base too soon will be called out.
  - a. *Exception: If the batter swings and misses the ball and the runner leaves the base during the swing, the runner shall not be out if he or she returns to the correct base.*
- B.** Base runners are allowed to slide feet first! No head first sliding allowed.
- C. The runner(s) may advance to the base running plus one extra base on an overthrow.**

- D. A Base runner must return to the base he or she just left if he or she is not more than half way to the next base when the ball is within the pitcher's circle. Please note that the pitcher does not have to have the ball in his or her possession in order for this rule to be enforced. If the pitcher is within the pitcher's circle and the ball is thrown but not caught by the pitcher, the ball is dead and the runners may not advance.
- a. Coach's note: DO NOT automatically send your runners back to the preceding base, let the umpires move the runner back according to his/her judgement and THIS IS THE UMPIRES CALL. DO NOT PROTEST THE UMPIRES DECISION.
- E. The base distance shall be 60 feet
- F. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. No **"BOWLING OVER"** players. If the umpire rules the contact was flagrant, the runner will be declared OUT

### **Rule 5: Batting**

- a. The batter gets 7 pitches, or 5 strikes whichever comes first. If the batter fouls the seventh pitch, he is not out.
- b. There shall be no walks.
- c. The batter must take a full swing. If he or she bunts or chops the ball, it will be an out. The batter shall not bunt or easily swing to "tap" the ball into fair territory.
- d. A batted ball, which strikes the coach pitcher, shall be declared a dead ball by the umpire, and shall not count as one of the allowed 7 pitches. No runners may advance.
- e. The umpire will assist the catcher behind home plate.
- f. The pitcher must remain in the pitcher's circle behind the coach pitcher until the ball is hit.
- g. The infield fly rule will not be used.
- h. Any batter whom "throws" a bat with reckless abandon shall first be warned by the umpire. After one warning, said player shall be declared out immediately when he or she throws a bat. Any player who throws a bat which

strikes another player of either team, shall be declared out immediately, without warning from the umpire. Repeated throwing of the bat is grounds for ejection from the game. In situations where a player is injured and cannot continue to play, her turn at bat will be passed over without any penalty such as an out; however, if she has been ejected from the game, an out will be taken. The umpire's judgement shall prevail.

### **Rule 6: Pitching & Catching**

- A. The coach, shall pitch to the batter from a 38 foot pitching distance. This may be adjusted to each individual player's needs. The coach who is pitching shall stand slightly to one side of the normal pitching position so that the player playing in the field in the pitching position can easily see home plate and the batter.
- B. The player playing in the pitcher position shall play shall be 38 feet from home plate.
- C. All catchers shall wear full catcher's equipment, including helmet.
- D. Chest protectors are mandatory.
- E. Mandatory courtesy runner for the catcher with 2 outs. The player that made the last out is used as the courtesy runner. This applies to the player who will play catcher in your next defensive inning. This is so the catcher can have his equipment on and be ready to take the field.

### **RULE 7: PROTESTS**

**Sec. 1** There are three major appeal plays:

- A. Missing a base
- B. Leaving a base on a caught fly ball before the ball is first touched
- C. Batting out of order

**Sec. 2** DEAD: An appeal play is a play on which an umpire may not make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught ball.

**Sec. 3** ALIVE: In all games an appeal may be made during a live ball by touching the base missed or left too soon on a caught fly ball, or tagging the runner committing the violation if he or she is still on the playing field.

## **RULE 7: UMPIRES**

- Sec. 1**     **The umpires have complete authority of the game.**  
Only the head coach may discuss disagreements with the umpire. There can be no discussion of ball/strike or safe/out (judgment) call, the resulting penalty could be an ejection from the game.
- Sec. 2**     *DO NOT ARGUE* judgment calls - discuss rule book calls in a gentlemanly fashion. The umpire is in charge of the game. You must realize the game is for the young people and you are setting an example to be looked up to.

## **RULE 7: CONDUCT**

- Sec. 1**     All that is dishonorable, unsportsmanlike and ungentlemanly is particularly and expressly condemned. A coach, player, or team guilty of such action shall be removed from the game at the discretion of the umpire. Further action may be taken by the Recreation Director or his appointed representative.
- Sec. 2**     Smoking or the use of foul or profane language by coaches will **NOT** be tolerated during preliminary practice or during the progress of the game. **ABSOLUTELY NO SMOKING** in or around the field and dug outs!
- Sec. 3**     CENTRALIA RECREATION DEPARTMENT BOARD POLICY STATES: ANYONE (players, coaches, parents, fans, etc.) striking/threatening an official in any sport or activity sponsored by the Recreation Department will be suspended from play and/or all facilities of the Recreation Department for a minimum period of one year.
- Sec. 4**     Any fan/player/coach whose conduct is dishonorable, unsportsmanlike or ungentlemanly may be removed from the vicinity of the field of play and/or the spectator area. The fan/player/coach may also be suspended.
- Sec. 5**     Any player throwing equipment or any object in anger shall be ejected from the game immediately and will be suspended for the equivalent of one game.
- Sec. 6**     **EACH TEAM IS REQUIRED TO SHOW GOOD SPORTSMANSHIP AT ALL TIMES**
- Sec. 7**     Each team is required to clean up their area after a game.

- Sec. 8** Abide by all other posted rules, regulations and policies.
- Sec. 9** All coaches ejected from a game by an umpire must speak with the Program Coordinator before resuming their position as coach. The Program Coordinator shall determine if the coach may continue to act as a coach of a team.
- Sec. 10** Harassment: Harassing of players by other players, coaches, or fans will not be permitted. Terms such as "hey batter" or "no batter" or personal names shall not be allowed. Players and coaches will first be warned then ejections may follow if the harassment continues.
- Sec. 11** Any spectator found to be using inappropriate behavior towards staff, players, coaches, or other spectators will be asked to leave. This includes yelling, saying rude or inappropriate things, harassing players from behind dugouts or fences, smoking, drinking, or anything that the staff feels is not appropriate behavior around the children will be escorted from the premises by the staff or by the police.
- Sec. 12** A coach may discipline a player by withholding playing time. However the coach must first have the disciplinary action approved by the Recreation Supervisor and will be responsible for reporting it to the parent(s) of the player.

## **RULE 8: FIELDS & EQUIPMENT**

- Sec. 1** Pitching will be within the circle. The center of the circle will be 38 ft from home plate.
- Sec. 2** The base distance will be 60 feet.
- Sec. 3** Boys Pinto will use a RIF 5 ball  
Girls Pinto will use an 11" Flexiball

## **RULE 9: CANCELLATIONS**

- Sec. 1** It will be up to the judgment of the Centralia Recreation Complex staff to determine if a game will be cancelled due to weather or field conditions. As soon as the decision is made to cancel, coaches will be notified. It will be the coaches' responsibility to contact their players/parents! Parents, please do not call the Recreation Complex to ask about cancellations.



**Sec. 3** It is the decision of the umpire or supervisor in charge to cancel a game once it is in progress.

### **RULE 10: SUSPENSION**

**Sec. 1** Any player, manager, or coach who strikes or shoves an umpire shall be automatically suspended and shall be disbarred from the Centralia Recreation Department Youth Baseball League.

**Sec. 2** When a manager, coach or player is expelled from a game, they shall be suspended the remainder of said game and at least the next game or play-off game. All coaches who are suspended must speak with the program coordinator before returning to play.

### **RULE 11: ALCOHOLIC BEVERAGES, DRUGS AND TOBACCO**

**Sec. 1** *NO ALCOHOLIC BEVERAGES* are allowed on the playing area or in the dugouts. If any player, coach, or manager violates this rule the player(s) team will forfeit that game. NOTE: ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN CITY PARKS.

### **RULE 12: CENTRALIA RECREATION DEPARTMENT REFUND POLICY**

1. Full refunds are given ONLY for fully cancelled leagues or activities.
2. Refunds are granted up to the start of a program only with a written medical excuse stating the specific reason the person is unable to participate.
3. NO REFUNDS are granted after teams are formed w/o medical excuse.
4. There will be NO partial or pro-rated refunds granted.
5. NO REFUNDS granted for registrations of \$10 or less.
6. **All refunds must go through the City of Centralia process. There are no cash refunds. All refunds are by city check and mailed to the address on the registration form.**

**ROOT FOR YOUR TEAM AS HARD AS YOU WISH BUT CONDUCT YOURSELF  
UNDER THE HIGHEST PRINCIPLES OF SPORTSMANSHIP**

***GOOD COACHES COACH,  
AND  
LET UMPIRES UMPIRE***