



**FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY**

YOUTH PINTO BASEBALL LEAGUE RULEBOOK

GENERAL RULES:

1. Everybody plays, everybody wins!
2. No scores will be kept. No league standings will be kept.
3. Team uniform t-shirts and hats should be worn at every game.
4. Each player should play equal playing team as much as possible.
5. Players may not wear jewelry, watches, or metal cleats for safety reasons.
6. All players and coaches are required to line up and shake hands at the end of each game.
7. Communication such as notifications, schedule changes, and cancellations will be made through PLAYERSPACE.

SPORTSMANSHIP:

1. The YMCA is dedicated to teaching the fundamentals of the game of basketball to our youth and provides a healthy recreational activity.
2. Our GOAL is to teach basic fundamentals and techniques under good leadership in an atmosphere of wholesome competition and community participation.
3. We want to instill in youth and adults a sense of enthusiasm, fair play and teamwork, while also emphasizing character development of four essential elements: caring, honesty, respect and responsibility.
4. All parents and fans are encouraged to cheer positively for their child's team as well as all the youth/coaches/officials involved.
5. Parents and coaches are a model for children to follow and should maintain these very principles and practices of sportsmanship. Anyone at the gym or on the court who is exhibiting poor sportsmanship may be asked to leave the premises.
6. Players are also responsible for maintaining and displaying good sportsmanship and if a player is not demonstrating good sportsmanship during game play, the player and team may be penalized.
7. The YMCA believes that its sports programs can help people to grow personally, clarify values, improve relationships, appreciate diversity, develop leadership skills and have fun.

IMPORTANT REMINDERS:

1. Players and coaches are encouraged to show up at least 10 minutes prior to game time.
2. Every coach is responsible for their own conduct. As a Y coach you are a role model for the kids and extension of the Y's missions and values.
3. Profanity and other forms of abuse towards referees, coaches, parents, or players will not be tolerated.
4. Every team is responsible for assisting in cleaning up the playing field and sideline area after each game. Encourage your parents and players to assist in clean up.
5. The Y properties and off-site programs are considered to be SMOKE FREE.

GAME RULES:

1. Games are 6 innings or 60 minutes, whichever comes first. No new innings will be started after 55 minutes.
2. Coaches will umpire the game.
3. Coaches of the defensive team will be permitted to station themselves in the outfield area. Coaches of the offensive team may locate opposite first and third base. At no time can any coach physically participate while the ball is in play.
4. The coach pitches the ball. After 5 pitches, the tee will be set up. Coaches may choose to pitch either over or underhanded.
5. All team members present at the game shall be in the batting rotation and bat continuously in that order. Players who are late shall be added to the end of the line-up.
6. 3 outs, 6 runs, or batting through the line-up ends the inning. Visiting team according to the schedule shall bat first.
7. Strike outs (3 missed swings) do not count as outs. Each player gets 6 pitches (5 from the coach and 1 from the tee). Hit off the tee must be a fair ball or batter is out. There will be no walks allowed or bases awarded for hit by pitch.
8. After hitting a fair ball, the batter must make an attempt to lay the bat down. If a bat is thrown, the player will be called out and all base runners will return to the base occupied at the start of play.
9. Players are not permitted to steal or lead off bases.
10. Base runners may continue to advance until the ball returns to the infield. Runners cannot advance once the defensive player or coach has possession of the ball. Base runners may advance only one base on overthrows at any time.
11. No contact is allowed when a player slides into a base. On a close play, if no slide is attempted or contact is made with the defensive player outside the base path, the runner is out.
12. If a base runner is out, they must leave the base and return to the bench.
13. A maximum of 6 players may be in the infield. No player shall be closer to the batter than where the pitching rubber would be (The line between first and third base). There is no limit on players in the outfield. No player may block the base path.
14. Every player must play at least one inning in the infield.
15. Play is stopped and the ball is dead when the pitcher has the ball (Either the coach or the player). Runners more than halfway to the next base may advance.
16. Catchers must wear protective gear, minimally mask and chest protector. Coach pitcher may use up to 3 balls, but focus should be on youth player throwing ball back to pitcher.
17. All trash must be picked up after each game.

QUESTIONS:

1. For any questions, contact Charlie Williams through PLAYERSPACE, by phone number at (618) 283-1258, or E-mail at cwilliams@fayetteymca.com.