

OSAA GIRLS PINTO SOFTBALL (2nd and 3rd Grade) League Rules

****These are IN ADDITION to the OSAA Softball General Rules****

2020

The Pinto Softball League is for girls in the 2nd and 3rd grades as of the current school year. This league plays on a field with base distance at 55 feet, and distance from pitching rubber to home plate of 30 feet. An 11 inch reduced injury factor ball is used in this league. Special rules apply to this league as follows:

1. TEAM:

Each team will field 10 players (four outfielders)

A team may borrow players from the opposing team to field 9 players on defense. The borrowed players will bat with their own team. No batting penalty for playing with less than 9 players.

2. GAME:

A game will consist of 6 innings or 1 hour and 20 minutes. Game scores and league standings will be kept in this league; however **INSTRUCTION** and **FUN** are still the goals. An inning will consist of three (3) outs or 5 runs maximum for each team.

3. PITCHING/CATCHING:

In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than (2) consecutive and a maximum of (3) innings in a game. Coaches are responsible for monitoring pitching. Unintentional violations of this may be corrected by substituting a player without penalty.

4. BATTING/ PITCHING:

a. GAMES BEFORE MAY 15th (or as determined by the Pinto Commissioner) – Coach pitching will be used, but a player will be at the pitching position inside the 16ft circle for defensive purposes. During these early games, player pitching may be used upon agreement by the coaches. Unless otherwise provided, the Coaches are the umpires and call balls and strikes for their own team, with one coach (batting team) on the mound (pitching) while another coach (batting team) is behind the opposing team's catcher calling balls and strikes.

b. REMAINDER OF THE SEASON (after May 15th or as determined by the Pinto Commissioner) - Combination of player/coach pitching system will be used with **NO WALKS**. If the batter reaches ball four, then the batter's coach will assume the current count & pitch until the batter either hits or strikes out. Strikes will be called with player pitch if the pitch is in the strike zone. A batter can be called out on a third strike pitched from the player. Batter is out on dropped 3rd strike. **Bunting is not allowed.**

5. BASE RUNNING:

No base stealing is allowed. Runner must hold base until the ball is hit. One base advance on **FIRST** overthrow, **except** on an overthrow to 1st base, the Batter-runner may not advance beyond 1st base, but other base runners may advance one base at their own risk. For example, a base runner on 1st base running to 2nd base may advance to 3rd base on an overthrow to 1st base, but **MAY NOT** advance to home. The batter-runner must stop at 1st base unless a play is made on the runner attempting to reach 3rd base. The purpose of this rule is to encourage fielders to try and make the play at 1st base. On any overthrow back to the pitcher, the base runners may not advance. On hit balls that do not leave the infield, runners may advance only to the next base. On hit balls that go to the outfield, runners may advance bases without limit so long as the ball remains in the outfield, and, once the ball is returned to the infield (whether or not a defensive player has possession of the ball), all runners may continue to the base they are heading toward but may not advance beyond that base. A player called out on the bases must return to the dugout.

6. MISC:

When on defense a team may have up to two coaches in the outfield to help their players with alignment and instruction. The coaches must not be within the base paths and cannot touch any player or the ball. The coaches also have no input on umpire calls.