



OSAA GIRLS PINTO (2nd and 3rd Grade) League Rules
These are IN ADDITION to the OSAA Softball General Rules

The Pinto 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 this. Unintentional violations of this may be corrected by substituting a player without penalty.

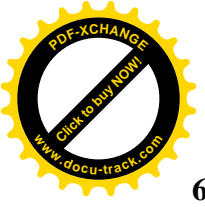
4. BATTING:

a. GAMES BEFORE MAY 15th – 2nd grade teams can have the batter's coach pitch 4 pitches to the batter, but a player will be at the pitching position inside the 16-ft circle for defensive purposes. After the 6th pitch without making contact, a tee will be used for the player to put ball in play. No umpire will be used during games before May 20. During these early games, player pitching may be used at a coach's discretion.

b. REMAINDER OF THE SEASON- 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. Batter is out on dropped 3rd strike. Bunting is not allowed. Batters hit by a player's pitch will have the option to take first base or continue hitting (Hit-by-pitch rule does not apply when coaches are pitching).

5. BASE RUNNING:

No base stealing is allowed. Runner must hold base until the ball is hit. One base advance on **ANY** overthrow, except that on an over throw to 1st base that does not leave the field of play, 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 first base. On any overthrow back to the pitcher, the base runners may not advance. Play is dead when an infielder has control of the ball **IN THE INFIELD DIRT AREA**. A player called out on out on the bases must return to the dugout.



6. MISC:

When on defense a team may have one coach in the outfield to help their players with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball. The coach also has no input on umpire calls. It is encouraged that the team in the field position a coach/parent at the backstop to field pitches missed by the catcher. This will help to move the games along.