

Pee Wee League Rules – Boys & Girls

GENERAL NOTES:

- Games must not run beyond time limit. There are no lights on the Pee Wee field and kids that play late games will not be able to finish if early games run late. Regardless of where you are in the lineup GAMES MUST END ON TIME.
- Tips to making the game move fast:
 - Have all 3 innings of defensive assignments figured out and on paper before the game. Hand those assignments to your parent helpers. Have them help place the kids in their positions between innings.
 - Have a “bench boss” for every game. Make sure kids are ready to bat when it’s their turn. Help kids keep track of their gloves and hats. Etc.
 - You must adhere to the maximum pitches per player. It is tempting to give kids “one more chance” but can cost other kids an at bat later in the game.
 - Post-game team talks should not take place in the dugout. Make room for the next team to take the dugout after the game. Have your post-game meeting somewhere else.
- Remember - Outfielders are to play in the grass – not the dirt.
- Do not let the last batter of each inning run all of the bases. This has been done in the past. It doesn’t teach the right way to play plus it’s a safety concern with thrown balls hitting kids coming on and off the field.
- Encourage a throw to the first baseman on ground balls to the infield. When pitchers field a ground ball then have a foot race to first base it teaches the wrong fundamentals.

RULES:

All games will be THREE (3) innings, or 50 minutes from the scheduled start time. In the event of incomplete games due to weather or other circumstances, the following rules will apply:

- Game must end at ten (10) minutes until the hour.
- Less than one (1) inning played – reschedule game.
- Two (2) innings played constitutes a complete game.

Coaches must notify the scheduling chairman within 48 hours or the game will not be rescheduled.

The following guideline will be used by umpires and coaches in handling lightning situations.

From the time thunder or lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.

All batters will bat each inning and the order shall remain the same for the whole game.

This is an introductory league and umpires will not be scheduled. In order to avoid conflicts, the following rules will apply:

1. The adult pitcher will umpire the bases, including home plate.
2. No score will be kept in this league.
3. Only TWO (2) defensive coaches will be allowed and they MUST be in outfield.
4. Unintentional throwing of bats will result in one team warning. On the next offense the player will be called out.
5. Intentional throwing of bats will result in the player being called out.
6. It takes seven (7) players to field a team.
7. The defense must be set using a standard infield (P, 3B, SS, 2B, 1B).
8. All remaining players shall play as outfielders and must be positioned a minimum of 30 feet beyond the bases. NO short outfielders are allowed. No defensive player shall position their self on a base unless a play is being made.
9. All defensive players are required to have a glove.
10. If the defensive team records an out, the offensive player MUST leave the field of play. NO EXCEPTIONS!!
11. For safety's sake, NO short pitchers. The defensive pitcher must remain behind and to either side of the adult pitcher.
12. The batting roster will be made up of the entire team. Every player will bat in each inning.
13. No walks will be awarded.
14. No intentional bunts will be allowed.
15. The player will be given a maximum of FIVE (5) pitches per at bat (unless the last pitch is fouled off). After FIVE (5) pitches a tee must be used.
16. The batting team may have base coaches at 1st and 3rd bases.
17. Adult pitcher will pitch from the chalk line positioned 25' from home plate.
18. The pitcher will be the batting team's coach (or coach delegate).
19. If a ball hit by the batter hits the adult pitcher, the ball is dead and the batter is awarded 1st base.
20. The adult pitcher must make an honest effort to get out of the way.
21. Play stops when a thrown ball gets into the infield.
22. Bases will be fifty (50) feet, with chalk lines at halfway points between 1st & 2nd, 2nd & 3rd, and 3rd & home.
23. If a base runner is past the chalk line when the ball is returned to the infield, the runner is allowed to advance to the next base. Otherwise, the runner must return to the base last touched.
24. No lead-off from the base is allowed.
25. Players should be encouraged to throw to the proper base in this league. When attempting to make a play at any base, runners will not be allowed to advance beyond the base they were approaching at the time of the play. An additional base will not be awarded on an overthrow that remains in the field of play or out of the field of play.
26. Coaches for Pee Wee Girls shall pitch underhand
27. It is suggested that coaches for Pee Wee Boys pitch underhand. If the coach pitches overhand, he/she shall pitch with one (1) knee on the ground.