

Pee Wee Rules 2018

General:

- It is highly recommended that all players wear an athletic supporter: jock strap and cup. Coaches and umpers are not required to check to ensure a player is wearing one. This is a recommendation, not a rule.
- There are no wins or losses. Scores are not kept. Pee Wee baseball is instructional baseball.
- Coaches may be on the field to man the machine, and to organize and instruct the players.
- Good sportsmanship, respect, and kindness should be promoted by all coaches, umpers, parents, and players at all times. **There will be no abuse on umpires tolerated!** Any violations should be brought to a coach or NTNLL board member at the earliest possible opportunity.
- If a player or coach is ejected from a game, they will face a **1 game suspension** and have to meet with the Board of Directors before returning to action. If a parent is abusive to an umpire or player, they will be removed from the premises and their respective coach will be ejected from the game as well.
- Please read, understand, and follow the guidelines in the attached NTNLL Concussion Protocol
- Coaches and players are responsible for leaving the field the way they found it. Please pick up after your team before leaving.
- There will be **no** Kid Pitch. It will be Machine Pitch all season.

Defense:

- Only 6 players allowed in the infield: 1st base, 2nd base, SS, 3rd base, catcher, and pitcher.
- The rest of the team may play in the outfield as long as they are at least 10 feet off the edge of the dirt.
- Pitcher must wear a batting helmet.
- Catchers behind the plate need to wear the following equipment: catcher's helmet, chest protector, and leg protectors. Coaches may need to help catchers do this job.
- Encourage the players to make the throws to the bases even if the runner is already safe.
- Runners cannot go on an overthrow.
- Coach mans the machine.

Offense:

- Continuous batting order. Everyone bats. No substitutions.
- No bunting, or stealing, or leading off.
- When the ball is hit in the infield, runner can earn one base only. Runner does not advance on overthrow. Runner can be thrown or tagged out.
- When the ball is hit into the outfield grass (on the ground or air), the runner can attempt to get two bases at his/her risk. Runner can be thrown or tagged out.
- If a ball hit in the air to the outfield is caught, it is an out.
- 5 runs per inning max or 3 outs.
- 3 strikes and a batter is out. There are no walks.
- Max of 5 "good" pitches from the machine. The umpire will make the "bad pitch" calls from behind home plate.

- Foul balls count as strikes. Batter cannot be retired on a foul ball that is not caught.
- Both teams bat in the 6th inning.