

## Pee Wee Division

No inning shall begin more than one hour and forty-five minutes after the game began. For example, no inning in a game started at 5:30 PM may begin after 7:15 PM and in a game starting at 3:00 PM game no inning may begin after 4:45 PM. An inning begins as soon as the last out is made in the previous inning.

All team members will bat in a continuous order. There are no batter substitutions. Any player that shows up late to a game must be added to the lineup at the end of the batting order, regardless of where in the order the team is batting.

**Bat barrel may be no greater than 2 ¼" in diameter big barrels stamped with USA Baseball insignia are allowed and managers must approve these prior to the start of the game with umpire. Should a batter use an illegal big barrel bat, the opposing manger must notify manger immediately after at bat and batter will be called out and all runners returned to the prior base. IT IS THE MANAGERS JOB TO ENFORCEMENT THE BAT RULES!!!**

All catchers must wear a protective cup.

Bases are 60 feet apart

Pitching mound is 40 feet from back tip of home plate

Pee Wee pitchers will pitch for the entire season.

- From the beginning of the season until those games played on **May 22nd**, the following coach pitch rule shall be in play
  - Once a pitcher walks a batter, the coach of the team whose batter walked will enter the game and throw no more than the number of strikes the batter had remaining. A batter is not out on a foul ball but should a batter take a pitch it constitutes a pitch.
  - For example a batter walks on 3-2 count, coach would throw one pitch, if batter fouls pitch off, they remain at bat, if they take the next pitch or swing and miss they are out.....if a batter walks on a 3-0 pitch, that batter would get three pitches from the coach
  - If the batter takes a pitch from a coach it is considered a strike
- After May 22<sup>nd</sup> walks will be in effect. After a pitcher throws 4 balls, the batter will take their base
- A pitcher is only allowed to pitch two innings a game throughout the season. Should a playoff game go extra innings, the two inning rule is still in effect.
- Coaches are encouraged to monitor pitchers very closely. For many players, this will be their first time pitching.

Runner must slide to avoid contact and if not, runner will be called out. There is no head first slide.

There is no infield fly or drop third strike

Bunting and fake bunting are not allowed.

Runner (both the batter and any runners) may advance only one base on an overthrow or defensive error. **\*If a second error or overthrow occurs during the same play, the runners may not advance on the subsequent error or overthrow. For example:**

- **For example:** Runner on 1b----Batter hits it to SS----Runner goes to 2B ----SS overthrows 1B----Runner can go to 3B and batter can go to 2B----Then 1B overthrows 2B---Batter must remain at 2B and Runner must remain at 3B

When a ball is hit into the outfield, runner may advance to any bases until ball reaches the infield. Once the ball is on the infield the play is dead and the runner is not allowed to advance to the next base regardless of throws made by the defense. If runner has rounded a base while ball is arriving on the infield they are allowed to continue to the following base if they have gone further the 50% of the way to the next base.

- **For example:** Runner on 1<sup>st</sup> and 2<sup>nd</sup> –batter hits ball into the LF gap. LF runs over bobbles the ball and throws it into the infield where ball lands (or caught by infielder). The play is dead when ball lands/is caught. If runner who started on second is over halfway home from third or already home they score. If runner on 1<sup>st</sup> is over half to third or home they are allowed to remain on that base. If runner is less than halfway to third or home when ball reaches the infield they must go back to the previous base. The trailing runner must go back to the previous base if the lead runner would put two runners on a single base. Should an infielder play on the runner, the play is again live and an over throw allows for runner to advance only one base. An over throw of 3B to 2B allows runner to go one base. This limits the defense throwing the ball around.

Stealing is not allowed in Pee Wee baseball.

A base runner can score only as a result of a batted ball or if bases are full and batter draws a walk or is hit by a pitched ball.

The strike zone is a pitched ball that is "**hittable**". A hittable pitch passes the plate between the batter's chin and the middle of his shins when he assumes a natural stance. A hittable pitch is within two baseball widths inside or outside of the plate.

If a pitched ball hits a batter, he is awarded first base. Batter has the option of continuing at-bat. A pitcher must be removed after the third hit batter in a game.

The ball is "dead" and no runner may advance when the pitcher has possession of the ball in the immediate vicinity of the mound as determined in the umpire's sole discretion. If a base runner is more than halfway to a base when the ball is determined to be "dead" then the base runner may advance to that base. Otherwise, the base runner must return to the last base occupied.

A maximum of 6 runs per inning are allowed per inning. Except in the last inning where there is no maximum allowed runs per inning. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 6th run scores, or 3 outs are recorded, the inning is over.

The mercy rule is either team winning by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings, the game is over.

All players must play a minimum of 2 innings in the field but managers are encouraged to play everyone at least three innings.

Pee Wee games shall be 6 innings long.