

# Tri-West Little League - Pee Wee Division Rules

## Overview

The TWLL Pee Wee baseball division is for boys and girl's ages 5 to 6 years old (do not turn 7 until after April 30<sup>th</sup>). The objective of TWLL Pee Wee baseball is to continue developing skills learned in Tee Ball and to introduce the kids to a more competitive level of baseball, while learning the rules and strategies of baseball. Players will be pitched to overhand by a coach from a distance of 25 feet and the field will be set up with 50 foot base paths. The baseballs used in Pee Wee will be Level 1 with a soft center, which is firmer than a Tee Ball baseball, but softer than an Official Little League baseball. There will be no score kept in the regular season games; however, there will be a post-season tournament where the score will be kept and the winning team will advance and the losing team will be eliminated. The rules throughout this document apply to both regular season and tournament games unless specifically stated otherwise.

## A. Park Rules

1. Home Team
  - a. The home team will be in the 3<sup>rd</sup> base dugout.
  - b. The home team will be responsible for providing the home plate umpire and getting the field lined and ready for play.
  - c. After the game, the home team is responsible for raking and field maintenance as well as making sure bathrooms are cleaned up and locked.
2. Visiting Team
  - a. The visiting team will be in the 1<sup>st</sup> base dugout.
  - b. The visiting team will be responsible for providing the base umpire.
  - c. After the game, the visiting team is responsible for emptying the garbage cans into the dumpster located between the parking lot and south diamond.
3. Coaches and parents need to make sure kids are not playing in the bathrooms.
4. Team Parents need to check on the bathrooms throughout the games.
5. Each team is responsible for cleaning out their dugout after each game.

## B. General Rules

1. No judgment calls by an umpire may be protested or argued. Umpires have the final say.
2. Rules interpretations may be discussed as soon as the dispute arises. The umpire and Director of the Pee Wee Division, if available, will resolve the dispute before play resumes. All decisions are final.
3. Managers are responsible for the behavior of their coaches and players. No arguing or poor sportsmanship from managers, coaches, or players will be tolerated. Any one of these persons violating this rule will result in the ejection of that individual. An ejected person must leave the vicinity of the park before play will resume.
4. The minimum number of players to start and finish a game is 8.
5. A complete game will consist of 4 innings (3.5 innings if the home team is ahead), except in the case of inclement weather or the time limit being met. In the event of inclement weather or the time limit being met, 3 completed innings (2.5 innings if the home team is ahead) will be considered a full game. The time limit is 2 hours for all games. If there is

a rain delay, that will not count towards the time limit. The final inning must be started before the 2 hour mark. Whether to call a game for darkness is at the discretion of both managers.

6. In regular season play, teams will bat once through their lineup per inning regardless of how many players are active for both teams. In tournament play, if teams playing have an uneven number of players, the team with more players will bat once through their lineup per inning. The team with fewer players will bat through their lineup once and then bat as many players, in order, as needed to match the team with more players. For example, Team A has 12 players active and Team B has 9 players active. Team A will bat each of their 12 players each inning. Team B will bat their 9 players and then bat the first 3 batters from that inning. In the following innings, the next batter in the lineup will be the first batter for that inning. This will allow all kids an equal number of at bats and will help prevent the team with fewer players from having their better players at the beginning of the order and letting them bat twice each inning.
7. Players will not be allowed to participate in a game if they are wearing a hard or soft cast or any other items (e.g. jewelry) that are deemed to be unsafe.

### **C. Game Rules**

1. Play should be stopped by the umpire when the ball is in the control of the pitcher's helper (not the coach who is pitching) who must be in the designated pitcher's circle. Control must be emphasized. The pitcher's helper must have control of the ball in the circle and raise his/her arm to let the umpire know they would like time to be called. This will be a judgment call from the umpire. Base runners will either advance to or return to the previous base dependent upon the umpire's decision on whether or not the runner(s) made it to the halfway hash mark at the moment time was called.
2. There are 3 ways to end the inning on the last batter: (1) the defense records an out, (2) the batter is safe at home, or (3) the catcher has control of the ball and steps on home plate before the batter makes it home. On the last batter of the inning only, the hash mark between third base and home plate does not apply. The runner(s) must touch home plate before an out is recorded or the catcher has control of the ball and steps on home. Once an out is recorded, any base runners who have not reached home plate safely are also out. Once one of these 3 things has happened, all base runners need to stop running.
3. In the judgment of the umpires, if a player is seriously injured, he/she may stop play immediately and call a dead ball. Any base runners will either advance to the next base or return to the previous base dependent upon the umpire's decision whether or not the runner made it past the halfway hash mark located half way between each base at the moment time was called by the umpire.
4. Free substitutions are allowed on defense before an inning begins. The only way a substitution can be made in the middle of an inning is if there is an injury. A player is allowed to re-enter the game at any position after sitting out. The batting order is set before the start of the game and is not affected by defensive substitutions.
5. On a team with 12 or fewer players, all players must sit out 1 complete inning on defense before a player sits out for an additional inning.
6. In the case of a tie during tournament play, there will be additional innings played until a winner is decided. This rule does not apply to regular season games as the score is not kept.

7. There will be no completely replayed games. If a game has to be stopped, the game will resume where it was stopped, including the time limit.
8. The dropped ball on third strike rule does not apply.
9. The infield fly rule does not apply.

#### **D. Pitching Rules**

1. The coach/pitcher must pitch overhand to all players from the pitching rubber that is located 25 feet from the tip of home plate. When the ball is released, 1 foot of the coach/pitcher should be touching the rubber. In regular season games, the coach may move up closer for players who have difficulty hitting a pitch from this distance.
2. The coach/pitcher must leave the field of play after the ball is hit into play. The coach should try to pick up the bat and stay off the field (in foul territory) until the play is called dead by the umpire.
3. The coach/pitcher should make every attempt to avoid the batted ball and to not impede the play of the defense. A deliberate attempt by the coach/pitcher to interfere with the ball or the play will result in an out.

#### **E. Hitting Rules**

1. Each team will bat all active players every inning during both regular season and tournament games.
2. No player shall hold or swing a bat unless he/she is at bat. The “on deck” batter is not allowed to pick up a bat until leaving the dugout to take a turn at bat. This is a safety rule that must be strictly enforced.
3. Each batter will receive a maximum of 7 pitches in order to put the ball into play. There is NOT a 3 strikes and you are out rule. If the 7<sup>th</sup> pitch or any subsequent pitch is fouled, the batter gets an additional pitch. There are no walks.
4. If the catcher catches a tipped ball on any pitch, the batter will not be called out. In the event this is the 7<sup>th</sup> pitch of the at bat, the tipped ball that is caught will be treated as a foul ball and the rule in #3 above applies for an additional pitch.
5. If in the umpire’s judgment a bat was thrown, the batter is out.
6. If the batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
7. No bunting allowed. If an intentional bunt occurs, regardless if the bunted ball is fair or foul, the batter is out and the ball is dead.
8. No fake bunt and swings allowed. This is defined as “showing bunt” to draw the infield in and then taking a full swing at the pitched ball. If this occurs, the batter is automatically called out and the ball is dead, regardless if the ball is hit or not.

#### **F. Base Running Rules**

1. Base runners must make every effort to run through the orange portion of the safety base at first base on a play in the infield. If in the judgment of the umpire the base runner deliberately runs through the white base to interfere with the fielder, the runner will be called out.

2. Lead offs are not allowed.
3. Base runners leaving the base before the ball has been hit will automatically be called out.
4. Base runners must not leave the base line to avoid a tag or they will be called out.
5. If a fielder is making a play on the ball and is in the base path, the base runner may not run into the fielder or he/she will be called out.
6. A base runner is out when he/she does not slide when an infielder has the ball and is making a force play or waiting to make a tag. If a player does not slide into a base to avoid contact, then he/she will be called out. Headfirst slides are not permitted. Any headfirst slides will result in the player being called out.
7. Offensive base coaches may not touch runners while the ball is in play. If the base coach touches a runner while the ball is in play, the runner will be called out.
8. In the event of an overthrown ball that goes out of play, base runners may only advance 1 base.

### **G. Fielding Rules**

1. Each team will use 10 defensive players consisting of: 1 pitcher's helper, 1 catcher, 4 infielders, and 4 outfielders. The pitcher's helper must play the position of "pitcher" and stay within the designated circle until the ball is hit. The pitcher's helper must wear a chest guard on the outside of their shirt and a batting helmet with a face guard. All 4 outfielders must be positioned in the outfield grass when the ball is put in play.
2. The defensive team may have 2 coaches on the field of play and these coaches must be positioned in the grass part of the outfield and remain there unless time is called.
3. Fielders making an out at 1<sup>st</sup> base must use the white portion of the safety base for a force out. If the fielder touches the orange portion of the base only, the runner will be ruled safe.
4. Infield players cannot play past the dirt of the infield. There will be no changing infielders or outfielders throughout the inning for different types of hitters to put the stronger players in key positions.
5. All players playing in the outfield who are attempting to make a force out must make a throw from the outfield grass. Outfielders are not permitted to tag a base runner, make an unassisted putout at a base (touching the base while possessing the ball), or make an assist from the infield.

Division Director: Jud Canada  
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