



PeeWee (PW) Rules

NFHS rules will apply except as altered by the following additions and exceptions

PW1. All games will be limited to:

Five (5) innings or (1:20) hrs

NOTE: No new inning shall commence **WITHIN** five (5) minutes of the end of regulation

NOTE: Scheduled **REGULAR** season games played during WEEKDAYS will establish a “**hard-stop**” twenty (20) minutes following the official end of regulation. If gameplay is still in-progress at “hard-stop” the official score will be determined by the score at the previously completed inning.

NOTE: Postseason games will be played to full innings **OR** time limit (run rule in effect).

NOTE: Championship game will be played to full innings (run rule in effect).

PW2. A team can score a maximum of five (5) runs per inning through the 4th inning. In the 5th and only the 5th inning, ten (10) runs will be allowed. Regular season games may end in a tie and need not be completed, unless directed by the League.

PW3. There will be no continuation of play in PW. In a play situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning remains in effect.

PW4. A game shall be declared complete if a team is ahead by fifteen (15) runs after three (3) or ten (10) runs after four (4) innings. An insurmountable lead is in effect, and the game will end if and when a win or tie is no longer possible for the trailing team.

PW5. Field Dimensions:

The infield must be square that is sixty (**60**) feet on each side with forty (**40**) feet between the pitching plate and back of the home plate.

PW6. Each team will be allowed four (**4**) Coaches which includes the Manager.

A. On **OFFENSE**, this allows for two (**2**) Base Coaches, one (**1**) Coach Pitcher, and one (**1**) Dugout Coach that must remain **WITHIN** arm's length of the dugout door.

B. On **DEFENSE**, this allows for one (**1**) Dugout Coach that must remain **WITHIN** arm's length of the dugout door and three (**3**) additional Coaches that must remain **IN** the dugout or can step off the field if dugout space is limited.

PW7. All players who are eligible to participate shall be placed in the batting order and bat subsequently.

PW8. The infield fly rule will **NOT** apply.

PW9. There will be no intentional walks.

PW10. There will be no fake bunt and then swing.

NOTE: Contact is **NOT** required; batter is out, ball is dead and runners cannot advance.

PW11. No bunting when **COACH** Pitcher is pitching.

PW12. There will be **NO** leading off from base.

PW13. There will be **NO** base stealing.

PW14. Batters Helmet:

A. Face mask or C-Flap is **REQUIRED**.

B. Players **REQUIRED** to provide their own helmet for personal hygiene and safety.

C. There will be one **(1)** warning per team for a runner removing their helmet while on deck, at bat, on the bases or base paths, while the ball is in play or before the Umpire has granted a time out. The **NEXT PLAYER** to remove their helmet will be called out. Interpretation of removing a helmet will be up to the judgment of the Umpire.

PW15. The **FIRST** 1/2 of the season will be Coach pitch for the first three **(3)** innings and Player pitch the **REMAINDER** of the game. The **FINAL** 1/2 of the season will be Coach pitch for the first two **(2)** innings and Player pitch the **REMAINDER** of the game.

Games 1 - 6 are designated as the **FIRST** 1/2 of the season.

Games 7 - Championship are designated as the **FINAL** 1/2 of the season.

NOTE: In the event of a rescheduled game, the point at which the game is rescheduled to be completed vs the current point of the season will determine Coach pitch innings. To be clear, if a game was originally scheduled as game three (3), but was rescheduled for completion after game seven (7), there will only be two (2) innings of Coach pitch in effect as the rescheduled game passed the midpoint of the season.

PW16. During Coach pitch, each batter can receive a maximum of five (5) pitches or three (3) strikes (swinging).

PW17. During Player pitch, the pitch count will be “in effect”. If the batter receives a fourth “called ball” from the Pitcher, the batter will receive two (2) pitches from the Coach Pitcher.

NOTE: If the batter has two (2) strikes called against him and the Coach Pitcher enters the game for two (2) pitches, the batter can only swing at one (1) of the two (2) pitches. If the batter has only one (1) strike called against him and the Coach Pitcher enters the game for two (2) pitches, the batter can elect to swing at both of the pitches. The “integrity” of the pitch count must come into play.

NOTE: The Coach Pitcher must pitch the ball overhanded and are considered automatic strikes no matter where the ball is placed. If the sixth pitch **OR** third strike is hit foul, the batter **WILL** continue to receive pitches until the ball is hit into play.

PW18. When the Coach Pitcher is pitching, they will pitch with one (1) foot **ON** the rubber **OR** when an artificial mound is present, they will pitch with one (1) foot at the **FRONT** of the mound and the ball cannot exceed an arch of eight (8) - nine (9) feet.

If in the Umpire's opinion, the Coach Pitcher is stalling, the Umpire will give a warning. If the stalling continues the batter will be called out.

PW19. If a batted ball hits the Coach Pitcher, it will be called a “no pitch” and a replacement pitch will be thrown. If, in the opinion of the Umpire, the Coach Pitcher intentionally interferes with a defensive play, the batter will be out, and any runners will be returned to their original bases.

PW20. When a ball is put into play, the Coach Pitcher **MUST** leave the infield opposite of where the ball is hit removing themselves from the area of play.

NOTE: The Coach may **NOT** assume the role of Base Coach on any of the bases including home plate.

NOTE: The Coach may **NOT** return to the area of play until official time has been granted. Returning to the area of play prior to official time **WILL** result in an out.

PW21. In games where a Coach Pitcher is pitching, the defensive player designated as the defensive pitcher will play within **ONE-FOOT STEP** of the rim of the artificial pitcher's mound. In the event that there is no pitcher's mound, a ten (10) foot diameter circle will be drawn around the pitcher's mound.

PW22. The slinging of a bat in a fashion that, in the Umpire's judgment, could cause injury to other player's, shall result in the offensive team being **WARNED AT THE FIRST OCCURRENCE** with any further incidents by **ANY BATTER ON THE TEAM** shall result in that batter being called out. Such a play would be a dead ball situation and no runners shall be allowed to advance.

PW23. Player safety and sliding:

A. Managers should coach offensive players to always attempt to avoid collisions on the base path. Whenever a play is evident the rule should be slide, give up, go around or avoid contact.

B. Head-first slide is **NOT ALLOWED** when **ADVANCING** to any base and feet-first slide is **NOT ALLOWED** when **ADVANCING** to **FIRST** base. When this occurs, the **RUNNER** will be called **OUT**, ball **IS** live, and other runners **MAY** advance. **EACH TEAM** will be issued a warning that any subsequent runners on **EITHER TEAM** that slide, as explained above, will be called out **AND** ejected from the game.

NOTE: Head-first slide is **ALLOWED** when a player is **RETURNING** to any base.

PW24. Courtesy runner for Catcher of record at any time **OTHER THAN** the 5th inning:

A. Last batted out will be runner, or;

B. In case of no out in the 1st inning, the last batter in the order will be the runner.

PW25. Teams will play a **MAXIMUM** of ten (10) players during the inning, with four (4) outfielders. The remaining roster players will sit in the dugout. Players **WILL NOT** sit two (2) continuous innings, **UNLESS** the player is injured or circumstances exist outside of the Managers control.

A Manager may **NOT** place a player in a short-fielder position. Each outfielder must play at equal depth in the outfield.

PW26. There will be **ONLY** one (1) defensive substitution opportunity **PER** game. All other substitutions on defense must be at the top and bottom of the inning.

Exception: This rule does not apply to the relieving of the Player Pitcher.

PW27. Once a Pitcher has completed their warm-up on the mound they **MUST** face at least one (1) batter to the completion of that plate appearance.

PW28. During Player pitch, Coaches are allowed one (1) mound visit per **INNING** per **PITCHER**.

NOTE: If a Coach visits a pitcher twice in one (1) inning, the pitcher **MUST** be removed from the mound upon the second visit.

PW29. During Player pitch, a pitcher must be removed from the pitcher position IF they hit a batter two (2) times in a single **INNING** or three (3) times in a single **GAME**.

PW30. A Pitcher who is removed from the mound, whether due to reaching the maximum pitch count, a Manager's decision, or injury **CANNOT** return to pitch in that game.

PW31. Pitch Count Rules:

A. Pitch count/rest requirements **PER** game:

- a. 1 - 20 pitches: **NO** rest required
- b. 21 - 39 pitches: One (1) day rest (24 hours)
- c. 40 + pitches: Two (2) days rest (48 hours)

B. Pitcher may throw **no more than** fifty (50) pitches per **GAME** and **no more than** eighty (80) pitches per **WEEK**. If a pitcher reaches his maximum pitch count, he will be **ALLOWED** to complete the at-bat of the hitter he is facing.

NOTE: A pitching week **IS** considered Sunday 12:00 AM thru Saturday 11:59 PM. Weekly pitches are reset at that point, but the daily pitch count rest chart **OVERRIDES** the change of week.

(Example; if a player pitches forty (40) pitches on Saturday, their next available day to pitch would be Tuesday due to the two (2) days of rest on the daily rest chart).

C. If a player plays the position of Catcher prior to pitching in the same game, then the Player's pitch count must be limited to twenty-five (25) pitches for that game.

D. Any Pitcher delivering more than twenty-five (25) pitches in a game will **NOT** be allowed to play the position of Catcher for the remainder of the game.