

Sugar Land Little League PEE WEE DIVISION GROUND RULES

**The Little League Baseball Official Regulations and Playing Rules
shall govern the “Playing Rules” for the Pee Wee Division.**

**The Sugar Land Little League Pee Wee Division Ground Rules listed
below are additional, modified, or detailed explanations of the
“Playing Rules” for the Pee Wee Division only.**

1. **SCHEDULED GAME START TIME:** All games shall begin promptly at the scheduled start time. If a team is unable to field at least 7 players by the game’s scheduled start time, then the game will be rescheduled by both managers' agreement and field availability per the League VP. If the game cannot be rescheduled, the game will be canceled.
2. **CURFEW:** No new inning shall begin after 1 hour from the start time. No new inning will begin after 10:00 pm and no game will be played after 10:30 pm.
3. **LENGTH OF GAMES:** All games will be complete if any of the below occurs (games may end in a tie):
 - a. Six innings have been played.
 - b. 1 hour has passed since the start of the game and at the time expiration, the home team is ahead. (ALL games must continue until the time expiration is met or a Board Member states otherwise. Coaches cannot shorten game times and call games prematurely)
 - c. The Board Member on Duty shortens the game due to weather, field conditions, or other Board related issues. (2-inning minimum is considered a complete game in this scenario).
4. **SCOREKEEPING:** Score may be kept by the coaches, but an official scorebook will not be kept. Standings by win/loss scores will be not recorded. There will be no scoreboard.
5. **RUN RULE:** There will be either 3 outs recorded, or each team will bat through the lineup to end the inning.
6. **LENGTH BETWEEN INNINGS:** Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes after the last out of the previous half-inning.
7. **RAIN-OUTS:** Rain-out games shall be rescheduled by the League VP.
8. **COACHES:** Each team is allowed, 1 manager and 3 coaches.
 - a. **Offense:** First base, third base, pitcher and/or pitching machine operator, and dugout. If a team is short coaches one must remain in the dugout at all times.
 - b. **Defense:** Each team is allowed three coaches on the field, but they must remain in the outfield while the ball is in play.

- c. A coach from the offensive team will feed the machine. The pitching coach is allowed to instruct the batter verbally or with gestures but should not approach the batter. If a child is at risk of being hit by a pitch, he should be instructed to avoid injury. The 3rd base coach is allowed to approach the batter to better instruct the proper stance as well as reposition the tee as long as the tee remains in contact with home plate.
- 9. UMPIRES: There will be no league provided umpires. Each team will umpire their own game opposite their respective dugout. The home team will umpire 1st and 2nd base while the visiting team will umpire 3rd base and home. The stoppage of play will be the responsibility of the team at play.
- 10. BATTING ORDER: Each team will use a continuous batting order with unrestricted defensive substitutions. A player who arrived after the start of the game will be inserted at the bottom of the batting order. The mandatory play rule applies, see rule #14.
- 11. PITCH LIMIT, COACH PITCH/~~MACHINE~~/TEE:
 - a. There is a 6-pitch per batter limit.
 - b. For League age 4-5 the batter gets 3 coach pitch balls and 3 attempts off the tee.
 - c. For League age 6 the batter gets ~~3 machine pitch balls~~ and 6 coach pitch balls.
 - d. In the event the pitch is not hittable, the coach will take ownership and the pitch does not count.
- 12. OUTS: Outs will be recorded, 3 outs ends the half-inning.
 - a. If the bases are loaded, a forced out is allowed at any plate.
 - b. Only the pitcher or catcher can make an UNASSISTED out at home plate.
 - c. The pitcher cannot make an unassisted play at second or third.
 - d. No outfielder may make an unassisted out at any base. The ball must be thrown infield. A caught ball in the outfield is an out.
 - e. If no ball is hit after the 6 pitches, the batter is retired and an out will be recorded.
 - f. Double plays are allowed as long as the lead runner is stopped first.
- 13. PLAYERS: PEEWEE Division if for league age 4/5/6-year-old players.
- 14. MANDATORY PLAY: Up to 10 players will play on defense (4 outfield). Players cannot play the same position more than once in one game. Each player must play outfield at least 1 time each game.
- 15. INFIELD FLY: The infield fly rule is not in effect.
- 16. DEFENSIVE FIELDERS:
 - a. Infielders may not play in front of an imaginary line extending from first base to third base until the ball has been put into play.
 - b. Outfielders must remain in the grass behind the infield at all times unless assisting on a play. They cannot interfere with the base runners.
 - c. The pitcher cannot make an unassisted put-out at second and third base. He/she must throw the ball to the second/third basemen. The pitcher (and catcher when used) are the only players who can make plays unassisted at first and home.

- d. No unassisted play can be made by an outfielder on a force play. He/she must throw the ball to the base.
- e. Infielders consist of a pitcher, catcher, first baseman, second baseman, third baseman, and shortstop. Outfielders may have up to five players (four players if a catcher is being used, 5 if no catcher is being used)
- f. The catcher is required to wear catcher's equipment.
- g. The designated pitcher must have both feet behind the pitching rubber prior to each pitch (one in the dirt and one in the grass). The pitcher may not cross this plane until the ball crosses the plate. The pitcher must also wear a protective helmet with facemask.

17. **STOPPAGE OF PLAY:** Play will continue until the lead runner is stopped. The position of each base runner will be the last base legally touched. Runners may attempt to advance only 1 base on an overthrow, the runner can be thrown out attempting to take the base. If your runner turns left after reaching a base, that shows commitment to advance, and they may be tagged out. (each base overthrow the batter may advance one base if it is a continuous effort as described herein) Advancing one base on overthrows must be made in a continuous effort with no pause.

Example 1: Batter hits the ball to third. Batter runs to first and as the batter is reaching the base, the third baseman overthrows first so the batter continuously runs and takes second on the overthrow.

Example 2: Batter hits the ball to shortstop. Batter runs to first and reaches first before the ball is thrown to first. The ball is overthrown but the batter has paused on first already therefore the batter is stopped on first.

Runners may automatically take more than one base only if the batted ball is hit into the outfield (grass). Infield hits are limited to one base give/take for overthrows.

A runner can only score from 3rd base on a batted ball put in play; the runner may not attempt to advance to home on an overthrow.

18. **BASE RUNNERS:** No steals and no leadoffs are allowed. Runners may not leave the base until the ball is hit.

19. **DUGOUT ASSIGNMENTS:** The Home team will occupy the 3rd base dugout while the Visiting team will occupy the 1st base dugout.

20. **PITCHING MACHINE:** ~~The pitching machine will be set at 38 mph for the entire season. The back leg of the machine must be positioned to touch the front of the pitching rubber (46 feet). If a batted ball strikes the pitching machine, the coach feeding the machine or the cord to the machine, the ball is dead, and the batter and all runners automatically advance 1 base. The coach feeding the machine and the cord hanging from the machine are considered part of the machine. NO BALLS CAN BE LEFT ON THE FIELD AT ANY TIME. ANY EXTRA BALLS MUST BE OUT OF VIEW AT ALL TIMES.~~

21. **PROTESTS:** No protests will be allowed. If an incident occurs, one or both managers (NO COACHES) should locate or call the Board Member on Duty for resolution. Once a resolution has been met, the incident will be dropped, and no further discussion will occur inside or outside the field.

22. **ON-DECK BATTER:** No on-deck batter is allowed. Players must remain in the dugout and are not allowed to hold or swing bats in the dugout. Bats stay on the rack until the player is on their way to the plate.

23. BUNTS: Bunts are not allowed.

24. SCOREKEEPER, SCOREBOARD OPERATOR, & FIELD MAINTENANCE:

- a. The home team shall be responsible for making sure the field is prepared before each game (marking the field (no chalk on the grass), lightly watering, etc.) No official book will be kept for the PeeWee division; however, the coaches may keep their own score. A runner who tags home plate AFTER the third out has occurred will not be a run scored.
- b. The visiting team is responsible for raking and watering the field after the game.
- c. Both teams are responsible for picking up the trash in their respective dugouts.

25. INJURY REPORT: An injury report must be filled out for every injury, no matter how minor. Forms can be found in the concession area, as well as the division binder. The incident must be reported to the league SAFETY OFFICER within 24 hours of the injury.

26. END OF SEASON PLAYOFFS:

- a. Fall: No playoffs will be played.
- b. Spring: At the discretion of the League VP, single-elimination playoffs.

27. TOURNAMENT “BLUE-GREY” TEAMS: No tournament teams will be selected at this division.

28. MISC ITEMS

- If the ball is hit and then bounces on home plate or anywhere in the batter’s box but rolls into fair territory the ball is a live ball and considered a playable ball.
- If a batted ball hits the batter the ball is dead (foul ball)
- If a pitch touches the dirt before being hit by the bat, it is a live ball and considered a playable ball (as long as the ball is hit into fair territory).
- If the batter hits the tee in the process of a batted ball, as long as the ball is batted into fair territory then the ball is live and considered a playable ball.
- A coach or team volunteer (in the instance when there are not enough coaches) must be present in the dugout at all times. Team moms are not direct dugout coaches. If a coaching staff is short a coach for a game a League-approved, and allocated volunteer can help but they are limited to being the dugout coach. At no time are any unallocated individuals, siblings, parents, friends, etc. allowed to interact with the kids at games (or practices).
- Managers are responsible for their fans. Parents/grandparents/friends/siblings and fans may not use any inappropriate language at any time and must respect others. If the Code of Conduct is continuously violated Managers will be suspended.
- UNIFORMS: players must be fully dressed to play, hats must be worn on the field, and jerseys must be tucked in.
- Any coach who is helping catch must quickly retrieve the batters’ bat and move the tee (if necessary) so the advancing runner can safely cross home plate.