

PeeWee Division Rules

All divisions will follow the rules set forth in the Official Rulebook as published by Little League. All coaches should familiarize themselves with the rules in the official rulebook. The following rules either highlight areas of importance or are specific to Noon Optimist Little League for play in the PeeWee Division:

1. Games will be 1 hour and 30 minutes (90 minutes) or 6 innings, whichever comes first. The home team will get the last at bat to complete an inning if not winning at that point.
2. The time limit is not “drop dead”
3. Pursuant to Rule 4.10 (e), a regulation game may be called after three (3) innings if one team is ahead by fifteen (15) or more runs, four (4) innings if one team is ahead by ten (10) or more runs, or If after five (5) innings one team is ahead by eight (8) or more runs.
4. If the game is tied after 6 innings, extra innings may be played until the tie is broken or the time limit has been reached. Extra innings should be played according to Tournament Rule 14.
5. A coin flip will be used to determine tournament seeding if there is a tie record. The team that had the higher first round draft pick will call the flip. The winner of the flip may pick the high or low seed.
6. Teams can field ten (10) players when on defense with the tenth player being an outfielder.
7. Games can be played with seven (7) players on a team without penalty for the missing player.
8. Coaches are not allowed within the foul lines except to feed the pitching machine.
9. Players not playing on defense in an inning will be rotated to defense the next inning. Players will not sit in the dugout when their team is on defense during back-to-back innings.
10. Continuous Batting Order (CBO) will be utilized in the PeeWee division in accordance with Tournament Rule 9 - Mandatory Play. A continuous batting order that will include all players on the team present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order.
 - a. A player may be entered and/or re-entered defensively in the game at any time. Every player placed in the line up will participate in each game. No player will sit more than three (3) consecutive outs.
 - b. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives later to a game site, if

- the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.
- c. An improper batter will be considered as batting out of turn (see Rule 6.07).
 - d. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.
 - e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).
 - f. There is no exception to this rule.
 - g. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
 - h. The Board of Directors reserves the right to impose penalties (including, but not limited to removal of the manager, forfeiture of a game, and/or disqualification of the team or coaches from further participation) if, in the opinion of the Board of Directors:
 1. if a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
 2. a team fails to meet the requirements of this rule more than once during the season, or;
 3. a manager willfully and knowingly disregards this rule.
11. The PeeWee division will observe a seven (7) run limit per inning. Once the seventh run scores, play stops, and the inning must be switched; e.g. continuous play is disallowed.
 12. A batted ball hitting the L-screen or pitching machine is live. If the ball leaves the field of play it will be ruled a single and runners advance one base.
 13. Four pitches or three swings, whichever comes first, will constitute an at-bat. A fouled last pitch will keep the at-bat alive with no limit to the number of fouled pitches allowed.
 14. Coaches will bring to the mound and deliver four separate balls. The catcher will give unhit balls to the umpire to hold until the next batter is up.
 15. The pitching coach must be on the mound behind screen and kneel when a ball is put into play.
 16. If a ball thrown from a fielder hits a coach, the pitching machine or the L-screen the play will stop and the runners will advance one base.
 17. The league scorekeepers' book will be considered official record.
 18. Four (4) coaches/volunteers are permitted in the dugout.

19. If there is a pitching mound present, the pitching machine should be placed with a back leg touching the front of the mound. If no pitching mound is present, the pitching machine should be placed in the designated location and not moved.
20. Defensive warm-ups between innings are prohibited.
21. The visiting team will occupy the first base dugout and the home team will occupy the third base dugout.
22. The home team will set up the field and the visiting team will clean up and put away the field and equipment (helping out the other team is encouraged).
23. The pitcher on defense must stand even with or behind the L-screen and within two feet of the pitching mound.
24. Catchers must wear approved catchers equipment. In the PeeWee division the catchers must wear a catcher's mitt.
25. The speed of the pitching machines will stay consistent during the games. The suggested speed setting range will be marked on the pitching machines. Do not adjust the speed outside of this range.
26. When a defensive player is in control of the ball anywhere in the dirt, runners who have already left the bag may advance to the next base at their own risk.
27. Special pinch-runners, bunting, lead-offs, and base stealing are not permitted.
28. Walks are not awarded.
29. The infield fly rule does not pertain to these divisions.
30. Arguing with umpires, scorekeepers, coaches, fans, etc. will not be tolerated and may be cause for disciplinary measures as allowed per the adopted By-Laws. If you wish to question a call, proceed to the umpire after being granted time and have a calm, quiet discussion which should be inaudible to both spectators and players. Regardless of the outcome, be respectful of the decision. If necessary, pursue the appropriate avenue for appeal.
31. Problems with umpires, scorekeepers, spectators, players, or coaches must be addressed to the board through the official Incident Report form, a copy of which will be made available upon request.
32. Teach good sportsmanship, honesty, loyalty, courage, and respect. Have fun!