

CROWN COLONY RULES - PEE WEES

PITCHING:

- In pee wees, a pitcher can pitch up to 50 pitches per day.
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.
- An existing pitcher will be allowed only five (5) warm up pitches between innings. A new pitcher will be allowed a maximum of eight (8) warm up pitches.
- If an illegal pitcher is put into the game a forfeit will be called against the team. Managers and Coaches can view a pitching log that is kept in the score keeper's box each day.
- A legal pitch is to a batter.

GAME LENGTH:

- A regulation game shall consist of six (6) innings (if time allows) or three (3) innings **if the game is called due to time constraints.**
- **Tie Game:** In order for a Little League division game to be declared a tie game by the umpire it must be a regulation game ie 2.5 or 3 innings must have been played.
- Weekday games – games at the beginning of the season will be no new innings at 1:30 and kill time at 1:40. Later in the season, games can move to no new innings at 1:40 and kill time at 1:50. Coaches, Parents and Players will be notified in advance when this will take place.
- **Example:** First game will start at 4:45 p.m. and there will be no new inning after 6:15 p.m. The KILL RULE will be implemented at 6:25 p.m. Please reference "Table 1" to determine the winner of the game.
- **Example:** The second game will start at 6:30 p.m. with no new inning after 8:00 p.m. The KILL RULE will be implemented at 8:10 p.m. Please reference "Table 1" to determine the winner of the game.
- Any game that is in the 2nd inning and one of the teams is more than 10 runs ahead and **ends due to time**, the team that is ahead will be called the winner and no makeup game will be played.
- Saturday games will be no new innings at 1:40 and kill time at 1:50 all season.
- The Board Member on duty will call all games due to time or playing conditions. The official game clock is located in the score keeper's box.
- In all cases involving time limits on games, the official scorekeeper is the timekeeper and is to use the league clock to determine the time.
- Starting time: Any team causing a delay of more than 5 minutes will forfeit game.

- A playoff game will be scheduled at the end of the season if we have a tie for 1st place within a division.

MINIMUM NUMBER OF PLAYERS:

- A minimum of seven (7) players is required.
- No automatic outs will be recorded after 7 players.
- If a team is short players (less than nine 9) then the coach short players can ask players from any Pee Wee team **other** than the team they are playing to play on their team. These names need to be added to the roster prior to the game and the guest player cannot pitch.
- Every player plays, every player bats. All extra players play in the outfield.
- If a player started the game and has to leave early, their turn in the batting order will be skipped and no out recorded.

RAIN OUTS:

- Rainouts will not be rescheduled. However, the Board will use discretion in case it has been a very wet spring. If granted that rain out games will be played in a given division, then all rain out games must be played in that division.

SUSPENDED GAMES:

- Time or weather related suspended games will be made up towards the end of the season on one day if possible.
- All players on the team roster can play in a suspended game even if they were not there for the original game.

TEN RUN LEAD RULE & SIX RUNS PER INNING:

- If four and a half innings have been played, and the winning team is ahead by ten (10) runs or more, then the game will automatically be called.
- A maximum of six (6) runs may be scored per inning except for the 6th inning of the ball game.
- **EXCEPTION:** *Any game that is in the 2nd inning and one of the teams is more than 10 runs ahead and ends **due to time**, that team will be called the winner and no makeup game will be played.*

SCOREKEEPERS:

- Each team must provide a scorekeeper for each game. If a team does not provide a scorekeeper, the game will be recorded as a forfeit.

STARTING LINE UPS:

- Submit line-up, including all available subs, to scorekeeper and opposing coach fifteen (15) minutes before game time.
- Line-ups must include player's full name, uniform number and position.
- Notify scorekeeper of all substitutions.

BATS:

- The bat may not exceed 33" in length, and the bat barrel may not exceed 2¼" in diameter. Only 2¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2¼" barrel bats are allowed.

SUBSTITUTIONS:

- Free substitutions, however the batting line-up cannot change.
- If a player must leave the game early or is injured there is no penalty, (unless the

number of players fall below seven (7) then the forfeit rule would apply).

BATTING OUT OF TURN:

- Rules prohibit the umpire and the scorekeeper from calling to attention the fact that a player is batting out of turn.
- When a player bats out of turn, the proper batter is the player called out, if the opposing team makes an appeal at the correct time.
- The correct time to make an appeal regarding batting out of turn is after the improper batter has completed his time at bat and before the first pitch to the next batter.
- If an improper batter completes his at bat and no appeal is made before a pitch to the next batter, the results of the improper batter's time at bat becomes legal.

STEALING:

- Base runners shall not leave their base until the ball reaches the batter.
- A PLAYER MAY STEAL BASES ONLY WHEN THERE ARE TWO (2) OUTS.
- For more detail please refer to the ***Little League Rules***.

VALID COACH:

- Any responsible person that presented a certificate of completion of "Little League Double-Goal Coach" test may substitute for manager, coach or umpire but must adhere to league rules regarding behavior.
- A team may have no more than three (3) coaches on the field or in the dugout.
- Coaches cannot touch runners while the ball is in play. A coach may help on the field but must remain in the outfield area.

TRIPS TO THE MOUND:

- The third trip to the mound to the same pitcher in the same INNING by manager or coach will cause that pitcher's automatic removal from the game as pitcher.
- The fourth trip to the mound to the same pitcher in the same GAME by manager or coach will cause that pitcher's automatic removal from the game as pitcher.

MISC

- No infield fly rule

OTHER THAN THESE LEAGUE RULES, THE RULES SET FORTH BY LITTLE LEAGUE BASEBALL SHALL APPLY.

Table 1

Inning	Place in the Inning	Status	Outcome
1 or 2	Top of Inning (visitors batting)	Visitors ahead	Suspended
		Tie	Suspended
		Home ahead	Suspended
	Bottom of Inning (home batting)	Visitors ahead	Suspended
		Tie	Suspended
		Home ahead	Suspended
3	Top of Inning (visitors batting)	Visitors ahead	Suspended
		Tie	Suspended
		Home ahead	Suspended
	Bottom of Inning (home batting)	Visitors ahead	Suspended
		Tie	See tie rule [†]
		Home ahead	Home wins
4	Top of Inning (visitors batting)	Visitors ahead	Revert
		Tie	Revert
		Home ahead	Revert
	Bottom of Inning (home batting)	Visitors ahead	Revert
		Tie	See tie rule [†]
		Home ahead	Home wins
5	Top of Inning (visitors batting)	Visitors ahead	Revert
		Tie	Revert
		Home ahead	Revert
	Bottom of Inning (home batting)	Visitors ahead	Revert
		Tie	See tie rule [†]
		Home ahead	Home wins
6	Top of Inning (visitors batting)	Visitors ahead	Revert
		Tie	Revert
		Home ahead	Revert
	Bottom of Inning (home batting)	Visitors ahead	Revert
		Tie	See tie rule [†]
		Home ahead	Home wins

[†]Tie rule: If the visiting team scored one or more runs to tie the game in the incomplete inning and the home team does not score in the incomplete inning, the score reverts to the last complete inning. Otherwise, the score at the kill time is used and the game is a tie.