

PEEWEE RULES

The following is a list of the rules for T-Ball games in the PeeWee division. Please remember that our goals in T-Ball:

- Each player's first experience with organized ball to be an enjoyable one.
 - Learn the fundamentals of baseball/softball for use in future years
 - a. Catching/Throwing
 - b. Hitting
 - c. Impact of a field play where the runner is tagged or called 'out'
 - d. What it means to be part of a team
1. No score is to be kept for the games. Please discourage any "unofficial" scorekeeping by anyone.
 2. A minimum of three innings are played not to exceed one hour of play.
 3. All players will bat each inning in batting order.
 4. Ten players in the field: 1 must be a pitcher, 1 must be a catcher, 4 must be infielders, and 4 must be outfielders. The 4 infielders and the pitcher are the only players allowed to be in the square formed by the bases. The 4 outfielders should be positioned approximately 10 feet behind the square formed by the bases. Free substitution is allowed.
 5. **A batter is allowed a maximum of 4 pitches from his/her coach. After this, the tee must be used for the batter.** Additional pitches delay the game and the players lose interest in the game.
 6. The pitcher must "deliver" an imaginary pitch to the batter before the batter may swing at the ball. Should the batter contact the ball prior to the pitcher doing this, the ball will be called dead and returned to the tee with no penalty on the batter.
 7. A batter must cleanly contact the ball for the ball to be in play. If the batter swings and hits the tee without contacting the ball, the ball is dead and a strike is charged to the batter. Swinging over the top of the ball without making contact with the ball is also a strike.
 8. Any batted ball that rolls to a stop inside the 15' radius without being touched by a defensive player is a dead ball and a strike. If this occurs on the third strike, the batter is out. A batted ball, which comes to a stop on the 15' radius, is a live ball. Any batted ball touched by a defensive player inside the radius while the ball is still rolling becomes a live ball.
 9. The batter must stay in the legal bounds of the batter's box and take a full swing. Failure to do this will result in a dead ball and a strike on the batter.

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10. The pitcher must stay in contact with the rubber until the ball is batted. The catcher must assume a normal catching position directly behind home plate. *Do not let them move too far back or they will not learn how this position is played.*
11. The runner(s) may not leave the base until the ball has been batted. Should a runner leave before the ball is batted, a dead ball is called and the runner(s) must return to their original bases with the batter being charged a strike.
12. A coach must not contact any runner while the ball is in play. Contact by a coach during a live ball will result in that runner being declared out.
13. When a batted ball is thrown from the outfield to the infield, the ball becomes dead as soon as any infielder, pitcher, or catcher has control of the ball within the square of the infield. All runners may continue only to the base to which they were running when the ball was controlled in the square of the infield.
14. Any overthrow of first or third base which travels into foul territory shall be called a dead ball with all runners being awarded the base to which they were advancing plus one additional base.
15. The distance for the pitching rubber shall be 35 feet. The distance for the bases will be 55 feet.
16. All catchers must wear full catcher's equipment. All batters and runners must wear helmets. *This is for player safety; no exceptions.* If the weather is extremely hot, switch catcher out each inning and keep players hydrated with water.
17. Players or runners must take the bench if they are declared out by routine baseball rules; such as, tagged base or runner or a pop fly that is caught. Although outs are called, there is no 3 out maximum; all players will bat each inning.

ADDITIONAL COMMENTS:

- Coaches should remember that a player is not learning baseball/softball if the players are allowed to run the bases wildly with the encouragement of the coaches and the fans.
- The rule about control by an infielder, pitcher and catcher requires some common sense on the part of the coaches.
- Since we are not keeping score, run scoring is not as important as learning to run bases correctly and enjoying the game.
- Even though T-Ball is not a part of District 19, all District 19 rules concerning coaching decorum, fan decorum, etc. are in effect. Failure to follow the rules of decorum will result in a coach or fan being barred from future contests.