

NGBSA BASEBALL – PEEWEE DIVISION RULES

I. GAME TIMES/SCORING:

- A. A game shall consist of no more than 6 innings, or 5 ½ if the Home Team is ahead.
- B. Time Limit for games shall be 1 hour and 20 minutes. The game is official when the scheduled time has expired, and the current inning is completed.
- C. No new inning may start within the last 5 minutes of the scheduled time period. The game clock will start upon Home Plate Umpire's announcement of "Play Ball," leading directly to first pitch.
- D. If both teams have the same number of runs at the end of the scheduled time period, with both teams having batted the same number of innings, the game will end in a tie and be recorded as such in the league standings. Playoff Games cannot end in a tie.
- E. Games shortened because of curfew, rain, or other acts of nature shall be considered official if 3 complete innings have been played. If 3 innings have not been completed, the game will be rescheduled. If a game is ended for any other reason before being completed, the game will be started back from the exact point of termination on the best date available.
- F. The Home Team shall utilize 1st Base Dugout, is responsible for lining the field, placing bases, and will be the Official Scorebook keeper. The Home Team will have access to the cage for the first 25 minutes of the hour before a game (i.e. Home Team will have cage from 5:00PM-5:25PM for a 6:00PM game time).
- G. The Visiting Team shall utilize 3rd Base Dugout and will be responsible for keeping the scoreboard. The Visiting will be responsible for removing the bases if they are the last game of the day. The Visiting Team will have access to the cage for the next 25 minutes of the hour before a game (i.e. Visiting Team will have cage from 5:25PM-5:50PM for 6:00PM game time).
- H. Base Path Distance for Peewee will be 60' and Pitching Distance should be 40' (as measured from back apex of Home Plate to the front of pitching rubber). There will be a 20' radius "Hit Arc" as measured from the back apex of Homeplate from first base foul line to third base foul line. Any batted ball that stops in this area will be called "foul".
- I. A team may score a maximum of 6 runs per inning for all innings. The game will end when one team is unable to win or tie the game.
- J. At the judgement of the umpire, if an adult pitcher is stalling, a warning will be issued. The batter will be called out for the next offense.

II. GAME PLAY:

- A. There will be no more than 10 defensive players, with the infield consisting of no more than 6 players (Pitcher, Catcher, 1st Baseman, 2nd Baseman, Shortstop, and 3rd Baseman) and remaining players being in the outfield.

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- B. There will be no shifts allowed in the infield. Infielders must play the infield – with a minimum of 2 fielders on each side of the infield. Outfielders must play the outfield, beginning no shallower than the outfield grass. No “short fielder(s)” allowed in the outfield.
- C. Free defensive substitutions are permitted.
- D. Designated Defensive Pitcher must play within 6 feet of the center of Pitcher’s Rubber while an adult coach is pitching. Defensive Pitcher must also be even with (or behind) the pitching rubber - while being able to see the batter.
- E. There will be NO Intentional Walks allowed.
- F. There will be NO Infield Fly Rule.
- G. There will be NO base stealing. A runner may not advance (foot may not leave the bag) until the ball is hit.
- H. Headfirst slides are not allowed when advancing to a base. The runner will be called out, the ball is live, and runners may advance. Headfirst slides are permitted when returning to a base.
- I. All runners are required to avoid contact with the fielder and slide on all defensive plays being made at 2B, 3B, and specifically Home Plate. A runner may be called “out” at umpire’s discretion for failing to slide.
- J. A baserunner who misses a base and touches the following base will be called out by the umpire after the play has ended. The defensive team will not be required or allowed to appeal this type of play. This is a judgment call by the umpire.
- K. With the intent of speeding up game play, there is an optional “Courtesy Runner” rule available for an incoming Catcher the following half-inning. This rule only applies with 2 outs in the inning, and the replacement runner is required to be the last batted out. The player being replaced on the bases is required to Catch the next half inning.
- L. Bunting is not allowed.
- M. The Coach pitcher must throw over-handed to all batters, in a normal pitching motion. Coaches must deliver each pitch from the rubber, at a speed similar to the players. At the umpire’s discretion, a first Warning will be issued for lobbed pitches slower than player pitch speeds. A second Warning will result in a “No Pitch”, and a third violation will require Removal/Replacement of the Coach Pitcher. Coach Pitcher must exit the field of play after contact.
- N. If a batted ball hits the Coach pitching, the play is dead and “No Pitch” is declared. This does not count against the batter’s swing count. All baserunners return to their prior base.
- O. During Coach Pitch innings, hitters will receive a maximum of 5 pitches from the Coach, or 3 swings – unless the last pitch is fouled, in which case the batter continues batting.

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- P. Balls and strikes will be called by an umpire during the player pitched inning. There will be no walks during Player Pitch innings. If a player pitcher throws 4 balls to a batter, a Coach pitcher will throw 2 pitches to the batter. The batter can swing at both pitches independent of pitch count, which is NOT carried over from the Player Pitch portion of the at-bat.
- Q. At the Umpires discretion, a Player (not Team) warning for “Slinging the Bat” will be issued for a 1st offense. After a Player Warning has been issued, that Player can be called Out on any subsequent occurrence in the game.
- R. If a player refuses to bat for any reason other than injury or illness, they will be called out each time they refuse to bat.
- S. If an overthrown ball stays within the fence, runners may advance at their own risk.
- T. Players will pitch the first inning only of every game in the Fall. Players will pitch the first 2 innings of every Spring Season game carrying through Playoffs. All remaining innings within games will be coach pitch.
- U. If a Player pitcher hits 2 batters in an inning, or 3 batters in a game, that pitcher will be replaced with another eligible player.
- V. 1 Pitch = 1 Inning. Innings pitched must be documented by a coach or parent within the team’s scorebook and available for future reference.
- W. Head Coaches are specifically required to monitor their player’s pitch counts within the game and remain within guideline recommendations as established by MLB, +1 day.
<https://www.mlb.com/pitch-smart/pitching-guidelines>. Example: A child throws 50 pitches in a game on Monday. He will not be allowed to pitch the next day. On Wednesday, he would be allowed to throw up to 20 pitches. On Thursday, he would be allowed to throw up to 35 pitches (assuming no pitching Tuesday and Wednesday). On Friday, he would be considered “fully rested” and can throw up to 50 pitches (assuming he has not pitched since Monday).
- X. **Stoppage of Play/Freezing the Runner/Calling “Time”:**
 - 1. **When the lead baserunner is forced to stop on, or return to a base under threat of making an out, “Time” can be requested by an Infielder- subject to the discretion of the Umpire. Exception: If a member of the defensive team causes the baserunner to stop or return to a base, and then attempts a play on another baserunner (already in route to another base when the first runner is stopped), the ball is considered live- and all baserunners may advance with a chance of making an out.**
 - a. **Example 1: If the defense has frozen the baserunner on third base, the baserunner on first is free to advance- unless the Umpire feels that baserunner is not making an attempt to advance. At this point the Umpire can issue “Time”.**

