

Tri-West Little League - Pee Wee Division Rules 2019 Regular Season and Tournament

Overview

The TWLL Pee Wee baseball division is for boys and girls ages 5 – 6. Players may play up or down in the Pee Wee division only with the approval of the Board of Directors.

The objective of TWLL Pee Wee baseball is to continue developing skills learned in Tee Ball and to introduce the kids to a more competitive level of baseball while learning the rules and strategies of baseball. The baseballs used in Pee Wee will be Official Little League baseballs. The rules throughout this document apply to both regular season and tournament games unless specifically stated otherwise.

Practices and games are not to occur if the temperature is below 45 degrees.

Every player will have the opportunity to play all positions during the course of the season.

Park Rules

Regular Season – Teams are listed as home or visitors according to schedule.

Tournament – Teams will be matched according to season wins/loss record.

1. Home Team

- a. The home team will be in the 3rd base dugout.
- b. The home team will be responsible for providing the home plate umpire and getting the field lined and ready for play.
- c. The home team will put the bases out if the first game of the day and put the bases away if the last game of the day.
- d. The home team is responsible for having one (1) person cover the concession stand duty. This can either be done with one (1) person working the whole game or two (2) people splitting the duty to ½ game each.
- e. After the game, the home team is responsible for raking the diamond and any other field maintenance.

2. Visiting Team

- a. The visiting team will be in the 1st base dugout.
- b. The visiting team will be responsible for providing the base umpire.
- c. After the game, the visiting team is responsible for emptying the garbage cans into the dumpster located between the parking lot and south diamond.
- d. The visiting team will be responsible for unlocking the restrooms before the game, as well as cleaning, emptying trash, restocking and locking the restrooms after the game if the last game of the day.

3. Coaches and parents need to make sure kids are not playing in the bathrooms.

4. Team parents need to check on the bathrooms throughout the games.

5. Each team is responsible for cleaning out their dugout after each game.

6. Raking and field maintenance should be done upon the completion of practices.

General Rules

1. No judgment calls by an umpire may be protested or argued. Umpires have the final say.
2. Rules interpretations may be discussed as soon as the dispute arises. The umpire and a league official, if available, will resolve the dispute before play resumes. All decisions are final.
3. Managers are responsible for the behavior of their coaches and players. No arguing or poor sportsmanship from managers, coaches, or players will be tolerated. Any one of these persons violating this rule will result in the ejection of that individual. An ejected person must leave the vicinity of the park before play will resume.
4. The minimum number of players to start and finish a game is 8.
5. A complete game will consist of 3 innings (2.5 innings if the home team is ahead), except in the case of inclement weather or the time limit being met.
 - a. The time limit is ninety (90) minutes for all regular season games. **There is no time limit on tournament games.**
 - b. In the event of inclement weather or the time limit being met, three (3) completed innings (2.5 innings if the home team is ahead) will be considered a full game.
 - c. If there is a rain delay, that will not count towards the time limit.
 - d. The final inning must be started before the ninety (90) minute mark.
 - e. Whether to call a game for darkness or bad weather is at the discretion of both managers.
6. The ninety (90) minute time limit will start at the game's start, except for in the case of a delay because of weather. Then the time limit will start when the game starts.
 - a. Both teams should be ready to start the game at the scheduled time. Any late arriving players will be added to the end of the batting order.
7. Batting Rules:
 - a. If there is an uneven number of players, whichever team has the most players is the number of at-bats each team will have each inning.
 - i. Team A has ten (10) players and Team B has eight (8) players. Each team will bat 10 batters each inning.
 1. The lineup will be set before the game and followed throughout the game. This will give each player per team an equal number of at-bats.
 2. Team B will continue to rotate through their batting order until they've at ten (10) at bats for the inning. *They will not begin with the number one batter in the lineup each inning.*
8. Although each player will bat every inning, when three (3) outs are made, either by not putting the ball in play after five (5) pitches (strikeout) or a put out on the bases, all runners will clear the bases and play will continue with next batter up in the lineup.
9. Players will not be allowed to participate in a game if they are wearing a hard or soft cast or any other items (e.g. jewelry) that are deemed to be unsafe.

Game Rules

1. When the ball is hit in the infield, play should be stopped by the umpires by yelling "TIME" only when in the umpire's judgment that the defensive player has control of the ball and lead base runner's forward progress has been stopped by the defense.
2. When the ball is hit into the outfield the ball must be thrown in and after the infielder

has stopped the ball, the umpire will yell "TIME" unless the outfield is trying to make an out at one of the bases.

- a. Base runners will either advance to the next base or return to the previous base dependent upon the umpire's decision whether or not the base runner made it past the halfway hash mark located half way between each base at the moment time was called by the umpire.
 - b. **Every effort should be made to make the out, not simply get the ball into the infield to stop play. This will be considered manipulating game play and will not be tolerated.**
3. Ending an Inning:
- a. If the last batter of the inning does not put the ball in play after five (5) pitches (strikeout), the inning will end then.
 - b. If the last batter does put the ball in play, play will continue until an out is made, or when a fielder, with the ball, steps on any base that the last **batter** has not reached yet.
 - i. If the batter hits the ball and a fielder has control of the ball and steps on second base before the **batter** reaches second base, the play is then dead.
 - ii. The same goes for any base the **batter** has not reached yet.
 - iii. There is not a "one overthrow rule" on the last batter; play will continue until an out is made or the **batter** scores.
 - iv. Any runs scored before the umpire calls the play dead will count.
 - v. If the lead runner is past the hash mark between third and home when the play is called dead, the runner will be allowed to score.
4. In the judgment of the umpires, if a player is seriously injured the umpire may stop play immediately and call a dead ball.
- a. Any runners who are in between bases when time is called will return to the previous base.
 - b. The umpire should make an effort to not call time while runners are between bases, if possible.
5. Free substitutions are allowed on defense before an inning begins.
- a. The only way a substitution can be made in the middle of an inning is if there is an injury, or if a player has to leave the field for an emergency (see rule 4 of "fielding rules" below).
 - b. The batting order is set before the start of the game and is not affected by defensive substitutions.
6. On a team with twelve (12) or fewer players, all players must sit out one (1) complete inning on defense before a player sits out for an additional inning.
7. In the case of a tie after three (3) complete innings, extra innings will be played provided the ninety (90) minute time limit has not been reached.
- a. If the time limit has been reached, play will cease ending the game in a tie.
 - b. **In tournament games, extra innings may be played until a winner is decided with no time limit.**
8. There will be no completely replayed games. If a game has to be stopped, the game will resume where it was stopped, including the time limit.
9. The dropped ball on third strike rule does not apply.
10. The infield fly rule does not apply.

Pitching Rules

1. The coach/pitcher shall be no closer than twenty (20) feet from the tip of home plate when pitching.
2. The coach/pitcher should indicate a pitch will be delivered by raising an arm prior to throwing and releasing the ball.
3. The coach may stand or kneel when pitching.
4. Coaches and umpires are considered part of the playing field.
 - a. If the coach or umpire is hit by either a batted or thrown ball, play will continue as a live ball.
 - b. The coach or umpire must immediately step out of the way so the defense can continue to play.

Hitting Rules

1. If there is an uneven number of players, whichever team has the most players is the number of at-bat each team will have each inning.
 - a. Team A has ten (10) players and Team B has eight (8) players. Each team will bat 10 batters each inning.
 - b. The lineup will be set before the game and followed throughout the game. This will give each player per team an equal number of at-bats.
 - c. Team B will continue to rotate through their batting order until they've at ten (10) at bats for the inning. *They will not begin with the number one batter in the lineup each inning.*
2. No player shall hold or swing a bat unless he/she is at bat. The "on deck" batter is not allowed to pick up a bat until leaving the dugout to take a turn at bat. This is a safety rule that must be strictly enforced.
3. Each batter will receive a maximum of five (5) pitches in order to put the ball into play.
 - a. There are no walks.
 - b. If the batter does not put the ball into play after five (5) pitches, it will be considered a strikeout, and an out will be recorded.
 - c. If the 4th pitch is fouled, the batter will continue to bat until either the ball is put into play or the batter swings and misses.
4. If the catcher catches a tipped ball on any pitch, the batter will **not** be called out.
 - a. In the event this is the 4th pitch of the at bat, the tipped ball that is caught will be treated as a foul ball and the rule in #3 above applies for an additional pitch.
5. If in the umpire's judgment a bat was thrown, the batter is given one warning before being called out.
6. If a ball hits the coach/pitcher, the play will continue as a live ball.
7. No bunting is allowed. If an intentional bunt occurs, regardless if the bunted ball is fair or foul, the batter is out and the ball is dead.
8. No fake bunt or swings allowed.
 - a. This is defined as "showing bunt" to draw the infield in and then taking a full swing at the pitched ball.
 - b. If this occurs, the batter is automatically called out and the ball is dead, regardless if the ball is hit or not.
9. All bats being used must be stamped with USA bat logo to be in compliance Little League International rules.

Base Running Rules

1. Base runners must make every effort to run through the orange portion of the safety base at first base on a play in the infield. If in the judgment of the umpire the base runner deliberately runs through the white base to interfere with the fielder, the runner will be called out.
2. Lead offs are not allowed.
3. Base stealing is not allowed.
4. If a base runner leaves the base before the ball is hit, the umpire will call the play dead. The base runners will return to the base and the batter will have to return to the plate to continue the at-bat.
5. Base runners must not leave the base line to avoid a tag or they will be called out.
6. Headfirst slides are not permitted.
7. Offensive base coaches may not touch runners while the ball is in play.
8. In the event of an overthrown ball at any base, base runners may only advance 1 base but defensive players still have the right to try to make the out. Another overthrow during that play will not allow the baserunners another base.

Fielding Rules

1. Each team will use ten (10) defensive players consisting of:
 - a. One pitcher's helper, one catcher, four infielders, and four outfielders.
 - i. Pitcher's Helper
 1. The pitcher's helper must play the position of "pitcher" and stay within the designated circle until the ball is hit.
 2. The pitcher's helper must wear a chest guard on the outside of their shirt and a batting helmet with a face guard.
 - ii. Catcher – must wear the league provided catcher's gear when in this position.
 - iii. Outfielders – all four outfielders must be positioned in the outfield grass when the ball is put in play.
2. The defensive team may have two (2) coaches on the field of play.
 - a. These coaches must be positioned in the **grass** part of the outfield.
 - b. These coaches must **remain** there unless time is called.
3. Fielders making an out at 1st base must use the white portion of the safety base for a force out.
4. Infield players cannot play past the dirt of the infield.
 - a. There will be no changing infielders or outfielders throughout the inning for different types of hitters to put the stronger players in key positions.
 - b. In the event a player has to leave the field during the inning (restroom, emergency, etc.), players will be allowed to change positions to cover the position of the player that left. When the player is able to return to the field, players should return to their original position.
5. Defensive players must not interfere with a baserunner unless the fielder is making a play on the ball.
 - a. Fielders should not be in the baseline or standing on a base unless a play is being made on the ball.
 - b. If, in the judgement of the umpire, interference has occurred which resulted in a player not being able to reach the base, the umpire may reward the baserunner

with the base.

- c.** Baserunners should not have to run out of the baseline to avoid a fielder standing in his/her way. This is a Little League rule and must be enforced for safety.