



OWENSBORO CATHOLIC LEAGUE (OCL)

RULES - Pee Wee 2025 - FALL

Facility

- 1 Teams will have the following responsibilities:

ALL PRACTICES: Put away bases, put away all equipment, rake all holes and base areas, rake around the mound and home plate, pick up all trash from dugouts and bleachers.

HOME TEAM: Rake all holes and base areas, rake around the mound and home plate, tamp down dirt around the mound and home plate / batters boxes, turn out field lights, lock up all doors, pick up trash from your dugout and bleacher areas on your side of field.

VISITING TEAM: Put away bases, place scoreboard controls in concession stand, clean restrooms, pick up trash from your dugout and bleacher areas on your side of field.

**** DO NOT RAKE OR DRAG INFIELD DIRT INTO THE GRASS, AS THIS WILL BUILD UP A LIP ON THE DIRT/TURF EDGE AND CAUSE BAD BOUNCES**

Batting

- 1 All helmets used in games or practices **do not** have to utilize a full face mask. Any player running the bases and deliberately removing his/her helmet is out and all runners must return to their original bases.
- 2 Mandatory Playing Rules shall be enforced. Violations of this rule will be dealt with by the Owensboro Catholic League Board (OCL Board) and may include forfeiture of the game(s) in question.

Batting Order -

- (a) The batting order will include all players present and eligible, & this same order shall be used throughout the game, Round Robin.
 - (b) A player who has left early when their turn in the batting order comes will be deleted from the batting order, without penalty, as long as you still have 8 batters. If you drop to 7 batters, the 8th batting position will be an out unless this is due to illness or injury.
 - (c) A player arriving late will be added at the end of the batting order, without penalty.
- 3 A batted ball that hits the coach-pitcher is a dead ball and the batter will start the pitch count over (no balls/no strikes) and continue his/her turn at bat. All base runners return to their original bases.
 - 4 A player may swing (NO BUNTING) 5 times or a total of 8 pitches. If the last pitch is a foul, it is not an out. The batter will continue to bat until he/she fails to make contact with a pitch or hits a fair ball. The pitcher-coach can pitch anywhere in a straight line between home and the pitching rubber and may pitch under or over handed to the batters. The coach-pitcher must notify the umpire and the opposing coach before pitching overhand to a batter. No penalty. If the pitcher-coach is throwing overhand, the umpire, at his/her, discretion may back up or move the catcher to the side safety reasons.
 - 5 The infield fly rule **is not** in effect.

Base/Pitching Coaches

- 1 Base coaches must stay in coach's box. If he/she interferes (touches) a player, the runner is out.



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- 2 When a team is at bat, the pitcher-coach, a first base coach, and third base coach, and one coach within a 4' radius at the end of the dugout is allowed to help the batter. All other coaches for the offense are to be in the dugout.
- 3 Pitcher-Coach must make every reasonable effort to leave the playing field to avoid interfering with the play once the batter hits the ball. Interference may be called if, in the umpire's judgment, the Pitcher-Coach interferes in any way. Umpires will issue a warning to the Pitcher-Coach who fails to make this effort. There is no penalty.
- 4 Pitcher-Coach may not shout out instructions to the defensive team in order to confuse them. In event this happens, the umpire will call the lead runner out.
- 5 The minimum pitching distance shall be 15' from home plate and will be marked on the field.

Defense

- 1 When a team is playing defense, up to two (2) adult coaches for the defensive team may be stationed beyond the infielders in order to provide instruction for all defensive players. This coach shall not be permitted to touch the ball nor advance into the infield while the ball is in play. These defensive coaches shall not be allowed to shout out instructions to offensive runners in order to confuse them.
- 2 Defensive coaches must make every reasonable effort to avoid interfering with the base runners and any batted ball. Interference may be called if, in the umpire's judgment, a defensive coach interferes in any way. Umpires will issue a warning to the defensive coach who fails to make this effort and may award bases to the runner as deemed appropriate. A batted ball that hits the defensive coach stationed in the outfield shall be ruled a ground rule triple and all base runners shall advance accordingly.
- 3 Except for injuries, player positions can only be changed one time per inning.
Example: A first baseman may be moved to a regular outfield position anytime during an inning, but must remain there until the inning is complete.
- 4 If a player covering 1st, 2nd, or 3rd base is called for obstruction by the umpire, the runner will get the next base if it is open and the umpire determines the runner would have made the next base safely
(Example: If a runner is trying to round second and go to third and the 2nd baseman interferes with the runner at second, the runner will get third base at the umpire's discretion). Only if the umpire determines that a player could not touch first base because of interference by the first baseman, will the runner going to first be called safe.
- 5 Obstruction is the act of a fielder who, while not possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. Note: Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball. Example: A catcher on his/her knees blocking home plate before he/she has possession of the ball, prevents the sliding runner from touching home, makes the catch and applies the tag is obstructing the plate. In this example, the runner shall be called safe.
- 6 A team is allowed to play a maximum of seven infielders (not including catcher). There will be no more than three players allowed to play on the arc and the other four infielders must be at least 8 feet behind the arc line until the bat is swung. The catcher is a required position and will play behind the plate, but this is being made optional due to COVID.

Option #1: Infielders may back up behind the base lines for safety.

Option #2: You may play an unlimited number of outfielders (all outfielders must start with one foot in the grass until the ball has been hit).



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First Offense: Warning. Second Offense: Hitter gets a free base.

- 7 The player-pitcher must start each play with at least one foot in the player-pitcher's circle, but he/she has the option to back up along with both shortstops. He/She must stay within the imaginary lines between the pitcher's circle and second base. (Clarification: there is to be NO player playing in front of the defensive pitcher).
- 8 No player will be inside the 42' arc before the bat makes contact with a pitched ball. First Offense: Warning. Second Offense: Hitter gets a free base at the offensive coach's discretion (Coach may choose to continue the at bat).
- 9 Play stops and "Time" is called for the following:
 - (a) When the infielder throws the ball towards the pitcher's circle and the batter reaches or is tagged/forced out going to first base.
 - (b) When the outfielders throw the ball across the baseline in the direction of the pitcher's circle, unless the throw is to make a play.
 - (c) When the infielder throw the ball to first base and the ball reaches the first basemen (either caught or an overthrow) and the batter reaches or is tagged/forced out going to first base.

If a player attempts to make a play on a runner, then play continues and runners may advance.

- 10 **Only the first baseman can make an unassisted out on the runner going to first base. All other fielders must throw the ball to the first baseman for an out.**
- 11 Catchers must wear an approved chest protector and catcher's style helmet/mask or batting helmet with face guard. Coaches will be responsible in seeing that the player have and use the required protective equipment.

Playing Requirements

- 1 Every player on a team roster will participate in each game each inning on offense and defense.
- 2 Each team shall field at least 8 players to avoid penalty. A team may start a game with 8 players and end a game with 7 players, the 8th player will be an automatic out. To be an official game, each team must field a minimum of 8 players by game time plus 10 minutes. At 10 minutes past game time, a team unable to field 8 players must forfeit. Note: You must have a defensive pitcher.

Game Rules

- 1 Parents will serve as plate/base umpires for regular season games. Home team shall furnish the plate umpire and the visiting team shall furnish the base umpire. If the coaches agree, one team may furnish both umpires. Umpires must be 16yrs of age or older.
- 2 After a batter hits the ball, he/she must make an attempt to place the bat in the batter's box or lay the bat down. If a batter slings a bat, the umpire will issue a "team warning" for the first offense. The second time, the batter is out. If, in the umpire's judgment, the bat is slung dangerously the first time, no warning, the batter is out.
- 3 A ½ inning shall consist of 3 outs or 5 runs. Games will consist of 5 innings, but no inning shall be started after one hour (1:00). If at any time a team cannot score enough runs to catch the other team, due to the 5 runs per ½ inning rule, the game is officially over. If both coaches agree, the teams may play out the rest of the game until time limit, but any additional runs shall not be scored. Extra base hits during these "scrimmage" innings should be turned in to the newspaper for player recognition purposes.



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- 4 Time limits will be adhered to as follows: There will be a 1 hour time limit on all regular season games. This limit starts at the time the first pitch is made in the game. No inning will start after 1 hour. An inning already started will be completed even if it causes the game to run beyond 1 hour. ANY GAME IN WHICH THE SCORE IS TIED AND CALLED BECAUSE OF THE TIME LIMIT WILL END IN A TIE.
- 5 A runner will be called out if he/she runs more than 3 feet out of the established runner's baseline (not necessarily the marked baseline) to avoid a tag. This call will be made by the umpire. Only the coach in charge may appeal to the umpire for this call.
- 6 The umpire will send a runner back to the original base if, in the umpire's judgment, they have not passed the hash mark between the bases before time is called by the umpire. This includes between third and home.
- 7 Sliding is permitted, except for sliding headfirst. Penalty: Runner is out. Diving back to the base is not considered sliding head first. Coaches are encouraged to teach their players to slide if there is a close play at all bases except first base.

** There is no "must slide" rule

Little League Rule 7.08(a)(3) states the runner may slide, attempt to get around the fielder who is in possession of the ball and waiting to make the tag (if not, the fielder has obstructed the runner), or give him/herself up.

Hurdling or going over the defensive player that has the ball and is waiting to make a tag is a LEGAL maneuver.

If the runner attempts to get around and successfully avoids the tag without going out of the base line, that runner is safe. If the runner attempts to avoid, but still makes contact, the runner is NOT automatically out. What constitutes an attempt is entirely up to the judgment of the umpire.

If the ball is on its way to the base or home plate, or the ball and runner get there simultaneously, and there is contact because the runner didn't slide or attempt to get around, this is just a collision, and collisions are part of baseball. Contact may occur with no penalty assessed.

- 8 Bats shall not be more than 33 inches in length. Any bat 2-1/4 inches in diameter is permitted, but only "USA Baseball" approved 2-5/8 inches in diameter bats are permitted. The umpire in charge shall make the final decision as to the acceptance of the bat for any given OCL game.

Field

- 1 When possible, a hash mark should be placed behind the plate to show the catcher where to play.
- 2 The on-deck circle will be a 3' circle placed on the field in close proximity to each team's dugout, and the on-deck batter must wear a helmet.
- 3 The center of the pitching circle must be 46 feet away from home plate. The bases are 60 feet away from home plate.
- 4 A hash mark will be placed on the field exactly halfway between all bases (30 feet), to assist the umpire in determining if a runner is halfway or not when time is called (this includes between third and home). An arc 42' from home plate shall be placed between the infield foul lines. A 6' radius player-pitcher's circle shall be placed around the pitching area

Tournament-

- 1 *Tournament time limits will be adhered to as follows:*



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There will be a 1:00 time limit on all games except for the championship game (no time limit). In championship games, all innings shall be played unless the game is called according to the Mercy Rule.

- 2 The higher seeded team is the home team throughout the tournament.
- 3 The tournament will be single elimination.
- 4 OCL will supply umpires for tournament games.
- 5 Tournament will be seeded based on overall record. First tiebreaker for tournament seeding is head-to-head record. Second tiebreaker is coin flip. The rules used for regular season will be used for tournament except that games will not be allowed to end in a tie and will continue until a winning team is determined.

Note: Regarding TIE games, LL Playing Rule 4.12 states TIE games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game. (A completed inning will include any inning that the home team is at bat and the home team has more runs than the visiting team).

Eligibility

- 1 Owensboro Catholic Pee Wee League is for 5 and 6 year olds.
- 2 To be eligible, a child must be 5 on or before April 30th of the current year. Players turning 7 on or before April 30th of the current year are not eligible to play Pee Wee without OCL Board approval. 4 year olds will be allowed to play and the parent must be willing to help coach if needed.
- 3 A Pee Wee player may not play simultaneously in another Owensboro Catholic League Division, but shall be allowed to fill in for players in other leagues as outlined in appropriate league rules.