



2026 WFBLL Pee Wees Softball League Rules

Note: If there is an instance where a rule isn't specified in this document, WFBLL will use official Little League rules. If there is a disagreement regarding rules during a game, the umpires and/or Board Member on Duty (BMOD) have final decision rights.

General Rules:

1. WFBLL Uniform Policy

All coaches and players are expected to wear WFBLL-issued team hats and shirts (or, for coaches, similarly colored, non-travel team shirts) to games. Players and coaches are expected to wear WFBLL-issued team hats and clothing not affiliated with a travel team to practices. WFBLL coaches and players may not wear youth travel baseball team (Angels, Chinooks, Jr. Dukes, etc.) shirts or hats to WFBLL team-affiliated activities. This rule does not apply to helmets and backpacks - either of those items that may have travel team names or logos on them are allowed at WFBLL team practices and games.

2. Equipment Throwing Policy

There is a zero tolerance policy regarding equipment throwing in frustration or anger. Additionally, equipment throwing in celebration (i.e., "bat flips" or throwing helmets after a game win) are forbidden. ***Ensuring the safety of all participants is a top priority for WFBLL.*** Equipment throwing poses a risk to the health and safety of all players, umpires, and coaches. Our policy is as follows: if a player throws any piece of equipment in anger or frustration, they are immediately removed from participating for the remainder of the game or practice. The player can resume participation at the next game or practice, however, if the same player again throws equipment in frustration or anger at a later date, the WFBLL Board reserves the right to implement further consequence. We recognize the players are children who are continuing to learn and grow as people and may need reminders to make the right choice in an intense moment. We encourage you as coaches to proactively discuss the Equipment Throwing zero tolerance policy with your team's parents and players.

Player Position Rotation:

1. A player may only occupy an infield or an outfield position for a maximum of two consecutive innings in which they are on the field (i.e., not sitting out).
2. The position of pitcher is considered an infielder. The position of catcher is considered an outfielder.
3. No player may sit out for two consecutive innings. Sitting out an inning does not count as a position (meaning, a player cannot play in the outfield for two consecutive innings, sit out one inning, then return to the outfield).
4. Coaches shall exchange batting orders and fielding position rotations, identifying their players by number, prior to the start of a game.
5. A maximum of 10 players are allowed on the field, with a maximum of four outfielders besides the catcher and a maximum of four infielders besides the pitcher: Infield – P, 1B, 2B, 3B, SS Outfield – C, LF, LC, RC, RF

Fielding:

1. The infield fly rule DOES NOT apply in Pee Wees.
2. The right fielder or right center fielder cannot create a force out or tag out at first base by throwing out the batter that is attempting to reach first base from home plate.
3. Any outfielder may throw the ball from the outfield to the infield to create a force out or a tag out at second base, third base, or home plate (or at first base if a runner has not tagged up after a pop fly). Outfielders cannot come into the infield to make a force or tag out.
4. An outfielder must have both feet completely in the outfield in order to throw a runner out or field a batted ball (regardless of whether the batted ball is on the ground or in the air). However, if an outfielder makes a play on a ball or a throw with both feet in the grass, and then that player voluntarily or involuntarily enters the infield dirt, the defensive play shall stand. If it is determined that an outfielder touched the infield dirt in the process of making a play or throw, all runners are automatically given the base they are headed towards. This includes batters running to first base and baserunners attempting to return to a base after not tagging up. If an outfielder makes a catch in the outfield grass and then a throw in the infield dirt, the catch shall be deemed legal but the throw shall be deemed illegal. The outfielder must return to the outfield grass from the infield dirt before making a legal throw.
5. An outfielder may not come into the infield dirt to back up a play. Outfielders must stay in the outfield grass.

6. Infielders (first baseman, second baseman, shortstop and third baseman) must be positioned in the dirt prior to the pitch. Pitchers must be standing behind the chalked line in the pitcher's circle until the batter hits the pitch.
7. If an infielder touches a batted ball in the infield and it bounces off the infielder and into the outfield, that infielder (and only that infielder) can go into the outfield in an effort to complete the play. In this circumstance, the infielder can throw the ball from the outfield grass and get a runner out.
8. If an infielder catches a ball with both feet in the infield, then voluntarily or involuntarily enters the outfield grass, the infielder can throw the ball from the outfield grass and get a runner out.
9. Other than what is stated in Fielding Rule #7 and Fielding Rule #8, an infielder cannot make a play or throw from the outfield grass. Infielders must have both feet in the infield dirt or infield grass to make a play or throw. If it is determined that an infielder touched the outfield grass in the process of making a play or throw, all runners are automatically given the base they are headed towards. This includes batters running to first base and baserunners attempting to return to a base after not tagging up.

Batting:

1. Players may only use USA Softball approved bats. USSSA bats are illegal. Use of a USSSA bat will result in an automatic out and baserunners returning to their original bases. Barrel diameter shouldn't exceed 2 1/4 inches.
2. A batting order shall be established before the game. A continuous batting order is mandatory, with all uniformed players hitting each time through the batting order. A player that was not in the field during a given inning is still eligible to bat during that inning. The batting order cannot be changed once the game begins, with the only exception being that a late-arriving player who arrives after their first scheduled turn in the lineup must be placed at the end of the lineup. The rest of the lineup maintains its original order.
3. A team must have at least 8 players when the game starts to avoid a forfeit. If a team has only 8 players, they are required to take one automatic out after the 8th batter hits. If a team has only 9 players, they are not required to take an automatic out. If a team begins the game with 9 players, but is reduced to 8 during the game, one automatic out will be assessed at the player's vacated spot in the order. If a team begins the game with 8 players, but is reduced to 7 during the game, one additional automatic out will be assessed at the player's vacated spot in the order.
4. During the regular season (but not the playoffs), a team may use substitute players from other WFBLL Pee Wees softball teams in order to get to 10 players. Substitute

players are to be of the same or younger league age as the absent player. If a team has only 9 players and no substitute, the opposing team shall loan a player to play in the outfield upon request. Additional substitute players cannot be used once a team has at least 10 players in the lineup.

5. A batter's hands are not considered "part of the bat." If a batter is hit in the hand by a pitch, the batter is awarded first base. This is the case whether or not the batter is swinging when hit in the hand.
6. The umpire can call a strike if the batter refuses to take his or her position in the batter's box.
7. A ball hit on the fly in fair territory and over the outfield fence is considered a home run. This includes balls hit into the outfield net in left field. A fly ball hit in fair territory that hits the top of the fence on the fly and bounces over the wall without touching the ground is also a home run.
8. The foul poles in left and right field, as well as the screens attached to those poles, are in fair territory. A batted ball that hits the poles or the screen attached to the poles on the fly is considered a home run.
9. Any fair ball hit through a hole or opening in the outfield fence is a ground rule double, which includes balls hit down the first and third base lines that go past the outfield fence or a ball hit to centerfield that goes into or through the walkway opening in the fence.
10. Each batter is allowed a maximum of seven pitches unless the seventh ball is fouled off. Pitches continue if the seventh ball is fouled off. The at-bat ends following the next pitch that is not fouled off.
11. If a batted ball hits the ball bucket, pitching machine, or coach, the ball is dead. It is considered a ground rule single. Batters and runners all advance one base.
12. Bunting is NOT ALLOWED in Pee Wees.
13. There is NO on-deck circle in Pee Wees. Players are not to take practice swings until they get to the batter's box.

Pitching:

1. Pitching machine speed will be set at **35 mph** at all times and for all games.

Base Running:

1. Players may not advance on overthrows at any base.
2. Stealing is not allowed.
3. Head-first sliding is never allowed and is an automatic out. Feet-first sliding is encouraged at home, 2nd and 3rd base, but it is not required. If there is a play at home plate, the runner must make every effort to avoid a collision, but there is NO

mandatory slide rule. A collision deemed intentional by the umpire and/or BMOD will result in the player being called out.

4. Doubles are permitted but there are no triples in Pee Wees.
5. A base runner (excluding the batter) may advance a maximum of two bases on a batted ball reaching the outfield; first base to third base and second base to home plate. The outfield is defined as the grass beyond the infield dirt. Base runners may only advance one base on batted balls that do not leave the infield.
6. On balls hit to the outfield, base runners cannot advance once an outfielder makes an attempt to throw a fielded ball. "Attempt" is defined as releasing the ball while making a throwing motion, regardless of where the thrown ball lands. If a runner has rounded a base and is on his/her way to the next base when the outfielder releases the ball while attempting to throw, then that runner may continue advancing to the next base. The defensive team may try to make a play on the runner advancing. "Rounded the base" is defined as a base runner having taken at least one step towards the next base while no longer being in contact with the previous base. The progress of the base runners when the outfielder releases the ball on a throwing attempt is to be determined at the sole discretion of the umpires.
7. If an umpire determines that a player rounded a base after the outfielder releases the ball on a throwing attempt, the base runner is allowed to return to the previous base. The defensive team cannot tag the base runner out while he/she returns to the previous base.
8. At the Pee Wees level inadvertent base runner interference and defensive obstruction occur routinely. Umpires are instructed not to call routine inadvertent interference and obstruction. Should they elect to make a call the following applies:
 - a. If a base runner impedes a fielder in the act of fielding a batted ball, or who is making a throw in continuation of fielding a batted ball, it is interference.
 - b. If a base runner touches a batted ball before it is touched by or passes a fielder attempting to field the ball, it is interference. I. When interference occurs, the ball is dead and the runner is out. The batter is awarded first base (unless the batter committed the interference) and all other runners return to their original base or, if forced by the batter being awarded first, move ahead one base.
 - c. If a base runner unintentionally touches a batted ball AFTER it is touched by or passes a fielder attempting to field the ball, it is NOT interference. The ball is live and play continues.
 - d. Defensive obstruction occurs when a defensive player is not making an attempt to make an out but touches a base runner or gets in the way of a base runner trying to reach a base. The play continues until its conclusion; if the obstruction prevented a base runner from reaching a base, the base runner is awarded one additional base beyond what the runner reached on the play. For example, if a runner is out at

second base and obstruction is called, the runner gets second. If the runner is safe and stops at second and obstruction is called, the runner gets third.

9. A base runner will be ruled out if, while running to or from a base, the base runner is physically touched by a coach in an effort to guide the runner to a base. This does not include a coach congratulating a player rounding the bases on a home run.
10. If the runner loses his/her helmet, the ball is dead and play stops.

Scoring:

1. All bases are in fair territory and any batted ball that hits a base is considered a fair ball. The only exception is the safety base next to first base that is used to avoid collisions between baserunners and the first baseman. That base is in foul territory and any batted ball that hits it is considered a foul ball.
2. There is a 5-run limit per inning, including the final inning of a game. ONLY runs scored by hitting a home run over the fence will count OVER the 5-run limit at the end of an inning (e.g., if four runs have been scored in an inning, and two players are on base, a home run hit over the fence would result in a 7-run inning.)

Game Time Rules:

1. The umpire writes down the start time for the game on the score sheet when the game begins.
2. A game lasts six innings or until the completion of the final inning to start before the 99-minute clock expires. A regular season game cannot be more than six innings.
3. There is no hard-stop time limit. However, no new inning can start after the 99-minute clock expires. If the top half of an inning begins before the 99-minute clock expires, the home team will be allowed to hit in the bottom half of the inning regardless of when the 99-minute clock expires.
4. The final out of an inning that has just been completed will be considered the beginning of the next inning. That second which elapses is the official time. This makes it fair for all and no one can speed up or delay the coming inning if it should or should not be played.
5. If there is a tie game after six innings or after time expires, teams will participate in one extra inning of "California Rules" in which each team will have an opportunity to bat beginning with 1 out recorded and the player that last batted starting on second base. The 5-run limit still applies to the one extra inning of play. If the game is tied after one extra inning of play the game will be recorded as a tie.
6. Unless the home team is winning after three and one-half innings, four complete innings is considered a complete game in a rain-out situation. This rule does not apply in the Playoffs. In the Playoffs, it is the desire of the WFBLL to see that all

games are played in full, if possible. In the event play is suspended during the playoffs, the Pee Wees Commissioner has the discretion to decide whether the game will be considered complete or to decide that the suspended game will resume at a later date.

7. Any game suspended before four complete innings due to inclement weather will resume at a later date if the schedule allows. The final decision will be made by the Pee Wee Softball Commissioner.