



## Girls PeeWee Rules: (7 – 8 Year Olds)

2/16/2020

### GAME SPECIFICS:

1. Games will be 5 innings, or 3 innings (2 ½ if home team leading) if game called due to weather or time limit. **No inning starts after 1 hour 15 minutes.** An inning begins with the third out of the previous inning. In the event of a tie game, ONE additional inning will be played. If the game remains tied after the additional inning, it will be recorded as a tie for both teams. For the additional inning, each team will start with 1 out and a player on second base. The player on second will be the last player that completed their at bat in the previous inning.
2. An 11" yellow softball is used.
3. **Warm ups:**
  - 1st game: Both teams may take the field for warm up starting at 5:35 PM. Each team should use ½ of the field (including outfield), and on the same side of the field as their dugout. Warm up period ends at 5:50. The national anthem will be played, and the 1st game will start immediately after that.
  - 2nd game: If time allows between games (umpire's discretion), both teams may take simultaneous 10 minute warm up on their ½ of the field. The 7:30 game should start 15 minutes after the first game, allowing 5 minutes for dugout change.
4. In event of play being stopped for rain or other cause, **a game is considered completed after 3 complete innings** (or 2 ½ complete innings if the home team is ahead). If play is stopped earlier and postponed, it is to be subsequently resumed from the point it was stopped.
5. Any umpire's decision which involves judgment, such as but not limited to, whether a batted ball is fair or foul, or whether a runner is safe or out, is final. No player, manager, coach, or parent shall object to any judgment decision.
6. Each inning will consist of 3 outs or **a maximum of 6 runs per inning.** If more than 6 runs are scored, only 6 will count. There is no run limit in the 5th inning (not "last" inning due to time, but the 5<sup>th</sup> inning specifically), or extra innings if necessary.
7. **Mercy-rule** is in effect after 3 innings. The game will end if one team is ahead by 12 runs after 3 innings, or 10 runs after 4 innings. Mercy rule will be in effect in both league and tournament play.
8. Both teams should keep a scorebook. Score will be kept and winners determined for each game, but league standings will not be kept.

### BATTER:

9. Bunting is NOT allowed, and an intentional bunt will be called a strike.
10. Batter is allowed a maximum of 5 pitches to hit a fair ball. Three strikes and the batter is out, as per standard softball rules. The batter is also out if the 5<sup>th</sup> and any further pitch is not swung at, or is swung at and missed. On the 5<sup>th</sup> and any further pitch, the batter is allowed to continue at bat as long as she is fouling the ball and catcher does not catch it. **A caught 3rd strike foul tip is an out.**
11. The catcher is not required to catch the 3rd strike, and the batter may NOT advance to first base on a dropped 3rd strike.
12. If a player is injured or must leave prior to the completion of the game, the team will just skip this batter in the line-up and will not be penalized. If a player arrives late, they can be inserted at the end of the lineup, without penalty. During tournament play, all players must be present at first pitch, and late players may not be added to the lineup.

### **PITCHER / PITCHING MACHINE:**

13. Machine Pitch: All innings will be machine pitch from the 35 foot pitching rubber. For the first ½ of the season, the pitching machine speed will be set to 35 mph to ease the transition for less experienced players. After one-half of the regular season games have been played, the machine speed will be increased to the more standard 37 mph found at other leagues and in all-star play.
14. The **pitching machine will be set by the home coach** and checked by the visiting team prior to the start of the game. It may be adjusted at the beginning of each inning, after being struck by a batted ball, or whenever the umpire deems necessary for the batter to receive a hittable pitch.
15. Only the pitcher and catcher are allowed to be within roughly 50 feet of home plate.
16. If the pitching machine is struck by a batted ball, the ball is dead and the batter is awarded 1<sup>st</sup> base. Any base runner advances only if forced.
17. If the adult pitcher is struck by a batted ball, the ball is dead. The batter will hit again without penalty, the previous pitch does not count, and any base runner that advanced must return to their original base.
18. The defensive pitcher will play 40 feet from home plate with one foot on the chalk line. She may not move forward until the ball is hit. She may move back once the ball is delivered from the pitching machine.

### **BASE RUNNING:**

19. Players may tag up on a caught fly ball and attempt to run to the next base.
20. No Infield Fly Rule.
21. No leading off or stealing. **Runners may leave base once the pitched ball crosses the front of home plate.** One base running warning per team, then runners will be called out for leaving base early.

22. **Infield hit:** Batters and baserunners may only advance 2 bases on any infield hit, no matter what. An infield hit occurs when a defensive infielder catches, stops or knocks down a batted ball, preventing it from cleanly reaching the outfield grass. When this occurs, the most any runner can advance is 2 bases, NO MATTER WHAT. Example:

- With a runner on 1st base, the ball is hit to the shortstop.
- Shortstop fields the ball, throws to second, but overthrows and the ball goes into right field.
- The runner that started on 1st continues to 3rd base, and the batter to 2nd base.
- Right Fielder throws the ball over the 2nd baseman's head.
- The runners have reached their 2 base limits, and may not advance any further, no matter what, and attempting to advance further is at the runner's risk.
- If a runner over runs their base, they may be tagged out. If they advance safely to a base beyond their limit, they will be sent back by the umpire. (Please know how many bases your runner is limited and coach accordingly, good sportsmanship is appreciated and expected).

23. **The Outfield Hit:** When a ball is hit to the outfield (note: a ball hit in the infield that rolls cleanly into the outfield is an outfield hit unless it is significantly touched by an infielder) the runner may advance as many bases as possible **until an outfielder throws the ball in and the ball is controlled by a defensive infielder in the dirt**. Then the most the runners may advance is to the base they are going to when the ball is first controlled by the infielder on the dirt **even if there is another overthrow**. It doesn't matter if the runner is just one foot off the previous bag or one foot from the next bag, that is as far as they may attempt to advance. Runners are not granted that base, but do so at their own risk. Example:

- Runner at 1st and the batter hits the ball to left field.
- LF throws the ball to the shortstop, who controls the ball in the dirt.
- The lead runner had just rounded 2nd base before the ball was controlled.
- Shortstop throws to 3rd in attempt to make the play, but the 3rd baseman misses it.
- The lead runner must stop at 3<sup>rd</sup> and cannot advance to home.
- Meanwhile the batter at first had run through the bag, but not rounded it. She may not advance any further because she had not attempted the next base (2nd base) before possession by the shortstop.

**If the ball is run into the dirt by an outfielder, time will be called by the umpire. Each runner may advance to the base they were going to, plus one additional base.** The league is trying to encourage outfielders to throw the ball into the infield and prevent an outfielder from making an out either by tagging a base or base runner. Umpires should use discretion here. If the outfielder simply steps into the dirt and is still trying to throw the ball in to an infielder, time should not be called.

## **DEFENSE:**

24. Max 10 players can play defense at one time. A team must have at least 6 players to start a game.

- No more than 6 players in the infield (including catcher), but may play less if a team is short on players.
- If a team has 9 players, they will field three outfielders. If a team has 10 players, they will field four outfielders.
- Team must field a pitcher and catcher.
- Defensive players may only be switched once per inning, preventing fielders from switching with each batter.
- Outfield must stay on the grass, unless backing up a throw to a base.

25. Two defensive coaches are allowed to stand in the grass of the outfield during play. If a defensive coach in the outfield interferes (intentionally or accidentally), the play is ruled a double. Offensive coach and the coach pitcher may not interfere with play or any player, or the batter or runner will be called out. Base coaches may not touch, push, or physically direct base runners or the base runner will be called out.

26. If a team has 2 or less outfielders, an infielder may go out and play an outfield hit ball, but must throw it in as if they were an outfielder. If the ball is run in, rule #23 applies.

27. Players should wait until time is called before throwing to the adult pitcher.

28. If a team has fewer than 9 players, they may – but do not have to – seek one or more substitute players from other FKCC 7-8 PeeWee teams to get up to 9 players. All substitute players must play outfield positions for the entire game and bat last in the lineup.

29. Coaches are encouraged to give every player opportunities to play infield positions. Every player should be given the opportunity to play one inning of defense in an infield position each game, to extent safety is not a concern. Players shall not sit the bench as substitutes in consecutive innings.

### **SAFETY:**

30. All batters must wear a helmet with a faceguard.

31. Bats shall not be more than 33 inches in length and the barrel shall not exceed 2 ¼ inches. Metal, composite, and wood bats are allowed.

32. “Official Softball” bats are required. Please note that the pitching machine will destroy a t-ball bat.

33. Because there is no protective area, no on deck batters are allowed.

34. No Steel Spikes

35. Any player throwing a bat will receive one team warning. If any player on that team throws the bat again, they will be called out at the umpire's discretion.

### **TOURNAMENT:**

- 36. The season ending tournament will be seeded with a blind draw held on the day of the player draft.
- 36. Two umpires will be provided.
- 37. No new inning may start after an **hour and forty-five minutes**.
- 39. There is still a 6 run limit in each inning, until the 5th inning which is unlimited.
- 40. There is still a 12 run mercy rule after 3 innings, and 10 run after 4 innings; rule #7 applies.
- 41. During tournament play, all players must be present at first pitch, and late players may not be added to the lineup. No substitutions are allowed during tournament play.

All other Little League Rules for this age group apply.

### **COACH'S RESPONSIBILITIES:**

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HOME TEAM:

- 42. Pitching Machine: Get out and set up the pitching machine for the 1st game and return the machine to the shed for the last game.

VISITOR TEAM:

- 43. Rake: The visiting team of the last game of the day/evening must rake the field. Level out all areas that are low such as the batter's box, around each of the bases, and the pitching mound. This will prevent water from pooling if it rains and improve chances that the field will be playable if it does rain. Turn off lights as you leave the field.