

PEE WEE LEAGUE RULES FOR 2012

1. Playing rules not specifically covered in this amendment sheet shall follow the Official Little League Rule Book.
2. Games will be four (4) innings long. If tied after four innings, extra innings will follow until a winner is decided.
3. **PITCHING:**
 - A. Players will pitch a maximum of two innings per game and four innings a week. If there are more than two games scheduled in a week or a make-up game is scheduled, the pitcher is still limited to four innings for the week.
 - B. Coach Pitch will be used entirely for the first four games of the season, thereafter it will be coach pitch for the 1st and 3rd innings and kid pitch the 2nd and 4th innings. This includes the end of season tournament.
 - C. During a kid pitch inning, if a team walks four batters in an inning, the pitcher will be replaced by Coach Pitch for the remainder of the inning. A batter HBP will be considered a walk for this rule. The pitcher will assume his/her position next to the coach on the mound. When the fourth batter is walked, the batter will not move to first base (unless HBP). The Coach will then continue to pitch to the batter until such time the ball is put into play or an out is recorded, by whatever means. This will also apply to the end of season tournament.
 - D. If the Pee Wee pitcher hits two batters in an inning with a pitched ball, then said pitcher must be removed for the remainder of the inning. If the same pitcher returns to the game as a pitcher and hits one more batter, then the pitcher must be removed from pitching for the remainder of the game.

Batters must make a reasonable attempt to avoid being hit by the ball. If the batter does not make the reasonable attempt, then he or she will still be awarded his or her base, however the pitcher will not be charged with a hit batter to count toward his or her allocated total listed above.

- E. One pitch thrown by a pitcher in an inning will be considered an inning pitched.
 - F. All pitchers must remain in contact with the rubber mound when throwing the pitch. Coaches must pitch from the rubber on the mound when they are pitching.
 - G. **There shall be no Intentional Walks Permitted.**
4. **THE TENTH BATTER RULE:** When the 10th batter comes to the plate to bat, the coach of the hitting team is required to notify the umpire and the opposing coach. There will be automatically two outs in the inning. The inning shall continue until either a third out is made or the 10th batter crosses the plate. No other runners can score after the 10th batter crosses the plate. The 10th batter is permitted to walk, or reach base in any manner as the batters in front of him or her. The following batters will continue to the plate until either the 10th batter crosses the plate or the third out is recorded.
5. **Stealing Bases:** Runners can steal a base once there are two outs in an inning. A runner can only steal one base at a time. If the catcher attempts to throw the runner out and makes an overthrow of the base, the runner may not advance another base. Players are not permitted to steal home. The ball must cross home plate prior to the base runner leaving the base. There will be no base stealing during coach pitch.
6. **Sliding:** Any close play will require the runner to slide for safety reasons. It will be the umpire's judgment as to whether the play required the runner to slide. Players are not permitted to slide head first. The player and the team will receive a warning after the first instance. If a player from a team that has been warned about the head first slide performs this slide again, that player will be called out. A player may use a head first slide when returning to a base that he or she had already reached.
7. **GAME PLAY**
- A. Teams are required to put all players in the batting line-up and all players must bat. An inning will end after three outs or pursuant to the 10th batter rule.
 - B. Teams may play ten (10) players in the field at any one time.
 - C. Play will stop when the umpire calls time. This shall occur automatically when the ball is thrown to and controlled by the pitcher in the 12 foot circle around the pitcher mound. Runners may not advance to the next base once the pitcher has obtained

control of the ball unless the runner is at least $\frac{1}{2}$ the distance to the next base. (This will be left to the judgment of the umpire).

- D. A team must have at least eight (8) players to start the game by the scheduled start time or the team will forfeit the game. The team may play with eight (8) players or have a t-ball player moved up from within their home league. During the regular season, teams are permitted to use players from other pee-wee teams, however during the tournament all players must be rostered on the team or be in the teams t-ball program.
 - F. The infield fly rule does not apply.
 - G. Scorekeepers from each team should confer after each half-inning to confirm that the correct score was recorded by each scorekeeper. If there is a discrepancy, this should be ironed out between the coaches prior to play continuing.
 - H. All other rules for game play follow Little League Guidelines.
 - I. The Head coach of each team should handle any concerns that occur during the game. The coach should call a timeout and speak with the umpire. The head coach for the other team should be asked for his or her input if needed.
 - J. Bunting is permitted. Swing bunting is not allowed. If a batter shows bunt, then the batter must bunt the ball or take the pitch. Attempting to swing bunt will result in the batter being called out automatically.
8. **Tournament:** There will be no trophies for regular season finish. There will be a double elimination tournament held at the end of the regular season to be rotated between the participating leagues. Trophies will be given to the first and second place teams. A meeting shall be held prior to commencement of the tournament to determine seeding and review the rules for tournament play.
9. Player Eligibility:
- A. All player's age will be determined by Little League Rules, which currently determines a player's age as of April 30th. **Players play at their age level, based upon little league rules, unless there is documented disability. A child with a disability will be evaluated on a case by case basis to ensure his safety and the safety of the**

other players at their age level. Talent level or years in the league will not be considered as a reason to keep a player down from the appropriate age level. T-Ball (4,5 &6), Pee Wee 7-8, Minors 9-10, Majors 11-12.

- B. If a player is moved up to the next level (example: moving a 10 yr old up to Majors) then this player cannot play down in any of the Minor games. However a Pee Wee league player can move up to substitute for a missing player on a Minor League team and a Minor Player can substitute for a missing player on a Major League Team.

Call ups are permitted if needed in order to get a team to one above the minimum number needed to field a team at that age level. For example, a Major team may call up minor player or players if the Major team does not have 10 players available for a game; a Minor team may call up a player or players if the Minor team does not have 11 players for a game. If a player is called up, he or she may not play before the regular rostered players, except the call-up must play the minimum number of innings and have the minimum number of at bats as required by league rule. A call-up may not play more than a rostered player. A call-up may continue in the game if a rostered player is injured or becomes otherwise unavailable during the game

- C. All players must play at least 3 consecutive outs and bat at least one time. Failure to abide by this rule will result in forfeit of the game.