

# Pee Wee League Rules

1. No alcohol. No profanity. **NO EXCEPTIONS.**
2. The umpire has total control of the game.
3. Batters and base runners must wear regulation helmets.
4. A thrown bat shall result in the batter being called out after the umpire has given a warning. Players on base shall not advance.
5. Players that are not on the field must be seated on the bench.
6. One base allowed on an overthrow into foul territory at the player's own risk.
7. If the ball is thrown in from the outfield into foul territory, runners must stop at the base they are advancing to.
8. A ball leaving the field into the parking area or spectator area, will allow the base runners to advance one base. If they are halfway between bases they will only be allowed the base they are advancing to.
9. A ball thrown to the pitcher will end all play. A runner that is advancing the bases at this time must return to the previous base if they are not half way down the baseline but may continue to the next base if they have reached the halfway point. This is completely up to the umpire's discretion.
10. If a player misses a base the opposing coach can appeal to the umpire. If umpire chooses, it will be a dead ball and all players must go back to their original base.
11. Coaches are not allowed to aid their players in advancing bases by carrying or pushing.
12. The earlier game coaches are responsible for getting the machine out and setting it up, and the later game coaches are responsible for putting the machine away and raking the field.
13. Machine speed should be set to 42 and will cross the plate at 26-28.
14. 10 players on the field unless a team has less players. (Ex. If a team has only 8 players the other team must also play with 8. Teams have the option of mixing teams if a team has less than 8 in order to allow the teams to continue with a game).
15. The 10<sup>th</sup> player being a rover must play in the outfield.
16. The batting line-up must include all players. Each team must alternate girls and boys at the top of the line-up. Any players that arrive late must be placed at the bottom of the line-up.
17. All players will hit in the line-up. A coach may rotate player in the field each inning.
18. One girl must be played in an in-field position.
19. The pitcher must stand next to the umpire that is running the pitching machine.
20. Each batter will receive 5 pitches. Umpire may allow more if there is a problem with the machine's accuracy. A foul ball on the 5<sup>th</sup>+ pitch will result in an additional pitch.
21. Pitching Machine will be placed at 35 feet from the home plate.
22. A game consists of 5 full innings, however no new inning will begin after 1 hour and 15 minutes. Games will not end in a tie and teams will play one full inning for tie-breaker; this being the only exception to the no new inning after 1hr 15min rule.
23. There will be a maximum of catch up +6 runs per inning with a possibility of 9 (in the case of a grand slam).

24. Umpire will show batter the ball before inserting into machine.