



Prospect Park Baseball Association

PEE WEE DIVISION RULES

Revised January, 2011

The games in the Pee Wee Division of Prospect Park Baseball Association are being played for instruction and fun. The emphasis is on teamwork, on doing your best and on good sportsmanship.

These rules of play are intended to guide the teams, to teach the players the fundamentals of the game and avoid disputes. Umpiring will be done by an older player within our program and who has learned the rules. Should there be any questions regarding the rules or umpiring judgment it will be resolved by the two Team Managers acting cooperatively with the umpire.

RAINOUTS: Every attempt must be made to play games as scheduled. It is difficult to predict spring weather even an hour in advance. When there is doubt, teams should meet and by mutual agreement, postpone a game only at the last moment.

The PPBA Rainout Hotline # is 888- 473- 6864

No Umpire / Time Outs: In the event the paid umpire is late or is absent, the opposing managers will together agree and designate the game's umpire(s). Only the umpire can call time out.

All players and coaches on each team must line up at home plate after each game to exchange handshakes.

General Rules:

- **Official Baseball Rules Apply:** All games are played under the "Official Baseball Rules" as adopted by the professional baseball playing rules committee," unless specifically modified in these rules. There are 3 outs to an inning, a caught fly ball is an out and a runner tagged while off base is an out. The only exceptions will be those outlined in these rules of play.
- **Forfeiture** - A team failing to field **at least 7 players** at game time shall forfeit. **There is no grace period. A three inning game will then be played by dividing all available players.** The purpose of this rule is two-fold. The players who come should have the opportunity to play. The players who do not come must realize there is a consequence for not supporting their teammates and coming to all games.
- **Game Time Length:** Games shall be six innings or 110 minutes from the scheduled start time, whichever comes first, and regardless of the score. No inning will be started during the last 20 minutes of a game. If the game ends with the score tied the team that has recorded the most total outs in the game will be declared the winner. If no outs or the same number of outs were recorded then the game ends in a tie.
- The umpire shall inform the head coaches when an inning is the last.
- **Exchange Batting Orders:** Managers must exchange a written batting order before each game.
- **Playing Time for Players:** All players must play in every game they attend. No player should sit out more than one defensive inning in a row.
- **Food or Drink on Field:** No food is permitted on the bench or the playing field at anytime during the game. No smoking or drinking of alcoholic beverages is allowed by anyone associated with the game.

- **Four Run Rule:** No team may score more than four runs in their offensive half of their inning If the team at bat scores four runs in a single inning, its half of the inning will end regardless of the score or the number of outs.
- **Team Size; Defensive Positioning:** A maximum of 11 members of each team will play a defensive position each inning. There will be TWO players positioned next to the pitcher (on either side) and a maximum of six infielders. All others will play in the outfield and not bunched together. A coach serves as catcher. Players should be rotated throughout the game to allow them to play more than one position.
- **Outfield:** All outfielders must be clearly in the outfield. **To ensure this outfielders must positioned at least 10 feet beyond infield base line.**

PLEASE REFER TO THE PEEWEE DEFENSIVE SET-UP CHART ON THE LAST PAGE OF THESE RULES FOR GUIDANCE

- **Infield:** 6 players maximum are allowed in the infield. This includes the defensive pitching position. Two players are allowed at the pitching position.
- **Defensive Pitcher:** The defensive pitcher position is played to teach the importance of pitcher as a fielder. The position is not to allow a free roaming infielder. The defensive pitcher must play
 - 1) Close to the mound -- no closer to home plate than the pitching rubber.
 - 2) On either side within 3 feet of the pitcher.
 - 3) Not in the space between the pitcher and the first or third base line.

If the defensive pitcher does not respect these boundaries and makes a play that results in a base runner being tagged or thrown out, the runner will be called safe and allowed to advance to the base being taken. This rule is in force to allow well hit balls to be put into play.

- **Batting:** All participating players at a game must bat in order each time the order is gone through, whether the player has played a defensive position in that inning or not. If a batter is out of order he or she is replaced by the proper batter who assumes the count of the first batter. If the batter completes the at bat the proper batter should follow immediately after which the proper order is resumed. A batter who is unable to bat because of injury will be removed from the game and the batting order will resume. **A batter which is unwilling to bat will be called out. The determination of which batters are “unwilling” and which are “unable” will be made by the umpire.**
- Latecomers must be placed **at the bottom** of the batting order.
- **Throwing the Bat:** Throwing of the bat is not permitted. Throwing of the bat is not permitted. If a bat is thrown the following rules apply: *1st time - warning; 2nd time - forfeit of next at bat; 3rd time - removal from the game.*

Coaches

No excessive coaching is allowed during the game. Coaches should be in uniform. Children may be reminded of proper techniques, however, that should not cause the game to be delayed.

- All teams should have a bench coach to keep the line-up in order, to keep score and to have the players ready to bat. Coaches are expected to have the line-up handy so that games may be played expeditiously.

- **Coaches Positioning:** During a team's offensive half of an inning, three (3) coaches are permitted on the field in foul territory. (*1st base, 3rd base, and one other site*). One coach is permitted on the field (in fair territory) during a team's defensive half of an inning provided the coach is not in the way of the offensive coaches. No coach is permitted to touch any player on the field.
- **Coaches in the Dugout and on the Playing Field:** Only players, coaches and scorekeepers (*totaling 4 adults*) are to represent each team and occupy the dugout and proper coaching positions on the field. Coaches should be in uniform. Relatives, friends, and other visitors must watch the game from out of bounds.
- **Defensive coaches - One defensive coach is allowed on the field behind Second Base during play.** Defensive coaches are allowed to position their players for up to two minutes prior to the start of play.
- **Touching a player** - Coaches may not physically assist players on the field or touch the ball while the ball is in play. If a coach or parent touches a base runner with the ball in play, that base runner is automatically out.
- Base paths must be kept clear. Foul lines should be kept clear. **Parents should be at least 10' from the foul lines.**

Players

- **Uniform Required:** All players must be in full uniform in order to play. The uniform consist of a team cap & team jersey.
- Players must run onto and off of the field.
- **Player Eligibility:** Only players who will be Six years-old or younger on April 30th of the current year shall be eligible to play. Lineup cards must be exchanged before the game, which must contain the full name and shirt number of each player in order of how they will bat.
- **Playing Time for Players:** All players must play in every game they attend. **No player should sit out more than one defensive inning in a row.**
- **All players must bat:** All players must bat in order. If a batter is out of order he or she is replaced by the proper batter who assumes the count of the first batter. If the batter completes the at bat the proper batter should follow immediately after which the proper order is resumed. A batter who is unable to bat because of injury will be removed from the game and the batting order will resume. **A batter which is unwilling to bat will be called out. The determination of which batters are "unwilling" and which are "unable" will be made by the umpire.**
- **Substitution:** Unlimited free defensive substitution is allowed. **However, every team member must play at least 3 out of the first 4 innings in the field.** If more than 14 team members are present , then each player must play at least 2 of the first 4 innings.

No player should sit out more than one defensive inning in a row. It is the responsibility of the coaches, **not the umpires**, to track compliance with this rule. If convinced by one coach of another's non-compliance of this rule, the umpire shall have the power to require a player to take the field for as many innings as the umpire shall deem proper

Official Equipment

- The official ball is the **“INCREDIBALL” (Material covered)**.
- **Team Duties:** The home team, when applicable, supplies the bases and both teams shall supply one game ball to the umpire.
- **Only wooden bats may be used. Metal bats are not permitted. No metal cleats are permitted to be used by a player.** Rubber soled athletic shoes with or without rubber cleats are permitted.
- **Protective Equipment Required:** All batters and base runners must wear protective helmets.

DIVISION RULES

- **Base Distances:** Bases shall be **40 feet apart**.
- **Pitching Distances:** The pitching shall be **20 feet distance** from the back point of home plate to the front of the pitching plate for coach and player pitchers.
- **No Balks; Bunting; Leading; Stealing; Dropped 3rd Strike; Infield Fly Rule:** There are no balks, bunting, leading, stealing, dropped third strike or infield fly rules.
- **Pitching:** Pitching will be done **underhand** by a person designated by the manager of the team that is at-bat. A batted ball that hits or is touched by the pitcher is a foul ball.

Pitchers must avoid touching a batted ball or interfering with the fielding of the batted ball. An **Adult Catcher** is provided by the team at bat.

- **No Balls and Strikes:** No balls and strikes will be called and there will be no strikeouts. **Each batter is given 7 swings and a maximum of 10 pitches to put the ball in play by hitting it.** If no ball is hit into fair play during the 7 swings or 10 pitches then the batters’ turn at bat is over and the next batter comes to bat. **An out is not recorded.**
- **Dead Ball / Advancing Bases / Out of Bounds & Ground Rules:** When the batter puts the ball into play, **by hitting it at least 10 feet** into fair territory, the end of the play is when the ball has been fielded and a throw or other play has been made.

For example:

- **Batted balls hit to the outfield:** Play is over and the ball is dead once a ball thrown **towards** the infield.
- **Batted balls that remain in the infield:** Play is over and the ball is dead once the infielder when an infielder fields the ball and throws to **any** base or tags a runner.
- Under this section, once the ball is dead, Base runners may **only** advance **to the base they have started towards when the play ended, as long as he/she was at least halfway** to that base at the time the ball became dead.
- Otherwise the base runner must return to the prior base **without** risk of being put out. No new bases may be taken.
- Base runners should also know that they **are not guaranteed** to advance to the base, and that they may be put out anytime the ball is live and they are off the base. They should always play as if the ball were live and let the umpire return players to their last legal base after “time” has been called.

- **If a base runner on third base passes half way to home in a non-forced situation, he or she cannot return to third.**
- **A force out at home plate** can be made either by a fielder with the ball touching home plate or by a thrown ball that is **catchable by the adult catcher before the runner crosses the plate**. A catchable throw is one that is not more than 8' off of the ground nor more than 5' on either side of the plate. Force outs at first, second, or third bases require that the base be tagged by a fielder holding the ball.
- **Blocking of the base path** - A player, **without the ball** in his or her possession **has no right to block the pathway of a runner** attempting to score. The base line belongs to the runner and the defensive player should be there only when he or she is fielding a ball or already has the ball in his or her hands. Any blocking of the base path will result in the offensive player being allowed to advance to the base as safe regardless if a play is made.
- **Movement of the Base:** If a base moves out of position, the base runner that arrives at that base shall not be tagged out as long as the base runner is standing at or near where the base should have been and was not attempting to advance to the next base.

