



ST. BETHLEHEM LITTLE LEAGUE

PEEWEE RULES

The Pee wee Division (Coach Pitch) is played with the combination of coach pitch and player pitch at the start of the 4th inning. (BASEBALL ONLY)

Regulation Game

1. All games will have a 60-minute time limit. This will not be drop dead time. Teams will finish the inning they are in once time has expired. A new inning will not start with less than 10 minutes on the game clock.

Coaches

1. The pee wee division allows for four coaches.
 - a. One adult coach must stay in the dugout at all times.
 - b. No coach will be permitted on the playing field except for the following positions: Coach Pitcher, First and Third Base Coaches.
2. **All coaches and managers are responsible for the actions of their parents.**
3. **Any manager, coach, or player ejected from a game will not participate in the next game.** The ejected person shall leave the game and tournament site or his or her team will forfeit the game.

Field Set-up/Maintenance

1. The home team is responsible for the chalking of the field and scorekeeping. (If there is ever a discrepancy, the league will review and use the home team's book.) It is encouraged that both teams keep a book. If the visiting team arrives at the complex prior to the home team please help the other team out and start the field chalking process. The umpire will NOT start the game until the fields are lined.
2. **DO NOT CHALK ANY PARTS OF THE GRASS!!**
3. Each team is responsible for cleaning up the respective dugout and stands at the end of the game.

Face Masks

1. **Softball: All players must wear a face mask.** (Local Rule Only)
2. Baseball: Players are not required to wear a face mask. (During districts, the pitcher will be required to wear a helmet with a face mask.)

Lineup/Playing Requirements

1. Continuous batting order shall be used.
2. Coaches must list on the lineup card the first name, last name, player number and position.
3. If a player shows up late, they must go to the bottom of the lineup.
4. Every rostered player present at the start of a game must participate in each game for a minimum of six defensive outs and bat at least once. Six defensive outs is defined as "A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies that position while six outs are made." Bat at least one time is defined as "A player enters the batter's box with no count and completes that time at bat by being retired, by reaching base safely and is retired by force out tag out; scores a run; or the half inning ends."

If, within a game, a player does not meet those requirements, he/she will start the next scheduled game, play any previous requirement not completed in the prior game, as well as the requirement for the current



ST. BETHLEHEM LITTLE LEAGUE

PEEWEE RULES

game before being removed. Managers are penalized for not meeting playing time requirements. First infraction is a warning, followed by more serious penalties if infractions continue.

There is no exception to this rule unless the game is shortened for any reason, at which time the local league may elect not to impose a penalty on the manager/coach.

Batting

1. No on deck batter is permitted.
2. The coach pitcher will pitch from:
 - a. Softball- the pitching rubber at 35' - one foot must be in contact.
 - b. Baseball- in front of the mound at 40' (on softball field the middle rubber)
3. Each player will receive 5 pitches or 3 swinging strikes. If the last pitch is fouled, the batter will receive additional pitches until they strike out, hit the ball, or do not swing.
4. Bunting is allowed.
 - a. The batter is out if the batter bunts the ball foul on the third strike or fifth pitch.
 - b. If a batter squares to bunt, the batter shall not pull his or her bat back and take a full swing. Penalty: A dead ball no pitch shall be declared, and the batter shall be issued a warning. On the second occurrence by the same batter in the same game, the batter shall be declared out.

Player Pitcher While Coach Pitching

1. The player pitcher must stand with both feet on the **four (4')** ft. extension of the 40 ft (baseball) or 35 ft (softball) pitching plate. The player pitcher is free to move once the ball is hit. **The player pitcher may move before the ball is batted if the batter squares to bunt.**

Coach Pitcher

1. The Coach Pitcher may speak to the batter until the pitch is thrown. Once the ball is put in play the coach/pitcher shall leave the playing field in a direction that will not interfere with the play/ball and not return until the umpire has called time. If the coach/pitcher fails to leave or in the judgment interferes in any way, the batter is out.
2. The Coach Pitcher must pitch overhand (baseball) or underhand (softball) to each player and must be in contact with the 40 ft. (baseball) and 35 ft. (softball) pitching plate.
3. The Coach Pitcher shall apply the courtesy of making sure that the defensive team is in position before making a pitch. The batter will not receive any benefit by the coach/pitcher doing this. The umpire, in his judgment, shall nullify any hit, return any runners that advance, and call a strike on the batter.

Player-Pitch (BASEBALL ONLY)

1. Following the completion of the initial three innings, all subsequent innings, shall be player pitch, with the following requirements:
 - a. The player-pitcher must pitch from 46' (From the mound)



ST. BETHLEHEM LITTLE LEAGUE

PEEWEE RULES

- b. The umpire will call balls and strikes from behind the pitching mound/rubber.
- c. When a player-pitcher receives a call of “Ball Four”, the manager/assistant coach shall pitch a maximum of two additional pitches, based on the current ball/strike count. A batter with zero or one strike, shall receive up to two additional pitches and a batter with two strikes, shall receive one additional pitch.
- d. Players in the pee wee division are not permitted to “walk”. This applies to a ball that strikes a batter from a coach pitcher or a 4th ball pitched.
 - i. Exception to d. If a player pitcher hits a batter ONLY.

Offense

1. No lead-offs or stealing are permitted at any time.
2. No infield fly rule exists at the pee wee level.
3. Players may not advance on a wild pitch.
4. A base runner must touch the base they are running to before going to the next base and before the base runner behind them touches the base.
5. Runners are permitted to take as many bases as possible on a fair hit.
6. Offensive time outs are limited to 1 per inning. Time outs due to injury do not count. However, coaching during an injury timeout is not allowed.

Run Rule

1. Each team is allowed to score 5 runs per inning.
2. 15 run rule is in effect: If the home or visiting team is ahead by 15 runs or more after 3 complete innings, the team that is ahead is declared the winner. 10 run rule is in effect: If the home team is ahead by 10 runs or more after 3 ½ innings or the visiting team is ahead by 10 runs or more after 4 complete innings the team ahead is declared the winner. (DISTRICT ONLY)
3. 12 runs after the 3rd inning, 10 runs after the 4th inning or 8 runs after the 5th inning will be in effect for the regular season at StB!

Defense

1. The pee wee division allows for 10 defensive players. When there are 10 defensive players, you must have four players in the outfield. However, the game can be played with 9 players if you are short of a player. You would then only have three players in the outfield. (Local League option in effect: A game may be started with 8 players however you must have 3 outfielders and must give up any infield position, an out will NOT be recorded)
2. The ball is declared dead, and the umpire will call time when:
 - a. A batted ball comes in contact with the pitcher coach. No pitch is counted, and all base runners must return to the base previously occupied.
 - b. A player is injured. Any runner(s) who is attempting to advance to the next base will be allowed to continue on to that base. (If a base runner is injured the last retired batter will replace the runner.)
 - c. Any player who has control of the ball and forces the lead runner to stop on a base or return to last touched base.
 - d. Defensive time outs will be limited to 2 per game. Time outs due to injury do not count. However, coaching during an injury timeout is not allowed.



ST. BETHLEHEM LITTLE LEAGUE

PEEWEE RULES

Catchers

1. While playing this position, the catcher must wear full protective equipment. This includes a chest protector, helmet with face mask and throat protector, shin guards, and (for male players only) a protective cup insert.
2. There is no limit on the number of innings a player can play catcher.

Umpires

1. The coaching staff, spectators, and players should familiarize themselves with Rule 9.00 in the Little League rulebook, taking special note that an umpire's judgment decision, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether the runner is safe or out, is FINAL! No player, coach or spectator shall object to any such call.
2. The pee wee division may only have one umpire depending on the umpire availability.
3. There is zero tolerance for badgering, yelling, or any other forms of verbal or physical abuse toward our umpires. The offender may or may not receive one warning at the umpire or board members discretion. Violation of this rule by a coach, assistant coach, and/or parent will result in the head coach being ejected from the current game and suspended for the following game as well as the offender. Remember we are all here for the kids, we are all human and we will all make mistakes.
 - a. Being removed/ejected means the individual must immediately leave the premises. They cannot watch from the bleachers, outfield, etc.

Protests

1. Protest may only be made by the manager and should only be made when the manager believes a rule has been misinterpreted by the umpire.
2. All protests must be made before the next pitch is made.
3. There will be a \$50 per protest charge.
4. Once the protest committee reviews the protest, if it is found that you are correct and the rule was misinterpreted, the \$50 will be returned. If it is found that the rule was interpreted correctly and the call stands, the \$50 will not be refunded.

Interleague Play/All Stars

1. All interleague play will revert to the tournament rules provided.