

Milford Little League

2007 Pee-Wee In-park Rules

Section I - League and Objective

The league shall be known as the Pee-Wee League, established for the purpose of providing maximum enjoyment for the child in playing the game of baseball and providing instruction in the fundamental skills of hitting, catching and throwing a baseball. It is also desirable that the child be taught the social values of good sportsmanship, team play and basic interaction with others of the same age and interest.

Section II - General Rule Information

In addition to rules outlined herein, the current Little League rules will apply to Pee-Wee regarding the conduct of players, managers, coaches and parents as well as batting, fielding, base running, interference and leaving base too soon, etc.

Section III - Playing Field

- The outfield fence is 85 feet down each foul line and 95 feet to center field.
- Bases are 50 feet apart and the pitcher's rubber is 35 feet from home plate.
- The outfield grass starts at an area 10 feet beyond each base.
- There will be a 15-foot arch extending from home plate onto the playing field.
- There will be a 15-foot marked off area at the pitcher's rubber. The picture must keep one foot in and one foot out of the circle and be behind the midpoint line until the batter hits the ball
- There will be a 25-foot halfway line marked off between all bases except home plate and first base.

Section IV - Participation

1. Each manager will select two coaches, a team parent, a scorekeeper and a parent pitcher (safety officer) for their team.
2. Prior to the draft a manager can select one coach. All children of the manager and coaches submitted prior to the draft will be placed on the same team as parents. In the case of a manager that has no children playing, the manager will have a bonus first round 6-year-old pick from the hat.
3. The teams will be made up of players who are league age 5 or 6. Players that would have been league age 5 prior to the Little League age change provision in 2006 will also have the option to play in this league.
4. The roster will be determined by blind draft. Each team will have approximately the same number of four, five and six year olds.
5. Each team will bat 7 players each inning. The 7th batter will be the "last batter". The following inning the next batter in the lineup will lead off.
6. No player will sit out two consecutive innings per game on defense.

Example: If a player sits on the bench in the first inning, he must play in the field in the second inning.

7. A player not in the starting line-up on defense must start in the field the next game.
8. Managers are encouraged to rotate players from their playing positions. Playing outside a designated

player position will not be allowed. A runner put out by a player outside his designated position will not be called out. If the player continues to play the entire field, the manager will be asked to change the player to another position. This rule in no way suggests that your pitcher should never tag when the play is right there in front of him/her.

Bottom line is this is a judgment call for the umpire. The umpire will decide if in his/her opinion a 'baseball' play was made.

Examples: A pitcher may field a ball in front of the pitchers mound and tag a player out going home if the play is in front of him/her. In this example a pitcher would not be allowed to field the ball in front of the pitchers mound and tag a player out going to second. In this case, the ball must be thrown to an infielder at second base. An outfield may never make an out. They must throw (or hand) the ball to an infielder to make the play. A pitcher may field a ball on the 1st base side of the field and tag a runner out going to first. The pitcher may not field a ball on the 3rd base side of the field and tag a runner out going to first. The electrical cord outlet will be used to determine the center of the field.

9. The starting catcher of an inning can not be substituted at last batter. The starting catcher must play catcher for the last batter. You may substitute during the inning and then change back for the last batter. If you are playing with eight (8) players, you may decide to play without a catcher. In that case, you must designate who your catcher will be at the beginning of the inning.

10. When a player arrives after a game has started, he will be eligible to play the beginning of the next ½ inning. The player will enter the game at the bottom of the line-up. If a team has less than 9 players a late player can enter upon arrival.

11. A minimum of eight players is required to play a game.

12. There are no automatic forfeits in Little League, Only the Board of Directors decide a game is a forfeit.

Section V - Regulation Game

1. There is no set number of innings to constitute a regulation Pee-Wee game. The number of innings will not however exceed three unless there is a tie, but only in tournament play.

2. No new inning will start after one and one-half hour (90 minutes) have elapsed.

3. The game will end at the end of an hour and forty-five minutes. If the time expires during an inning, the official score will be the score at the end of the last complete inning.

4. Tied games will be counted as one-half win and one-half loss (standings determined by win percentage). In post season tournament games any inning started before ninety (90) minutes must be completed. There will be no ties.

5. The PeeWee All Star game will be played with a ninety minute time limit or no more than six innings. An inning started before the ninety minute time limit will be completed.

Section VI - Batting

1. Players will have the option of utilizing the pitching machine for all five pitches or at any time during the batters turn at bat but before he/she is declared out may decide to use the batting tee for the remainder of his/her time at bat.

Example: If three (3) pitches from the machine are used, then the batter will have two (2) attempts to place the ball into fair territory from the tee. If the batter fouls the fifth pitch, he has an additional attempt to put the ball into play. If the batter misses the ball off the tee without actually touching the ball or tee, this constitutes a missed swing and the child is called out on the fifth swing or the additional attempt.

Please note that every player must take at least one (1) pitch from the machine.

2. The adult pitcher (safety officer) cannot converse or instruct his/her own players. He/she can warn a child to move out of the way of a bad pitch. If in the opinion of the umpire, the adult pitcher interferes with a play, judgment will be made in favor of the defensive team. The adult pitcher must always attempt to remain out of the way after a ball is hit. He/she should remain in the pitchers circle to protect a player from running into the pitching machine, but if possible should kneel down until the umpire calls dead ball. Please note that it is okay to have a batting coach instructing their children on how to bat when the team is on offense.

3. Balls that travel less than fifteen feet from home plate and remain in the dead ball area will be considered foul. The area will be defined by an arch drawn from the first base foul line to the third base foul line fifteen feet from home plate. The ball must touch the arch line to be considered a fair ball. A ball hit in this area is a foul ball until the ball touches the fifteen foot arch line. If a batted ball is caught in this area before touching the ground it is a foul out

5. The batter will not be allowed to bunt. A bunt, even if hit into fair territory will be considered a strike.

6. If the last batter is put out before reaching first base or flies out, no run can score. If the runner reaches first base and the ball is thrown to the catcher and the catcher stands on home plate play stops. The batter/runner may be tagged out before reaching home in which case all play ceases even if other runners have not reached home. Please note: the last batter will also be called out if in the judgment of the umpire, he/she has stopped his/her attempt to advance to the next base.

Example: If the runner is between second and third base and retreats towards second or completely stops to avoid a tag, he is ruled out even if he subsequently reaches home. Once the progress of the last batter is stopped, forced out or tagged out, he will be called out and all play will stop.

7. If in the judgment of the umpire, a batter slings the bat, the manager will be warned, as well as the player. The same player slinging the bat again during the game will be automatically called out. The second warning may be their very next attempt in the same at bat. The ball is dead, no runners may advance and no play may be made on a runner.

8. On-deck batters must remain in the dug-out until called to bat by the umpire to avoid possible interference with plays at home plate. The next batter must have a batting helmet on and be ready to bat immediately when the previous batter has completed his/her turn. The on deck batter can not do practice swings while on deck. If the on deck batter interferes with play at home, the runner advancing home is automatically called out.

9. In the event that a batted or thrown ball strikes the pitching machine, the electrical cord or the person feeding the balls into the machine, the ball is dead, no runners may advance and no play may be made on a runner. The batter will be rewarded first base and base runners will advance only when forced. In the event the last batter hits the pitching machine, cord or person feeding balls to the machine, it will be declared No Pitch and will get another pitch without penalty.

10. If the last batter hits the ball and the batted ball hits the base runner, the play is dead, no out is recorded, no runners can advance, the batter goes back to bat. (It is as if it never happened)

Section VII - Base Running

1. If a runner advancing to any base and a throw is made to that base, the runner is entitled, on an overthrow, to the base to which he/she is advancing and may proceed at his/her risk to the next base. If an overthrow occurs at the base to which he/she is then proceeding at his/her own risk, he/she may not advance further.

Example: If the runner is going to first base and the ball is overthrown, he/she may take first base and proceed to second base at his/her own risk. If the ball is then overthrown at second base, he cannot proceed to third base. If the runner proceeds to third base, he can be tagged out after passing second but if safe at third he must be returned by the umpire to second base.

2. A base runner not past the half-way line between bases when the ball is returned by the defensive team to the fifteen (15) foot dead ball area will be returned to the base from which he/she was advancing by the umpire. The home plate umpire will call out "Dead Ball" as soon as the ball enters the fifteen (15) foot arch area, all runners will be observed at this point by the umpires to determine if they (the runners) are over half-way. This is a judgment call by the umpire and cannot be questioned by the manager, coaches or spectators. If questioned, the manager, coach or spectator will be warned. On the second warning, the manager will be removed from the game. Note: If a base runner is attempting to score when the ball crosses the dead ball line, the umpire will not yell dead ball, but will instead raise his right hand. The player advancing home can be tagged out and the umpire yelling dead ball often causes the players to "stop".

3. Managers are required to encourage runners to slide into second base, third base and home plate when a play is being made on him/her by a defensive player to avoid harming any players. This is a hard concept to teach at 4, 5 and 6 years old, therefore, as long as the runner is not deliberately trying to hurt or run over a defensive player to obstruct the play, it will be okay if the runner does not slide. The purpose of the slide rule is to reduce the number of collisions. Under no circumstances will deliberate collisions be tolerated. If in the judgment of the umpire a collision was determined to be deliberate the runner will be declared out.

3. A base runner will be out for running out of the base line only if he/she is trying to avoid a tag. The base line area is a six foot area between bases or an area three feet on either side of a straight line between bases. Please note that a runner rounding the base will establish his own base path but the same restriction above applies once he has done so.

Example: A base runner rounds third base and their natural running path takes them two feet to the right of third base. They then establish their path to home plate. The runner may run three feet to the right of that point before being called out for avoiding the tag.

4. If a ball is being thrown into a dead ball area such as a dugout or over the fence, all runners will advance based on the book award except for the last batter of an inning. If, on the last batter, the ball is thrown into a dead ball area, the batter runner and all other runners are allowed to score.

7. A coach or manager may not touch a baserunner. If a manager or coach touches a baserunner during play the runner will be called out.

Section VIII - Defense

1. All teams will have ten players on defense consisting of a catcher, pitcher, four infielders and four outfielders (three if fielding only nine players). Players must stay in their assigned areas and not play out of that position to enable more players to be able to actively participate in the game.

2. The pitcher's area will be marked approximately half way between pitcher's circle and 2nd base. The pitcher must remain in the area until the ball is hit, but must give way to a defensive play to be made by second basemen, shortstop or outfielder. Having the pitcher run every player down to achieve an out will not be tolerated. The pitcher must not be the only player to make plays for the team. See examples under Section IV- H.

3. Outfielders must be a minimum of 10 feet behind the base lines until the batter hits the ball.

4. Infielders (other than the pitcher) must stay in the dirt baseline until the ball is hit.

5. After a hit, all play will stop when the ball is returned to the 15 foot arch area or a defensive player with the ball stops the progress of the lead runner and all trailing runners and the umpire calls Dead Ball. The

only exception will be a play at the plate. A player may leave the dead ball area to tag out a runner approaching the plate.

Example: If there is a runner on 1st base and a fly ball is caught by the shortstop. The runner on first leaves prior to the catch, the shortstop makes no play on the runner but instead kills the play by returning it to the dead ball area. The runner is not at risk and is returned to 1st base. If the defensive player does not kill the play, normal Little League Baseball rules apply. If the ball reaches first base before the runner returns to first base, the runner will be called out.

6. If a ground ball is hit and does not cross over the 15 foot arch line, no defensive player can field the ball until the umpire calls "foul ball", "dead ball", etc. However, if the ball is touched prior to the umpire calling "dead ball", there is no penalty and all runners are returned to their appropriate bases. Defensive players can attempt to field pop-ups in this area.

Section IX - Umpires

1. It is the responsibility of the managers and coaches to umpire. A schedule will be provided.
2. Missed umpiring assignments will result in disciplinary action to be determined by the board.
3. The home plate umpire will be in charge and will keep the official time. The official starting time will be recorded by the visiting team scorekeeper according to the umpire's watch. The umpire will be responsible for keeping the game moving at a good pace to allow more play time and should call for batters when they are not ready or on deck.

Section X - Manager/Coach Responsibilities and Conduct

1. Managers and coaches may occupy the first and third base coaching boxes while their team is playing offense as well as a hitting instructor at home plate. One defensive coach will be allowed in the outfield playing area, for instructional purposes only and can not go beyond the baseline to give infield instruction.
2. While occupying coaching boxes, manager or coach may not call any base runner out or safe. One warning will be given, after which the offender will be removed from the field, but will be able to occupy the dugout.
3. Managers are responsible for the conduct of their scorekeeper to ensure that they do not interfere with calls by the umpire or confuse the player. Scorekeepers are not allowed to position or coach players from the scorekeeper perch, they are encouraged to cheer for their child and team.
4. Managers and coaches must request and be granted time out by an umpire before leaving the dugout or coaching boxes. If in the opinion of the umpire, excessive time-outs are called, the umpire has the right not to grant time-out.
5. Conduct rules covered in the Little League section also apply to the Pee Wee league.
6. The team pitcher will be able to assist the team batting manager if a child is standing too close to the base and has a chance of being hit by the ball from the view of the pitcher.

Section XI - Miscellaneous Rules

1. The visiting team scorekeeper will be the official scorekeeper.
2. The official scorekeeper must obtain the signature of the home plate umpire in the official score book upon game completion.
3. The home team is responsible for preparing the field, i.e. sitting out bases, chalking the field, setting up

the pitching machine, etc. Visitors are responsible for putting the bases and machine away.

4. Final league standings will consist of all teams. Ties will be broken based on regular season results between the teams. If the teams are still tied after this a coin flip will break the ties.

5. The post season tournament will include all teams. A playoff bracket will be provided once the total number of teams for the season is known. The tournament will be single elimination format. The top seeded team (team with the best record) will be the home team in all post season tournament games.

6. The post season In-Park Pee Wee All-Star game will be structured as follows: 1) Based on the final regular season team standing, the National division will be the odd number teams and the American division will be the even number teams. 2) The national team will be managed by the 1st place team manager and the American team by the 2nd place team manager based on the final regular season team standings.

7. Umpires will warn managers and coaches if they slow-down tactics are being used to win a game due to time limits. If they continue, the offending team will forfeit the game. Slow-down involves using tactics near the end of the game that were not used during the first part of the game, such as calling excessive time outs, flip-flopping defensive players, spending more time with the batters, adult pitcher slowing his normal pace, not taking the field in a normal manner, delayed batters coming to the plate, etc. A team cannot protest a game because they feel slow-down tactics are being used, but may express their concern to the home plate umpire who will consider if a warning is to be given. Tactics of this nature are to be brought to the attention of the Pee-Wee Vice-President by the home plate umpire.