

Warren County PeeWee League

www.wcpeewee.com

2020 Rulebook

LEAGUE: Division I

** Official Little League baseball rules will be followed in all circumstances, except where noted below.

Affiliations: The Warren County Pee Wee League will be affiliated with the Warren County Parks and Recreation (WCPR).

Code of Conduct: All managers, coaches, players, participants, parents & spectators will follow the WCPR Code of Ethics.

League Governance: The affairs of Warren County Pee Wee League will be governed by a Board of Directors. The Board of Directors will be elected by a majority vote of existing members. Their duties will be effective upon their election to the board. Responsibility of Board of Directors can be provided upon request.

Eligibility: Division I is for players ages five and six. While four year olds may play, neither seven nor eight year olds are eligible to play in Division I. Playing age is determined as of August 31st of current year. Birth certificate (or other proof of age) must be presented to league officials before player will be allowed to play.

GAME ADMINISTRATION: No official score or standings will be kept. Any scoreboard should be turned off. The ball will be a "soft-tee-ball". Home team listed on the game schedule will occupy the third base dugout and provide the game ball. Regarding legal bats:

1. Bats stamped with the USA baseball stamp on the handle and manufactured in 2018 or later.

PLAYING FIELD: The distance between each base will be 60 feet. The distance from home plate to pitching rubber will be 46 feet. A pitching circle, 12 feet in diameter, will be centered around the pitching rubber. The outfield is considered to start at the point where the grass meets the infield dirt.

REGULATION GAME: A regulation Division I game will consist of a minimum of two innings with no new inning starting after 50 minutes of play.

PLAYERS: All Division I players are allowed to play in the field while on defense. Each team must have one player in each of the following positions: pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. All remaining players will be considered outfielders. The catcher must wear protective helmet/mask and be positioned behind the batter. The pitcher must have at least one foot on or inside the pitching circle until the ball is hit by the batter. All other infielders (1st baseman, 2nd baseman, 3rd baseman, and shortstop) must be in their position and no closer to the pitcher than one step inside the baseline. All outfielders must be positioned in the outfield grass and spaced equally across the outfield (ex - 3 players on the left side and 3 players on the right side of the outfield). NOTE: While coaches are encouraged to teach their outfielders to throw the ball into the infield, there is **NO** penalty for not doing so. Any player may field a ball in the outfield and then run the ball into the infield in an attempt to make a play on an offensive player, or to stop the play.

All Division I players will bat while on offense. If a player is unavailable (for whatever reason) to start or complete his turn at bat, that player will be skipped and play will continue with the next batter. A team's turn at bat will conclude when all players on its lineup card have batted. There will be no penalty for batting out of order. Each player must wear a protective helmet when batting and running the bases. No on-deck batters are allowed. Each batter will be allowed a total of six pitches, delivered by the pitcher-coach, to put the ball into play. The batter must take a full swing at the pitch - no bunting is allowed. If a foul ball occurs on the 6th (or later) pitch, another pitch will be delivered. Note: The minimum number of players to start a Division I game is 7.

PLAY: "TIME" will be called when all play has stopped. Play is considered to be stopped when: 1) all runners have scored, 2) there are no runners, 3) lead runner not trying to advance. Play will end on a team's last batter when an out is recorded, or any member of the defensive team has the ball and is standing at home plate.

SPECIAL RULE FOR OVERTHROW TO 1ST/3RD BASE: If a batted ball, not caught in the air, is fielded and is overthrown to a base and goes into foul territory, then all baserunners will be allowed to advance a maximum of 2 bases from the time of the batted ball regardless of what happens with the overthrow. Example - bases loaded, batter hits grounder to pitcher, pitcher fields ball and throws to 1st base, ball is not caught by 1st baseman and goes into foul territory, defensive team makes no attempt to retire any runner. Result - runner on 3rd base scores, runner on 2nd base scores, runner on 1st base advances to 3rd base, batter/runner advances to 2nd base. The defensive team, after retrieving the overthrow, may make a play on any of the runners in hope of recording an out. But regardless of the resulting action (ex., an overthrow into outfield), the batter/runner must stop at 2nd base and the runner on 1st base must stop at 3rd base. (*Note: this rule does not apply to the team's "last" batter*)

COACHES: When on defense, two coaches will be allowed on the field behind their team's outfielders. When on offense, coaches are allowed at both 1st base and 3rd base, as well as the pitcher-coach. All coaches on offense are allowed to give instructions to their runners. However, no instructions may be given by the pitcher-coach to the batter (swing, don't swing, take, etc.) from the time the pitch is delivered until the ball has been put into play. The pitcher-coach may stand as far away from or as close to the batter as is desired and may pitch either overhanded or underhanded. If the pitcher-coach is hit by a batted ball, play will be stopped immediately with the ball will be declared dead. All runners will return to their bases and the batter will continue the at bat. This will not count as one of the allowable pitches to the batter. Once the ball has been put into play, the pitcher-coach **MUST** leave the field immediately and is responsible for picking up the bat. The pitcher-coach should remain out of the way in foul territory until "TIME" has been called.