

# REEDVILLE BASEBALL, INC.

## PEE WEE LEAGUE RULES OF PLAY

The Pee Wee League of Reedville Baseball provides players with the chance to learn the fundamentals of baseball and to experience team competition in a friendly, cooperative and sportsmanlike atmosphere. The environment is positive and supportive and is designed to develop confidence and self-esteem. The program is designed to prepare the young players for upper division play.

Positive motivation, understanding and good sportsmanship is encouraged and expected of all players, coaches and families. Special emphasis is placed on the example the coaches set for their young players.

The following rules are adopted by the league for their use by the coaches and players. Situations that are not covered herein are to be decided between the coaches and the volunteer umpire.

### ELIGIBILITY

1. All children 4, 5 or 6 years old and are in Pre-K or Kindergarten are eligible to play at the Pee Wee level. Players outside this range can be granted waivers at the discretion of the Recreational Director.

### EQUIPMENT AND FIELDS

1. **Sportsmanship:** Coaches, parents and spectators are expected to exhibit good sportsmanlike conduct. There will be no name-calling, swearing, or intimidation of the opposing team or spectators. No alcoholic beverages will be allowed at or near the fields during practices or games. Those in violation of the above will be asked to leave the premises and must be reported to the Recreational Director.
2. **Equipment:** The league provides shirts, hats and pants to all players. Each player will keep his or her shirt, hat and pants. Each player is expected to have his or her own baseball glove. Athletic shoes or rubber cleats are recommended. **Cups are a requirement for catchers.**
3. **Helmets:** The ear-flap type batting helmet shall be worn by all batters and runners at all times while they are in the "On-Deck Circle", at bat or on base. If the player removes his helmet intentionally, the team will receive a warning.
4. **Field Setup:** The **home team** is responsible for setting up the bases and lining the field with chalk prior to the start of the game. The **visiting team** is responsible for putting the equipment away and locking the shed.
5. **Cleanup:** All teams are responsible for picking up litter around the dug-out and field areas prior to and after the game.
6. **Game Balls:** Each team should provide 6 game balls together with a total of 12 game balls. Place one bag at the mound and the other bag at the plate. After each pitch the parent umpire places the ball into the bag. After each batter the parent umpire empties the plate bag into the mound bag. This will keep the game moving efficiently.

# REEDVILLE BASEBALL, INC.

## PEE WEE LEAGUE RULES OF PLAY

7. **Offensive Coaching:** Offensive coaching will be done from the bench and the first and third base coaching boxes. The adult pitcher may coach the batter but not the base runners.
8. **Defensive Coaching:** Defensive coaching will be done from the bench, behind the shortstop and between 1st and 2nd. No other parent will be allowed on the playing field.

## GAME

1. **Umpires:** Umpires are parental volunteers. They will control the game. **The home team will provide the umpire.** The umpire must be 18 years old or older, preferably a parent. In the event of a dispute, the coaches and the umpire will confer and resolve the dispute. Each coach should stress to the spectators watching the game that the umpires are parents that volunteered to umpire. They are there to help keep the game moving and should receive all our support.
2. **Team Gatherings:** To minimize impact to families, there will be a maximum of 2 team gatherings (games or practices) per week from the beginning of practice in April until the completion of the season in June except during the rescheduled rain make-up week. The Jamboree is excluded from the count of these team gatherings.
3. **Game Time:** A game is complete at the end of 4 full innings or 75 minutes, whichever comes first. Once an inning is started it must be fully completed. No new inning will be started after 1 hour.
4. **Innings:** The inning is over once 7 batters have been up to the plate. Runs and outs do not count. After the 7th batter hits, all the base runners and the last batter should run all of the bases.
5. **Outs:** If there is a defensive out, that runner is out but should continue to be allowed to run the bases. Acknowledge the fielder who has done the right thing. **REMEMBER RUNS AND OUTS DO NOT COUNT.** The inning is still only over once the 7th batter has batted.
6. **Sliding:** There will be no sliding into bases. This rule is to avoid injury to runners and fielders alike. The runner will be given a warning on the first infraction; but will be called out thereafter by the umpire.
7. **Defensive Team Positions:** The defensive team will consist of 10 players on the field at all times. The extra player will be positioned between 1st and 2nd. Each player must play a minimum of 2 innings in the field for that game. Every player must play at least 1 inning in the infield. No one player will play more than 2 innings at catcher during the game. No one player will play more than 1 innings at defensive pitcher during the game. No one player will play more than 1 inning at first base during the game. The goal is to let the players experience all of the positions.
8. **Coach Pitching:** Coach pitching will be done by the coach or an assistant to their team. The pitcher line is set at 40 feet from the plate. The coach pitcher may pitch anywhere between the pitcher line and 10 feet from the plate. The goal of pitching the ball is to get the players used to overhand pitches and overhand pitching is preferred. However, underhand pitching may be

# REEDVILLE BASEBALL, INC.

## PEE WEE LEAGUE RULES OF PLAY

allowed in occasional circumstances for those players that are not yet comfortable with overhand pitching. The defensive team's pitcher is positioned behind the pitcher line either to the right or to left of the coach pitcher.

9. **Pitches:** There is a limit of 5 good pitches to each batter (the umpire will determine the quality of each pitch). If the batter has let 3 good pitches go by without swinging, it is up to the umpire and the batter's coach to remind the batter that he only has 2 good pitches left to swing at. After the 5 good pitches the batter will be allowed to hit from a batting tee. Hits from the batting tee must go more than 10 feet to be considered in play.
10. **Batting:** There are no called strikes, balls, nor will a base be awarded for a hit batter. A batter must make an effort to swing at the ball.
11. **Batting Rotation:** The batting rotation should be set at the beginning of the season. This allows all players to have equal at bats by the end of the season. For example, the player who bats last in a game on Wednesday would be the last batter in rotation in the following game on Saturday. This randomness is the most fair. No change in rotation can be made once the game has commenced. Late arrivals will be added to the bottom of the rotation; early departures will move the next batter up in the rotation, without costing the team an out.
12. **Live Ball:** The ball is considered live until the ball has been possessed by any defensive player **ANYWHERE in the field of play** regardless of infielder or outfielder. Once the ball has been in the possession of a defensive player the runner must stop at the base that the player was advancing towards.
13. **Outfielders:** All outfielders will remain on the grass until the ball has been hit.
14. **Infielders:** All infielders except the defensive pitcher will remain within 5 feet of the baseline until the ball has been hit. The defensive team's pitcher is positioned behind the pitcher line either to the right or to left of the coach pitcher. The defensive player must not play near the other infielders but be within 5 feet of the coach pitcher.
15. **Leading Off or Stealing:** There is no leading off or base stealing.

## GENERAL

1. **Score:** No league standings will be kept, as the purpose of this program is not wins and losses, but development of player skills, knowledge, and self-confidence.
2. **Rain:** The Recreational Director determines if a game is rained out 2 hours before game start time. Any make-up games will be rescheduled by the Recreational Director. If the game is not rained out but weather becomes unplayable, the coaches decide among themselves if the game should end.

REEDVILLE BASEBALL, INC.  
PEE WEE LEAGUE RULES OF PLAY

3. **Thunder or Lightning:** If thunder is heard or lightning is seen, suspend play and take shelter. Wait 30 minutes from when there was last thunder or lightning. Any subsequent thunder or lightning resets the clock at 30 minutes.
4. **End of Practices/Games:** Coaches are not to leave the field until all players have left or are in the care of their parents. This applies to both games and practices. Coaches will insure that all equipment is secure and in their possession after each practice and/or game.
5. **PLAY SAFE AND HAVE FUN!**