

## 2008 Alvin Little League Baseball Pee Wee Rules “Coach Pitch”

### I. SAFETY

- A- All persons, except for the players, must be at least 16 years of age. No other children shall be allowed in the dugouts or on the playing field.
- B- Batters and base runners must wear protective headgear which gives protection to the top of the head, temple, ears and the base of the skull during all practices and games.
- C- Catchers are required to wear a mask with a throat guard, chest protector, shin guards, cup and protective headgear which will give protection to the top of the head, temple, ears and base of the skull.
- D- All players must be dressed in uniform consisting of: League issued jersey, pants and cap. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible. No player will be allowed to play in shorts. All shirts must be tucked in. Player must not wear watches, rings, pins, jewelry or other metallic items.
- E- All players and equipment must stay inside the dugout, except for the batter, batting coach, base coaches and runners when not on the playing field.
- F- The on-deck position is not permitted.
- G- Throwing of equipment, such as bats, gloves, helmets, etc. is not allowed by anyone. PENALTY: Removal from the game and/or premises.
- H- Teams warming up prior to the game will position themselves as not to interfere with the games in progress or to endanger any spectator.
- I- Approved Red Cross First Aid Kits will be required on the premises during all games and practices.
- J- Any runner tripped, knocked down, or tagged **in an unsportsmanlike** manner will be awarded the base to which he/she was headed. Defensive player involved will be warned for the first offense only. Second offense in the same game by the same player will result in removal from the game or practice.

## **II. DISCIPLINE**

- A- The use of alcohol by ANYONE in the vicinity of any Little League activity is strictly prohibited. This is inclusive of practices. Coaches, team moms, etc. are not permitted to consume alcohol prior to any game or practice. To do so will result in a suspension for a period of time to be determined by the Board of Directors. ANYONE FOUND TO BE IN VIOLATION OF THIS RULE WILL BE REMOVED FROM THE PREMISES IMMEDIATELY.
- B- Use of tobacco on the playing field or dugouts is not permitted at any games or practices. To do so will result in removal and/or suspension from the game.
- C- Profanity, unsportsmanlike conduct, or abusive actions or words will not be tolerated by ANYONE. Person will be removed from the premises immediately.
- D- Destruction or abuse of any Little League property or equipment by anyone results in suspension and/or replacement of said property or equivalent in money.
- E- Parents should be aware that all managers and their staff are allowed to correct, remove from the game and/or practice any players that refuse to conduct themselves in a proper and respectful manner. Fighting, spitting, direct insubordination, climbing on the fencing, etc. will not be tolerated.
- F- TO ALL MANAGERS, COACHES, AND STAFF...PLEASE USE YOUR EXCELLENT COMMON SENSE IN DISCIPLINE. YOU ARE NOT ALLOWED TO SCREAM, STRIKE, GRAB/SHOVE IN A THREATING MANNER, OR BELITTLE ANY CHILD. TO DO SO WILL RESULT IN IMMEDIATE PERMANENT REMOVAL FROM THE TEAM. Remember if you want to motivate your team, USE POSITIVE REINFORCEMENT! It always works the best!
- G- Spectators, including parents, are NOT allowed to interfere with the manager and/or their staff during any game or practice. Discipline of players will be done by the manager and/or their staff. Spectators and parents are encouraged to encourage and support the players with praise. PLEASE LEAVE COACHING TO THE MANAGER AND HIS/HER STAFF. YOUR COMMENTS ARE MOST WELCOME AND NEEDED – BUT PLEASE WAIT UNTIL AFTER THE GAME OR PRACTICE. Interference will result in removal from the premises and may result in your child being removed from the Alvin Little League Baseball program.

### **III. FIELD MEASUREMENTS**

- A- Bases will be 60' apart.
- B- A pitchers circle, 10' in diameter is 6' to the front of and 4' to the back of the pitcher rubber which is located 46' from the point of home plate to the closest side of the pitching rubber. The pitching coach will be allowed to pitch from 40' from the point of home plate.
- C- Lines should be extended from home to first base and home to third base denoting foul lines.
- D- A rectangular 6' x 3' batter's box should be placed parallel to and 4" away from home plate on each side. It should be 3' to the front and 3' to the back of home plate.
- E- See diagram for other dimension. Page 42 of the official regulations hand book.

### **IV. GAME PRELIMINARIES**

- A- The home plate umpire/pitching coach will wait for the catcher to get set. After the catcher is set and ready the pitching coach shall pitch the ball in a standing position in an overhand throwing motion.
- B- THERE WILL BE NO PROTEST IN PEE WEE DIVISION.
- C- Sunday makeup games may be permitted, but are not encouraged.
- D- A full game consists of six (6) innings or the end of specified time limit of 1 hour and 20 minutes (80 minutes) – MAKE NOTE: An inning begins immediately after the third out or fifth (5) run has scored to complete the preceding inning.
- E- Each inning will consist of three (3) outs or five (5) runs scored whichever occurs first.

- F- An inning in progress when the 1 hour 20 minute time limit expires will be completed unless home team is ahead. (Example: Visiting team is batting when time limit expires and either ties or scores the go ahead run, then the home team will take it's last at bat. If visiting team fails to score the tying or go ahead run, then game is complete. No inning will start after the 1 hour 20 minute time limit has expired.
- G- An inning stopped in the visiting team at bat because of inclement weather, darkness, time limit etc., will revert to the last complete inning played.
- H- An inning stopped in the home team a bat because of inclement weather, darkness, time limit etc., will revert to the last complete inning if the home team had not scored the same or more runs than the visiting team in the last complete inning.
- I- If the home team ties or scores more runs than the visiting team in a fraction of the incomplete inning, the score stands as played and does not revert to the preceding inning.
- J- If four (4) complete or 3 ½ innings with the home team ahead have been played, the game will count. If less than the above, the game will not count and will be rescheduled.
- K- Games rescheduled will start from the beginning. The first game canceled will be the first game rescheduled.
- L- The batting order for each team will be exchanged prior to the start of the game.
- M- BATTING OUT OF ORDER – The scorekeeper shall inform the manager that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but will resume his/her position next time up at bat.
- N- If a player shows up late, that player may be inserted at the end of the batting order. NOTE: All players are encouraged to be at their field at least fifteen minutes prior to the scheduled game time.
- O- The home team will occupy the first base side dugout. The visiting team shall occupy the third base dugout.

- P- The visiting team shall have the field for warm-up infield practice for the first 10 minutes of a 20-minute period, if time permits, before the start of the game. Managers and coaches playing the second game are encouraged to warm their players up in any available space surrounding the playing field, but under no circumstances to interfere with the game being played.
- Q- The home team shall have the field for warm-up infield practice for the last 10 minutes of a 20-minute period, if time permits, before the start of the game.
- R- Any team may play short of ten (10) players, but must have a minimum of seven (7) players to play a game. No borrowed players are permitted.
- S- Any player forced to leave the game due to illness, injury, or disciplinary action, etc. will not be allowed to return and participate in the remainder of the game. The batting order will remain unchanged. NOTE: This only relates to a serious injury. If a player has a slight injury that requires him/her to sit out an inning he/she may return to the game one time.
- T- Each player must play two (2) defensive innings and at least one (1) at bat. Penalty for failure by a manager or acting manager to make sure all players are LEGAL will be carried out by the Board of Directors in accordance with Minor League Regulation IV (1).

**V. UMPIRES**

- A- All games will have three (3) umpires. (Offensive Base coaches will call the bases and the pitching coach will make the calls at home, including foul balls.) Only the designated umpires will make the call and call will stand. The pitching coach may refer to his base coaches/umpires for any additional help in making a call at home.
- B- All umpires will be managers, head coaches, assistants, or parents who know the game rules.
- C- The decision of the umpire is final – refer to all of Official Playing Rules 9.00.
- D- The Manager has the right to question an umpire ONLY in the case of a rule technicality.
- E- NO ONE HAS THE RIGHT TO QUESTION THE UMPIRE ON A JUDGMENT CALL.

- F- Umpires will be responsible for monitoring the runners and will call any runner who fails to touch a base out if the runner leaves the field of play or another runner reaches the base legally.
- G- If umpires are provided by the league in the Pee Wee division, No one has the right to question the judgment call. Only technicality rules can be questioned.

## **VI. MANAGER AND COACHES**

- A- All managers and his/her staff will be required to uphold the rules and purpose of Pee Wee ball. Failure to do so will be subject to review by the Board of Directors and will result in any action they deem necessary. This includes practices.
- B- The manager of each team will designate a team mom who will coordinate the fund raising, distribution of uniforms or any other assigned duties as directed by the local league.
- C- The manager and his/her staff will be required to follow the schedule for field maintenance issued by the Board of Directors. (i.e. mowing, edging, trash removal, etc.)
- D- The home team is responsible to see that the field has been watered and raked, that all equipment is properly stored before a game. Again, let's work together and keep our field in tiptop condition.
- E- The visiting team is responsible to see that the field has been watered and raked, that all equipment is properly stored. Again, let's all work together and keep our field in top condition.
- F- The manager and his/her staff are responsible to see that ALL trash has been removed from the ground and properly disposed of after each game in their respective spectator areas. TALK TO YOUR PARENTS ABOUT USING THE TRASH RECEPTICALES PROVIDED AND NOT THE GROUND.
- G- The manager of the offensive team will designate a first base coach and third base coach. These coaches may not touch the runners or assist them in anyway. To do so will cause that runner to become out.

- H- The offensive manager will also designate a pitching coach. This coach may instruct the batter as needed. They are not allowed to assist any runner coming to the plate from third base. PENALTY for offense of any of the above will result in the batter/runner being called out.
- I- The manager of the home team will furnish the official scorekeeper. He/she will sit behind the home plate backstop. This is for the purpose of being close to the home plate umpire if provided.
- J- Each manager will be allowed one (1) time out each complete inning to make any changes or adjustments.
- K- Any changes made will require a time out for the safety of the players.
- L- Time outs due to injury, equipment repairs and ball retrievals will not be charged; however, there shall be no changes made except for the replacement of the injured player.

## **VII. BATTER**

- A- At the start of a new play: The pitcher must have possession of the ball. However, if the batter missed the ball or the ball is hit foul, the ball does not have to be returned to the pitcher for the start of the new play. The umpire will retrieve the ball on these occasions. The pitcher will HAND the ball to the Pitching Coach after receiving it from the catcher. The ball can be thrown back to the pitching coach from the catcher to speed up the game.
- B- The pitcher must remain with one (1) foot inside the pitching circle until the ball leaves the pitching coach.
- C- Failure to comply with rule 7 – B will award the batter first base or wherever he/she reached safely on his/her own, whichever is greater. The umpires will monitor the pitcher for this. However, if the pitcher is in violation of rule 7 – B, and the batter has put the ball into play, the umpires will allow the play to complete. If the batter has reached first base or possibly further, the umpire will issue a warning to the pitcher and respective manager. If the batter has not put the ball in play, was put out at first base, or flied out, the batter will be awarded first base, ONLY if the pitcher has contacted the ball during the play.
- D- Base runners forced to the next base as a result of rule 7 – C will be awarded that base.

- E- The batter steps into the batters box and positions himself/herself in the ready position.
- F- If a batted ball hits the pitching coach, the ball is dead. The batter is awarded 1<sup>st</sup> base and all runners will be awarded one base only.
- G- The batter will be allowed six (6) pitches or three (3) strikes to hit a fair ball. The pitching coach (umpire) will call strikes when swung at and shall keep count of the number of pitches a batter receives. The batter shall be declared out after failing to hit a fair ball after 6 pitches or 3 swings, unless the 6<sup>th</sup> pitch is a foul ball. He/she will then be allowed to continue to foul the ball off or until he/she either hits a fair ball or strikes out.
- H- See Official Playing Rules 2.00 in the Official Regulation Hand Book for definition of FOUL BALL and FOUL TERRITORY.
- I- See Official Playing Rules 2.00 in the Official Regulation Hand Book for definition of FAIR BALL and FAIR TERRITORY.
- J- If a hit ball goes under or bounces over the outfield fence in fair territory, it will remain a ground rule double. All runners will be allowed to advance two (2) bases only.

### **VIII. RUNNERS**

- A- Base runners may tag up and run at their own risk after a fly ball has been caught provided that it is not the third out or that the play has been called dead by the umpire.
- B- No runner may advance on a passed ball by the catcher. No runners may advance on an overthrow to the pitcher/pitching coach by the catcher.
- C- A base runner must keep a least one (1) foot on the base until the ball is hit. The umpire will monitor runners and will have the runner return to the base unless the runner is pushed by the batter. The runner will only be able to advance to the next base past the batter.
- D- A base runner is out when he/she passes the preceding runner prior to that runner being put out.
- E- See Official Playing Rules 7.08 “Any runner is out when...”

- F- A base runner must touch all bases in order. (1-2-3)
- G- Any and all runners may advance on an overthrown ball until the lead runner is stopped or play is called dead. If the ball leaves the field of play (field of play is defined as the imaginary lines achieved by the extension of the protective fences along the first base and third base lines) they can only advance one base at no risk.
- H- A play is dead when the lead runner has been stopped on base. This can be accomplished at the base in front of the lead runner or in the base line in front of the lead runner. At that time the ball is returned to the pitcher who in turn, hands it to the pitching coach. No runner may advance on a overthrow to the pitcher after the play has been called dead or the runners have stopped on base.
- I- The player must have full control of the ball before the play can be called dead. A play cannot be called dead if the lead runner is more than half way to the next base. In this case the runner may continue to advance to next base until the runner is stopped.
- J- If the runners are not attempting to run and the ball is in control of the infielder of the defensive team play can be called dead without having to play the ball in front of the lead runner.
- K- No defensive player may interfere with the runner. See Official Playing Rule 2.00 in the Regulations Hand Book. To do so will award the runner the base he/she was seeking.

## **IX. PARTICIPATION**

- A- Teams will bat the entire roster.
- B- Each player must play defensively at least every other inning. No player unless injured should sit more than one (1) inning consecutively.
- C- Each team may have four (4) outfielders for a maximum of 10 defensive players.

**X- BASE STEALING**

- A- No advancement on passed balls or wild pitches to the catcher. No advancement on a throw from a catcher to the pitcher following a pitched ball. No advancement of an overthrow from a catcher in attempt to throw out a stealing runner. Only one runner may advance (No double steals on the catcher).
- B- A runner can only steal a base if the catcher catches the pitch or blocks the ball and stays within his reach (in front of the catcher within the batters box.) If the pitched ball should go behind the catcher the runner must return to his original base. No stealing home. No fake steals.

**XI- PITCHING COACH**

- A- Once the ball is batted the pitching coach **MUST EXIT** the field of play opposite side of the hit ball to avoid contact or interfere with the play. The pitching coach remains off the field of play until the play is called dead.
- B- If a ball is batted directly back to the pitching coach and cannot avoid the ball, play will be called dead and the batter will be awarded 1<sup>st</sup> base. All base runners will advance one (1) base only.

**XII- FIELD AND PLAYING EQUIPMENT**

- A- Each team will be issued an equipment bag containing: one (1) bat, eight (8) balls for practice, one (1) Official Regulation and Play Hand Book.

