



PEE WEE BASEBALL

(Playing Age: 6 Years Old)

All coaches will be encouraged to prepare players for future play by rotating infield and outfield play without jeopardizing any child's safety. By doing this, we hope to increase the child's interest in the sport and decrease boredom in the field. Failure to follow this policy will be discussed with the coach, and continued problems will be reported to the Ethics Committee and the Coaches Selection Committee.

It is also important that this experience in baseball be a positive one. We encourage all coaches and parents to stress "fun and fundamentals". We want to be sure the players are learning how to play the game properly. For example, we do not want to see the pitcher field a ball and try to out-run the batter to first base. That is not baseball. We want the players to learn to make the proper play.

*****Play will conform to the requirements of the Cal Ripken rulebook, and as modified by these supplemental park rules.*****

Please see Park rules for ejection rules.

Pre Game rules:

- 1.1 At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Do not place any team logos on the official game ball.
- 1.2 A game cannot begin with less than 8 players on the team. Game time will be determined by the Head Umpire, to the closest time possible to the scheduled game time. There will be a fifteen-minute grace period for all games for lack of enough players. If one team has less than 8 players, the game will be treated as a forfeit. Only up to 2 players may be picked up Tball 5, but it MUST be approved by the League Director and/or the Baseball Director. The player(s) must bat last in the line-up and can only play in the outfield. If you only have 8 players, the 9th position will be an automatic out. You cannot just grab a player on your own.
- 1.3 The Game Changer App can be an official scorebook. If there is an official protest, the game information MUST be exported. It must be sent and received by the Baseball Director and Umpire in Charge before the next pitch.
- 1.4 All players must play every other inning at a minimum and must play 1 inning in the infield (including catcher) by the 3rd inning. No player shall sit the bench for two consecutive innings unless the player is injured or ejected. **Defensive lineups are to be exchanged between coaches; any changes need to be communicated if they happen between innings 1-3. If any players do not play in the infield in those innings, it could lead to forfeit. The objective is to teach all players to play baseball.**
- 1.5 Each coach is responsible for preparing a lineup for the opposing coach/team and having their team ready to play at the predetermined start time.

- 1.6 All players on the roster shall bat. The batting order shall be turned in on the roster to the opposing coach. If a player arrives late, he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup, he must be placed in the order as the last batter.
- 1.7 The defensive team may play 10 players: catcher, pitcher, first base, second base, shortstop, third base and four outfielders.
- 1.8 Limit warm ups to the outfield before the game. No warm ups are allowed in the infield area.
- 1.9 The Board of Directors of MJ League, Inc. recommends that all male players be equipped with a protective cup prior to each game and practice.
- 1.10 All players must play every other inning. No player shall set the bench for two consecutive innings.

In Game rules: General

- 2.1 All games will be a minimum of 3 innings, but an inning cannot start after 1:05. An inning shall be completed if it begins before the time expiration. A new inning begins immediately upon the third out of the Home Team at bat. The home team is responsible for keeping the official scorebook and shall occupy the third base dugout. No children under 12 are allowed to operate the scoreboard.
- 2.2 Every effort should be made to have a maximum of 2 minutes between innings. This keeps the games moving and more innings played.
- 2.3 "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
- 2.4 Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over. Maximum runs per inning are 7.
- 2.5 These special batting rules will be used: A team will bat until 3 outs are recorded or 7 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
- 2.6 All bats used at MJLI in baseball from Pee Wee 6 must be stamped with the "USA BASEBALL" logo. Wood bats and TBALL bats are not allowed.
- 2.7 If the illegal bat is discovered prior to a batter completing his "at bat", the batter is out. A player who uses an illegal bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- 2.8 If weather interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading)(This rule does not apply in tournament games. Tournament games will be played to time limit or mercy rules)
- 2.9 Only one extra inning will be allowed to break a tie after the time limit has expired. The player making the last out during regulation play shall begin the extra inning as a runner at second base. If a game is tied after one extra inning, it will be recorded as a tie during the regular season.
- 2.10 If a player refuses to take the field, except in the case of an illness or injury, they are out of the game and must leave the dugout. An out will be recorded in the batting order.
- 2.11 Base coaches are not allowed to physically restrain or assist a base runner. There is typically one warning issued; subsequent will cause the runner to be called out. Base coaches shall stay in the "coaches box". (coaches boxes are a 4ft to 8ft area in foul territory at 1st and 3rd) These will not be chalked. It is at the umpire's discretion that coaches are not staying in

the coaches box. (Example: when a ball is in play the 3rd base coach shall not run home with a runner)

- 2.12 Before the HEAD COACH comes on the field, he/she must request and receive a time out from the head umpire, or they may be ejected from the game. Continued violations will be reported to the Ethics and Coaches selection committee.
- 2.13 Coaches can't coach runners from the pitching area. He/she may instruct the batter between pitches. The coach will get one warning, and shall then be replaced. The pitching coach must leave the field of play immediately and remove the bat from play. Pitching coach will receive 1 (one) warning. A second violation will result in the coach pitcher being replaced.
- 2.14 A coach shall be the pitcher at all times.
- 2.15 A pitching rubber shall be set at 25 feet for the PW6 division.
- 2.16 The coach shall deliver all pitches via an overhand motion. No underhand pitching is allowed.
- 2.17 The base paths in PW6 shall be at 60 feet.
- 2.18 The coach/pitcher shall begin his/her delivery with one foot on the pitching rubber.
- 2.19 When a ball is overthrown at any base, all runners can only advance (1) base.
- 2.20 Time shall be called and all runners will return to the nearest base once a infielder has possession of the ball.
- 2.21 At the end of the season, the PW6 league will have a tournament that will be scheduled and approved by the Baseball Operating Committee.
- 2.22 The PW6 league will select one tournament team (i.e., the Grizzlies) to participate in sanctioned tournaments as approved by the Baseball Operating Committee
- 2.23 After a game or practice, coaches should not leave the area until all players have been picked up.

In Game rules: Defense

- 3.1 Outfielders must be positioned at least fifteen (15) feet behind the infield bases. Outfielders cannot make an out on a runner advancing. They may, however, transfer the ball to an infielder, who is allowed to make the out.
- 3.2 The catcher must be in the catching position in the catcher's box to receive the pitch. There will be no catchers leaning against the fence in essence just to retrieve the ball. If the catcher is not in the catcher position, they can't make a play on the ball. The catcher must be in protective gear complete with a protective cup and helmet with throat-guard. Throat guards are required on all catchers 'helmets, including "hockey" style helmets. Two-piece Catchers masks are not allowed.
- 3.3 A player in the pitcher's position must wear a protective helmet with a face guard, or face guard.
- 3.4 When a team is on defense, a maximum of 3 adults are allowed on the field, one down each sideline in foul territory, and one in the dugout with the team. The defensive coaches should be careful to not interfere with the play of the ball.
- 3.5 Defensive infielders (other than the pitcher) cannot assume a position any closer than 40 ft from the batter.
- 3.6 A three (3) foot strip shall be placed on either side of the pitching mound. The player/pitcher must either have one foot on the line OR be within five (5) feet directly behind the line. The player/pitcher may NOT play in front of the line or to the side of the line unless one foot remains touching the line.

In Game rules: Offense

- 4.1 When a team is batting, 4 adults are allowed on the field: one pitcher, one third base coach and one first base coach. An adult should be in the dugout with the team.
- 4.2 The batters get 3 strikes or 5 pitches, whichever comes first. When a 5th pitch is fouled the batter gets another pitch, each additional pitch will have the same rule as the 5th pitch.
- 4.3 No swing results in an out, a swing and miss results in an out and a swing and foul results in another pitch.
- 4.4 If the batter is injured during their plate appearance and is unable to finish the at bat, the next batter in the line-up will hit with a new count. No out is recorded for the injured player.
- 4.5 No walks. This includes when the batter is hit with the ball. If batter is hit with 5th pitch, or pitch is un hittable, batter will still be out.
- 4.6 The "infield fly rule" is NOT in effect.
- 4.7 Runners are not allowed to lead off or steal bases. Runners leaving base before contact is made with the ball are out.
- 4.8 No bunting is allowed in PW6 leagues. Showing bunt will result in an automatic out.
- 4.9 Each team will be given one warning for accidentally slinging a bat. A subsequent offense by the offending team during the course of the game will result in an out.
- 4.10 The base-runner shall occupy the base to which he/she is nearest when play is halted.
- 4.11 A player must slide on a "close play" at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a "close play" has three elements at home plate at the same time: a runner, a fielder and the ball in the air. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the player.
- 4.12 No headfirst sliding will be allowed.
- 4.13 If a batted ball accidentally hits the coach/pitcher, the ball is dead and a pitch is counted. If a batted ball is interfered with intentionally by the coach/pitcher, the batter is out and all runners will return to the base they occupied when the pitch was delivered.

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