



PEE WEE BASEBALL

(Playing Age: Minor 10)

****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 from MNR9, 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 Between innings shall not be greater than 2 minutes. When the catcher is on base, the coach is encouraged to use a courtesy runner to help keep the game moving. This courtesy runner can be used with 1 or more outs. If an alternate catcher is used to warm up a pitcher between innings, that catcher must be properly equipped per league rules for catchers. **To use courtesy runners in the first inning, coaches must inform opposing coach at the plate meeting who their starting pitcher and catcher is for the game.**
- 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 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
- 1.8 There shall be no warm ups in the infield on game days, this includes the Batter's Box and pitching mound. Warm ups will be conducted in the outfield.
- 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 The base paths in Minor 9 shall be 60 feet. The pitching rubber will be placed at 46 feet. (**Fall Season will be 42 Feet) Pitching and catching records must be completed by both Head Coaches and emailed to their League Director at the end of their game. The home team will

report to both coaches, the official pitch count at the end of each half inning. Coaches are required to have their pitch count book at the field during their game.

- 1.11 The Home Team will occupy the third base dugout and the visiting team will occupy the first base dugout.
- 1.12 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 1:20. 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. Complete game is 6 innings. No children under 12 are allowed to operate the scoreboard.
- 2.2 "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements. In kid pitching age groups all chanting shall stop when the pitcher come set to deliver the pitch.
- 2.3 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.
- 2.4 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.
- 2.5 All bats used at MJLI in baseball from MNR 10 must be stamped with the "USA BASEBALL" logo. Wood bats and TBALL bats are not allowed.
- 2.6 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.
- 2.7 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)
- 2.8 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.
- 2.9 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.
- 2.10 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)
- 2.11 Before the HEAD COACH comes on the field, he must request and receive a time out from the head umpire.
- 2.12 At the end of the season, the MNR 10 league will have a tournament that will be scheduled and approved by the Baseball Operating Committee.
- 2.13 The MNR10 league will select one tournament team (i.e., the Grizzlies) to participate in sanctioned tournaments as approved by the Baseball Operating Committee

- 2.14 After a game or practice, coaches should not leave the area until all players have been picked up.
- 2.15 Once a pitcher has been removed from the mound, he/she cannot return to the mound during the same game. A pitcher that takes the mound and throws one warm-up pitch must face at least one batter before he/she is removed unless said pitcher is deemed an ineligible player.
- 2.16 The pitcher must be removed upon the 2nd coach's visit to the mound in one inning or on the 3rd coach's visit to the same pitcher in a game. The coach is not allowed to be on, at or around the pitching mound between innings. If so, this will be considered one of the applicable coach's visits as determined by the head umpire

In Game rules: Defense

- 3.1 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.
- 3.2 When a team is on defense, a maximum of 1 adult are allowed on the field, one outside of the dugout. The defensive coach should be careful to not interfere with the play of the ball.
- 3.3 An intentional walk may be given by the defensive team by having its catcher or coach request the umpire to award first base to the batter. This may be done before pitching to the batter or on any ball and strike count. The pitch count will be adjusted accordingly to the pitcher.
- 3.4 See "Maximum Pitch Counts" & Pitching "Threshold".
- 3.5 If a catcher catches 4 innings or more, he/she cannot play the pitcher position for the remainder of the day.
- 3.6 If a pitcher has thrown 41 or more pitches, he/she cannot play the catcher position for the remainder of the game.

In Game rules: Offense

- 4 Only 1 coach and 1 "on deck" batter should be outside the dugout in foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other coaches should remain in the dugout unless they are base coaches. The "on deck" batter should warm up to the back of the batter at the plate, (for protection from foul balls). If the base coach on the field is of age to participate in Cal Ripken baseball, then said base coach must wear the proper protective/batting helmet. 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.
- 4.1 Bunting is allowed. However; If a batter squares to bunt and then pulls back and takes as swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.
- 4.2 The "infield fly rule" is NOT in effect.
- 4.3 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 and assume the count of the injured batter. No out is recorded for the injured player.
- 4.4 Play shall be halted once the pitcher has possession of the ball and is within 15ft of the pitching rubber. All runners must return to the previous base occupied.
- 4.5 Runners are not allowed to lead off or steal bases. Runners leaving base before contact is made with the ball are out.

- 4.6 Stealing bases will be allowed for the full season. Base runners can steal once the ball has crossed home plate.
- 4.7 Stealing will be allowed on an over throw from catcher to the pitcher.
- 4.8 Stealing home will be allowed on passed balls.
- 4.9 No delayed steals will be allowed. If the base runner on third base has not attempted to steal home before a throw to second base, that runner will not be allowed to steal home. Runner will be sent back to third base.
- 4.10 Each TEAM will be warned one time for a baserunner leaving early. A subsequent offense by a team during the game will result in the player being called out. It is a live ball situation. Once play is stopped, the offending runner will be out. If he scored, then his run will not count. If he is the third out, then no runs will count.
- 4.11 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.
- 4.12 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.
- 4.13 No headfirst sliding will be allowed.

Revised 6/25/25

MAXIMUM PITCH COUNT	
LEAGUE AGE	MAX PITCHES PER DAY
7-8	50
9-10	75
11-12	85
13-14	95
15-18	95

TRRESHOLD		
DAYS OF REST	14 & UNDER	15 & OVER
None	1-20	1-30
1	21-35	31-45
2	35-50	46-60
3	51-65	61-75
4	66+	75+

Post Season Tournament Pitcher Rest ONLY

TRRESHOLD				
DAYS OF REST	9-10	11-12	13-14	15-18
None	1-40	1-470	1-45	1-45
1	41-65	41-65	46-75	46-75
2	66-75	66-85	76-95	76-95

