

North Union Baseball for Boys  
PeeWee Rules  
Amended 2006

The official rule book for the North Union Baseball for Boys baseball season is the current edition of the Little League Baseball Inc., rule book. The head coach of each team in our association will be given a copy of this book. The only exceptions to this book are listed below:

-The home team is required to set home plate and line field. All bases are set at 60 ft and a circle for pitching set a 10 foot diameter, 5 foot from the middle of Little League pitching rubber.

-Each team must field at least 7 players of their team within ten minutes of the game time or they forfeit the game. If any game is started with less than 10 players you will not be required to take an out as long as you finish the game with the same number of players as you had at the beginning of the game. No game can be started with less than 10 players and of those 10 players at least 7 must be from your own team. It is recommended that you use pull up players to fill your team. If you start with less than 10 players and are expecting the player(s) to arrive at the game, you will take an out until that player arrives. If the player(s) used to fill out your team are pull up players, when the players that are on your official team roster arrive, the pull up player(s) are to be removed from the game and your player will take his place.

-Pull up players for PeeWee should be second year T-Ball players. The pulled up player can only play if the child is needed to put a full team on the field or in case of injury. If a full team is available, the pulled up player cannot bat or play in the field. All pulled up player's parents must approve, and the player must be reported to the league commissioner. Once a child has been pulled up to a team, they are not eligible to be pulled up to a different team.

-Game time is the minute the first pitch of the game is thrown and must be noted in the official scorebook. If a team is unable to field a team or delays so the game cannot be started, the umpire can inform the official scorekeeper and both coaches that the official time of the game has begun. Home team scorebook is the official scorebook.

-All games are to start at the time scheduled or ten minutes after the previous game is completed, whichever is later.

-All league games played during the regular season, no matter what day they are on, will not be allowed to start an inning after one hour and twenty-five minutes of play.

-Adult base coaches are permitted.

-In an effort to keep the game moving, a pinch runner for the catcher is recommended if there are two outs and he is on base.

-All the boys that show up for the game are expected to play in that game unless disciplinary action is being taken. In this case the umpire and the opposing coach are to be told prior to the start of the game.

-Each player must play 6 consecutive outs and all players who report for a game will bat in the batting order regardless of the number of players. This does not affect pull up players.

-The home team will receive the baseball in the worst condition at the end of the game.

-Five Run Rule: If the score is tied or a team is ahead when it comes to bat, that team will be limited to five runs that inning, unless during the play the fifth run scores and other runners also score. This allows for a maximum of eight runs to be scored in one inning. If a team comes to bat and is not in the lead, that team is given the chance to catch up and tie the score before being limited to the five run rule just discussed. This rule does not apply to the 6<sup>th</sup> inning, nor does it apply during tournament play.

-If after 4 inning of play one of the teams has a 15 run lead, the game will be considered over. If after 5 innings of play one team has a 19 run lead, the game will be considered over.

-The defensive team must have a back up catcher with a person at least 10 year old or older. Any person backing up the catcher under the age of 18 must wear a helmet.

-The pitcher and the person playing that position must have one foot in the circle.

-Any ball that hits a coach in fair territory is a live ball.

-The lead runner must be stooped before time is called. Once the defensive team's pitcher has the ball under control inside the circle the runners must either advance to the next base or return to the last base he occupied. The runner may not stand motionless or after returning to the last base touched may not move off that base unless played upon by the pitcher. Failure to do so results in an out by the runner. The runner has to be more than half the distance to the next base in order to advance.

-The defensive team can place 10 players when it takes the field. 1 pitcher 1 catcher, 4 infield, 3 outfield, 1 floater, 10<sup>th</sup> player can be infield or outfield. Only 1 player can be in foul territory e.g. catcher. Only 1 player can be closer than 50ft at the start of each pitch e.g. pitcher.

-Each game is scheduled to be 6 innings in length.

-An inning start the moment the third out of the proceeding inning is made. If a team is purposely delaying the game, the umpire has a right to state that the following inning would have started prior to the time limit without the delay.

- Runners are only permitted to advance one base on an overthrown ball.
- Catchers must wear all of their equipment in games, practices, and warm up.
- There will not be time limits on tournament games.
- 5 pitches per batter. Fouls and hit by pitch count as a pitch. If the 5<sup>th</sup> pitch is fouled the batter will remain at bat until he either strikes out or puts the ball into play.
- Players can use Little League approved bats in PeeWee games.
- No infield fly rule will be used.
- No bunting, no leading off bases. No stealing.