

Pee Wee Rules

1. Games are five (5) innings or one and one-half (1 ½ hours). A new inning begins when the third out is made in the previous inning. No new innings will start within 5 minutes of the game time limit. This is a regular season play rule only. Regular season games can end in a TIE score.
2. Bats must be stamped with BPF 1.15 or USA Baseball and the barrel diameter cannot exceed 2 ¾".
3. Offensive lineups will include all players on each team.
4. There can be up to 10 defensive players at any time. The infield will consist of a catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman, and pitcher. The outfield can have no more than 4 players in any configuration and the infield can have no more than 6 players.
5. There will be no base stealing, and the runner may not advance until the ball is hit.
6. The infield fly rule will not be in effect.
7. No intentional walks will be allowed during coach pitch. A player CAN be intentionally walked one (1) time per game during kid pitch innings while a kid is pitching. NOTE, If the kid pitcher walks 2 batters and a coach comes in to pitch the batter CAN

NOT be intentionally walked. A new inning resets the kid pitch walk count.

8. Bunting is only allowed during player pitch innings when a player is pitching. Bunting is never allowed during coach pitch.

9. Each team is allowed to have up to four (4) coaches. While batting, a team is allowed two (2) base coaches on the field. The coach assigned to pitching may stand outside the dugout, against the dugout. On defense, two (2) coaches may stand outside the dugout. All on the field coaches must be in a coach's box or within arm's reach of the dugout.

10. During any kid pitch inning, if a pitcher walks two consecutive batters, a coach will enter to pitch to the next batter. A new inning resets the kid pitch walk count. If a kid pitcher hits a batter, this will be considered a walk. If the pitcher is subbed out for a new pitcher after 1 walk, and the new pitcher walks the first batter, this will still be considered 2 consecutive walks, and a coach will pitch to the next batter.

10a. If the same kid pitcher hits 3 batters in any one game, he MUST be pulled as pitcher.

10b. When the coach comes in to pitch the kid pitcher MUST play the circle (Pitcher) position. If the player is moved to another position, then he is considered to be replaced as pitcher and the kid put in his position will be recorded as the pitcher and must pitch to the next batter. Once a pitcher is replaced, he cannot re-enter as pitcher for that game.

11. If a pitcher walks two consecutive batters and coach pitches to the next batter, the pitcher can continue pitching on the fourth batter. The coach has the option to determine when to change pitchers.

12. During coach pitch, each batter gets a total of five (5) pitches or three (3) swings to the 3rd out of each half inning with a normal foul rule in effect. There are no walks during coach pitch.

13. If on the 5th pitch, the ball is hit foul, the batter will receive pitches until the batter strikes out or hits the ball into fair territory.

14. The coach pitch must throw over-handed to all batters in a normal pitching motion. Coaches must pitch from the rubber on the mound and at a speed similar to players. Coach pitcher must keep one foot intact with the rubber while the ball is in his hand.

15. If the batted ball hits the coach pitching, the play is dead, and no pitch will be declared. This does not count against the batter's swing count. All base runners return to their prior base.

16. The pitching coach MUST exit the field immediately once the ball is put into play without interfering or obstructing a player in any way. Also, the pitching coach is not permitted to talk to the batter or any base runner while on or exiting the mound or on the field. Failure to abide by either or both rules is a first-time warning and a second time the pitching coach is removed from pitching duties for the remainder of the game. Any coach pitcher intentionally interfering with a defensive play will cause the batter to be called out, and any baserunners will return to prior base.

17. When the coach is pitching, the defensive pitcher must be within 3 feet of the mound. The defensive pitcher must be even with or behind the pitching rubber and be able to see the batter.

18. On the second trip to the mound to the same pitcher per half inning, or third trip overall to the same pitcher, the pitcher must be replaced. If a pitcher is removed from pitching at any time during

the game, he cannot return to the mound during that game. This is for any pitcher, starter or relief. If a pitcher hits a batter three (3) times, he must be removed from pitching for the remainder of the game.

19. In case of a rain out, the game will be rescheduled at the earliest open make-up date. Games that are interrupted due to rain will be rescheduled at the earliest possible make-up time. Play will resume at the exact point of termination with the same offensive and defensive players, if possible.

20. After three and one-half (3 1/2) innings, any team leading sixteen or more runs is considered the winner, and the game is considered complete.

21. The maximum number of runs scored for innings one (1) through four (4) is five (5).

The run limit will be ten (10) for inning five (5). If an extra inning is needed due to a tie the run limit will be 5 even if that inning is the 5th inning.

22. Teams must field eight (8) players within fifteen (15) minutes of their scheduled game time or forfeit the game. A team cannot play with less than 8 players. **The 15-minute grace rule applies to the first game of the day only.** If a team only has 8 players, the 9th batter will be an automatic out when that spot comes up in the lineup. IT WILL BE AN OUT EVERY TIME THROUGH THE LINEUP UNTIL THEY SHOW UP.

23. When a base runner is forced to stop on or return to a base under threat of making an out, time can be called. Exception: If a member of a defensive team causes the base runner to stop or return to a base, and then makes a play on another base runner (already in route to another base when the first runner is

stopped), the ball is live, and all base runners may advance with chance of making an out.

a. Example 1 – If the defense has frozen the base runner on third, the base runner on first is free to advance unless the umpire feels that the base runner is not making an attempt to advance. At this point the umpire can issue time.

b. Example 2 – If the defense has frozen the base runner on third, but then makes a play on the runner running from first to second, the runner on third is free to advance.

25. Any runner sliding into a base HEADFIRST will be called out.

26. Pee Wee Coach/Player Pitch Rules

FALL:

i. Games 1-6 Coach pitch all game

ii. Games 7-12 Player pitch first inning / Coach pitch last 4 innings

iii. Playoffs Player pitch 2 innings / Coach pitch last 3 innings

SPRING:

i. Games 1-4 Player pitch first 1 inning / Coach pitch last 4 innings

ii. Games 5-8 Player pitch first 2 innings / Coach pitch last 3 innings

iii. Games 9-12 Player pitch first 3 innings / Coach pitch last 2 innings

iv. Playoffs Player pitch all game

c. NOTE: If opposing teams are at a different game number, pitching rules of the

team with LESSER number of games applies. Additionally, the 2 consecutive walk rule still applies.

27. Pitch Count Rules will be as followed,

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

A. The official scorekeeper for each team is required to keep the pitch count for each pitcher and advise the umpire on the total pitches prior to each inning.

B. Based on the number of pitches thrown in a day, the required days of rest and next day available for pitching are outlined below by age group: Pitch Counts Rules.

C. If a pitcher reaches his maximum pitch count for the day while facing a batter, he can continue to pitch to that batter until

1. That batter reaches base
2. That batter is put out or
3. The third out was made to complete the half inning.

D. No pitcher may appear in a game as a pitcher for three consecutive days regardless of pitch count.

E. A pitcher who delivers 41 or more pitches cannot play the position of catcher for the remainder of the game.

28. All teams are required to keep score in the Game Changer app. This is extremely important with tracking pitch count. Please choose someone that is going to stay engaged with the game and is comfortable with using the app. IF a coach is keeping the Game Changer on the field, he MUST let the umpire know. That will be

the only phone allowed on the field during game play. Any other coach seen with a phone will be asked to leave the field of play IMMEDIATELY.

29. Official pitch count will be determined by what the HOME team has. We encourage BOTH team's score keepers to review pitch counts at each half inning to limit disagreements as the game progresses.

30. EXTRA INNINGS, if the game is tied there will be 1 extra inning played. This inning will be a max of 5 runs. The last recorded out will be placed on 2ed base. The extra inning will start with 0 outs.

There will be no deviation from these rules without the expressed consent of the GBAA Baseball Board