

WCRL Pee Wee Rules-2019

COACHES BEHAVIOR:

*No swearing or obscene gestures at practice or games.

*Smoking or chewing tobacco products on the field or in or around the dugouts is prohibited. **Penalty:** 1st offense is automatic ejection from the present game and the following game. 2nd offense the coach is banned from participation in any league function, I.E. coaching, scorekeeper, etc. **The umpire(patch or non patch)/commissioner will call the coaches conduct.**

COACHING:

*Coaches cannot touch base runners.

*When on defense, all defensive coaches must be off the playing field and/or in the dugout or behind the fence. Only the base coaches are allowed on the field.

UMPIRES RESPONSIBILITIES:

*Any Verbal abuse of umpires, players/coaches or spectators, such as profanity, name-calling, belittlement or excessive harassment is considered unsportsmanlike behavior and will be reason for ejection/removal from premises.

*If the individual(s) refuse to leave, their team will forfeit game.(Balls and strikes calls and judgment calls are not debatable.)

*Anyone causing a disturbance with Umpires or Coaches will be asked to leave the property of the ball diamond. If they refuse to leave, their team will forfeit the game. If offending Spectator is a parent, then both parent and player will be ejected from that game and the commissioners will be notified. If the same parent repeatedly causes issues, they will be banned from all WCRL properties for one year. The player may return to the next game.

*The umpire is in control of the game. If a call is made and the coach continues to complain then the coach will be given a warning and restricted to the bench. If he is given a second warning then the coach is automatically ejected. If it's a coaches first offense then a verbal/written warning will be given to that coach in question with their league commissioner. A second offense will result in a punishment decided by the league commissioners.

*Games cannot be started without umpire(s) on the field.

- A. Team/Coach/Commissioner Responsibility
- B. Player Eligibility
- C. Game-Innings/Time Limit
- D. Adult Pitchers
- E. Field Setup
- F. Defensive Coaches/Players/Team
- G. Offensive Coaches/Players/Team
- H. Postponed/Rescheduled Games
- I. Weather-Lighting/Thunderstorm

A. Team/Coach/Commissioner Responsibility:

1. Any team 15 minutes late will forfeit.
2. If no one calls visiting team or is not at the ballpark to tell the visitors the game is cancelled, home team will forfeit.
3. All rain games must be rescheduled (not necessarily played) within 7 days & must be played prior to the tourney. All scheduled games must be played. Please contact your league commissioner with any problems in rescheduling games.
4. **Both coaches and umpire(s) will meet before the start of the game to discuss ground rules and answer any questions before the game starts.**

B. Player Eligibility:

1. Any child not turning 9 prior to January 1st of the current season is eligible to play.
2. Players who are registered with league commissioner by first regular season game.

Every player listed on the roster must play at least 50% of the regular season games to be eligible for the season ending tourney. Every team is required to keep a scorebook for every game for proof of the above if necessary.

3. Players may **move up** a division to field a team (**not for subs**) but **cannot be moved down** a division to complete a team. You also may not bring any player over to field your team (from another team - same league, softball player, etc). Move-up players may not start until the beginning of the 4th inning, unless a position cannot be filled by a player on the original team roster.

C. Game-Innings/Time Limit:

1. Six-inning game- six run rule per inning. 13 run lead after 4 innings, 7 run lead after 5 innings. This also applies to 3 1/2 or 4 1/2 innings if the home team is ahead. If run rule has been called, then game is over. Four innings, or 3 1/2 if home team is ahead, is a complete game if cancelled due to weather or darkness. If four complete innings have not been completed the game starts over from beginning. There will be a **1 hour & 30 minute time limit** on all regular season games. In the season ending tourney, all games will be played to completion, except for run rule. If a game is stopped due to weather or darkness, it will pick up exactly where it left off except for ball/strike count.

D. Adult Pitchers:

1. Are required to pick up the bat after contact has been made with the ball and move to foul territory
2. Cannot, at any time, coach base runners.
3. Can stand anywhere between 15-ft arc and the pitcher mound (in line between home plate and 2nd base).

E. Field Setup:

All diamonds will have:

1. A **15-ft arc** from home plate arcing from 1st base foul line to 3rd base foul line
2. A **16-foot circle** will be centered around the 43' pitching rubber
3. **60'** baseline
4. A **running lane** chalked along first base line. **Distance:** 45 feet from first to home and 3 feet wide.

F. Defensive Players/Team:

1. Infielders are to play even or behind bases at the start of pitch, except the 1st baseman can play no more than 5 normal steps in front when runner is on 1st.
2. Defense must stop lead runner for play to be dead. Once the lead runner has been stopped and time called, following runners more than half way to next base get the base, less than half

way return to base. Just running into the infield and holding up the ball does not necessarily end the play. The lead runner must stop his/her forward motion for time to be called. (There is no longer the one base on overthrow rule.)

3. Will play 10-man team and must have 4 outfielders (not 3 outfielders and a rover). If team has only 9 players they will not be charged for the out. (Example—one team has 9 players, they can play normal infield positions and 3 outfielders or 4 outfielders, short 1 infield position).

4. When on defense, all defensive coaches must be off the playing field and/or in the dugout or behind the fence. Only the base coaches are allowed on the field.

5. **All players in the pitcher position must use face mask and chest protector before the game can be started. (Not required for other positions). The pitching fielder must start with both feet inside the 16' circle.**

.G. Offensive Players/Team/Batter:

1. The batting lineup will be batted to match the team with least numbers of players. A coach may choose to bat his entire lineup. If so, he has free substitution. These are the only 2 choices for your batting lineup.

2. Any player throwing bat will be warned on 1st offense, and the play stands. 2nd offense batter is out—and all runners return to original base. The warning is an individual warning against each batter. If the umpire determines that the throw was an intentional act in anger, the player may be ejected by the umpire without warning.

3. All players present for the game must bat once and field 6 outs unless time limit or run rule applies. This does not include a player brought up to fill a spot in case of injury

4. No infield fly rule.

5. Any **batted** ball landing inside the 15-ft arc in front of plate-**foul ball**.

6. Any **batted** ball touched (by offensive player) in fair territory by fielder then lands inside 15-ft arc-**fair ball**.

7. **Any** batted ball that hits ground beyond 15-ft arc and then rolls back inside 15-ft arc, (without being touched by an offensive player)-foul ball.

8. Any **batted** ball that stops on lined 15-ft arc-**fair ball**.

9. **Pitcher** is hit with ball:

Pitch is called no pitch, dead ball.

Pitcher hit with ball on 6th pitch:

dead ball, and batter gets another pitch.

Batter:

10. No walks but can strike out-**6** pitches per batter

11. **6th** pitch foul ball, batter gets another pitch.

Team:

12. A team must start a game with a minimum of 7 players; the empty slots in the batting order will be automatic outs (except the 10 position)

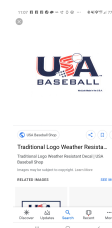
BAT RULE:

Bats must be 2-1/4 diameter wood or non-wood or batter MAY/CAN USE AN OFFICIAL USA 2-5/8 DIAMETER BAT IF ENGRAVED/STAMPED WITH OFFICIAL LOGO. All divisions are required to have USA stamp on big barrel bats. Peewee and minors can use up to 2 5/8 and majors can use up to 2 3/4 with USA stamp. NO BAMBOO BATS ALLOWED IN ANY AND ALL LEAGUES

Use of illegal bat:

*****Penalty:** Batter is automatically out with coach restricted to dugout

No offensive base Coach can touch the base runners while ball is in play



Base runners:

13. Cannot leave base until ball has been contacted by bat.
14. Cannot lead off.
15. Cannot anticipate hit.
16. **First offense:** team warning-- if ball is hit, runners are sent back to original base and pitch is not counted on batter.
17. **Second offense:** immediate dead ball—runner that left early is out. The other runner (s) are sent back to original bases. The pitch is a dead ball, batter gets another pitch.

Slide Rule:

18. Runners must avoid contact with fielder who has the ball, which is why we have a slide rule. Instead of calling a runner out for not sliding, the call should be based on whether intentional contact is made. Any contact involved with a play, runner may be called out. This is at that the umpire's discretion. Headfirst slides into any base going forward shall be called an **out**. Diving back to the base is okay.

H. Postponed/Rescheduled Games:

There are only **2 reasons** where a game may be postponed and rescheduled. The first is due to weather. If a team feels they have another legitimate reason to postpone a game, they must request that their town commissioner notify the other board members to get permission. Just being short 1-2 players is not a legitimate reason. That is why we have the move up rule.

I. The following ISHAA rule will apply to ALL Girls and Boys teams for LIGHTNING OR THUNDER DISTURBANCES:

1. **Suspension of play criteria:** when thunder is heard or lightning in any form (cloud-to- ground, cloud-to-cloud, etc.) is seen, which means that the thunderstorm is close enough to strike your location with lightning, play will be **suspended immediately.**
2. **Return to play criteria (thirty-minute rule):** once play in a contest or practice has been suspended, resumption of play, if warranted, should not occur until at least **thirty (30) minutes** has passed since the last thunder was heard or the last flash of lightning was witnessed. Note that any thunder heard or lightning seen after the beginning of the 30- minute count **resets** the clock and **another thirty (30) minute** count begins.