

# Bridge City Little League Pee Wee Boys League Rules and Regulations

## FUNCTIONAL PURPOSE OF THE PEE WEE PROGRAM

The Little League Pee Wee League is a program for eight and nine year old boys to continue the transition from Coach Pitch to Kid Pitch Baseball. They continue to develop their skills appropriate to their ages. The game is structured to develop an understanding of baseball, and the strategies of the game.

## MANAGERS

The manager must approach this league with the attitude of helping boys through the learning process of baseball. They should not be concerned **only** with the winning and losing aspects of the game. Skill development is the key ingredient of this league. Managers should stress good attitude to the parents. Managers will be responsible for the behavior of the assistants on the team.

## RULES AND REGULATIONS:

1. Early games will begin at 5:30. No inning will start after one (1) hour and forty five (45) minutes. Once the one (1) hour and forty five (45) minutes has been reached, the inning that was started must be finished. The second game will begin at 7:45. No inning will start after one (1) hour and forty five (45) minutes, and the game will end when you finish the inning that you are in.
2. For the 7:45 games, Mondays through Saturdays, if, after the one (1) hour and forty five (45) minutes, the game is not official, the teams will be allowed to play until the Little League curfew to get in an official game. **Little League Curfew is as follows: No inning will start after 10:00 p.m.**
3. All rainouts will be played the **first available date** after the rain-out. **No inning will start after one (1) hour and forty five (45) minutes.** There will be no exceptions to the rescheduling of rain out games.
4. The **visiting team** will occupy the **first base dug out**, and will be responsible for operating the **scoreboard**, including pitch count sheet, for the game. The **home team** will occupy the **third base dugout**, and will be responsible for the **official scorebook** and for **marking the field** before any game. **All managers** playing on the field that day are **responsible for field preparation** after rain or rainouts. **Scorekeepers are to sit between the dugouts. Scorekeepers sitting in the stands will not be permitted. Scorekeepers are not to point out any scorekeeping infractions, and should not initiate any conversations with either manager.**
5. Pee Wee games will be **six (6) innings. Three (3) innings** constitute an official game. After the season starts, a team shall have **four (4) active days per week**, with game day counting as an active day.
6. Pitch counts will determine how much a pitcher may pitch in each game. There will be no exceptions to this rule. There will be an official pitch counter for each game and their count will be final. **Pitching distance will be forty-six (46) feet regardless of age. PITCH COUNT RULES:**

Boys Age	Max Pitch Limit in Game	Pitches Thrown	Days Rest
8	50	1-20	0
9	75	21-35	1
		36-50	2
		51-65	3
		66-75	4

**EXCEPTION:** If a pitcher reaches the limit imposed in Regulation VI (c) for his League age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

**NOTE 1:** If the pitcher reaches the limit imposed in Regulation VI ( c ) on his last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.

**NOTE 2:** Intentional walk: The pitches must be thrown. Catcher is to stand up in catchers box with hand pointed in toward opposite batters box to the hitter.

**NOTE 3:** A pitcher who throws 41 or more pitches in a game cannot play position of catcher for the remainder of that day.

**NOTE 4:** A catcher who receives 1 or more pitches, then enters the game as pitcher and throws 21 or more pitches, cannot play the position of catcher the rest of the day.

**NOTE 5:** A catcher who plays the position of catcher more than 3 innings (catches one warm up pitch in the 4<sup>th</sup> is considered more than 3 innings), shall not pitch the remainder of the day.

7. A pitcher may warm-up inside the playing area, along the fence line if possible, using a player guardian. Catcher must wear a mask to warm-up pitcher. **Managers and coaches are allowed to warm up a pitcher at any time.**
8. All players must play their mandatory time for all games according to the Little League rulebook. A team must start with **eight (8) players**. If a team starts with 8 players, the **ninth slot** in the batting order is an automatic out. No exceptions. If a team cannot field **eight (8) players** to start a game, the game will be forfeited. If, during a game, a team does not have **eight (8) players** to continue, the game will stop immediately. The game will continue at a later date. Scheduling the game will be the responsibility of the Baseball Vice President and/or the Player Agent.
9. **Managers** will not be permitted to leave the dugout without the permission of the umpire.
10. Other than judgment calls, **the manager, NOT the assistants**, may question the call by calling time, **BEFORE leaving the dug out**, and asking for another opinion from the umpire not involved in the play, **IF** given permission by the umpire involved in the play.
11. If a team is leading by **ten (10) runs or more**, they cannot steal home on a passed ball.
12. A manager whose team is ahead **10 RUNS**, and who is batting, may send his team to the field with less than three (3) outs if he chooses. Managers ahead in the score, **by 10 runs**, may relinquish his team's at bat. The opposing manager does not have to agree with this action. We will also follow a run rule policy of 15 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.
13. The official league uniform will be the issued shirt and cap. A player that is not in official league uniform will not be allowed to participate. No jewelry will be permitted. **(The exception will be needed Medical Identification).**
14. Shirts will be worn tucked inside pants at all times. All team members must be dressed uniformly.
15. It is recommended that both managers check the scorebook after the game, in case of possible pitching record errors. If the scorebooks needed in a protest are unreadable, the protest will be voided.
16. In order to speed up the game, a **one (1) minute or five (5) pitches** limit between innings will be observed.
17. **THERE WILL BE A FIVE (5) RUN LIMIT, PER INNING, PER TEAM FOR THE FIRST FIVE (5) INNINGS. THERE WILL BE NO LIMIT ON RUNS SCORED IN THE SIXTH (6) INNING ONLY.**
18. The manager or his assistant may coach first or third base when his team is at bat. They must remain at that position until the inning is over. Two adults may coach the bases, if there is a 3<sup>rd</sup> adult in the dugout.

19. The maximum number of any one age group will be held to **eight (8)**.
20. Each team should be prepared to leave the dugout immediately after the game. Hold your team meeting at a different location.
21. All games will be played according to the schedule. Any exceptions will have to be approved the VP and player agent.
22. It will be illegal to jump a defensive player attempting to make a tag on a runner.
23. **ALL MANAGERS AND TEAMS ARE RESPONSIBLE FOR CLEANING UP THE TRASH AFTER THEIR GAME.**
24. **THE MANAGER IS RESPONSIBLE FOR THE ACTIONS OF HIS FANS!!!**
25. Assistant coaches **must be** selected and **approved before tryouts**. If not, your assistant will not be selected until after the draft.
26. Safety Bases – The orange base is for the runner going to first only. Once the runner reaches first base safely, the orange base is no longer in play. It is never in use for a defensive play.
27. All players present will all be listed in the batting order. They will bat in this order. The line-up cannot be altered after the game starts. Boys arriving after the game starts must be added to the bottom of the batting order. **ANY BOY THAT CANNOT TAKE HIS TURN AT BAT WILL BE AN AUTOMATIC OUT.** There will be no exceptions.
28. **A request to reschedule a game because of school functions must be accompanied with a school list of students involved in the function. If a team can field eight (8) players, the Request will be denied.**
29. **ANY MANAGER OR COACH EJECTED FROM A GAME WILL BE SUSPENDED FOR A MINIMUM OF TWO (2) GAMES, AND WILL BE BROUGHT BEFORE THE BOARD TO EXPLAIN HIS ACTIONS. The suspended Manager/Coach will not be allowed on Little League property during the suspension.**
30. If a manager/coach is ejected from the last game of the season, the suspension will be enforced on the first two games of the following season.
31. **THERE WILL BE NO SOFT TOSS ALLOWED INTO ANY FENCING AT BCLL.**
32. **PLAYOFF FORMAT: THE PLAYOFFS WILL BE A SINGLE ELIMINATION TOURNAMENT.** All games in the Tournament will be played in the same week. In leagues with 6 or less teams, the team with the best regular season record will advance to the Championship game, while the 2nd and 3rd regular season teams will play each other with the winner advancing to the Championship game. In Leagues with 7 or more teams, the top four teams will advance to the Tournament. The top rated team will play the fourth seeded team, with the second and third place teams will play. The winners of these two games will advance to the Championship game. All teams will receive medals. The 1st round of play off games will play a time limit. The championship game will not have a time limit. Head coaches can vote prior to the season if there will be playoffs. The league reserves the right to bypass playoffs. In those events, season standings determine placement.