

Milford Little League

Pee Wee In-park Rules

Section I - League and Objective

The league shall be known as the Pee Wee League, established for the purpose of providing maximum enjoyment for the child in playing the game of baseball and providing instruction in the fundamental skills of hitting, catching and throwing a baseball. It is also desirable that the child be taught the social values of good sportsmanship, team play and basic interaction with others of the same age and interest.

Section II - General Rule Information

In addition to rules outlined herein, the current Little League rules will apply to Pee-Wee regarding the conduct of players, managers, coaches and parents as well as batting, fielding, base running, interference and leaving base too soon, etc.

Section III - Playing Field

- The outfield fence is 85 feet down each foul line and 95 feet to center field.
- Bases are 50 feet apart and the pitcher's rubber is 35 feet from home plate.
- The outfield grass starts at an area 10 feet beyond each base.
- There will be a 15-foot arch extending from home plate onto the playing field.
- There will be a 15-foot marked off area at the pitcher's rubber.
- There will be a 25-foot halfway line marked off between all bases except home plate and first base.

Section IV - Participation

1. Each manager will select two coaches, a team parent, a scorekeeper, and a safety officer (parent pitcher) for their team.
2. The teams will be made up of players who are league age four, five or six.
3. The roster will be determined by blind draft. Each team will have approximately the same number of four, five and six year olds.
4. Each team's batting lineup will consist of all players on its roster. A player will bat even if not currently playing on defense.
5. No player will sit out two consecutive innings per game on defense.
Example: If a player sits on the bench in the first inning, he must play in the field in the second inning.
6. A player not in the starting lineup on defense must start in the field the next game.
7. Managers are encouraged to rotate players from their playing positions. Playing outside a designated player position will not be allowed. A runner put out by a player outside his/her designated position will not be called out. If a player continues to play the entire field, the manager will be asked to change the player to another position. This rule in no way suggests that your pitcher should never tag when the play is right there in front of him/her.

This is a judgment call for the umpire. The umpire will decide if in his/her opinion a 'baseball' play was made.

Examples: A. A pitcher may field a ball in front of the pitcher's mound and tag a runner out going home if the play is in front of him/her.

B. A pitcher may field a ball on the first base side of the field and tag a runner out going to first base. The pitcher may not field a ball on the third base side of the field and tag a runner out going to first base.

C. An outfielder may never tag a runner out.

8. There is no minimum number of players to play a game.

9. When a player arrives after a game has started, he/she will be eligible to play the beginning of the next ½ inning. The player will enter the game at the bottom of the lineup. If a team has less than nine players, a late player can enter upon arrival.

10. There are no automatic forfeits in Little League. Only the Board of Directors decides a game is a forfeit.

Section V - Regulation Game

1. There is no set number of innings to constitute a regulation Pee-Wee game.

2. No new inning will start after sixty minutes have elapsed.

3. The game will end at the end of seventy five minutes. If the time expires during an inning, the official score will be the score at the end of the last complete inning.

4. Tied games will be counted as one-half win and one-half loss (standings determined by win percentage). In post season tournament games, any inning started before ninety minutes must be completed. There will be no ties.

Section VI - Batting

1. Each batter will receive a total of five pitches. Batters will have the option of utilizing the pitching machine for all five pitches or at any time during the batter's turn at bat, but before the batter is declared out may decide to use the batting tee for the remaining time at bat. Every batter must take at least two pitches from the pitching machine.

If the batter swings and fouls the fifth pitch he/she will be given another pitch and will continue to receive additional pitches as long as he/she continues to foul the last pitch.

Example: If three pitches from the machine are used, then the batter will have two attempts to place the ball into fair territory from the tee. If the batter fouls the fifth pitch, he/she has an additional attempt to put the ball into play. If the batter misses the ball off the tee without actually touching the ball or tee, this constitutes a missed swing and the batter is called out on the fifth swing or the additional attempt.

2. The safety officer (adult pitcher) cannot converse or instruct his/her own players. He/she can warn a player to move out of the way of a bad pitch. If in the opinion of the umpire, the adult pitcher interferes with a play, judgment will be made in favor of the defensive team. The adult pitcher must always attempt to remain out of the way after a ball is hit. He/she should remain in the pitcher's circle to protect a player from running into the pitching machine, but if possible should kneel down until the umpire calls dead ball. Please note that it is okay to have a batting coach instructing their players on how to bat when the team is on offense.

3. Balls that travel less than 15 feet from home plate and remain in the 15 foot arched area will be considered foul. The area will be defined by an arch drawn from the first base foul line to the third base foul line 15 feet from home plate. If a batted ball is caught in this area before touching the ground it is a foul out. The ball must touch or cross over the arch line to be considered a fair ball.

5. A batter will not be allowed to bunt. A bunt, even if hit into fair territory will be considered a strike.

6. If in the judgment of the umpire, a batter slings the bat, the manager will be warned as well as the player. The same player slinging the bat again during the game will be automatically called out. The second warning may be their very next attempt in the same at bat. The ball is dead, no runners may advance and no play may be made on a runner.
7. On deck batters must remain in the dugout until called to bat by the umpire to avoid possible interference with plays at home plate. The next batter must have a batting helmet on and be ready to bat immediately when the previous batter has completed his/her turn.
8. In the event that a batted or thrown ball strikes the pitching machine, the electrical cord or the safety officer (person feeding the balls into the machine), the ball is dead, no runners may advance and no play may be made on a runner. The batter will be rewarded first base and base runners will advance only when forced.
9. The first four innings will be limited to three runs or three outs. The fifth inning will be limited to three outs with no limit on runs.

Section VII - Base Running

1. If a runner is advancing to any base and a throw is made to that base, the runner is entitled, on an overthrow, to the base to which he/she is advancing and may proceed at his/her own risk to the next base. If an overthrow occurs at the base to which he/she is then proceeding at his/her own risk, he/she may not advance further.
Example: If a runner is advancing to first base and the ball is overthrown at first base, the runner may take first base and proceed to second base at his/her own risk. If the ball is then overthrown at second base, the runner cannot proceed to third base. If the runner proceeds to third base, he/she can be tagged out after passing second but if safe at third he/she must be returned by the umpire to second base.
2. Runners that are between bases, less than half way, when the umpire calls time out must be returned to the previous base if vacant. This is a judgment call by the umpire and cannot be questioned by the manager, coaches or spectators. If questioned, the manager, coach or spectator will be warned. On the second warning, the offender will be removed from the game.
3. Managers are required to encourage runners to slide into second base, third base and home plate when a play is being made on him/her by a defensive player to avoid harming any players. This is a hard concept to teach at four, five and six years old, therefore, as long as the runner is not deliberately trying to hurt or run over a defensive player to obstruct the play, it will be okay if the runner does not slide. The purpose of the slide rule is to reduce the number of collisions. Under no circumstances will deliberate collisions be tolerated. If in the judgment of the umpire a collision was determined to be deliberate the runner will be declared out.
4. A base runner will be out for running out of the base line only if he/she is trying to avoid a tag. The base line area is a six foot area between bases or an area three feet on either side of a straight line between bases. Please note that a runner rounding the base will establish his own base path but the same restriction above applies once he has done so.
Example: A base runner rounds third base and their natural running path takes them two feet to the right of third base. They then establish their path to home plate. The runner may run three feet to the right of that point before being called out for avoiding the tag.
5. If a ball is being thrown into a dead ball area such as a dugout or over the fence, all runners will advance one base based on the book award.
6. A manager or coach may not touch a base runner. If a manager or coach touches a base runner during play, the runner will be called out.

Section VIII - Defense

1. All teams will have ten players on defense consisting of a catcher, pitcher, four infielders and four outfielders (three if fielding only nine players). Players must stay in their assigned areas and not play out of that position to enable more players to be able to actively participate in the game.
2. The pitcher's area will be marked approximately half way between the pitcher's circle and second base. The pitcher must keep one foot in and one foot out of the circle and be behind the midpoint line. The pitcher must remain in the area until the ball is hit, but must give way to a defensive play to be made by the second basemen, shortstop or outfielder. Having the pitcher run every player down to achieve an out will not be tolerated. The pitcher must not be the only player to make plays for the team. See examples under Section IV 8.
3. Outfielders must be a minimum of 10 feet behind the base lines until the ball is hit.
4. Infielders (other than the pitcher) must stay in the dirt baseline until the ball is hit.
5. To stop play, the defense must stop the advancement of the lead runner and all trailing runners or throw the ball to the pitcher in the pitcher's circle (known as the dead ball zone). Once the ball has entered the pitcher's circle (either by throw, toss, roll, or pitcher's possession), time will be called and play will be stopped.
Note: The ball enters the pitcher's circle when it crosses the circle's boundary either on the ground or in the air. If the ball passes through the circle, the play is dead as the ball entered the circle in order to pass through it.
6. If a ground ball is hit and does not cross over the 15 foot arch line, no defensive player can field the ball until the umpire calls "foul ball", "dead ball", etc. However, if the ball is touched prior to the umpire calling "dead ball", there is no penalty and all runners are returned to their appropriate bases. Defensive players can attempt to field pop-ups in this area.

Section IX - Umpires

1. It is the responsibility of the managers and coaches to umpire. A schedule will be provided.
2. Missed umpiring assignments will result in disciplinary action to be determined by the Board of Directors.
3. The home plate umpire will be in charge and will keep the official time. The official starting time will be recorded by the visiting team scorekeeper according to the umpire's watch. The umpire will be responsible for keeping the game moving at a good pace to allow more play time and should call for batters when they are not ready or on deck.

Section X - Manager/Coach Responsibilities and Conduct

1. Managers and coaches may occupy the first and third base coaching boxes while their team is playing offense as well as a hitting instructor at home plate. One defensive coach will be allowed in the outfield playing area, for instructional purposes only and cannot go beyond the baseline to give infield instruction.
2. While occupying coaching boxes, a manager or coach may not call any base runner out or safe. One warning will be given, after which the offender will be removed from the field, but will be able to occupy the dugout.
3. Managers are responsible for the conduct of their scorekeeper to ensure that they do not interfere with calls by the umpire or confuse the player. Scorekeepers are not allowed to position or coach players from the scorekeeper perch. They are encouraged to cheer for their child and team.
4. Managers and coaches must request and be granted time out by an umpire before leaving the dugout or coaching boxes. If in the opinion of the umpire, excessive time-outs are called, the umpire has the right not to grant time-out.
5. Conduct rules covered in the Little League section also apply to the Pee-Wee league.
6. The team safety office (parent pitcher) will be able to assist the team batting manager if a child is standing too close to the base and has a chance of being hit by the ball from the view of the pitcher.

Section XI - Miscellaneous Rules

1. The visiting team scorekeeper will be the official scorekeeper.
2. The official scorekeeper must obtain the signature of the home plate umpire in the official score book upon game completion.
3. The home team is responsible for preparing the field, i.e. sitting out bases, chalking the field, setting up the pitching machine, etc. The visiting team is responsible for putting the bases and machine away.
4. Final league standings will consist of all teams. Ties will be broken based on regular season results between the teams. If the teams are still tied after this, a coin flip will break the ties.
5. The post season tournament will include all teams. A playoff bracket will be provided. The tournament will be single elimination format. The top seeded team (team with the best record) will be the home team in all post season tournament games.
6. The post season In-Park Pee-Wee All Star game, managers to be selected by the BOD.
7. Umpires will warn managers and coaches if slow-down tactics are being used to win a game due to time limits. If they continue, the offending team will forfeit the game. Slow-down involves using tactics near the end of the game that were not used during the first part of the game, such as calling excessive time outs, flip-flopping defensive players, spending more time with the batters, adult pitcher slowing his normal pace, not taking the field in a normal manner, delayed batters coming to the plate, etc. A team cannot protest a game because they feel slow-down tactics are being used, but may express their concern to the home plate umpire who will consider if a warning is to be given. Tactics of this nature are to be brought to the attention of the Pee-Wee Vice President by the home plate umpire.
8. Each team is allowed a minimum of one, and a maximum of three adults in their dugout. (This is an insurance regulation and will be strictly enforced.)