



## Pee Wee Division Rules

Revised August 1, 2019

### Official Playing Rules

1. All House League games shall be played in accordance with Official Rules of Baseball, as set forth by Baseball Canada, except where modified by the rules contained in this document, Rules and Regulations of Central Ontario Baseball Association (COBA) or Ontario Baseball Association (OBA). This includes no use of electronic devices on the playing field by players, coaches and game officials, electronic devices may be used in the dugout.

### Pee Wee Division at a Glance

Game start time	6:00 p.m. or 8:30 p.m.
No new inning time	7:45 p.m. or 10:15 p.m. <i>Any inning that starts after 7:30 p.m. or 10:00 p.m. shall be an open inning</i>
Drop dead time	8:00 p.m. or 10:30 p.m.
Number of innings	7
Minimum number of innings of play per player	3
Maximum number of innings pitching	3 consecutive innings
Maximum number of innings at pitching, catching or combination of both	3
Minimum number of players to play the game	7
Minimum number of innings	4 (3.5 if the home team is in the lead)
Mercy Rule	<ul style="list-style-type: none"> <li>• Maximum of 5 runs scored per inning.</li> <li>• • Ahead by 15 runs after 4 complete innings</li> </ul>

	<ul style="list-style-type: none"> <li>• Or ahead by 10 runs after 5.</li> </ul>
Pitching distance	50 feet (15.24 meters)
Base distance	75 feet (22.86 meters)
Bats	There are no weight restrictions on any type of wood, bamboo or composite bats. For all other bats, the maximum drop weight allowed is drop 13. <i>All bats used must be baseball bats.</i>

## Equipment

1. Uniforms: Players must wear the uniform issued by their respective Association, on their top layer of clothing, for all league games and finals. Players showing up for a game wearing a different shirt, pants or different coloured cap of their own choosing WILL NOT BE ALLOWED TO PLAY. The coaches will ensure that all of their players are wearing proper uniforms. Players losing any part of their issued uniform must arrange with their coach to purchase a replacement.
2. Compression sleeves: Pitchers may wear a compression sleeve on one or both arms, however the sleeves cannot be grey, white or distracting in nature. Pitcher's sleeves must be one solid colour. (The same rule applies to clothing worn underneath the uniform for warmth, ie sweatshirt, or for any other reason).
3. Gloves: The catcher must wear a catcher's glove. The first baseman shall be permitted to wear a trapper or fielder's glove. All other fielders must wear fielders' gloves.
4. Balls to be used are provided by the Association.
5. Helmets: A batting helmet with flaps on both ears shall be worn when base running. Chinstraps on batting helmets must be present, it must be worn properly.
6. Athletic protection (jock/jill) must be worn by all players. Coaches are strongly encouraged to ensure that their players are wearing protection.
7. Catcher's Equipment: A catcher shall wear a helmet, a mask with a throat protector, chest protector and shin pads during games and warming up the pitcher at any time, this includes practices.
8. Metal cleats are not allowed. Players can wear plastic cleats or running shoes.
9. Coaches and players warming up a pitcher MUST wear a face mask., anywhere in the park, including behind the dugout or in the bullpen.
  - a. Penalty: First offence: verbal warning. Second offence: The offending person

**WILL BE EJECTED.**

## Teams

1. Each team shall have a starting lineup of at least 7 players. A maximum of 9 players can be fielded defensively. **All players** will be placed in the batting lineup and will take their turn to bat.
2. There shall be no penalty for players arriving late to the game. He/she shall be added to the bottom of the batting order at any point of the game.
3. No player can sit a second inning until each player on the team has sat once, excluding the starting pitcher, provided he/she is still pitching in the third inning. Once the starting pitcher has been pulled from pitching, a player cannot sit a second inning until the pitcher has sat once. If a pitcher is pulled mid-inning and moved to the player bench, this is not counted as an inning sat. (He/she played during the inning). No player should sit two consecutive innings, barring injury.
4. In Pee Wee, no player can play a third inning of outfield until he/she has played one inning in the infield. Pitching and catching are considered infield positions. The turn in the infield should be a complete inning, barring injury.
5. Barring injury and pitcher substitution, there should be no changing of positions on the field during an inning.
6. Offensively, all players shall be included in the line up and take their turn at bat.
7. Only the manager or coaches of the offensive team shall be permitted in the coaches boxes at the 1st and 3rd base. Any person occupying the coaches box, who is under 18 years of age, must wear a coaching helmet.

#### Game:

1. The home team, as determined by the schedule, shall take the third base dugout and start the game as the defensive team, while the visiting team shall use the 1st base dugout and start the game as the offensive team.
2. The coaches, captains and umpires should meet at the home plate 10 minutes before game time, to go over grounds rules. It is at this time that a coach with an over age player, shall declare this to the umpire and the other team. Batting lineups should be exchanged at this time.
3. Games shall start at the time specified, unless a team does not have the minimum 7 players present. If a team cannot field 7 players at game time, then a 15 grace will be given. No additional time will be added to the end of the game to reflect this time.
4. When there are 2 out in an inning, the catcher for the next inning shall start putting on the catcher's equipment. A two out catcher's rule, should be used if he/she is on base, and the last out should be put on the base as the base runner and the catcher should start putting his/her equipment on to keep the speed of the game moving.
5. Umpires will give one warning per pitching before calling a balk.
6. NEW\*\* On an uncaught third strike with (1) no runner on first base, or (2) with a runner on first base and two outs, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also signal that there is "no catch" of the pitch. The batter may then attempt to reach first base and must be tagged or forced out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other base in an effort to force out a runner. An "uncaught" strike includes not only pitches dropped by the catcher, but also pitches that hit the ground before the catcher attempts to catch it.
7. NEW\*\* All base runners can also advance on the dropped third strike, including running home.
8. Pitchers who hit 2 batters in an inning will be removed from the inning. Pitchers who hit a third batter in a game (one every inning), will be removed from the inning.

9. **NEW\*\* A base runner can advance on a live ball error or pick off move, including base runners running from third base to home.**
10. Bunting is permitted in Pee Wee.
11. If dead ball comes into effect mid-inning, the game will return to the last complete inning of play unless the home team takes the lead.
12. In the event that a game is terminated before the end of the 3rd inning, the score will revert back to what the score was at the end of the last complete inning, unless the home team has taken the lead. If less than 3 complete innings were played, the game is considered incomplete and a makeup game will be scheduled.
13. During the regular season, all tied game scores will stand and no extra innings will be played. Tournament Play and Play Off Play will have additional rules provided to coaches and officials prior to the event.
14. Baserunners must try to avoid tags by sliding or evading the defensive player, otherwise the offensive player will be called out, even if the runner reaches the bag safely.
15. A forfeit will be scored 7-0.

## Umpires

1. The decision of the umpire shall be final. The managers of each team are entitled to ask for time and if granted, may approach the umpire for explanation or clarification of a decision. These questions must not include questioning of called balls or strikes, foul or fair balls, safe or out decisions.
2. The umpire has the authority to eject any player, coach or manager for repeatedly objecting to decisions or for unsportsmanlike conduct or language. The umpire may also order a coach or manager to ask a spectator to refrain from heckling or the use of foul language. \*\*New in 2016, an umpire can place a coach into "bench restriction" where the coach can remain in the game, but cannot leave the area of the bench, for the remainder of the game. A coach may enter the field in the case of player injury, and to shake hands at the completion of the game.

Non-compliance could lead to the game being forfeited to the non-offending team.

3. The umpire may terminate the game before its completion for reasons of darkness, bad weather, dangerous field conditions, etc.

## Weather Conditions

1. Unless notified prior to the start of the game of a cancellation due to weather, please show up to all scheduled games with the anticipation of playing.
  2. Please check the website, Facebook and Twitter, as we will try to post cancellations on bad weather days.
3. Lightning/Thunder: Please remember the baseball season is a prime time for thunderstorms, so be aware of lightning/thunder:
- Determine the threat of lightning or thunder in your area.
  - **SEEK SHELTER IMMEDIATELY.**
  - After the last lightning flash/roar of thunder, wait **30 minutes** before leaving

shelter. Half of all lightning deaths occur after the storm passes. Stay in a safe area until you are sure the threat has passed.