

Warren County PeeWee League
www.wcpeewee.com
FALL - 2015 Rulebook
LEAGUE: Division II

*All managers, coaches, players, participants, parents & spectators will follow the WCPR Code of Ethics.

** Official baseball rules will be followed in all circumstances, except where noted below.

Eligibility: Division II – FALL is for players ages **five, six and seven**. Playing age is determined as of April 30th of current year. Birth certificate or other proof of age must be presented to league officials before player will be allowed to play. *For players born after April 30th, 2010, playing age is determined as of December 31st of current year. For players born before May 1st, 2010, playing age is determined as of April 30th of current year.*

Game Administration: An official score will be kept, however, **standings of the league will not be maintained**. Note that no big barrel bats are allowed and no bats larger than 2¼ diameter. Home team listed on the game schedule will occupy the third base dugout and provide the game ball.

Playing Field: The distance between each base will be 60 feet. The distance from home plate to the pitching rubber is 46 feet. A pitching circle, 12 feet in diameter, will be centered around the pitching rubber. The outfield is considered to start at the point where the grass meets the infield dirt.

Regulation Game: A regulation Division II game will consist of a maximum of seven innings and **no new inning will start after 1:15 of play, even if the score is tied. A game can end in a tied score.** If inclement weather arises, four (4) innings will constitute a legal game. After four innings have been played and if a team leads its opponent by more runs than the opponent can score (**5 per inning**), the scoreboard may be turned off and play continues, until the time limit. No game will be stopped before the time limit has expired, unless by agreement from the two managers.

Players:

1. A team may field no more than the following ten defensive positions when in the field: Pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base, left field, left center field, right center field, and right field. The pitcher must maintain one foot on or within the pitcher circle until the ball is hit. The catcher must wear protective helmet/mask and chest protector and be positioned behind the plate. All other infielders must be in their position and no closer to the pitcher than one step inside the baseline. All players in the outfield must be equally spaced. NOTE: A team must field the four infield positions, as well as a pitcher and a catcher at all times.
2. All players must stay in their assigned position until the ball is pitched and crosses the plate or is hit by the batter—failure to comply will result in a bat over, if declared out on the play.
3. The batting order shall consist of all players present at the game (a continuous batting order), as there are no substitutes when on offense.
4. Each batter will get six pitches per at bat. If a batter takes 3 pitches, the next 3 will be called strikes. A batter may either strike out or hit the ball. Foul balls hit after two

strikes do not count as a strike. After the fifth pitch, the umpire shall announce to the batter that they must swing at the next pitch.

5. **Each player must play a minimum of every other inning in the field. In other words, a player must not sit out consecutive innings.**
6. A play must be made on a runner or a batter. When in the opinion of the umpires, play has ceased, the umpire shall call time. Play shall continue until no play is made on the runner or batter runner, or the bases are empty. Examples when time to be called: (a) Lead runner not trying to advance, (b) play on the field becomes dead, (3) Runner or batter runner making a mockery of the game.
7. A team will be allowed to start the game with seven players. If additional players arrive, they can enter the game at the top of the next inning and occupy the next spot at the bottom of the batting order.
8. A fielder in the outfield fielding the ball must attempt a throw toward the infield. Running the ball into the infield is not permitted. Running the ball or handing it to another fielder will constitute one extra base granted to the runners. Three steps allowed preparing for a throw. Infielders may field a ball in the outfield and return the ball to the infield either by throwing it or running it in.
9. An out will be called when the catcher catches a ball in foul territory if the ball is popped above the **BATTER'S** head. There is **NO** requirement that the catcher be in a squatting or kneeling position at the time of the swing. This rule also applies to 3rd strike (must be above batter's head).
10. Any runner shall be called out and the ball declared dead if the runner does not slide or attempt to get around a fielder who: 1) has the ball, AND 2) is waiting to make a tag.
NOTE: There is no "must slide" rule. The rule is either slide or attempt to get around. The key in this situation is that the "fielder has the ball and is waiting to make the tag."

Coaches:

1. The ball will be pitched by an adult, designated by the team. An adult pitcher may be removed from the game and re-entered one time. The exception is an injury to the adult pitcher. The adult pitcher may stand as close to the batter as necessary and in a direct line between home plate and second base. If the ball is hit straight back toward the adult pitcher, he/she must try to get out of the way, being careful not to interfere with a fielder's attempt at making a play on the ball. If the adult pitcher is hit (unintentionally) by a batted ball, the ball becomes dead, all runners are returned to their previously occupied base, and no pitch will be counted against the batter.
2. Immediately after the ball is hit, the adult pitcher shall exit the playing field, preferably to the first base side, behind the base runner and remains there until the ball becomes dead. Failure of the adult pitcher to exist the field after a hit will result in a warning, with subsequent failures resulting in the batter being called out. If the adult pitcher intentionally interferes with the hit ball, or a fielder, "interference" will be called and the ball will become dead immediately. The batter will be called out and the other runners will be returned to their previously occupied base.
3. The coach pitcher shall make every effort to remove the bat from the playing field after a hit.
4. The adult pitcher will be allowed to talk to the batter before the pitch is thrown and then coach after the ball is struck. Example: batter hits the ball and forgets to run, the adult coach can instruct the batter to run to first. The adult pitcher may also coach the play at home, but must be out of the field of play (in foul territory, not interfering with a play at the plate).

5. One defensive coach may stand outside the dugout and remain one arm's length distance from the dugout at all times. Failure to do so may justify a warning from the umpire. This area is "in play" and the coach needs to make every effort to avoid being involved in the play. If in the umpire's judgment the coach intentionally interferes with the ball, interference will be called on the coach, the ball becomes dead, and the runner's will be given two bases.
6. When on offense, coaches are allowed at 1st and 3rd base as well as the adult pitcher.
7. Only the manager can discuss a call with an umpire. If a play is questioned by a coach other than the manager, the umpire should warn the manager. The coaches can discuss with their manager the questionable call for discussion by the manager with the umpire.
8. The manager is responsible for maintaining order within the dugout as well as the spectators in the stands and may be asked by the umpire to discuss any issues with the fans.

Definitions:

1. Appeal play: The appeal play shall consist of the defensive player getting the ball from the adult pitcher, tagging the appropriate runner or base and reporting to the umpire the reason for the appeal. If in the judgment of the umpire the runner missed the base or did not tag up on a fly ball, the runner shall be called out.
2. Batting Order: Each player shall be listed in the scorebook and will bat accordingly (a continuous batting order). If a child bats out of order, he/she will be called out on appeal if the infraction is caught in time by the opposing team and brought to the attention of the umpire. It is the responsibility of each team to keep its own scorebook. An official scorer's decision or an objection by the opposing team cannot be questioned unless a book is maintained by the team questioning the decision/score.
3. Defense: **Each player present for the game must play a minimum of every other inning in the field. A player must not sit out consecutive innings.** As all players are considered to be in the lineup, free substitution exists (player re-entry is unrestricted). However, defensive substitutions are made only at the start of the inning and the player's position is set for the duration of the inning (cannot move from SS to 2B for one batter and then back to SS for the next batter). In the event of injury, two defensive changes may occur, if necessary for players' safety purposes.
4. Hitting: A batter shall not be allowed to bunt and may not take a half swing or swing bunt. If, in the umpire's judgment, the batter does not take a full swing, the batter will be called back. The umpire shall warn the batter and allow a coach to instruct the batter on proper techniques for batting. If the batter attempts to bunt a second time, he/she will be called out. An umpire may call a batter out for throwing the bat. The first offense will be a warning. The next offense may result in the player being called out and the base runners returned to their previously occupied base.
5. Injury to Player: The health and safety of each youngster is of utmost importance. In the event of an injury, the umpire shall cease play immediately and the player may be removed from the play. When a player is removed, and the injury is not of serious nature, the player may return to the field/lineup with the approval of the umpire. Base runners shall be placed at the base that, in the judgment of the umpire, they would have reached had the play not been terminated.

6. Inning: The side will be retired when the offense makes 3 outs **or scores 5 runs**.
7. Time Outs: The manager is allowed four time outs per game, but no more than two per inning. These two time outs will be a combination of offensive and defensive time outs. Time may not be called while the ball is in play. In the event of injury the umpire shall call time for the purpose of preparing for the next play. Managers and coaches may not come onto the field during an umpire's time out except in the case of injury. A manager may not cross onto the playing field during a time out.
8. Infield Fly: There is no infield fly rule in this division.
9. Protest: During a game, an umpire decision is final and cannot be protested. An eligibility appeal may be filed concerning a player or team, but is to be filed in a private manner between the manager and umpire. The game will continue as scheduled without interruption by the appeal.
10. Forfeits: A game may be declared a forfeit for any of the following reasons:
 - If a team cannot field 7 players, no grace period.
 - If a team or members of a team deliberately detains the progress of a game, including spectators.
 - If a manager or coach engages in an argument and refuses to continue the game.
 - Any player, manager, coach or spectator striking, hitting, pushing or attempting these acts of violence against any other team member(s) or an umpire.
 - Failure to comply with the "Duties of the Manager"
11. Umpires: All umpires will be trained by the Warren County Parks and Recreation Department. Umpires will be assigned to Leagues by the Umpire in Chief. The Associations Commissioner will hire and manage umpires. All problems concerning an umpire should be directed to the League President. To question the ability of an umpire, a petition signed by at least $\frac{3}{4}$'s of the managers in a division must be presented to the President. Only then can an investigation be made concerning an umpire.
12. Postponement of Games: Postponement of games may occur under any of the following circumstances:
 - Ground unfit for play
 - Inclement or threatening weather
 - Circumstances which are not conducive to league play as adjudged by the Warren County Sports Association Executive Board, or Warren County Parks and Recreation Department

If games are postponed, all interested persons will be notified by their commissioner or manager. Do not contact the Parks and Recreation Department.