

Affiliations: The Warren County Pee Wee League will be affiliated with the Warren County Parks and Recreation (WCPR).

Little League Rules: Official Little League baseball rules will be followed in all circumstances, except where noted below.

Code of Conduct: All managers, coaches, players, participants, parents & spectators will follow the WCPR Code of Ethics. When registering for participation in our programs, all agree to abide by these expectations.

League Governance: The affairs of Warren County Pee Wee League will be governed by a Board of Directors. The Board of Directors will be elected by a majority vote of existing members. Their duties will be effective upon their election to the board. Responsibility of Board of Directors can be provided upon request.

Eligibility: Division II is for players ages 6, 7 and 8. Playing age is determined based on August 31st of the current year. Birth certificate or other proof of age must be presented to league officials before player will be allowed to play.

Regions: North (North Warren, Oakland, Bristow, and Richardsville), South (Warren Elementary, Rockfield, Rich Pond, Lost River, Jody Richards, and Jennings Creek), East (Alvaton, Cumberland Trace, and Plano), Central (Natcher, Briarwood, and all city schools). Private Schools and Home Schools are also Central unless preference is to be based on residence. The league will do its best to place players based on the request from parents upon registration, however not all requests can be accommodated.

Game Administration: An official score and standings of the league will be maintained. It is the responsibility of each Manager to report the score of each game to their League Commissioner. Home Team listed on the game schedule will occupy the third base dugout and provide a brand-new game ball. Away Team will occupy the first base dugout.

Legal Bats: Bats stamped with the USA baseball stamp on the handle and manufactured in 2018 or later are permitted for use. Any other bats are considered illegal and are not permitted for use.

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 six innings, and no new inning will start after 1:20 of play, unless the score is tied. No game shall 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 (6 per inning), the scoreboard may be turned off and play continues, until the time limit. No game will be stopped before the time limit expires, unless by agreement from the two managers.

Players:

- P-1. **Defensive Positions:** 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.
- P-2. **Pitcher Positioning & Safety:** The Pitcher must maintain one foot on or within the pitcher circle until the ball is hit. The pitcher must wear a protective mask.
- P-3. **Catcher Positioning & Safety:** The catcher must wear protective helmet/mask and chest protector and be positioned behind the plate.
- P-4. **Infield & Outfield Positioning:** 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 always.
- P-5. **Defensive Movement:** 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.
- P-6. **Batting Order:** The batting order shall consist of all players present at the game (a continuous batting order), as there are no substitutes when on offense.
- P-7. **Pitch Count:** 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.
- P-8. **Minimum Defensive Innings:** Each player must play a minimum of two full innings in the field. No player can

sit out on defense in consecutive innings.

- P-9. **Play Stoppage:** 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, 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.
- P-10. **Roster Size Rules:**
- For teams with 10 or more on roster (at the time games begin) – a team will be allowed to start the game with 7 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. However, if a team is batting less than 9 players (either 7 or 8), the team will have to take 1 automatic out at the bottom of the batting order.
 - For teams with only 9 on roster (at the time games begin) – 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. However, if a team is batting less than 8 players, the team will have to take 1 automatic out at the bottom of the batting order.
 - No discretion is allowed to this rule. Umpires will be informed of the roster size of each team to enforce this properly. This is to prevent pressure from being applied from one coach to another to not enforce the automatic out.
- P-11. **Outfield Throw:** Any fielder playing the outfield position when fielding the ball must attempt to throw the ball toward the infield, regardless of where on the field the player fields the ball. Running the ball into the infield is not permitted. Running the ball or handing it to another fielder (in reasonable judgment from the umpire) will constitute one extra base granted to the runners. The outfielder should not take more than three steps when preparing for a throw. The umpires will use best judgment when ruling to determine if there is an advantage being gained by the defense (as the intent of this rule is to encourage outfielders to throw the ball). Infielders may field a ball in the outfield and return the ball to the infield either by throwing it or running it in.
- P-12. **Catcher Pop Fly:** 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).
- P-13. **Sliding Safety:** 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 should teach and remind players not to stand on top of bases when they do not have the ball (this is most often an issue at 2B and 3B).

Coaches:

- C-1. **Adult Pitcher Positioning:** 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 must stand at least 18-ft away from the batter (measured from the front edge of home plate) and in a direct line between home plate and second base. The umpire will place a flat pitching marker (provided by the Away Team) at this distance prior to the game. The adult pitcher's feet must be behind the marker when the ball is released. Any pitch delivered in front of the marker will result in an automatic ball being called. If it occurs on the 6th pitch of the at bat, it will result in a strikeout.
- C-2. **Adult Pitching Style:** The adult pitcher may deliver the ball in either overhanded or underhanded style. 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.
- C-3. **Adult Pitcher Duties:** 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 remain there until the ball becomes dead. Failure of the adult pitcher to exit 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.
- C-4. **Adult Pitcher Bat Removal:** The adult pitcher shall make every effort to remove the bat from the playing field after a hit.
- C-5. **Adult Pitcher Coaching:** 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: If batter hits the ball and forgets to run, the adult pitcher 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).

- C-6. **Defensive Coach Positioning:** One defensive coach may stand outside the dugout and always remain one arm's length distance from the dugout. 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 awarded two bases.
- C-7. **Offensive Coach Positioning:** When on offense, coaches are allowed at 1st and 3rd base as well as the adult pitcher.
- C-8. **Umpire Communication:** 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.
- C-9. **Maintaining Order:** 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.

Draft & Roster Assembly

- R-1. **Draft Consistency:** All drafts in the North, South, East and Central will be conducted in a like manner.
- R-2. **Draft Order:** The draft order will be determined by blind draw the night of the draft or at the Coaches Meeting prior to the draft and will proceed in a "snakelike" fashion (1,2,3 ... 10; 10,9,8,...1; 1,2,3...10; etc.).
- R-3. **Returning Players:** Once the draft order has been set, each team will record the returning players to the team along with any new player(s) (head coach's child(ren), siblings of returning players) starting at round 1 and continuing until all players have been slotted. Returning players are players who played with this existing team the preceding spring. When the draft begins, each team will select an available player unless it already has a player in the slot for that round. If this is the case, then the team will pass.
- R-4. **Available Players:** The draft will continue until all players have been selected. A team may not pass if it has an open slot in its roster during the round.
- R-5. **Age Maximums:** Each team is limited to a maximum of eight players of the same age. For players of league 6 or below, teams are limited to 4 players on their roster at the conclusion of the draft.
- R-6. **Hat Picks:** Any player that is in the draft and participates in the evaluations may be selected at any time. Any player that did not participate in the evaluations can be randomly drawn out of the "hat" and "hat" picks can start with the 8th round. "Hat" picks cannot be traded.
- R-7. **Draft Re-Entry:** Any player wishing to re-enter the draft must have the approval of the Board. If the Board approves, then the player will re-enter the draft as a "hat" pick.
- R-8. **New Coaches:** All new coaches in Division II will blind draw their team at the conclusion of the coaches meeting. The only exception is if their child played on the team the prior spring and they are taking over the team as the new Manager / Head Coach.
- R-9. **Protected Players:** There are no protected players other than the head coach's child(ren).
- R-10. **Region Changes:** A player can only change regions within a division if there has been a change in permanent address.
- R-11. **Team Dissolvement:** If a team must be dropped in a region within a division, the team with the fewest returning players will be the one that is dropped.
- R-12. **Dissolvement Player Re-Entry:** If a team is dropped, all those players will re-enter the draft.
- R-13. **Player Trades:** If any team wishes to make a trade, they must be made at the draft table and have the consent of all the present coaches. Only drafted players can be traded.
- R-14. **Team Trades:** Teams cannot be traded.
- R-15. **Draft Representation:** Only the head coach or a returning player's parent can be present at the draft. Each team should be represented at the draft by only one person.

Definitions:

- D-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.
- D-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.
- D-3. **Player Substitution:** Each player present for the game must be given a position on the field for at least two (2) full 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.

- D-4. **Batting Requirements:** 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 and a strike claimed against him/her. If this occurs on the third strike, the batter will be called out. 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.
- D-5. **Player Injury:** 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.
- D-6. **Inning Change:** The side will be retired when the offense makes 3 outs or scores 6 runs.
- D-7. **Illegal Bats:** The umpire has the authority to check bats prior to and during the game. If the ball is put into play (i.e. fair territory) with an illegal bat, then the team doing so will forfeit the game. If a player is deemed to have an illegal bat and has not put the ball into play, the batter may exchange bats. The at bat will continue as it left off. Only the umpire may declare a bat illegal. The head coach for the team using the illegal bat is subject to additional disciplinary action including suspension. Once a game is final, illegal bat usage cannot be challenged by the umpire or an opposing team.
- D-8. **Time Outs:** The manager is allowed four (4) 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.
- D-9. **Infield Fly:** There is no infield fly rule in this division.
- D-10. **Protest:** Protests are void in league and tournament play. 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.
- D-11. **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".
 - Use of an illegal bat.
- D-12. **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.
- D-13. **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. If a game in progress is postponed before 6 innings have been played, the game will be considered regulation with a final score of that of the last complete inning. Exception: If the game was tied at the end of the previous inning or the home team is batting and leading in the bottom of the inning (when play is stopped).
- D-14. **Walk Up Music:** Teams are not permitted to play walk up music during games. There are no exceptions to this rule. Music is permitted before games begin (prior to umpire calling plate meeting with Head Coaches / Managers), but once games start, music is not permitted.

Division II Regular Season Tournament Rules

- T-1. **Tournament Schedule:** Dates and times of all tournament games will be confirmed by the League Board. The tournament will be DOUBLE elimination and will be seeded based on the record of the teams determined by their regular season won/loss record. Tie breaker rules for trophies and tournament seeding:
- For 4th - 7th: It will be head-to-head only. After that, Board will blind draw for seeding.
 - For 1st - 3rd: 1) head-to-head, 2) runs allowed against teams that are tied, and then 3) reverting back to head-to-head once a team is eliminated by using runs allowed unless it still remains a 3-way tie. If still a tie, then Board will blind draw.
- T-2. **Region Standings:** Standings are based on each team playing every team in their region once. If teams play twice in the regular season, the final game played will be the one counted in the standings. The only exception to this is if the schedule allows all teams in a region to play one another twice. In such a case, then the final 2 matchups against each team will be counted towards their region standings.
- T-3. **Playing Rules:** Playing rules will be the same in the tournament play as the regular season. *Exception: There is no time limit on tournament games. Six innings will be played, unless the game become mathematically impossible for one team to tie the score. If inclement weather occurs, the game will be resumed at nearest possible date, picking up where it left off in the batting order.*
- T-4. **Start Time:** Games will start on time and there will be no grace period.
- T-5. **Home & Away Designation:** The home team will be decided by the higher seed and established prior to the beginning of the tournament. Home team is to supply a new ball. If home team wins, then visitor team will give new ball to winning team. If teams are seeded the same, the home team will be determined by a coin toss (5) minutes prior to the game. The only exception will be that the winner of the winner's bracket championship game will be the home team for their next game regardless of seeding. If the loser's bracket champion defeats the winner's bracket champion in the first game, then the home team for the second game will be determined by a coin toss (5) minutes prior to the final game.
- T-6. **Tournament Bracket:** The Warren County Parks & Rec Department will establish the tournament bracket in conjunction with the Board of Directors.
- T-7. **Pre-Game Warmups:** No infield practice prior to game. Warm-ups are allowed to be performed on alternate fields or sidelines prior to the game.
- T-8. **Awards:** Awards will be given to 1st -7th place finishers in the tournament.