

Riverfront Pee-Wee Rules: (DRAFT)

GAME RULES:

- Games will be 5 innings or 1 hour 15 minutes, whichever comes first. A new inning begins when the third out is made in the previous inning and no inning will begin after the time limit has expired.
- After 3 1/2 or 4 complete innings, any team leading by 11 or more runs is considered the winner and the game is considered complete. No games will end in a tie.
- Each inning will have a 5 run limit except the last inning. The last inning will go to bat with a full bat order and then change sides
- No more than 5 defensive players will be allowed in the infield. (Pitcher, First Baseman, Second Baseman, Shortstop, and Third Baseman. No Player Catcher). All other defensive players must be in the outfield. No infielder may stand closer to the batter than the pitcher.
- Only 1 player is allowed to play the circle/pitcher position. He/She must have at least 1 foot inside the circle and be behind the pitching rubber until the ball is put into play.
- In order to stop play, a player with possession of the ball must be in front of the lead runner, or be inside the circle with the ball raised above his/her head, or all runners have stopped on or near a base and not making an effort to advance. Runners will be awarded bases according to their position relative to a line drawn midway (25 feet) between the bases. Umpire judgment will be used to determine this rule.
- If the batted ball hits the pitcher/coach it is a dead ball. This is ruled a no pitch and no runners may advance.
- A coach will catch for the pitcher/coach and will be required to wear a face mask during warm ups and during the game.
- Bats must be 30 inches or less, and be baseball bats only. No big barrel bats are allowed.
- Balls hit to the outfield must be played by outfielders.
- Baseball Diamond Regulation: 60' basepaths and 46' pitching rubber.

TEAM RULES:

- Each team will carry up to 12 players, all of whom will bat and play defense. Players will fill the infield positions and the rest will spread out across the field.
- 2 defensive coaches will be allowed on the field, but must stay in the outfield and only direct the players in the outfield.
- 1 manager, 3 coaches and 1 other adult will be allowed in the dugout.

- Shirts must be tucked in at all times, and all defensive players must wear a cap.

OUTS:

- The first and second basemen will be given "a base and a half" in which he/she can run and tag a base runner. The first baseman can tag from home plate half way to second base. The second baseman can tag from first half way to third. The short stop and third baseman will be able to tag a runner from second base to home plate and going back to second but no further. All infielders can become the catcher at any time and will be allowed to tag anywhere down the third base line.
- Defensive outs will not be awarded according to the following rules.
 1. If any infielder runs to the outfield and retrieves a ball, he cannot run back into the infield and make an out by tagging a runner or a base.
 2. If the circle player fields the ball more than 10 feet from the first base line, no out will be awarded for running to tag batter.
 3. If the circle player fields the ball more than 15 feet from the first base, no out will be awarded for running to tag first base.
 4. If the ball is rolled from the outfield back to the infield, no out may be recorded.
The infielder must stop play according to rule #7.
 5. If an outfielder fields a hit ball and runs to the infield and tags a base or a runner, no out will be recorded.
 6. Any player not following the "base and a half rule", no out will be recorded.
 7. If an infielder rolls a ball to a base, no out will be recorded. All throws must be over handed unless an underhanded throw is warranted due to the short distance between players. The above infractions are judgment calls by the umpire, and such calls can not be protested.
- If a base runner is touched by a coach while the ball is in play the base runner will be called out.
- There is no infield fly rule in t-ball.

HITTING:

- A hit line arc shall be made from the baseline to baseline in front of home plate on a 10 foot radius from the back tip of home plate. If the ball is struck hard enough to roll onto or past the arc line it is a fair ball. If the ball is hit so as to land in fair territory and rolls back across the hit line and is not touched by a defensive player in fair territory it is a foul ball. The batter must make contact with the ball, not just the tee.
- The hitting tee will be mandatory for all players during the first half of the season, especially to help the players develop hitting techniques. During the last half of the season, no more than 50% of any teams players will be permitted to use the batting

tee and will be designated in both teams score books with either a t for tee or p for pitch. This can change from one game to the next but not during the game.

(Example: 12 players/6 tees, 11 players/5 tees, 10 players/5 tees, 9 players/4 tees, 8 players/4 tees.)

- When the batting tee is used, a coach will set the batting tee (centered on home plate), place the ball on the tee, adjust it for the batter and then move to the backstop. The tee must be removed from home plate once the ball is put into play. The batter must have both feet inside the batters box.
- If at any time the bat causes the ball to become dislodged from the batting tee, a strike will be called.

PITCHING:

- Each batter must receive a minimum of 3 pitches from their own coach. These pitches will be over handed and the pitcher must remain in contact with the rubber until the ball is thrown. If after these pitches, the batter fails to hit a fair ball he/she will get 2 swings off the tee. In the event the batter fails to put the ball in play after these 2 swings the batter will be out.
- The goal of the coach pitch is to ensure strikes are thrown so their players can hit the ball in play. Coaches will manage their own pitching to the players.
- The coach may elect to throw the batter all 5 pitches. If a player fouls the fifth thrown pitch, then the batter will continue the at bat until the ball is put into play or he/she strikes out.
- When the ball is put into play by the batter the pitcher/coach will exit the playing field so that he/she does not interfere with the defense or the base runner.