

**KITSAP PENINSULA ADULT PEE WEE LEAGUE  
BASEBALL RULES 2008**

Pee Wee baseball shall be played under the Washington state High School Rules with the following exceptions or modifications:

**RULES:**

1. PLAYER ELIGIBILITY:

A. In accordance with KPAPWA general rules.

2. FIELD AND EQUIPMENT:

A. Field for all levels of play shall be as indicated on the field diagram.

B. An approved head protector shall be worn by all batters, baserunners and on deck batters.

C. The bases for all levels of baseball shall be secured to the ground with a single peg. Double pegs or hollywood style bases may be used.

D. Regulation baseball uniforms are not mandatory.

(1) A baseball cap is required while playing.

(2) Short pants (shorter than the lowest point at the bottom of the kneecap) are not allowed.

E. Only rubber soled shoes may be worn. Rubber cleats which are an integral part of the shoe are permitted.

F. Aluminum bats may be used. An 18" mark is not required on the bats. All wooden bats must be taped in accordance with the High School Baseball Rules.

G. The pitching rubber may be either the youth model or a regulation rubber.

H. The bat to length ratio will not apply to Pee Wees.

I. Mounds will be optional for "B" level in 2008 and required for "B" through "D" levels starting in 2009.

3. COACHING:

A. Coaches can occupy the Coaches box.

- B. Uniforms for Coaches are optional.
- C. Conduct will be as prescribed on the Coaches Pledge.

4. PITCHING:

- A. 'B' and 'C' level pitchers can pitch in no more than 7 innings and 'D' level no more than 6 innings.
- B. Pitchers must have a full twenty-four (24) hours rest for every two (2) innings pitched in any one game, such rest to begin at midnight following the game pitched.
- C. If a pitcher faces one batter and delivers one pitch, he has pitched two (2) innings as far as rule 4.B is concerned.
- D. Rules 4.A, 4.B, 4.C are in effect for all games regardless of their nature (i.e. practice games, playoffs, exhibition games, games ruled "no contest" due to being called off and league games). Violation of Rules 4.A, B or C will result in a forfeit of the game by the violating team and possible suspension of the coach.

5. PLAYING RULES:

- A. All nine players of the starting line-up, including the pitcher, can re-enter the game once in their original place, in the batting order.

**EXCEPTION:** WHEN AN INJURY OCCURS TO A PLAYER MAKING IT IMPOSSIBLE FOR THE PLAYER TO CONTINUE TO PLAY AS DETERMINED BY THE HOME PLATE UMPIRE, THE PLAYER MAY BE SUBSTITUTED FOR BY ANY PLAYER NOT IN THE GAME AT THE TIME OF THE INJURY, PROVIDING THERE ARE NO LEGAL SUBS AVAILABLE. FURTHERMORE IF THERE ARE NO LEGAL SUBS AVAILABLE, THEN THE OPPOSING COACH SHALL SELECT THE PLAYER TO TAKE THE PLACE OF THE INJURED PLAYER.

NOTE: SPEED-UP RULE PERTAINING TO PITCHER AND CATCHER MAY BE UTILIZED IN ALL GAMES. SEE HIGH SCHOOL RULE BOOK.

- B. Designated batters are not allowed. A player must bat for himself unless injured as determined by Rule 5.A.
- C. Coaches warming up pitchers on the diamond are not required to wear a mask.

- D. At the 'B' level after a team is ahead by ten (10) runs
- D. At the 'C' and 'D' levels, play is over when the 5<sup>th</sup> run in an inning has crossed home plate safely

NOTE: Three (3) outs also ends the inning.

- E. At the 'C' and 'D' levels no more than 5 runs will be allowed to score in any one of the first five innings. For 'C' and 'D' level during the sixth inning (or seventh plus in case of tie), each team will remain at bat until three outs have been registered.
- F. All Levels: All eligible players must play a minimum of two defensive innings and take at least one turn at bat in each regulation game. Failure to abide with this rule will result in forfeiture. Rosters should verify compliance with this Rule (coach's signature on the roster will indicate concurrence that all eligible players have met requirements).

NOTE: if the game is shortened due to rule 6.D 6.F then this rule will not apply.

- H. Rule 7-3-1 (batter must keep one foot in the batters box) of the high school rule book will not apply to 'C' and 'D' levels.

## 6. LENGTH OF GAMES:

- A. 'B', 'C' and 'D' level games will be six (6) innings (see rule 6.F) with no new inning starting after two hours.
- B. Every reasonable effort will be made by each coach to avoid unnecessary delays and to see that games progress as rapidly as possible (see speed-up rules).
- C. If a game has to be terminated by the umpire because of rain, darkness, etc., it is a regulation game at all levels if three and a half innings have been completed with the home team ahead or four full innings with the visiting team ahead.
- D. All games shall be limited to 2 hours, i.e. no new inning will be started after the elapse of 2 hours except when a tie score exists.

- E. At the end of four innings at the 'B', 'C' and 'D' level if one team is ahead by ten (10) runs, the game shall be terminated and the team ahead shall be declared the winner.
  - F. At all levels, if the game is starting behind schedule infield practice will be limited to five minutes per team.
7. HOME TEAM RESPONSIBILITY:
- A. Each home team shall furnish the umpire with the two (2) new official Little League Leather baseballs. If another ball is needed, the visiting team shall supply a serviceable ball. No ball may be marred.
  - B. It is the home team coaches responsibility to notify the Umpires of a change in schedule. (a minimum of 2 hours prior to the game if you do not wish to be charged for the cost of the Umpires).
  - C. It is the home team responsibility to provide a umpire. Visiting teams may supply another umpire.
8. SAFETY:
- A. Only players of the participating teams will be allowed on the bench.
  - B. At the 'C' level base runners will be allowed to steal but will not be allowed to lead off from the base until after the ball leaves the pitcher's hand. PENALTY: Runner is out.
  - C. The 'D' team may not score on a passed ball or wild pitch, the ball must be hit or a base runner must be played on. A throw from the catcher to the pitcher that is not fielded is a dead ball on either the 'C' or 'D' levels.  

INTERPRETATION: A throw toward any base when there is a runner or runners on base, constitutes a play and the runner or runners may advance to home plate on their own risk.
  - D. The 'D' team may not try for first base on a dropped third strike.
  - E. All Bats shall be taped from the end of the bat up a minimum of 12". Aluminum bats with a rubber hand grip area are acceptable.

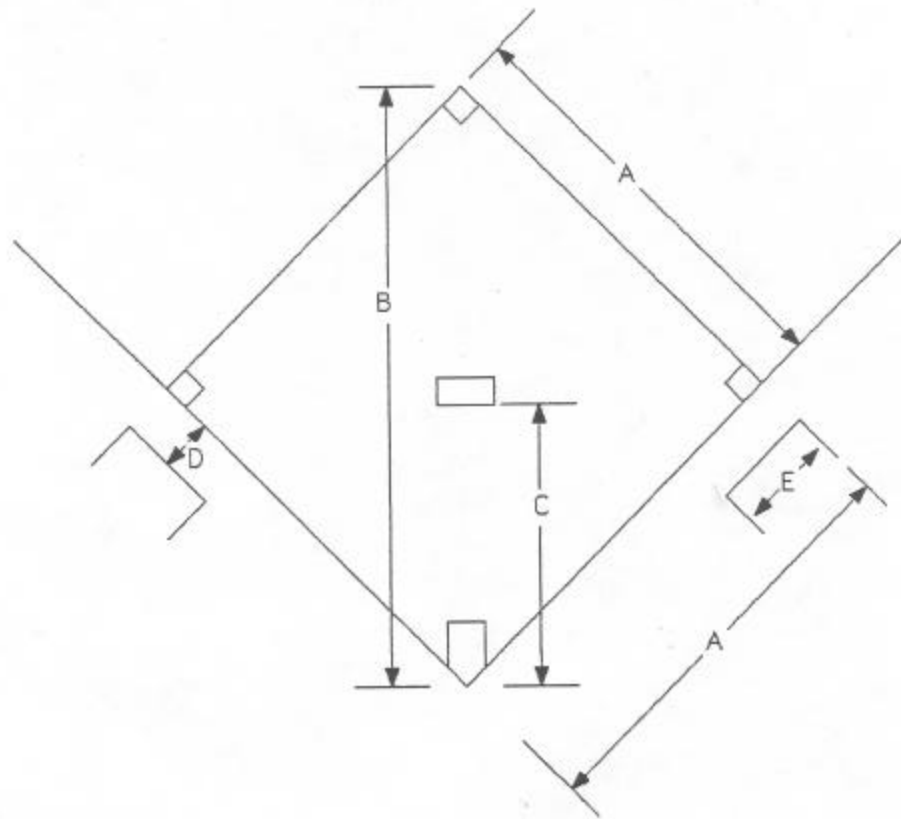
- F. At 'D' level base runners will be allowed to steal 2<sup>nd</sup> and 3<sup>rd</sup> base but will not be allowed to lead off from the base until after the ball passes home plate. Penalty: Runner is out. Runner from 3<sup>rd</sup> base may only advance and score when the ball is put in play by the batter or when a play is made on a runner at another base.  
NOTE: Balks will not be called at 'C' and 'D' level
- G. At 'CP level playing 'D' level rules the last half of the season no base runners may lead off at any time or advance until the ball is struck by the batter. The only exception allowing a runner to advance would be a wild throw or an error during a play. One warning will be given per team, per game, then all further violations will result in the runner being out.  
NOTE: Balks will not be called at 'C' and 'D' level.
- H. All batters will be required to wear only NOC-SAE approved headgear.
- I. Headfirst slides at home plate shall be prohibited. The batter-runner shall be prohibited from sliding into first base on routine plays that do not involve tags. In both cases each team will receive one warning for either infraction on any additional slide of that type the offending player shall be called out.

9. OTHER:

- A. A team must notify an opposing coach of a line-up change.
- B. All makeup games must be played prior to the last scheduled game. Playoff contention teams may have an additional two days after the last scheduled game to make up any of the last week's games which were postponed. All makeup games must be rescheduled within one week of the canceled game and the second vice president notified. If unable to reschedule the game at the designated home field, contact the 2nd vice president of the KPAPWA for resolution.
- C. Coaches of all levels must sign opponent's roster prior to leaving field to verify score/inning pitched.

- D. Speed-up rules (As defined in the High School Rule Book) are allowed and encouraged.
- E. Suspended games that result in ties shall be continued at a later date at the insistence of either of the coaches involved.
- F. For all games where a paid official is present a representative of the home club (Field Manager) shall be present for all games and introduce themselves to the officials before each game.

KITSAP PENINSULA PEE WEE BASEBALL FIELD  
 OFFICIAL LAYOUT A LEVEL THROUGH D LEVEL



A & B GAMES

- A - 70 feet
- B - 99 feet
- C - 50.5 feet
- D - 6 feet minimum  
8 feet maximum
- E - 15 feet

C & D GAMES

- A - 60 feet
- B - 84 feet 10-1/4 inches
- C - 46 feet
- D - 6 feet minimum  
8 feet maximum
- E - 15 feet

NOTE: Coaches boxes shall be clearly marked with white gypsum or other suitable material as shown on field layout