

**KITSAP PENINSULA ADULT PEE WEE LEAGUE  
COACH-PITCH & T-BALL(T-7 & T-6) 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.

3. COACHING:

A. Coaches can occupy the Coaches box.

- B. Designated batters are not allowed. A player must bat for himself unless injured (the injured batter will be skipped).
- C. In T-Ball: A player may not be played in the pitcher or first base position for more than 2 innings per game.
- D. Play is over when the catcher (or other fielder) has control of the ball touching home plate. Runners between bases may be allowed to continue at their own risk to the next base before play is dead. At the T-Ball level each play, other than for the 9th batter, shall be concluded once the ball is in the possession of an infielder (in the infield area). The umpire shall call time and no runner may advance on the throw to home plate.
- E. In Coach-pitch and T-Ball: The catcher must wear full catchers gear. The catcher is required to stay behind home plate while a batter is at the tee.
- F. All Levels: All eligible players must play a minimum of two defensive innings. Failure to abide with this rule will result in possible suspension of the coach. 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 5.D or called due to rain, darkness, etc. then this rule will not apply.

- G. T-Ball and coach-pitch are to be a purely instructional level of play without divisional and league play-offs or championships. At the T-7 and T-6 level, nine (9) players in the line-up shall bat in each inning without regard to how many outs are made. At the Coach Pitch level the inning is over when three outs are recorded or 5 runs are scored. Coaches are encouraged to play their players in various positions.

NOTE: Ten (10) players may play defensively (4 outfielders) even after switching to 'D' Level rules.

H. T-Ball: Only a full swing shall be made while at bat. No bunting is allowed. No strikeouts at T-Ball level. At both Coach-pitch and T-7 level, it shall be against the rules for either team to keep track of the runs scored or to report the final score to Central Council or the media. If the ball is hit fair off the Tee but does not go beyond the 15 foot circle, it will be considered a foul ball.

I. Players who are 8 years old according to Pee Wee eligibility shall play coach-pitch rather than T-Ball. The following rules apply to Coach-Pitch only.

(1) A batter will get three swinging strikes, after which, a Tee will then be utilized. The batter will then be allowed to hit being governed by T-Ball rules except the most allowed on any ball hit is a single. Runners on base when such a single is hit will only be allowed to advance one base.

(2a) The coach or designee doing the pitching must pitch from the 46-foot rubber and must pitch overhand. If a batted ball hits the coach-pitcher, it is a dead ball, i.e. it is neither a strike nor a ball. Likewise, a hit batter is a dead ball.

(2b) The defensive team shall station its pitcher who shall field the position as any other pitcher, within 15 feet of the rubber until after the pitch.

(3) The batter may only take a full swing, no bunting. However, if a full swing is taken any ball hit fair is playable.

## 5. LENGTH OF GAMES:

A. Coach-pitch and T-Ball games will be six (6) innings or a maximum of two hours in duration.

B. All games shall be limited to 2 hours, i.e. no new inning will be started after the elapse of 2 hours.

C. Every reasonable effort will be made by each coach to avoid unnecessary delays and to see that games progress as rapidly as possible.

D. At all levels, if the game is starting behind schedule infield practice will be limited to five minutes per team.

6. HOME TEAM RESPONSIBILITY:

A. Each home team shall furnish the umpire with the two (2) new baseballs. If another ball is needed, the visiting team shall supply a serviceable ball. No ball may be marred.

For T-Ball: A saf-T-Ball will be used all season including the Coach Pitch portion of the season.

For Coach Pitch: A regulation "Little League leather" baseball will be used.

B. It is the home team responsibility to provide a umpire. Visiting teams may supply another umpire. For T-Ball, 2 umpires are recommended. If only one umpire is used, someone must be provided to remove the Tee to avoid safety problems.

7. SAFETY:

A. Only players of the participating teams will be allowed on the bench.

B. 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.

C. At Coach Pitch and T-Ball levels no base runner 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.

D. All batters will be required to wear only NOC-SAE approved headgear.

E. 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.

8. 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. 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 fill out appropriate information and then exchange rosters before the start of the game. They must send in (mail or fax) opponent's roster after completing the rest of the information prior to seventy two hours.
- D. T-Ball: Length of games should be indicated on each roster.
- E. Coach Pitch will switch to D Level Rules (except there will be no stealing) at the half way point and T-7 will switch to Coach Pitch Rules at the half way point. T-6 will play T Ball Rules all season.

