

## MCGSL PEEWEE LEAGUE RULES

- 1) As noted in the General League Rules, the PeeWee League will abide by ASA rules unless the following local rules supersede it.
- 2) Games will be 6 innings or 1 hour (60 minutes) long. Each one half inning shall end when either three outs are earned, or five runs are earned, with the following exception: If the fifth run is earned on a hit/play where multiple runs are scored, all runs scored during that hit/play will count towards the hitting team's score. After the hit/play (which resulted in the fifth run) is complete, the half-inning will conclude.
- 3) Example: a team has scored 4 runs in an inning and with two runners on base, the next batter hits a double which allows the two runners to score, giving them a total of 6 runs in the inning. Having scored 5 runs, the teams still switch offense/defense due to the five run rule, and the hitting team is credited the additional run which was scored on the same hit which allowed them to reach the five run threshold.
- 4) Umpires will start and keep the timer.
  - a. In case of rain, darkness, or any other act of God, the game is called official if 4 complete innings have been played or 45 minutes have elapsed. If either condition has been met, the game will be considered official and it will not be rescheduled.
  - b. If the game is called before being official by the previous rule, the game will be rescheduled. At the time the rescheduled game is played, it will be picked up at the same score, inning and time left on the timer. Game details will be recorded by the field supervisor.
  - c. Reschedule dates will be determined by the MCGSL board and are not subject for negotiation.
- 5) The pitcher's arc will be 20 feet from the back of home plate extending in an arc from the 1<sup>st</sup> base line to the 3<sup>rd</sup> base line. Pitching Coaches must pitch the ball from behind this line (ball must be released with both feet behind the line).
- 6) Ten (10) players will play on the field. Positions will include each of the classic fielding positions plus the additional 10<sup>th</sup> player (commonly as a second pitcher with one on each side of the coach pitcher). All players (except the catcher) must stay at least 25 ft from home plate until the ball is hit. There will be hash marks placed on the baselines for a distance reference. *(This is an educational league, be sure to **emphasize the true positions**)*
- 7) One (1) coach from the defensive team will be allowed on the field throughout regular season play. No defensive coach will be allowed on the field during the tournament.
- 8) The batting order shall be continuous consisting of all players. If a player is absent at the time of their at bat, they shall be skipped in the batting order without penalty.
- 9) Batting rules in this league are as follows:
  - a. Only swinging strikes will be called.
  - b. There will be no walks.
  - c. Once a player has three strikes, the tee will be brought out.
  - d. A maximum of 7 pitches will be allowed per batter unless the 7<sup>th</sup> pitch is a foul ball. If the 7<sup>th</sup> pitch or subsequent pitches are foul balls, pitches will continue to that batter until they either put the ball into play or do not make contact with the next pitch. If they do not make contact, the tee will be brought out.
  - e. When the tee is brought out, the batter will have one swing to put the ball into play. The ball must be put in play as a result of contact directly with the bat in order to be considered a hit ball. This will be at the discretion of the umpire. If the umpire determines that only the tee is hit, the batter is called out. Players are allowed another swing if the ball is hit foul.
  - f. Use of the tee will be discontinued for the final 2 weeks of the regular season (official date will be determined by the MCGSL board each year) and for the tournament. Batters will either hit the ball into play or be called out with three swinging strikes. 7 pitch maximum still applies.

- 10) A player can advance a MAXIMUM of two (2) bases per offensive play either as a batter or a base runner.
- 11) A maximum of one extra base will be allowed for overthrows to second, third or home plate. Base runners cannot advance on overthrows to first base.
- 12) Stealing and intentional bunting are not allowed.
- 13) The infield fly rule will NOT apply in PeeWee League.
- 14) Base runners CANNOT leave the base until the batter has made contact with the ball or the runner will be called out.
- 15) Sliding will not be encouraged in PeeWee.
- 16) Play will be stopped after the first defensive play is attempted and the ball is thrown TOWARDS the pitcher. Any runner less than halfway to the next base at this point will be returned by the umpire to the last base touched.
- 17) If a game is tied at the end of an official game, the results of the game will be registered as a tie. No tie-breaker will be utilized in PeeWee League. In the case of a tournament game, the International Tie-Breaker rule will be followed in order to determine a winner.