

2010 RULES FOR EAST SHORE PEE WEE LEAGUE

1. Any player coming out of second grade is eligible to play. Beginning age is up to the coaches of the individual teams.
2. Evening games will begin at 5:30 PM. All games will be 5 innings long. Innings will be limited to a maximum of 12 batters per team. All available players will bat in order.
3. If it rains, an official game is a 4 full innings, 3 ½ if home team is ahead.
4. Games are to be called off by the home team at least one hour before game time.
5. The home team furnishes the home plate umpire and the game balls. The opposing team furnishes the base umpire. Umpires shall be at least 14 years old.
6. The visiting team shall be allowed to take infield practice 15 minutes before game time.
7. The home team sets the ground rules before the game.
8. Sportsmanship and skill development are to be stressed at all times.
9. If a scorebook is used, only innings should be shown and not the runs scored for either team.
10. Every player shall play on defense during the game.
11. Every player will bat on offense.
12. The defensive team will field a regulation infield and up to six or seven outfielders.
13. RE-ENTRY RULE: A player who leaves the game may re-enter at once, in any defense position.
14. A player who plays two consecutive games on a midget team will not be penalized if that midget team is in need of players. At no time will it be acceptable to bring up Pee Wee players to take positions away from midget aged players.
15. Batters and runners must wear full helmets. Face mask is optional. Chin straps not required.
16. Metal Cleats are not allowed.
17. There is no limit on the weight, length or type (metal or wood) of bats used.
18. Catchers must wear complete outfits at all times while catching.
19. A ball, which is hit sharply at the defensive pitcher and stopped by the pitching coach to protect the defensive player, will result in the batter taking first base. Only base runners forced to advance by the batter taking first base may do so.
20. There is no infield fly rule.

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21. There are no walks. Batters get 5 strikes. If a call is close, a ball should be called. The emphasis is to be on hitting.
22. The batter is automatically out on the 5th strike.
23. Bunting is not allowed. Sliding is permitted.
24. A player is not out for turning the wrong way at first base. If the player breaks for second, he can be put out.
25. Base runners must stay on their bases until the pitched ball has been batted or reaches the batter. If a runner leaves a base ahead of time the runner will be called out.
26. A runner may be tagged out if off the base.
27. On a missed base, no appeal is to be made. The base coach is to tell the umpire who in turn calls the runner out.
28. A player may advance and score after tagging up on a caught fly ball.
29. If a ball is over thrown, whether in fair or foul territory, the runner or runners can not advance.
30. Runners can not advance once the ball gets into the infield, unless the runner or runners are already in the process of advancing. However, does so at own risk. (Runners can attempt to score on a ground ball hit in the infield)
31. There are no automatic outs. If two runners are on the same base they must be tagged to be out.
32. A runner can not advance home on an over throw but can only score after a hit ball. A play does not end until the ball is dead.
33. No player may intentionally run over the catcher at the plate. If this occurs the runner will be called out. If the play is at home plate, it is up to the catcher to clear the base path and the runner does not have to slide (discretion of the umpire).
34. A run that scores after the hitter makes first base counts if it is scored before the hitter is put out.