



Pulaski Baseball Pee Wee Rules



- The listed home team will play in the field first and use the third base dugout. The visiting team will bat first and use the first base dugout. The home team will be responsible for providing the game balls(2).
- Games will be scheduled for 6 innings and will end at the end of an inning (after the home team bats). No new innings should be started after 80 minutes of play (in order to keep the rest of the games on schedule).
- No player shall sit out 2 innings in a row. **Free substitution** will be in effect with the exception for the pitcher.
- A player may pitch only two innings per game or 50 pitches. If the 50th pitch happens during an at bat, the pitcher will be allowed to finish with the hitter.
- Each team will pitch at least 1 inning using a 3rd grade player within the first 3 innings of the game.
- A player once removed as a pitcher cannot pitch again in the same game. Coaches are allowed one trip to the pitcher's mound each inning.
- One pitch thrown will count as an inning.
- There is a limit of two free passes per inning per team. A free pass is defined as a walk, hit-by-pitch, or catcher's interference. On the 3rd and subsequent free pass, the batter's coach will pitch to the batter (must be from the regulation 46-foot pitching rubber). The strike count remains with only strikes being called by the umpire. The player cannot walk but can strike out, including a called third strike. If a player is hit by a pitch and the player cannot bat, the 2 free pass rule may be waived by batters coaches' choice and the batter can take first base. Remember we want to encourage batting. Balks will not be called.
- Pitchers will be limited to five warm up pitches to the catcher between innings or on a pitching change.
- All players will be placed in the batting order for each game. The batting order will remain the same for the entire game regardless of if they are in the game defensively or not. It is strongly encouraged that the coach changes the batting line-up throughout the year.
- Bunting is only allowed on pitched balls only. Once a batter shows bunt, they are no longer able to swing away at the pitch. Any batter that does this will be called out without any warning.
- The infield fly rule will not be in effect.
- Batters cannot advance to first base on a strike out.
- The coach has an option to use a substitute base runner for a player that is scheduled to play catcher in the upcoming inning if there are already two outs in the inning. The substitute base runner must be the player that made the last out in the inning.

- There will be no leading off. Base runners may not leave the base until the pitched ball has crossed home plate. **One warning will be given per team per game.** After one warning, the runner will be called out and must return to the dugout.
- Runners may advance on a past-ball, but runners on third may not advance to home on a past-ball or wild pitch.
- Stealing and delayed stealing is allowed.
- The runner is out when running more than three feet away from a direct line between bases to avoid being tagged. Also when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. Note, a fielder may not block (or be in the runners legitimate path of) a base unless said time when the fielder has possession of the ball. A fielder may step into the base path in order to catch a ball but may not be there waiting for the ball. A fielder being in the base path without possession of the ball constitutes interference on the part of the fielder.
- A batter/runner cannot be tagged out after overrunning or over-sliding first base if he/she immediately returns to first base and does not make an intentional move toward second base. Simply turning around to the left does not constitute an intentional move toward second base.
- Batting helmets will be worn by any player in the on-deck circle, batter's box or when running the bases.
- No team shall score more than 5 runs per inning in the first 3 innings. In the case of an over-the-fence homerun, all runs will be counted even if it exceeds the 5 runs. Starting in the top of the 4th inning, runs are unlimited (this will allow teams a change to come back).
- A game called due to darkness, rain or time will be considered a complete game if four innings are completed, or three and a half innings are completed and the home team is ahead. If the score is tied, it will remain a tie and entered into the standings as such.
- In the event of a tie after six innings and if the time limit has not been exceeded, first extra inning will start with a runner at second base. The runner will be the player who made the last out in the previous inning. This will continue for both teams for a maximum of two innings. If after the two completed innings the game is still tied, the game will end in a tie.
- There are 10 positions on the field. The tenth player will be used as an extra outfielder. Outfielders will play evenly spaced and equally deep (no back-up infielders). Traditional positions should be played.
- A team may play with as few as seven players at the start of the game. The difference in the number of starting players between the teams will determine the outs in the batting order for the team with less players. If team one has seven players and team two has 10, then the 8th, 9th and 10th spots in the order for team one will be an out. If team one has nine and team two has 10, then the 10th spot in the order for team one would be an out. If both

teams have less than ten players but have the same number of players, no outs for the missing players will be recorded.

- If a team starting with 10 or less players has a player get hurt and misses his spot in the batting order, the batter is ruled out until he can return to the game. If a team has less than 7 players, the game will end and the result would be a forfeit.
- Coaches are the only people allowed on the playing field to help out the players.
- Each player should have a glove. Tennis shoes or rubber spikes are recommended. No metal cleats will be allowed.
- All catchers must wear a protective cup.
- All catchers must wear a mask with a throat protector when warming up a pitcher either on or off the field.
- If a batter throws their bat they will be called out and runners may not advance. This is a safety issue and the batter needs to learn this immediately.
- Allowed bats:
 - 2 ¼" barrel non-wood bats marked BPF 1.15
 - All USA Baseball approved/stamped bats (any barrel size)
 - USSSA marked BPF 1.15 (any barrel size)
- Any other rules or regulations are governed by the "Little League Baseball" rulebook.