



PEE-WEE 3RD/4TH GRADE

1. Teams will be comprised of 9 and 10 year olds. Teams will be created by a draft based on age and years of experience. Players that are 8 years old may opt to play up from Pitch ball as roster spaces allow.
2. Games will start at 6:30. No new inning shall start in May after 8:00pm. In June, no new inning shall start after 8:15pm unless both coaches and umpire agree **AND there is no danger to the players as a result of darkness**. Then no new inning shall start after 8:30pm.
3. Games will be a maximum of six innings or until the time limit constraints have been exceeded. International tie breaker rule is in affect to break a tie. The player that is last to hit in that inning is placed on second base with no outs.
4. An umpire should be assigned for each game by the league. In the event the umpire does not arrive, each team shall provide an umpire for the game (one for in the field and one for behind the plate). The home team shall provide the home plate umpire. Every attempt shall be made to find an umpire. If the home team does not have an umpire, the other team may supply one.
5. Games may be started and played with 6 players. A team with less than 6 player's forfeits. The teams may scrimmage sharing players as necessary.

Pitching

6. The pitching rubber shall be placed 35 feet from home plate. Pitchers must pitch using a windmill motion.
7. Pitchers must demonstrate to their coach an ability to throw pitches using the proper form in order to pitch in a game.

8. There will be no minimum number of pitches per batter. A pitcher/batter will battle until the batter has; hit the ball fair, received first base on a hit by pitch, struck out, or received 4 balls.
9. If a batter is given ball four they will receive three coach pitches from their own coach, from the pitching mound. The only way a player gets more than 3 pitches is if they foul off the 3rd pitch. If the batter fouls the third coach pitch they will continue to receive pitches until the ball is put in play or they strikeout.

There is no limit to the number of foul balls. Coach must pitch flat pitches with little arc. The player whom was pitching will remain in pitching circle and play defensively on the appropriate side of the coach.
10. If the batted ball touches the adult pitcher, the ball is foul and the base runners cannot advance.
11. If a pitcher hits a batter or batters four times in an inning or seven times in a game, the pitcher shall be removed from the mound.
12. Batters will automatically take their base if hit by a pitch, but **must make an attempt to move out of the way** of the pitch. If the batter makes an attempt to get out of the way of the pitch, they are awarded first base. If the batter doesn't make an attempt to get out of the way, the umpire will call the pitch a dead ball and add a ball to the count and the batter will not be given the base.
13. If a pitched ball bounces before the plate the ball may be swung at and hit, fouled off or missed. The ball is still live.
14. Pitchers may throw 7 warm-up balls before beginning to pitch. Catchers should be ready to take the field with the rest of the team unless on the base path when the third out is made. The catcher and pitcher are permitted to have a base runner by the last out made, when they are on the bases, and once there are 2 outs.

Hitting

15. All teams must bat all players on the team in order (round robin). There shall be no changing on the batting rotation during the game.
16. The batter has the responsibility of being ready for a pitch unless they indicate they are not. Batters will not be awarded a base unless they are struck by a pitch in flight, and they must make attempts to get out of the way of the pitch (as stated above).
17. All batters must wear a helmet with a face mask. All helmets must be secured with a chin strap.
18. The infield fly rule is omitted.
19. Bunting is allowed with the exception of being pitched a coach pitch. A player may bunt only once per game. One player may bunt per inning.
20. Any batter or runner that intentionally loses her helmet shall be declared out. The ball will become dead and all runners shall go back to the last legally held base.

Base Running

21. The base runner may lead off the base after the ball leaves the pitcher's hand.
22. Base runners and/or batter-runners may only advance one base per pitch on a non-batted ball. If a player is attempting to steal second, and there is a wild throw that ends up in the outfield, the player may still only advance to second.
23. A runner must slide or attempt to avoid contact when a play is being made at the base they are going for, especially home. The umpire may call a runner out if in their judgment there was no attempt to avoid contact.
24. Players may advance home on a batted ball, when forced because of a bases loaded walk or hit by pitch, or on base awards due to defensive infractions such as illegal pitch, catcher's obstruction, or other rule violation. They will also have the opportunity to try and advance from 3rd to home (at their own risk) if the catcher makes an attempt to pick them off on 3rd base.

25. Runners may not advance to or be awarded home on a non-batted ball play (steal, wild pitch, or passed ball), even if the ball goes out of play, with the exception of bases awarded due to defensive infractions. There will be no stealing on a coach pitched ball.

Fielding

26. The distance between bases is 60 feet.
27. Players are not allowed to play the same position twice in the same game with the exception of Pitcher and Catcher. All players must not be allowed to sit on the bench for consecutive innings unless in the case of injury or illness.
28. Teams with ten players present must play ten players, four of which must play the outfield. No infield player can play closer to the batter than six feet in front of the baseline, outfielders must start each play on the grass. No player can play on the base line.
29. A caught foul ball by the catcher must go higher than the batter's head for it to be an out. If a third strike is "tipped" and caught by the catcher, the batter is out.
30. Once a batted ball hit to the outfield is thrown in to the infield, the runner(s) can run to the next base, only if they have already touched the previous base before the ball is in the infield. The ball does not have to be in control by a fielder.
31. Overthrows: The runner cannot advance beyond the base they are going to on an overthrow. No taking another base on overthrows. We want the girls to learn to make a proper throw/defensive play without the penalty of an overthrow.

Scoring

32. Each team may score a maximum of 5 runs per inning or until 3 outs are made which ever comes first. Games may end in a tie during the season but not during tournament play.

Conduct

33. Any Player, Parent or coach that is belligerent* towards any child, coach or umpire will be warned first by their coach or the umpire. If the actions continue, the game will be called and the offending team will forfeit the game.

***Refer to the Parent/Coaches code of conduct that was signed at registration for Belligerent acts.**

These rules are subject to change by the League Director only to create clarification and/or to preserve the integrity of the game. Changes will only be made with proper communication to all coaches.

Any proposed rule change by a coach or parent can only be addressed by them at the Rule Committee meeting. Any rule not covered here or in the General rules shall be covered by the "Official NAFA Fast Pitch Rule Book"

Last revised 3/2017 by the SEML Committee