

GIRLS PEE WEE LEAGUE RULES 2018

1. The league belongs to the players. Everyone **MUST** play 3 innings. Teams are limited to 5 runs per inning up to the 6th inning where the limit is 10 to keep the game moving.
2. The umpires have complete control of the games. Their decisions are **FINAL**.
3. No smoking around the dugouts or diamond area. If you have been drinking, please do not come to the park.
4. The umpires and director have the right to remove a coach or parent at any time.
5. Coaches are allowed on the field as pitcher (coach pitcher must have 1 foot inside the pitching circle when pitching), 1st base coach and 3rd base coach. A coach is **NOT** allowed at home plate. 2 Defensive coaches are allowed on the field, but must be in the outfield grass.
6. **Play ends when the ball reaches the pitching circle.** After the pitching coach pitches the ball, that coach becomes invisible. The play ends once the player pitcher has control of the ball inside the pitching circle. One foot inside the circle constitutes the end of the play. Pitching coaches **DO NOT** catch the ball. If the pitching coach touches the ball while in play, the play is dead and runners will return to their bases. Once the play ends, the player pitcher will hand the ball back to the pitching coach. **NO EXCEPTIONS!!**
7. There will be 10 players in the field(1 will be a catcher).However, everyone **MUST** bat. Games are 1 hour 15 minutes. If the lead is 15 runs after 4 innings/10 runs after 5 innings regardless of the 5 runs per inning, the game is deemed over. The Director has final say on the last inning start time.
8. Teams may play with 8 players. If an injury/illness drops a team below 8 players, that team must take an out for that player's spot. If a player does not bat due to injury/illness, they will be scratched from the line-up and cannot bat again.
9. Each batter is allowed 7 pitches. If the batter fouls the ball on the 7th pitch, the batter is out.
10. Over throw to 1st base, all players may advance a maximum of 1 base at their own risk. Over throw to the pitcher or any other base, players may advance as far as they wish at their own risk (the ball needs to remain in play). Please keep in mind, we are trying to encourage smart base running with this rule and not a green light to run up the score.
11. There will be halfway lines marked on the infield. The umpire makes the call for halfway, **NOT** the coaches.
12. If a player throws their bat - the 1st time will be a warning, the 2nd time will be an out.

13. Keep all bats, equipment and players behind the fence. On deck batters, be ready to come in through the gate.

14. Coaches, have your players at the field ½ hour prior to game time. During the game, have your players ready to go to keep the game moving.

15. In case of rain, the director will decide on a delay or cancellation.

16. Please remember we are here to teach fundamentals to learn the game. Remember, ALL coaches are volunteer and even MLB umpires make mistakes.

If you have any questions regarding this league, please feel free to contact Tad Stout at 309-883-1714, Michelle Anderson or Brian Johnson at 309-852-2782.