KINGSLEY/BUCKLEY/MESICK/MANTON RECREATION LEAGUE, INC.
7-9 YEAR-OLD BOYS
PEE WEE RULES
Revised 8/2015

1) Six (6) innings will constitute a complete game. Four (4) innings will constitute a complete game in the case of adverse conditions or rain. Coaches and umpires make the call. Anything less than four full innings will have to be rescheduled.

2) The diamond will be 60 feet from home plate to first and third bases. The pitchers rubber will be 40 feet from the rear of home plate to the front of the pitchers rubber. All pitches are to be thrown from the rubber and thrown overhand. Second base is 77 feet from the back of home plate to the front of the bag. The game ball will be a MacGregor 74.

3) All teams will use a coach pitcher to pitch to their own team. A batter gets 3 swinging strikes or seven total pitches to try to hit the ball. A foul ball on the seventh pitch will allow for one more pitch only. Team pitcher (kid) must stand on either side of coach pitcher, no closer to home or baselines.

4) When the batted ball hits the coach pitcher, the play is dead. Batter is awarded 1st base. All runners advance to the next base from where they were before the ball was hit. Coaches cannot field the ball. The coach pitcher must make an attempt to get out of the way of the kid pitcher when making a play. Failure to do so will result in batter being called out, and all base runners returning to original base.

4) No stealing on pitched balls. The runners cannot leave the base until the ball is hit. First offense is team warning. Second offense the runner is out.

6) On any base except first, if the play is close, the runner should slide. If the umpire considers the runner to causing interference with the fielder the runner will be called out after first team warning. This is the umpire's judgment and should be discussed before the game with the umpire and coaches.

7) Runners are not allowed to knock over a baseman attempting to make a tag out. The runner will be called out and ejected from the game if the umpire judges that the contact was a deliberate attempt to injure.

8) Substitutions for a player can only be made in the case of injury. For the safety of the player, a player being substituted for more than once must sit out the remainder of the game.

9)   Each player must play a minimum of 6 outs defensively. All players are put in the batting order and bat through the order. No batting substitutions.

10)   No Infield Fly rule. No Bunting.

11)   The play is considered dead when the ball is thrown to the pitcher (kid or coach) and the ball reaches the infield (baselines). The ball does not have to be controlled by the pitcher for the play to stop. All runners will be allowed to advance to the next base, only if they have rounded the previous base and continue to run, once the play is called dead by the umpire. The umpires call is final. Runners will not advance on any throws/overthrows to any base or any secured ball in the infield.

12)   Teams can field up to 10 players (4 outfielders and 6 infielders, no short fielders allowed) Teams with less than seven (7) players will forfeit the game. Outfielders must play on the grass of outfield. Infielders need to start the play behind the baseline.

13)   If the home team is ahead by eight (8) or more runs after 4-1/2 innings (the middle of the 5th), the Mercy Rule will come into effect and the game will be considered official. If the home team is losing, they will bat in the bottom of the inning, and if the deficit is reduced to less that eight (8) runs, the game will continue. If after 5 complete innings, the game will be complete if any team is 8 or more runs ahead.

14)   7 Run Rule: There will be a maximum of 7 runs per inning. Once the seventh run is scored the inning is over

15)   Umpire and both coaches will discuss all the above rules before the game begins. Any rule not covered by the above will go by the official high school rule book.

16)   All games begin at 6:30 pm., unless otherwise scheduled.

17)   All infield players must start play behind the baseline.