# Sansei Baseball League
## 2026 Pee Wee 1 Division Ground Rules

**GENERAL**

1. These Ground Rules are to act as a "pocket guide" for the official Sansei Baseball League Rulebook. Any definitions, clarifications or apparent contradictions shall be resolved through the Division Commissioner.
2. For Inter-Divisional games, the rules for the lower Division will apply
3. The distance between bases shall be: **60 feet**; Double bases will be used at first base to minimize contact between the runner and fielder.
4. Players must stay in the protected area of the dugout or outside the fenced area when not required on the playing field. They may not stand in the doorway of the dugout.
5. Base Coaches: Players may not act as base coaches.
6. **The home team** dugout is on the third base side, shall provide the official ScoreKeeper, and provide three (3) new balls for each game.
7. Game Length is the shorter of **6 innings** or **1hr 30min**.
8. The mercy rule is in effect for all games. The half-inning will end after 5 runs have scored. The exception is the 6th inning, when runs are unlimited. If after the time limit has been reached and the game is not complete, the score will revert back to the last complete inning (*or, if the home team is ahead in the bottom of the inning, the score will stand). Any time after 4 innings, if a team is behind by **17** or more runs, that team has the option of ending the game.
9. A player may leave early or arrive late if the opposing Coach and ScoreKeeper is notified prior to the start of the game or as soon as possible thereafter. The late player will be added at the last spot in the lineup.
10. A team is allowed to start and play games with eight (8) players. The Coach should make a reasonable effort to field 9 players by working with the opposing Coach and/or Division Commissioner. Borrowed players can only defend outfield positions, and if the borrowed player also bats, shall bat at the bottom of the lineup.
11. A maximum of 10 players per team may be fielded on defense. The tenth player may be used as a "rover" in the outfield (>15feet from the infield boundary), after all nine positions are first filled.
12. No player shall play the same position for more than 2 innings per game, except the pitcher may pitch a maximum of 3 consecutive innings.

**PITCHING**

13. Pitching Machines will be used in Pee Wee 1 Division. In the event of mechanical problems or machine unavailability, Coach Pitching will be used.
14. No player will be eligible to pitch; however, the pitcher's position must be filled for fielding purposes if a team fields more than 8 players.
15. If using the pitching machine, the machine shall be located a minimum of 35' from home plate, and shall be operated by adults only. The distance may be greater than 35' as the season progresses.
16. If using Coach Pitch, the designated Coach Pitcher will be from the offensive team and:
    - Any non-player from the team is eligible to be the Coach Pitcher (i.e. Coaches, parents and other adults)
    - The Coach Pitcher is pitching at their own risk
    - Pitch overhand from a minimum pitching distance of 22'
    - Must leave the playing field as soon as possible after the ball is put in play by the batter
    - Must try to avoid contact with hit balls and otherwise avoid interference with players
17. Player fielding the pitcher's position shall remain within 10' of the Coach Pitcher's mound until the ball leaves the Coach Pitcher's hand.
18. Player fielding the pitcher's position shall stand no closer than 35' from home plate for safety reasons.

**BATTING/BASE RUNNING**

19. Penalty for using an illegal bat is an automatic out; all bats **MUST** be USABat certified.
20. Each team shall bat the entire lineup. If a player refuses to bat then that batter is automatically assessed an out and the next player in the lineup bats.
    - Exception: No penalty if borrowed players from lower divisions elect to not bat for safety concerns
21. Bunting is NOT allowed.
22. The batter shall receive a maximum of 6 pitches; however, batters may strike out before the sixth pitch. Strikes are only called when there is a swing and a miss, or a foul ball. Batters are struck out if they fail to hit a fair ball on or before the sixth pitch. A foul ball/tip on the sixth pitch is a strikeout.

23. Head first sliding is not permitted and will result in an automatic out, unless a runner is returning to a base.
24. Base stealing is NOT permitted.
25. Leadoffs are not allowed. Baserunners must remain in contact with their base until the pitched ball has crossed home plate.
26. Defensive players shall keep clear of their base / base path if there is not a play imminent. Catchers shall stand considerably in front of or behind home plate if there is no play imminent.
27. Base runners are to avoid collisions with defensive players whenever possible. **The runner will be called out** if they do not slide or avoid the defensive player. The umpires shall have ultimate judgment.
28. A courtesy runner is allowed for the catcher, regardless of the number of outs (*mandatory if two outs*). The last out is the courtesy runner. This rule is to help expedite the start of the next half inning and warm up the pitcher.

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