PEE WEE 1 DIVISION

4.2.1 Eligibility

Age 8 and under according to the latest Little League Baseball League Age Chart

4.2.2 Playing Field

The distance between bases is 60 feet. Double bases will be used at first base to minimize contact between the runner and fielder.

4.2.3 Equipment

a. The Home Team shall provide 3 new game balls for each game. New game balls are provided by the League at the start of the season. **Softer core baseballs shall be used for this Division.**
b. Batter/Base runner shall wear protective headgear.
c. The player playing the pitcher's position shall wear protective headgear with facemask.
d. The catcher shall wear protective headgear with facemask, throat guard, chest protector and shin guards.
e. All bats must be USABat certified. Penalty for using an illegal bat is an automatic out.
f. ***Baseball: For safety reasons, it is required that all male players wear protective cups during practices and games.***

*4.2.4 Players P*ositions

a. A maximum of 10 players per team may be fielded. All positions must be filled except the tenth player may be used as a "rover". (Rover is limited to the outfield position only - outside 15 ft. from the infield boundary)
b. Free substitution of players will be allowed.
c. No player shall play the same position for more than ***2*** innings per game.

4.2.5 Game

a. A minimum of 8 players on a team is required to start and **complete** a game.
b. Any team failing to maintain the minimum number of players, 8, during the course of the game, shall automatically forfeit the game. This includes players getting injured, ejected from the game or leaving before the end of the game. (This rule is covered in both the Amateur Softball Association of America Rules and the Official Little League Baseball Rules).
c. Games shall consist of either 6 innings or a time limit of 1 hour and 30 minutes, whichever comes first.
d. If 5 runs are scored while any one team is at bat, that team will automatically have 3 outs and be sent to the field. The maximum runs in the last (6th) inning are unlimited and only limited by the remaining time left in the game. 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). .
e. Defensive coaching is permitted in the first year, but no more than two defensive coaches will be allowed on the field at any one time. The first coach must stay in foul territory up the 1st base line in the outfield and the 2nd coach must stay in foul territory up the 3rd base line in the outfield in order to not interfere with the offensive base coaches. Offensive coaches will be positioned in the 1st base box and the 3rd base box.

   NOTE: Coaches are NOT permitted to touch the players while the ball is in-play.
f. The Infield Fly rule shall NOT be in effect.

4.2.6 Pitchers

4.2.6.1 Pitchers (Pitching Machines will be used in PeeWee 1 Baseball and will be operated by the designated coach pitcher. In the event of mechanical problems or machine unavailability, coach pitching will be utilized per Rule 4.2.6.1)

a. No player will be eligible to pitch in the Peewee 1 Division. However, the pitcher's position must be filled for fielding purposes if a team fields more than 8 players.

b. The designated coach pitcher from the offensive team:
   1) Any person other than players from the offensive team may be the **designated coach pitcher.**

   It is hereby understood that the designated coach pitcher is pitching at his or her own risk and the Sansei League shall not be responsible or liable for any injuries or accidental damage that should occur while the pitcher is in the game.
   2) Shall pitch from a minimum pitching distance of 22 feet – measured from the back point of home plate to the center of the front of the pitching rubber..
      1) ***Baseball: overhand***
   3) Must leave the playing field as soon as possible after the ball is hit.
   4) Must try to avoid having contact with hit balls and avoid interference with the defensive team or any offensive base runner.
   5) After a ball is hit fair, if the designated coach pitcher makes no attempt to leave and stays on the playing field, offensive interference may be called and the batter declared out. Runners will NOT be allowed to advance.
c. A 10 foot diameter circle (the center of the diameter defined as the midpoint of the pitcher's mound) shall be drawn around the pitcher's mound.
   1) The player playing the pitcher's position shall have at least one foot touching or inside the circle while the ball is in the designated coach pitcher's hand.
   2) The player playing the pitcher's position shall stand no closer than 35 feet from home plate for safety reasons.
   3) Once the ball leaves the designated coach pitcher, the pitcher may leave the circle.

4.2.6.2 Pitching Machine (applicable for Baseball only)

a. Pitching Machines shall be operated by Adults only.
b. The Pitching Machine shall be located a minimum of 35 feet from front home plate to the front cross-leg of the pitching machine.
   i. The pitching machine will be set-up at the beginning of the day by Board Members
   ii. There will be no changing of the settings (except for the height microadjust) or re-locating of the Pitching Machine distance.
   iii. The pitching machine distances, settings will be reviewed as the season progresses and changes may be made at the Board's discretion.
c. "Practice" pitches (no batter at home plate) to check the pitching of the ball may be made in between innings. The practice pitches must be kept to a minimum. The home plate area must be clear of players except for the catcher wearing all of the required catcher's equipment per 4.2.3d.
d. The maximum number of pitches (see Rule 4.2.7c) applies.
e. If a batter gets hit by the pitching machine, the batter is not awarded 1st base and the pitch counts against the batters six pitch count.
f. If the batted ball hits the pitching machine, it will be called a 'dead' ball:
   i. The batter is sent back to hit again
   ii. The pitch count is not incremented.
   iii. Base runners do not advance.
g. If a ball is hit in fair territory and in the act of making a play, the fielder throws the ball and hits the pitching machine, the ball is declared dead. Each base runner is awarded 1 base from the last touched base at the time the ball was declared dead. If more than one runner is between the same bases at the time the ball is declared dead, the award is based on the position of the lead runner.

4.2.7 Batters

a. All players on the roster will bat in a rotational basis. For example if there are 14 players on a team, all fourteen will bat before the leadoff batter bats again.
   1) Any batter failing to bat for any reason, regardless of the number of batters in the batting order, is automatically out the first time he/she fails to bat.
b. There will be no intentional bunting
c. The batter shall receive a maximum of 6 pitches
d. Batters are automatically struck out if they fail to hit a **fair ball** on the sixth pitch. A foul ball or foul tip on the sixth pitch strikes out the batter.

e. For **BASEBALL,** the batter may be struck out before the sixth pitch. Strikes are only called when there is a swing and a miss, or a foul ball.
f. The batter is out if the catcher catches a third strike foul tip.
g. If a ball is hit by the batter into the designated pitcher, the play is considered dead and goes over. That pitch is not counted as part of the maximum number of pitches that the batter can receive.

4.2.8 Base runners

a. There shall be **NO STEALING** of any bases
b. Base runners **MAY NOT LEAVE THE BASE** (lead off) until the pitched ball crosses home plate or is hit by the batter
c. Base runners attempting to advance on a caught fly ball may be forced out without a tag when returning to their legal base
d. Sliding is:
   1) For **BASEBALL**, sliding is allowed.
e. Head first sliding is not permitted and will result in an automatic out. The exception is when a runner is returning to a base.
f. Base runners may continue to advance to the base they were going to at the time a ball is called dead, if in the opinion of the umpire, they had advanced over half the distance to that base.
g. When the designated pitcher is ready to pitch and the runner leaves the base before the pitched ball crosses home plate, or is struck by the batter, the runner is out.
h. During the play if an infielder is blocking the base path and not controlling the ball, the runner is awarded the base. (Umpires discretion.)
i. Overthrows: **BASEBALL**: per 3.2.6.

4.2.9 Umpires

The League will provide umpires for all regulation games. .

4.2.10 Trophies

Removed

4.2.11 Dead Ball

After a batter hits a fair ball, the ball becomes dead anytime a live ball is controlled by any defensive player within the infield boundary who does not attempt to make a play.

NOTE:

The infield is defined as the area bounded within the foul lines extending between home plate and 1st base, home plate and 3rd base and the imaginary lines connecting 1st base to 2nd base, and 2nd base to 3rd base.

The ball shall be considered **"live"** as long as any defensive player has control of the ball outside of this area.