Sansei Baseball League
2026 Pee Wee 2 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. The pitching distance shall be **42** feet.
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. A pitcher shall pitch no more than:
    - League Age 9**: 75 pitches** per game/day
    - League Age 8**: 50 pitches** per game/day

    AND maximum 3 innings per game/day. This is inclusive of any pitching done for other teams/leagues by that pitcher. The Coach is ultimately responsible for knowing the pitch count for the pitcher's safety, and violations may be referred to the Division Commissioner for review.
14. Any pitcher hitting 3 batters in one game shall be removed from pitching after hitting the third batter.

BATTING/BASE RUNNING

15. Penalty for using an illegal bat is an automatic out; all bats **MUST** be USABat certified.
16. 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
17. Bunting is allowed.
18. Infield Fly Rule is NOT in effect.
19. Dropped Third Strike is NOT in effect.
20. Head first sliding is not permitted and will result in an automatic out, unless a runner is returning to a base.
21. Base stealing is permitted for all bases EXCEPT HOME.
22. Leadoffs are not allowed. Baserunners must remain in contact with their base until the pitched ball has crossed home plate.
23. 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.
24. 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.
25. 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.

****** Option to use Coach Pitch after 4 balls are called during an at-bat******
Although not contained in the official Sansei Rule Book, the League has allowed the use of these rules in consideration of the difficulty in developing pitchers at this young age in past seasons. In the interest of allowing pitchers to develop while keeping the gameplay pace moving, coaches may use these rules if both teams agree.

(adapted from Torrance Little League 2023 Training Division Ground Rules)

When 4 balls are called during an at-bat, in lieu of awarding a walk to the batter, the batter is awarded an opportunity to bat using Coach Pitch.

A. After ball four, a designated non-player (Coaches or other adults) from the offensive team shall pitch overhand from the front of the pitcher's mound.
B. The Coach Pitcher will assume the current strike count and continue to pitch to the batter (up to three pitches max). If the batter does not put the ball into play, the batter will be called out, even if the last pitch is fouled off.
    a. Example: Batter receives ball four with one strike. Coach Pitcher will deliver max of two pitches for the batter to put the ball into play.
C. The defensive pitcher must remain on the field with at least one foot on the pitching mound during the Coach Pitch.
D. The batter and runner(s) may advance only **one base** after getting a hit from Coach Pitch.

Head Commissioner Kevin Arima	headcommissioner@sanseibaseball.com	310-343-8434
PeeWee Commissioners David Bernard Matt Bernard	 berny9ii@gmail.com mberny9ii@gmail.com	 310-404-1761 310-404-1762
Umpire Coordinator	umpire@sansebaseball.com	