4.3 **PEE WEE 2 DIVISION**

4.3.1 Eligibility

League Age 9 and under according to the latest Little League Baseball League Age chart

4.3.2 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.

The pitching distance shall be 42 feet—measured from the back point of home plate to the center of the front of the pitching rubber.

4.3.3 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 catcher shall wear protective headgear with facemask, throat guard, chest protector and shin guards.

d. All bats must be taped for a distance not to exceed 12 inches from the small (butt) end.

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***.

4.3.4 Players Positions

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)

a. Free substitution of players will be allowed.

b. No player shall play the same position for more than ***2*** innings per game. EXCEPTION is pitchers as per Rule 4.3.6(b)(1).

4.3.5 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. 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.

4.3.6 Pitchers

4.3.6.1 **Baseball**

a. All players shall be eligible to pitch, unless classified as an over-age waiver player, in which case they are declared ineligible to pitch while playing in this division (Pee Wee 2).

b. A pitcher shall pitch in no more than 50 pitches per game for 8-year-olds, 75 pitches per game for 9-year-olds, 3 innings per game, OR 4 innings maximum in 3 days

When the pitcher pitches the ball to any one batter, it will be considered as 1 inning pitched. The innings pitches shall be inclusive of any games played including little league. It is the responsibility of the Coach and Parents to keep track of player’s innings pitched.

c. The strike zone will be from the armpits to the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

d. Once a pitcher leaves the game, the pitcher may re-enter the game to any position other than the position of "pitcher".

Any pitcher hitting 3 batters in one game shall be removed after hitting the third batter. The player may re-enter or stay in the game at any other position other than the position of "pitcher".

4.3.7 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 that he/she fails to bat.

4.3.8 Base runners

a. Baserunners will be called out if they leave or fail to keep contact with the base which they are entitled to occupy, while the pitcher has the ball in pitching position and until a legally pitched ball has crossed home plate.

b. There shall be no stealing home unless played on or the ball is thrown to another player other than the pitcher.

   1) Catchers stepping outside of the catcher's box while making a throwing motion towards a runner on third entitles the runner to advance at his own risk. However, when the catcher ceases to make a throwing motion toward the baserunner and the runner has not gone by the catcher, the runner must return to third base as soon as the catcher throws the ball to the pitcher.

   2) On throw backs from the catcher to the pitcher, all runners on any base may not advance, even if the pitcher has NO Control or the ball is overthrown.

c. A baserunner approaching home plate must make an effort to avoid contact with the catcher. (no barreling over the catcher
Otherwise the baserunner may be called out by the umpire.

d. Base runners attempting to advance on a caught fly ball may be forced out without a tag when returning to their legal base

e. Sliding is:

   1) Sliding is allowed.

f. Head first sliding is not permitted and will result in an automatic out. The exception is when a runner is returning to a base.

g. 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.

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

j. NO running on a dropped third strike. Batter is automatically out.

4.3.9 Umpires

The League will provide umpires for all regulation games. .

4.3.10 Trophies

Removed

4.3.11 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.