

**CITY OF RINCON RECREATION DEPARTMENT**  
**MINI PEE WEE RULES – BOYS & GIRLS**  
**2003 SEASON**

Clarified and revised on March 18, 2003

- | 1. Age – Can't be<br><u>9 yr. Old before</u> | <u>Pitching<br/>Distance</u> | <u>Base<br/>Distance</u> |
|--|------------------------------|--------------------------|
| Mini Pee Wee<br>Girls – Jan. 1               | 35 ‘                         | 55 ‘                     |
| Mini Pee Wee<br>Boys – Aug. 1                | 40 ‘                         | 60 ‘                     |
2. No infield fly rule for boys or girls.
  3. Time limit for game is 1 hour and 15 minutes.
  4. Game will be 5 innings or 10 runs after the 4<sup>th</sup> inning and 15 runs after the 3<sup>rd</sup> innings.
  5. Catcher mask/helmet, throat protector, and chest protector are required for boys and girls. **BOYS ARE REQUIRED TO WEAR SHIN GUARDS AND PROTECTIVE CUP.**
  6. You need to report your score to the Concession Stand worker on duty after each game.
  7. At the end of the third inning it is declared an official ball game. If the home team is ahead after 2 ½ innings, this is also an official game.
  8. 10 batters or 3 outs will constitute an inning. The inning will end after the umpire has stopped play after the ball becomes dead and the umpire calls time.
  9. All players present and eligible to play will bat in rotation starting with the first batter and continuing through all players present. If someone is not going to play you must notify the opposing coach before the game starts of players who are present but who will not participate. You must first call CRRD to get approval.  
 If you must discipline a player before or during the game, you must contact the umpire and opposing coach and sign the scorebook. Being late is not a discipline problem. Late players must be added to bottom of the batting order. **Every player must play at least 2 innings on defense every game. Notify CRRD if violated.**
  10. **HELMET RULE:** You must wear your **helmet with a facemask** at all times while hitting, baserunning, or on deck. **PENALTY:** Team gets 2 warnings, then the player is called out. If a player makes an out then takes the helmet off, you will get another out. **NOTE:** the penalty must have happened during a “LIVE BALL” situation. It cannot be enforced on a dead ball situation.

11. Runner missing a base will be called out by an umpire. Clarification: runner is automatically out if he misses a base unless he is on the way back to the base before time is called. (lead runner must be stopped first.)
12. Free substitution may be made at all field positions. Ten players will be on defense. Four will be in the outfield. All players present and eligible will play a minimum of two innings in the field every game. **FOUR OUTFIELDERS MUST BE 10' BEHIND THE BASELINE.**
13. Each player/batter will receive (5) pitches unless they swing and miss the ball three times, then they will be declared out or if they let the fifth pitch go by without hitting it fair, they are out. **Foul ball on the 5<sup>th</sup> pitch, Batter will get one extra pitch, if foul again, batter is out.**
14. A base runner is out if they lead off the base before the pitch has been hit.
15. **No special overthrow rule.**
16. Lead runner must be stopped for play to end.
17. You may play with 9 players, 10<sup>th</sup> batter **will not be** an automatic out. You must play with a catcher and pitcher at all times.
18. You may play with 8 players, in the batting order the **9<sup>th</sup> Batting position** will automatically be an out. You must play with a catcher and pitcher at all times.
19. Ten batter per inning will be waived for the last inning in mini pee wee (5<sup>th</sup>). If the game does not go 5 innings, 10 batter rule applies.
20. **Slinging the bat:** The umpire can do one of three things: 1. Warn the batter. 2. Call the batter out. 3. Eject the player. The bat must endanger the safety of others to warrant ejection for the first time. **2 warnings per team for mini pee wees.**
21. **Failure to tag on a fly ball-** If a runner fails to tag up on a fly ball, he is out if the defense tag the runner or tag the base.
22. If there is an injury and the umpire thinks it is serious, he has the authority to call time out at that moment, and award appropriate bases later before further play.
23. A game cannot be finished with less than eight players.
24. Tee ball bats are eligible.
25. A fly ball is caught by the pitcher with runners on base and less than 2 outs. Runners must get back to the base before they are tagged out or the base is tag by the defense.

26. If a player is injured during a game and cannot bat. **Ruling: If you still have 9 or more players, you will not be penalized. Just skip those slots. If you have 8 players, then the 9<sup>th</sup> batting position will be an out.**

27. A ball hitting the pitching machine that is thrown to the pitcher, **it is ruled dead as if the ball went into dead ball territory.**

28. **WE WILL HAVE TWO UMPIRES ON THE FIELD. SOMETIMES THERE MAY BE EXTENUATING CIRCUMSTANCES WHEN WE USE ONLY ONE UMPIRE. In this case machine is fed by coach of team batting. Otherwise, the umpire will do all of the pitching machine feeding.**

### **PITCHING MACHINE RULES – RULES NO. 29 THRU NO. 35.**

29. Boys speed: Speed for all machines the entire year will be 48%.  
Girls speed: Underhand and speed of 35%.  
Make sure to use the proper machines for percentages.

30. **Ball hits pitching machine: Rule dead ball-base runner returns to the bases they were on at the time of the pitch. The batter will return to the same count he/she had before the previous pitch. If a thrown ball hits the pitching machine it is ruled dead as if the ball went into dead ball territory. Cord is part of the machine.**

31. Bunting is allowed as long as infielders remain at least the pitching distance away from home plate until the ball is delivered through the machine. This will be a very useful tactic for your less powerful batters.

32. No base stealing. He/She cannot leave a base until the ball is hit.

33. Pitcher stands to the right or left of machine within 6 ft. radius of mound even with the pitching rubber. No closer than 40 ft. (boys) or 35ft. (girls).

34. Make sure core is lying down good, in a covered trench if at all possible.

35. Each coach may adjust the pitching machine 3 times during the game. The opposing coach does not have to be present. After 3 times, the umpire is the only one who can adjust the machine. **Note: If the machine is set at the wrong distance or wrong setting on the dial, to start the game, and the visitors complete their at bat, then the home team must bat before any adjustments can be made.**

**ALL OTHER RULES GRPA, GHSA, OR USSA.**