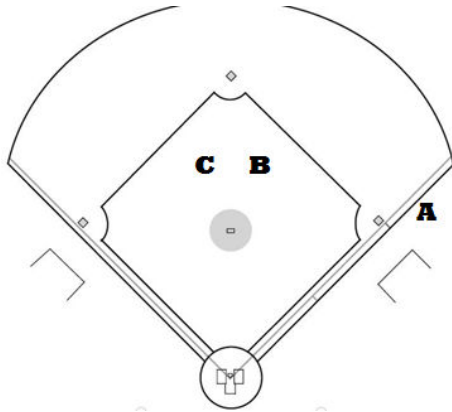


## Pee Wee NL Rules Three-Pager, 2021

- The Pee Wee NL game is a brand of closed-base, kid-pitch with coach relief-pitch baseball where coach comes in after kid throws 4 balls; mostly 3<sup>rd</sup> and 4<sup>th</sup> graders.
- In these games, a professional, adult umpire is always behind the plate while the SBMSA youth umpire works the field; the adult umpire pretty much controls the game while the SBMSA youth umpire mostly makes most out/safe calls in the field.
- In terms of positioning for the youth field umpire, experience has taught us that the textbook positioning for umpires on full-size baseball fields is not optimal for this league. Instead, we recommend you set up in the following position before each play:



**A Position**  
-- bases empty

**C Position**  
-- avoid

**B Position**  
-- anybody on base

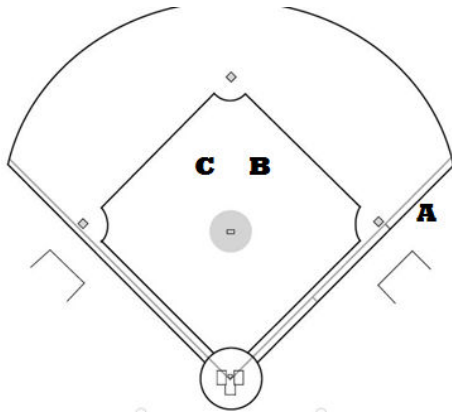
- The textbook positioning of field umpires calls for setting up in the C position in certain situations (e.g., bases loaded). But the problem we have found with the C position is that, since the Pee Wee field is small, the field umpire is often blocking the view of the runner at 2B on his secondary lead and can also be in the way of the SS. For these reasons, we recommend not using the C position. Set up in the B position anytime a runner is on base. In other words, whenever you are not in the A position (i.e., whenever bases are not empty), you are in the B position. The B position is only 3 or 4 steps away from C position, so it is easy to cover that incremental ground for a play at 3B.
- Say there is a runner at 3B and he tries to take home on a passed ball or wild pitch. If the catcher recovers the ball quickly, the runner who was trying to take home could go back to 3B where he could get tagged or get in run down. You will need to hustle from B position to get near 3B in case there is a play there. With a runner on 3B, textbook positioning would call for you to set up in C position; but starting from B position is no big deal, just 3 or 4 more steps.
- Do feel free to experiment with your field positioning in Pee Wee NL games. We have included on page 3 the textbook field positioning for high school umpires. If you do decide to experiment with the C position, as with the B position try to make sure your positioning is not a hindrance to the middle infielders.

## SBMSA Baseball Program

- Game length is first to occur of 1 hour and 40 minutes, 6 innings or mathematical elimination; run limit is 5 runs per inning.
- With two outs, a courtesy runner must be used for the catcher of record the previous time on defense. There is no courtesy runner for the catcher with less than two outs. No courtesy runner is to be used for the pitcher at any time.
- A batter is out when, with two strikes, he FOUL TIPS (this is a defined term) a ball. This is the case whether such foul tip was pitched by the kid pitcher or by the designated pitching coach. Just like with a normal strike, a runner may steal on a foul tip pitched by the kid pitcher. (Base stealing is not allowed when the pitching coach is pitching.)
- Batters in the Pee Wee NL division may not advance to first base on a dropped strike three; so batter is out on a third strike that is not legally caught by the catcher.
- The Infield Fly rule does not apply in the Pee Wee NL division.
- There are no intentional walks in the Pee Wee NL division.
- Under the closed-base rules of Pee Wee NL, there are no lead-offs and a runner may not leave the base until the ball crosses home plate. A runner who leaves the base before the ball crosses home plate will be called out (there are no warnings anymore). Runners may steal a base after the ball crosses home plate (even on ball four as per Rule 8.05(a)) and can advance on a wild pitch or passed ball. Delayed steals are allowed.
- There are no balks in Pee Wee NL baseball.
- On bat-throwing, each team is given one warning before bat-thrower is called out.
- Runner is called out in play at the plate if, when *tag play is evident* in judgment of the umpire, he fails to slide or avoid contact with fielder.
- A runner is out when he runs more than 3 feet away from his base path to avoid being tagged.
- If a batted ball touches a runner in fair territory before touching or passing an infielder, the runner is out, ball is dead, and batter gets 1B; if a batted ball touches an umpire in fair territory before touching or passing an infielder, the ball is dead and batter gets 1B.
- Team can play with 8 players but absent 9<sup>th</sup> batter is an automatic out; if team cannot place at least 8 players on the field, it is a forfeit.
- The coach relief-pitcher works as follows: the kid pitcher will pitch to the batter until four balls have been called. Once the umpire has declared the ball dead after such ball four, the designated coach pitcher enters the field. Since the batter's strike count continues after the legal walk has occurred, the coach pitcher only has a number of pitches equal to the remaining number of strikes. Failure to place the ball in play within the allotted number of pitches shall result in the batter being called out. A foul ball counts as one of the pitches. A foul on the final pitch will entitle the batter to one more pitch to attempt to put the ball in play. If a batted ball hits the coach pitcher, a foul ball will be called and the pitch will be counted as one of the allotted pitches.

## SBMSA Baseball Program

- Under SBMSA's pitch-count rules, which are similar to the Little League rules, a Pee Wee pitcher is limited to 75 pitches per day, and there is a schedule of mandatory number of rest days following a specified number of pitches in a day (e.g., 4 calendar days of rest after 66 pitches or more in a day). The home team designates an official pitch-count recorder, and it is the responsibility of that official recorder to inform the plate umpire when a pitcher has reached his maximum number of pitches for the game. A pitcher who delivers 61 pitches in a game cannot play catcher for the remainder of that game. Any violation of these pitching limits will result in automatic forfeiture of the game by the offending team.
- **Note:** The textbook positioning for a field umpire in high school baseball is shown below. While we do not believe this is the optimal positioning for Pee Wee NL games, do feel free to experiment with your field positioning when runners are on base until you find a formulation that you are comfortable with.



### **A Position**

-- bases empty

### **B Position**

-- 1B only  
-- 1B & 3B

### **C Position**

-- 2B only  
-- 1B & 2B  
-- 2B & 3B  
-- 3B only  
-- bases loaded

## Summary Rules for Pee Wee NL Umpires

*The following rules are extracted from the 82-page SBMSA Baseball Rulebook. These are the key rules that apply to the Pee Wee NL league as they appear in the rulebook.*

- 3.09 **Eight-Player Minimum:** Each team should be able to place nine (9) players on the field at all times during a game. However, a team may start a game with only eight (8) players and/or may continue a game in progress with only eight (8) players if it loses a player at some point during the game. Once a game has begun and while it is in progress, if a team is unable or refuses to place eight (8) players on the field, it will forfeit the game to the opposing team.
- 4.08 **Courtesy Runner:** With two outs, a courtesy runner must be used for the catcher of record the previous time on defense. The player who made the last out must be used as the courtesy runner. There is no courtesy runner for the catcher with less than two outs and, even with two outs, there is no courtesy runner for the catcher if his team will not be playing defense after his team finishes its half-inning on offense. In order to speed up play, the catcher for the next inning should have shin guards on unless he is on deck with no outs, is on deck with one out and nobody on base, or is on base.
- (a) No courtesy runner is to be used for the pitcher at any time.
- 6.02 **Absent Ninth Player:** As per Rule 3.09, each team should be able to place nine (9) players on the field at all times during a game, but a team may start, and continue, a game with only eight (8) players. In the event a team starts a game with only eight (8) players, the non-existent ninth player will be placed in the ninth spot in the batting order. If a team starts the game with more than eight players but a player is ejected from the game or must permanently withdraw from the game due to injury, illness, etc., which results in his team dropping to eight players, the player's spot in the batting order which resulted in the team only having eight player remaining will be skipped over for the remainder of the game. In either event, the absent ninth player's spot in the batting order will result in an out being recorded each time it comes up in the regular course of the game. However, in the event that spot comes up with two outs in the inning and there is a runner or runners on base, the spot in the order will be skipped for that inning and the next inning will begin with one out and the team therefore will only receive two outs in that particular inning.
- (a) If a team starts the game with more than nine (9) players but a player is ejected from the game or must permanently withdraw from the game due to injury, illness, etc., the player's spot in the batting order will be skipped over for the remainder of the game, but without penalty, so long as there are at least nine players.

6.07 **Batter Makes an Out:** A batter is out when:

- (a) His **FAIR BALL** or **FOUL FLY BALL**, but not a **FOUL TIP** with less than two strikes, is legally caught (**CATCH** is defined below) by a fielder.
- (b) With two strikes, he **FOUL TIPS** a ball in the Pee Wee Leagues. As more fully described in Definition 6.08(f), a **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught.
- (c) A third **STRIKE** is called by the Umpire in the Pee Wee NL division. In Pee Wee NL, the batter cannot advance to first base on a third strike that is not caught by the catcher.
- (d) A third strike is **LEGALLY CAUGHT BY THE CATCHER** in the Pee Wee AL division. In Pee Wee AL, if the third strike is not legally caught by the catcher for an out, the batter may attempt to advance to first base on the third strike.
- (e) A third strike is not caught by the catcher when first base is occupied before two are out.

6.08(f) A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. Just like with a normal strike, a runner may steal on a foul tip (in the Pee Wee Leagues). Runners need not "tag up" on a foul tip.

6.13(h) The batter becomes a runner when, only in the Pee Wee AL division, the third strike called by the Umpire is not caught, provided:

- (i) First base is unoccupied, or
- (ii) First base is occupied with two out, when a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he may not then attempt to go to first base and shall be out.

6.08(g) **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the Umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the Umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside

the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the Infield Fly rule, the Umpire is to rule whether the ball could ordinarily have been handled by an infielder not by some arbitrary limitation such as the grass, or the base lines. The Umpire must rule also that a ball is an Infield Fly, even if handled by an outfielder, if, in the Umpire's judgment, the ball could have been as easily handled by an infielder. The Infield Fly is in no sense to be considered an appeal play. The Umpire's judgment must govern, and the decision should be made immediately. When an Infield Fly rule is called, runners may advance at their own risk. If on an Infield Fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.07(m). The Infield Fly rule takes precedence. The Infield Fly rule applies in the Bronco League and Pee Wee AL division, but not in the Pee Wee NL division, Midget League or Rookie League.

6.08 Certain definitions for Rule 6.07:

- (c) A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an Umpire or player, or that, while over fair territory, passes out of the playing field in flight. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or Umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit. A batted ball that settles on home plate is a fair ball. **FAIR TERRITORY** is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.
- (e) A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an Umpire or player, or any object foreign to the natural ground. A foul fly ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball. **FOUL TERRITORY** is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

- 6.09 **Bat-Throwing:** In all leagues except for the Rookie League, each team is allowed one warning per game (*i.e.*, one warning per team, not one warning for both teams) for throwing the bat while at the plate. Subsequent violations will result in the batter being called out. When a batter is called out for throwing the bat, any hit ball is “dead” and the runners must return to the base they occupied prior to the pitch.
- 6.11(a) **Intentional Walk:** In the Pee Wee AL division, the team in the field may verbally inform the Umpire that it (the defense) intends to walk the batter. Upon such notification, the Umpire shall direct the batter to take first base without the necessity of any pitches.
- 7.01 **Lead-Offs and Steals:** There are no lead-offs in the Pee Wee NL division; in the Pee Wee AL division, runners may lead-off. For each of the leagues, specific rules and associated penalties for lead-offs, leaving the base early, and steals follow:
- (b) In the Pee Wee NL division, there are no lead-offs and a runner may not leave the base until the ball crosses home plate. *PENALTY: A runner who leaves the base before the ball crosses home plate will be called out, but as to other runners, play (including force plays) shall continue as if the runner had not been called out for leading off.* Runners in the Pee Wee NL division may steal a base after the ball crosses home plate (even on ball four as per Rule 8.05(a)) and can advance on a wild pitch or passed ball. Batters in the Pee Wee NL division may not advance to first base on a dropped strike three. *APPROVED RULING: If a ball is pitched before a runner has sufficient time to reach the base to which he is advancing or returning, the runner shall not be held in violation.*
  - (c) In the Pee Wee AL division, runners may lead-off, steal a base, and advance on a wild pitch or passed ball at will. However, straight stealing of home and suicide squeeze plays are prohibited. This is for the safety of the players. This rule does not preclude a runner from advancing to home on a passed ball, wild pitch, delayed steal or safety squeeze play. Batters in the Pee Wee AL division may advance to first base on a dropped strike three, consistent with the other rules herein.
  - (d) Delayed steals are allowed in the Pee Wee Leagues. A delayed steal is a play in which a runner waits for the catcher to throw the ball back to the pitcher or to another infielder before taking off to the next base in an attempt to steal. Delayed steals are allowed for steals of second base, third base and home. In the Pee Wee NL division, provided a runner has stopped his forward motion in his attempt at a delayed steal, the runner must return to his last occupied base once the pitcher takes his position on the rubber with the ball in his possession.
- 7.02 **Three-Foot Rule:** Any runner is out when he runs more than three (3) feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball.

- (a) NOTE: A runner is not always out for running more than three feet outside of the base line. Because it is the runner's responsibility to avoid contact (see Rule 7.03 below), a runner would *not* be out for violating the three-foot rule if his action is to avoid contact with a fielder who does not have the ball. In fact, it is the runner's responsibility to run around such a fielder in order to avoid contact.

7.03 **Runner's Responsibility to Avoid Contact:** In all leagues, the runner bears the responsibility to avoid contact with a player attempting to tag him. The malicious contact rule will be enforced. Any violators of this rule will be called out, ejected from the game, and subject to suspension consistent with SBMSA policy. Inadvertent contact (sliding or attempting to avoid a tag) will not result in an out or ejection.

- (a) NOTE: It is the runner's responsibility to avoid contact with the fielder. If the fielder does not have the ball, the runner should attempt to run around the fielder. This rule does not preclude the Umpire from ruling that obstruction has occurred. If the fielder has the ball, the runner should avoid contact by sliding into the base or running around the tag. However, the runner can and will be called out if he violates the three-foot rule (Rule 7.02).

7.04 **Plays at the Plate:** All leagues have the following rules governing plays at home base:

- (a) Whenever a tag play is evident at the plate, runners must slide or seek to avoid contact with the fielder by avoiding the tag or returning to third base. In all leagues other than the Rookie League, the penalty for violation is that the runner shall be called out. In the Rookie League, as more fully described in Rule 5.14, there are only warnings, not called-out penalties, for such violations. When a runner is called out for not sliding or not seeking to avoid contact, the ball is still in play.
  - (i) There is no requirement to slide at home plate *every time*. Rather, the requirement is to slide or avoid contact when a "tag play is evident" (i.e., when there is a close play at the plate). Whether "a tag play is evident" at home plate is a judgment call by the Umpires, and their judgment is final.
  - (ii) Depending on where the tag play is at home, the runner must "slide" or "seek to avoid contact". On tag plays right at home plate, the runner must slide or be called out. On tag plays at home where the runner is too far away to slide and reach home plate, he must seek to avoid contact with the fielder. For instance, in the situation where a catcher has caught the ball 10 feet in front of home plate and is waiting to tag the runner, the runner cannot realistically be expected to slide because he is too far from the plate. However, the runner must "seek to avoid contact" with the catcher. Thus the runner must try to run around the tag or run back to third base. In no event should the runner ever try to run over the fielder. Since Rule 7.02 still applies in tag plays near home, the runner can and will be called out if he runs more than three feet away from the baseline in his effort to run around the tag.



- (iii) On close force plays right at home plate, the runner must slide or be called out. On a force play at home, the defensive player can attempt to either tag the runner or touch home plate for the out. Because player safety is of primary concern and because a tag play is evidently one of the possibilities to get the out in this situation, a runner who does not slide on a close force play at the plate will be called out.
  - (b) Malicious contact at the plate suspends all obstruction penalties. If there is malicious contact, the runner may be ejected from the game. These are judgment calls by the Umpires, and their judgment is final.
  - (c) Under no circumstances will head-first sliding be allowed at home base. If a runner slides head first at home base, he shall be called out.
- 7.05 **Over-Running or Over-Sliding First Base:** The question of whether the over-running or over-sliding runner is out, when tagged after touching first base, depends on the runner's intent. The runner is out if, after touching first base, he makes a turn toward second base with the intent to proceed to second base and is tagged. By contrast, the runner is not out if, after touching first base, the runner turns back toward first base without the intent to proceed to second base, regardless of whether the runner turned to the left or right to return to first base.
- (a) To avoid being called out (if tagged after touching first base) because of a perceived intent to proceed to second base, the over-running or over-sliding batter runner should immediately return to first base.
- 7.06 **Runner Touched by Batted Ball:** Any runner is out (for interference) when he is touched by a fair ball in fair territory *before* the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance. As for the batter in a situation where a runner is out for having been touched by a fair ball in fair territory *before* the ball has touched or passed an infielder, pursuant to Rule 6.11(d) the batter is entitled to first base without liability to be put out.
- 7.07 **Field Umpire Touched by Batted Ball:** If a fair ball touches an Umpire on fair territory *before* it touches an infielder including the pitcher, or touches an Umpire *before* it has passed an infielder other than the pitcher, the batter is entitled to first base without liability to be put out. (See also Rule 6.11(d).) The ball is dead and no runner may score, nor runners advance, except runners forced to advance.
- (a) If a fair ball touches an Umpire on fair territory *after* having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, the batter becomes a runner. The ball remains in play. (See also Rule 6.13(b).)
  - (c) If a pitched or thrown ball accidentally touches an Umpire (Plate Umpire or Field Umpire), the ball is alive and in play.
- 7.09 **Automatic Advance on Wild Throws:** Each runner, including the batter runner may, without liability to be put out, advance two bases when a wildly thrown ball goes into

the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the Umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched. In all other cases, the Umpire shall be governed by the position of the runners at the time “the wild throw was made”.

8.01 **Pitching Limits:** Pitchers in the various kid-pitch leagues must adhere to the rest requirements as per the table below. As an example of how to read the table, if a Pee Wee AL player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed before he can pitch again.

<b>Pitching Limit (# of pitches)</b>		
<b>Pony and Bronco</b>	<b>Pee Wee AL &amp; Pee Wee NL</b>	<b>Required Rest (days)</b>
66 or more	66 or more	4
51 – 65	51 – 65	3
36 - 50	36 - 50	2
21 - 35	21 - 35	1
20 or less	20 or less	0

(a) The maximum number of pitches a player may pitch in a day is shown in the table below. When a pitcher reaches the relevant pitch limit for his league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (i) that batter reaches base, (ii) that batter is put out, or (iii) the third out is made to complete the half-inning. As an example, a Pee Wee AL makes his 75<sup>th</sup> pitch to a batter, which leaves the batter with a count of 0-2 after such pitch. Although the pitcher has reached his maximum pitch limit, the pitcher may continue to pitch to the batter. After the batter takes three balls, fouls off a ball, and then swings and misses, he is out. With the batter out on the 80<sup>th</sup> pitch, the pitcher must be removed from the position of pitcher.

<b>Maximum Pitch Limit (# of pitches)</b>	
<b>Pony and Bronco</b>	<b>Pee Wee AL &amp; Pee Wee NL</b>
85	75

(b) When a player is removed from the pitching position, such player can remain in the game at another position. **Pitcher-to-Catcher rule:** A Pee Wee pitcher who delivers 61 or more pitches in a game cannot play the position of catcher for the remainder of that day.

(c) The home team must designate the scorekeeper or another game official as the official pitch count recorder for both teams. The pitch count recorder must provide the current pitch count for any pitcher when requested by either

manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.

- (d) The official pitch count recorder should inform the Umpire-In-Chief when a pitcher has delivered his maximum number of allowed pitches for the game. However, failure by the pitch count recorder to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his responsibility to remove a pitcher when that pitcher is no longer eligible.
- (e) The withdrawal of an ineligible pitcher after that pitcher has been announced or after a warm-up pitch has been delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

**8.02 Pitching Limits in Suspended Games:** Pitches delivered in any game suspended for weather or for any other reason shall be charged against that pitcher's daily pitch count and, as such, that pitcher will be subject to the rest requirements of Rule 8.01. In suspended games resumed on a later day, the pitchers of record at the time the game was suspended may continue to pitch to the extent of their eligibility on that later day, provided those pitchers have observed the required days of rest before the later, resumed game day.

- (a) **EXAMPLE 1:** A Bronco pitcher delivers 70 pitches in a game on any day and that game is suspended for any reason. The game resumes 3 days later. The pitcher is not eligible to pitch in the resumption of the game because he has not observed the 4 required days of rest.
- (b) **EXAMPLE 2:** A Pee Wee NL pitcher delivers 70 pitches in a game on any day and that game is suspended for any reason. The game resumes 5 days later. The pitcher is eligible to pitch in the resumption of the game assuming he has observed the 4 required days of rest.
- (c) **EXAMPLE 3:** A Pony pitcher delivers 51 pitches in a game on any day and that game is suspended for any reason. The game resumes 14 days later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he is eligible based on his pitching record during the previous four (4) days.

**8.03 Pitching Limit Violations:** These pitching limits are to protect young arms. As such, the following rules apply:

- (a) Upon any violation of the rules regarding pitching limitations, the pitcher shall be removed from the game immediately even during a current at bat and must adhere to the required days of rest before being allowed to pitch again. Any such violation will result in automatic forfeiture of the game in which the infraction occurred. There are no appeals of this rule.
- (b) Upon any violation of the pitcher-to-catcher rule, such violation will result in automatic forfeiture of the game in which the infraction occurred. In the special case of an ambidextrous pitcher who, as an example, pitches left-handed and can play the catcher position right-handed, such ambidextrous pitcher is permitted to play catcher after having crossed the pitcher-to-catcher threshold

so long as every throw at catcher is done right-handed. If, in our example, one throw at catcher is done left-handed, the game will immediately be ruled a forfeit.

- (c) Upon any violation of the rules regarding pitching and pitching-to-catcher limitations, the head coach of the offending team will receive an automatic warning for the first offense of the year. For a second violation the coach will immediately be ejected from the current game and also suspended from the team's next game. A third violation will again result in suspension from the current game and next game and additional punishment up to and including being removed as the coach will be voted on by the Board.
- (d) Recognizing that the purpose of these pitching limits are to protect young arms, the Board suggests that Managers review their score book before each game to determine which players are eligible to pitch. Additionally, in the spirit of sportsmanship and recognizing that the purpose of these pitching limits are to protect young arms, the Board hopes that opposing Managers and Board members attending any games will warn a Manager of a potential violation of these rules, but such a warning is not required and the failure to receive a warning will not be an excuse for violating these rules, nor negate any penalties.

**8.04 No Pitcher Can Return in Same Game:** A pitcher who is withdrawn from the mound, even if he remains in the defensive lineup at another position, shall not be permitted to return to the mound as a pitcher in the same game.

- (a) However, in a suspended game resumed on a later day, pitchers who had been withdrawn from the mound at the time the game was suspended may pitch on that later day, provided those pitchers have observed the required days of rest before the later, resumed game day.

**8.05 Special Pitching Rules for Pee Wee NL Division:** In Pee Wee NL division games only, the defensive player/pitcher will pitch to the batter until a legal walk has occurred (*i.e.*, four balls have been called by the Umpire). A designated pitching coach shall then be used by the offensive team (the team at bat).

- (a) Since the ball is still alive and in play after ball four is thrown by the pitcher, a runner or runners may attempt to steal after ball four. The designated pitching coach cannot enter the field of play until the ball has been declared dead by the Umpire. If the designated pitching coach enters the field of play before the ball has been declared dead in the case of an attempted steal after ball four, the defensive team has the option of sending all runners back to their original position on the bases or accepting the result of the steal attempt.
- (b) The designated pitching coach will be chosen by the team Manager. The designated pitching coach that starts an inning must pitch the entire inning. The designated pitching coach can only be replaced during an inning due to injury.

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- (c) The designated pitching coach must deliver the ball overhand and is encouraged to begin his delivery from the pitcher's plate (rubber). However, if the pitching coach is having trouble throwing strikes from the rubber, he may move in front of the rubber so long as he begins his pitching motion with both feet within the dirt circle. The defensive team's catcher must stay in a catcher's crouch behind the plate when the designated pitching coach delivers the ball.
- (d) The batter's strike count continues after the legal walk has occurred. Thus, if the batter had two strikes when the legal walk occurred, the designated pitching coach only throws one pitch. If the batter had one strike when the legal walk occurred, the coach can throw a maximum of two pitches. If the batter had no strikes when the legal walk occurred, the coach can throw a maximum of three pitches. There are no bunts when being pitched to by a team's own designated pitching coach. The player batting has to take a full swing at the ball. If the batter bunts or attempts to bunt, he will be called out. The ball is dead and runners may not advance.
- (e) Subject to the rules below, failure to place the ball in play within the allotted number of pitches shall result in the batter being called out.
- (f) A pitch that hits the batter is still a pitch and counts toward the allotted pitches.
- (g) A fouled ball counts as one of the pitches. A foul on the final pitch will entitle the batter to one more pitch to attempt to put the ball in play. There is no limit on the number of final pitches that can be fouled.
- (h) When a batter with two strikes FOUL TIPS a ball pitched by a designated pitching coach, that FOUL TIP is strike three and so the batter is out. As more fully described in Definition 6.08(f), a FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught.
- (i) If a batted ball hits the designated pitching coach, the batter will not be declared out. A foul ball will be called and the pitch will be counted as one of the allotted pitches. If it is the final pitch upon which this incident occurs, the batter will receive one additional pitch.
- (j) Base stealing is not allowed when the designated pitching coach is pitching. Likewise, a base runner may not advance on a wild pitch or passed ball when the designated pitching coach is pitching.
- (k) The designated pitching coach must exit the playing field, without interfering with the defensive team, as soon as the ball is put in play. If the designated pitching coach interferes with a defensive player who has a reasonable chance of making a play for an out, the batter will be out if, in the Umpire's judgment, the interference was either intentional and/or happened because the designated pitcher did not leave the field as soon as possible. But if the interference is judged to be unintentionally committed by a designated pitching coach who is hustling off the field, the play shall be re-done. In that event, the batter will go back to bat with the same count he had immediately before the pitch / hit in question.
- (l) The defensive player/pitcher shall not interfere with the designated pitching coach during delivery of the baseball to the batter. The defensive player/pitcher shall position himself on a line parallel to the pitcher's plate, no farther than a distance of six feet from the pitcher's plate, on either the first base side or third

base side of the pitcher's mound. The defensive player/pitcher will remain in this position until the ball has been delivered to the batter by the designated pitching coach.

- 8.10 **Balks:** A BALK is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base. The "balk" rules set forth in the rest of this section apply only in Pee Wee AL division. They do not apply in the Pee Wee NL division because there are no balks in the Pee Wee NL division. In the Pee Wee AL division games, each pitcher shall be given one warning prior to the Umpire calling a balk. *PENALTY: If a balk is called, the ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.*

In the Pee Wee AL division, if there is a runner, or runners, it is a balk when:

- (a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery. If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick off play.
- (b) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw.
- (c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base. Throwing legally to a base without balking requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base. Of course, if the pitcher steps off the rubber and then makes a third-to-first move, it is not a balk.
- (d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play.
- (e) The pitcher makes an illegal pitch. For example, a quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base, the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and thus is not permitted.
- (f) The pitcher delivers the ball to the batter while he is not facing the batter.
- (g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate.
- (h) The pitcher unnecessarily delays the game.

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- (i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, feints a pitch.
- (j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base.
- (k) The pitcher, while touching his plate, accidentally or intentionally drops the ball.
- (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
- (m) The pitcher delivers the pitch from the Set Position without coming to a stop.
- (n) APPROVED RULING: In cases where a pitcher balks and throws wildly, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.
- (o) APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule. Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the Umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: (i) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk. (ii) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.