

Pee Wee Baseball

Rules in this section apply to the pee wee division (1st and 2nd grades)

General Rules

- A developmental approach will be taken.
- 4 infielders, 4 outfielders, a pitcher and a catcher.
- All players must rotate positions every inning (pitching every two innings); an opportunity must be provided for all players to try/learn different positions throughout each game
- Coaches will serve as umpires when umpires are not available. The fielding team coach will umpire from the pitcher's mound.
- Teachable moments during games are encouraged; coaches from both teams are expected to explain game related situations to all players when possible

Rosters

- Pee Wee Division will not hold a draft; players will be divided amongst teams by HBSA Board by grade
- All players on the roster must play a minimum of three (3) full innings in all regular season games

Length of Play

- Games will be 5 innings and there will be a 5-run limit per inning.
- Innings will be limited to 3 outs.
- Games are limited to a length of 2 hours with no new inning starting after 1 hour and 45 minutes.

Pitching

- A pitch count will be instituted according to Pitch Smart recommendations and regulations. In addition, a pitcher cannot pitch more than 2 innings per game. Pitch counts will be submitted after each game.
- There will be an 8 warm up pitch count for a new pitcher and a 5 warmup pitch count in between each inning following.
- A player who is removed from pitching to play another position cannot return to pitching in the same game.
- Any pitcher who hits three (3) batters in any inning must be removed from the pitching position
- No balks will be called
- If a pitcher pitches 4 balls before the ball is put in play or a strikeout, the coach will pitch to finish the batter. Coach inherits the current strike count. NO WALKS.

Batting

- All players in attendance must bat; batters must bat in the same order throughout the game. The first infraction of batting out of order will result in a warning. The second infraction will result in an out being called.
- All players are required to use USA stamped/approved bats only No wooden bats.
- No bunting is permitted
- No walks

Base Running

- Leading and stealing will be permitted only after the ball has reached the plate.
- On a ball hit to the outfield, players are allowed to advance past first base
- Players are not allowed to advance on an overthrow to any base

- Teams are limited to 2 steal attempts per inning. Players are permitted to steal 2nd and 3rd base. No stealing home. A double steal is considered 2 steals in an inning. Steal attempts (safe or out) count as a steal.
- Runners may not advance on any overthrow from a steal.
- No delayed stealing.
- All runners must return to their base and cannot advance on any attempted pick off throw from a catcher.
- Advancing on a pass ball is counted as a steal attempt.
- In the event that the base runner leaves the base before the pitched ball reaches the batter, a “no pitch” shall be called. The first infraction of a base runner leaving a base early will result in an umpire warning and the runner will be placed back to the original base. Any subsequent infractions will result in a base runner being called out.
- No headfirst slides permitted. Should a player slide headfirst the baserunner will be called out.
- Players must slide to avoid contact.
- Courtesy runners are permitted for the pitcher or catcher at any time. Courtesy runners can also be used in the case of an injured player.

- On a pickoff from the catcher, all base runners must return to their base and cannot advance.

Equipment/Safety

- All games will be played on field with 60-foot bases and 40' mound
- All players must wear uniform and hat provided and baseball pants in the color associated with the team which they are on.
- All players are required to wear a batting helmet while batting and on the bases. Helmets with face guards and double ear flaps are required.
- All players are required to wear a protective cup and heart guard.
- Any player who is catching must wear a catcher's helmet, chest protector and shin guards in order to catch in a game.
- All players are required to wear cleats (no metal cleats)