



PeeWee House League Rules

OFFICIAL RULES

The playing rules for all scheduled games shall be the “Official Rules of Baseball”, except as detailed below:

GENERAL GAME RULES

- There will be no forfeits of games because of lack of players from either team. The other team will provide defensive players to the outfield but would bat for their own team.
- Best efforts will be made to ensure that no player shall sit in the same game OR in subsequent games until every other player on their team has sat once. This is House League - our mission is to develop EVERY player.
- When the number of players in attendance allows for players to sit, the pitcher and catcher should not be assigned to play positions in the field during the inning immediately preceding their designated time to pitch or catch.
- Tied games will be permitted during regular season games.
- **PLAYOFF RULES**
 - A team must have a minimum of 7 players for the game to start. If the team does not have the required number, then the team forfeits.
 - A forfeited playoff game will be recorded as a loss of 7-0.
 - In round robin play, ties are allowed. Points will be awarded as follows: 2 points for a win, 1 point for a tie, and 0 points for a loss.
 - In seeding: to break a tie, a head-to-head analysis will determine the higher seed.

- In this context, "head-to-head" means looking at the results of games between the tied teams. For example, if Team A and Team B have both won the same number of games in the round robin, but Team A won the game against Team B, Team A would be ranked higher.
- In elimination games: there must be a winner. If the score is tied at the end of regulation or reaches its time limit, one extra inning will be played using the international tie breaker rules. Each team will begin their extra inning (and any subsequent necessary extra innings) with a player on first and second bases, no outs. The batting lineup will continue as in any other inning. The runners on first and second bases in the extra innings must be the last two outs in the previous inning.

SAFETY

- Anyone warming up pitchers on or off the diamond must wear at the minimum a catcher's mask regardless of being in the crouch or standing.
- Metal cleats are not permitted.

PITCHING RULES

- 12 batters.
- For arm care reasons, a player may not be a pitcher and a catcher in the same game.
- No balks shall be called.

PLAYING RULES

- Infield fly will be called by umpires.
- A dropped third strike is an automatic out. No action is required to complete the out, regardless of how many outs there are in the inning.
- No primary lead offs (leaving the base before the ball leaves the pitcher's hand) are permitted.
- Secondary lead offs are permitted (leaving the base once the ball leaves the pitcher's hand).
- Stealing any base (including home) is not allowed under any circumstances (including passed balls, wild pitches, and dropped third strikes).
- If a Catcher attempts to pick off a runner at any base and that runner is indeed picked off with a tag, the runner will be called out.

- However, if the Catcher overthrows the infielder and the ball ends up going into the outfield or out of play, the umpire will call time and all runners return to their originally occupied base. Runners do not advance.

MERCY RULE

- Every inning will have a four-run mercy rule except the final inning. The final inning will have a six-run mercy rule.

CURFEW

- An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred.
- We will play with a “No New Inning (NNI)” 1 hour and 45 minute time limit for every game with a drop dead time of 2 hours.
 - The timing of the open inning shall be discussed and determined by the coaches together with the umpire at or around the 1 hour 30 minute mark (in between innings). In the event that all parties do not come to an agreement the final decision lies with the umpires. If for some reason the last inning was not determined before the 1:45 NNI mark has passed then the last inning will not be applicable in that game and the game will end.
- If the game is terminated because the drop dead time has been reached, the final score of the game shall be recorded as the score of the game as at the last completed full inning.
- **PLAYOFF RULE**
 - A playoff game will be deemed complete if 3 innings are played, or 2.5 innings if the visiting team is behind after their third at bat.

ETIQUETTE

- Both teams will supply 1 game ball to the umpire (but please have extras to move the game along).
- All players are expected to wear their full house league uniform to all games.
- **DIAMOND SET-UP**
 - Both teams will help each other to set up the diamond before every game.
 - Both teams will help out in raking the mound and home plate after every game and if no teams are present after your game, both teams are responsible for putting away the equipment.
- **GAME PACE**
 - When the number of players in attendance allows for players to sit, the pitcher and catcher should not be assigned to play positions in the field during the inning immediately preceding their designated time to pitch or

catch.

- In cases where there are 2 outs and the Catcher is on base, the last recorded out replaces the Catcher as a pinch runner.

DIAMOND SETUP

Division	Base Distances	Pitching Rubber Distances
Rookie	65 feet	44 feet
Mosquito	65 feet	44 feet
Peewee	75 feet	50 feet
Bantam and Older	90 feet	60 feet 6 inches (Mound required)