

HASBL Pee-Wee Major League (Revised April 2019)

Official Little League International Rules will be in effect as amended by the following.

1. Each team will be managed by one head coach and up to four assistant coaches. All must be at least 18 years old. HASBL Board members must approve head coaches.
2. A player must not yet have turned 11 years old prior to August 31 of the current year. To be eligible to participate in practice and/or games the player must have his/her registration signed and returned to the league. (Amended 1/11/16)
3. Seven (7) year old's are allowed to participate in Pee-Wee Major League if their parents have decided to have them play up and the league has adequate room for additional players. If there is not enough room for all of the Seven (7) year old's that wish to play up, the draft will determine who will be permitted to play in Pee Wee Major and the remaining players will have the option to play in Pee Wee Minor. Seven (7) year old players may also be pulled up from Pee Wee Minor when a Pee Wee Major team is short of players (on a game by game basis).
4. Teams that are short of players for a particular game will be allowed to bring any player from Pee Wee Minor provided that the player meets the following guidelines:
 - a. The player must be a registered participant in HASBL
 - b. The player must be eight (7) years old
 - c. Coaches cannot bench a Pee Wee player to play a Pee Wee Minor player.
 - d. If a Minor player is used in a Pee Wee game, he/she must play in the outfield and bat in the last spot in the lineup.
 - e. Minor players brought up should be rotated and overseen by the commissioner. It is the responsibility of the Commissioner to monitor the call ups and make sure that all qualified Minor players have a chance to play up.
 - f. A Pee Wee minor player may not play in a Pee Wee game if it conflicts with an already scheduled Minor game. The Pee Wee Minor player must give priority to the Minor game. Any violation of these rules will result in a forfeit by the violating team.
5. To start a game, each team must have at least eight (8) players present. There will be a thirty (30) minute grace period past game time. If, after the thirty (30) minute grace period, the team does not have at least eight (8) players, the game will be forfeited.
6. **Field preparation will be done by BOTH the home and visiting coaches. A head coach or his delegate must be present to get the field ready prior to each game. Clean up after the games will also be done by representatives of both teams. Any head coach not helping with field preparation or clean up will be suspended for the following game. This includes having the field ready to play for the next game (raking, filling in the pitcher's mound, etc.)**

7. Catchers must use a protective cup and a throat protector.
8. A game will be six (6) innings in length unless the score is tied, then extra innings will be played.
9. If a game is stopped due to rain or darkness before five (5) innings are complete, the game will be rescheduled and picked up at the point it was stopped. All games to be rescheduled must be rescheduled by the commissioner for the next available open date. All playoff games shall be completed and started from where it was called. Note: All Playoff games will be played to completion
10. If a team is ahead by fifteen (15) or more runs after four (4) complete innings, the team ahead will be declared the winner and official score keeping will stop. Complete consists of Visitor/Home Team BOTH batting. After 4 complete innings, when a 15-run lead exist, the game will be called at that point in the game and the winner will be determined by the 15-run rule. However, if both coaches agree the game may be continued (15 run rule).

(For example, if the Home Team is losing by 9 runs in the Top of the 6th inning and the Visiting Team scores 6 runs in the Top of the 6th inning, the game will be stopped, and a winner declared based on the 15-run rule (after 4 complete innings)).

11. If a team is ahead by ten (10) or more runs after five (5) complete innings, the team ahead will be declared the winner and official score keeping will stop. However, if both coaches agree the game may be continued (10 run rule).
12. One half inning will consist of three (3) outs or when the hitting team bats through its lineup as determined in Paragraph 13. **When the last batter of the inning is announced at the plate, there will automatically be two (2) outs and touching any base ahead of any runner will make a force out. All runs will count until the out is made. If the last batter of the inning is walked or hit by a pitch, all runners will receive two bases.** If an overthrow occurs on the last batter and the ball goes out of play, all runners receive two bases from the time the fielding player lets go of the ball.
 - In the 6th inning, 3 outs must be made to end the inning/game (unless run rule is applied)
13. All players will be inserted into the batting order at the start of the game (if you have 12 players, bat 12 players). If the other team has less players than the opposing team, batting through the lineup will be determined the lesser number of batters. **However**, if a team only has 9 players for a particular game, the opposing team may bat 10 players in an inning, provided 3 outs have not occurred. Once a coach determines the batting lineup, it must remain the same for the entire game. (For example: if the game starts with 12 batters, it must end with 12 batters in the batting lineup). The only instance in which a coach can change the number of batters in the lineup without making that spot an automatic out is if a player has to leave the game due to injury. (Amended 2/8/16).

14. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs. These outs may be consecutive but need not be. Coaches should try and play all players in shortened games. Any player who does not play the minimum number of outs should be in the defensive starting lineup the following game. (Amended 2/8/16.)
15. A player's position may be changed in the field, but not in the batting order. Any player batting out of order will be called out. There will be no pinch runners except for injury or ejection.
16. **Coaches are responsible for their team's players and parents conduct. Any negative comments or actions directed to an umpire will not be permitted and will result in a one game suspension.**
17. Unsportsmanlike conduct will not be tolerated and will result in ejection from the game. Conduct such as throwing any equipment, arguing with an umpire, or trying to injure another player, or using profanity will result in immediate ejection from the game. This rule applies to coaches and players and is enforced at the discretion of the umpire. The umpire's word is final.
18. Any batter accidentally throwing the bat will be given one warning per game. On the second occurrence, the batter will be called out.
19. Please warm up players entering the game away from the field so as not to interfere with play
20. An overthrow will be called when a thrown ball leaves the field of play and goes out of play. (Conditions are different for each field and should be discussed by the umpire and coaches prior to the game). Upon an overthrow, the runners will receive one additional base.
21. Stealing of second and third base is permitted. Stealing third base is only permitted twice an inning and not permitted by any team leading by six (6) or more runs. Stealing of home is not permitted. No runners can advance on an overthrow on a stolen base attempt. (Amended 4/22/16).
22. The following pitching rules will be followed.
 - a. Pitchers are not permitted to wear wrist bands, batter's gloves, or any white or gray sleeves below their normal uniform sleeves.
 - b. A player will be allowed to pitch a maximum of 75 pitches per game. Upon reaching the maximum pitches per game, the coach must remove the pitcher, but the pitcher may remain in the game at another position. If a pitcher reaches maximum limit of 75 pitches while facing a batter, the pitcher may continue to pitch until either the batter reaches base or that batter put out.
 - c. The pitcher will begin each delivery with his/her foot in contact with the pitching rubber
 - d. Balks will not be called
 - e. If a pitcher is relieved during the game, he/she cannot re-enter to pitch
 - f. If a pitcher hits three (3) batters in a game, he/she must be removed

- g. A coach (head or assistant) may make one visit to the mound per pitcher per inning without having to relieve that pitcher from the game. On the second visit to the mound in the same inning, no matter if it is the same coach or not, the pitcher must be relieved.

23. Pitchers must adhere to the following rest requirements: (9-10 yr old's)

- 1 pitch to 20 pitches = 0 days rest
- 21 pitches to 35 pitches = 1 days rest
- 36 pitches to 50 pitches = 2 days rest
- 51 pitches to 65 pitches = 3 days rest
- 66 pitches to 75 pitches = 4 days rest

PLEASE NOTE – 7/8 yr old's pitching max = 50 pitches

24. Infield fly rule will be in effect. The rule is: A fly ball (not including a line drive or a bunt) that can be caught by an infielder without great difficulty, with runners on first and second or first, second and third bases and less than two outs, the batter is automatically out, and the runners advance at their own risk. The umpire must make the call before the ball hits the infielder's glove. ** Coaches, it would be in your best interest to make sure the umpire is familiar with the rule and remind him when those conditions are present.
25. If a catcher catches a fly ball that goes higher than the batters head, the batter is out. Any foul tipped third strike that is caught by the catcher is also an out
26. Bunting is permitted
27. The ball must cross home plate before a runner can leave the base on a stolen base attempt
28. Runners leaving early: On the first occurrence, the team will be issued a warning and the runner will be returned to the prior base. On the second occurrence by the team that had been warned, the runner will be called out.
29. Must slide rule: Runners must slide when a play is being made at second, third or home. This rule will be enforced at the discretion of the umpire (no slide, no contact). If a player decides not to slide then no contact should be made.
30. Blocking the base without possession of the ball is not permitted and is considered an obstruction. Runners will be rewarded the base when this occurs.
31. Interference will be at the umpire's discretion. If a base runner obstructs or interferes with a fielder attempting to field a ball that has not passed the fielder, it can be determined to be an obstruction and the base runner will be called out. All base runners will return to the last base touched at the time the interference occurred
32. A batter hit by a pitch after the ball hitting the ground is entitled to first base.

33. Canceling of games due to weather will be at the discretion of both coaches. If no agreement can be reached, the umpire's decision will be final

34. Umpires:

The umpires will be in full control of the game.

The umpires have the authority to eject unruly fans and or coaches from the viewing area at the risk of forfeiture by the team. The umpire's word is final during the game. If a problem exists, bring it to the attention of the Pee Wee Commissioner. The coaches should help the umpires do their job by encouraging their players and fans to practice good sportsmanship at all times, this includes comments made to batters while batting and the good game hand shake at the end of the game (one warning may be issued depending on offense).

35. 50/50 Responsibility – The Home Team is responsible for conducting a 50/50 during the game. Penalty for NOT conducting a 50/50 will be \$10 per game (Paid by the Home Team).

36. Players must play in 60% of the scheduled regular season games to be eligible for a HASBL Tournament Team. (note – an injury will be taken into consideration by the Commissioners & HASBL Board)

37. Concession Stand Responsibilities:

Teams are responsible for covering the concession stand when playing on the Little League Field. Your Team is responsible for covering the opposite game. Teams "Opening" the concession stand will need to be there NO LATER than **5:00 pm** to Open the Concession Stand. 2 volunteers must be provided to work. A 16 yr old may work the front concession stand, but will require an adult to be available to work the fryers. The responsibilities for working the fryers is shared and no one under 18 yrs old cook.

- Ex. – 5:30 pm game covers 7:30 pm game
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38. Warm Up Prior to the Game (1 hour prior to Game Time)

1. Home Team has field 1st (25 mins)
2. Visiting Team has field 2nd (25 mins)
3. 10 minutes to prepare field for play

39. New for 2019

1. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.) **Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
2. A pitcher once removed from the mound cannot return as a pitcher.
3. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch

limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

40. Once the ball reaches the Pitcher's Mound and Pitcher steps on the rubber, the play is dead. The Pitcher must be on the Pitcher's Rubber for play to become dead. If a pitcher chooses to throw towards a bases or make a baseball play, the play will become live. It's the responsibility of the pitcher to keep the play dead. Overthrows from the catcher to pitcher after a pitch **DOES NOT** become live and runner cannot advance. However, if a Pitcher chooses to make a baseball play, the play will become live and runners may advance.
41. Runners may not advance HOME on a passed ball