

# **KITSAP PENINSULA ADULT PEE WEE LEAGUE BASEBALL RULES 2018 FOR C AND D LEVEL**

Pee Wee baseball shall be played under the Washington state High School Rules with the following exceptions or modifications:

## **RULES:**

### **1. PLAYER ELIGIBILITY:**

- A. In accordance with KPAPWA general rules.

### **2. FIELD AND EQUIPMENT:**

- A. Field for all levels of play shall be as indicated on the field diagram.
- B. An approved head protector shall be worn by all batters, base runners and on deck batters.
- C. The bases for all levels of baseball shall be secured to the ground with a single peg. Double pegs or Hollywood style bases may be used.
- D. Regulation baseball uniforms are not mandatory.
  - (1) A baseball cap is required while playing.
  - (2) Short pants (shorter than the lowest point at the bottom of the kneecap) are not allowed.
- E. Only rubber soled shoes may be worn. Rubber cleats which are an integral part of the shoe are permitted.
- F. Mounds are required with rubber.
- G. All bats shall meet current USA Baseball standards. "See attached KPAPWA guidelines"
- H. The "D" level pitching rubber shall be set at forty-four (44) feet.

### **3. COACHING:**

- A. Coaches can occupy the Coaches box.
- B. Uniforms for Coaches are optional.
- C. Conduct will be as prescribed on the Coach's Pledge.

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## **4. PITCHING:**

- A. In an effort to protect the pitcher's arms Pee Wee pitchers will be controlled by pitch count instead of innings pitched.
- B. No player shall pitch more than 80 pitches in any game.

EXCEPTION: If a pitcher reaches 80 pitches mid-batter, he/she may finish pitching to the batter that he/she is facing.

- C. Pitchers must have a full twenty-four (24) hours rest for 0 to 40 pitches pitched and a full forty-eight (48) hours rest for 41 to 80 pitches pitched in any given game. Please see current NFHS rule for start of rest period.
- D. Rules 4.A., 4.B., and 4.C are in effect for all games regardless of their nature (i.e. practice games, playoffs, exhibition games, games ruled "no contest" due to being called off and league games.) Violation of Rules 4.A, 4.B or 4.C will result in a forfeit of the game by the violating team and possible suspension of the coach.

## **5. PLAYING RULES:**

- A. All eligible players on the roster

EXCEPTION: When an injury occurs to a player making it impossible for the player to continue to play as determined by the home plate umpire, the player may be substituted for by any player not in the game at the time of the injury, providing there are no legal subs available. Furthermore, if there are no legal subs available, then the opposing coach shall select the player to take the place of the injured player.

NOTE: Speed-up rule pertaining to pitcher and catcher may be utilized in all games. See High School rule book.

- B. Designated Batters are not allowed. A player must bat for himself unless injured as determined by Rule 5.A.
- C. Coaches warming up pitchers on the diamond are not required to wear a mask.
- D. Play is over when the 5th run in an inning has crossed home plate safely or three (3) outs have been registered.

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- E. No more than 5 runs will be allowed to score in any of the first five (5th) innings. During the sixth (6th) inning (or seventh (7th) plus in the case of a tie) each team will remain at bat until three (3) outs have been registered.
- F. All eligible players must play a minimum of two defensive innings. Failure to abide with this rule will result in forfeiture. Rosters should verify compliance with this rule (coach's signature on the roster will indicate concurrence that all eligible players have met requirements). Teams must bat their complete roster and if a player has to be taken out of the game due to an injury that spot is skipped in the batting order. All teams may have free substitution on defense also so long as all players have played a minimum of two defensive innings

### DEFINITIONS:

- 1. Roster – All active players present for the game.

NOTE: If the game is shortened due to Rule 7.D or 7.F then this rule will not apply.

Rule 7-3-1 (batter must keep one foot in the batter's box) of the high school rule book will not apply to the "C" and "D" levels.

### 6. LENGTH OF GAME:

- A. Games shall be six (6) innings. All games shall be limited to two (2) hours, i.e. no new innings will be started after the elapse of 2 hours except when a tie score exists.
- B. Every reasonable effort will be made by each coach to avoid unnecessary delays and to see that the game progresses as rapidly as possible (see speed-up rules).
- C. If a game has to be terminated by the umpire because of rain, darkness, etc., it is a regulation game at all levels if three and a half innings have been completed with the home team ahead or four full innings with the visiting team ahead.
- D. At the end of four innings if one team is ahead by ten (10) runs, the game shall be terminated and the team ahead shall be declared the winner.
- E. If the game is started behind schedule infield practice will be limited to five minutes per team.

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### 7. HOME TEAM RESPONSIBILITY:

- A. Each home team shall furnish the umpire with the two (2) new official Little League leather baseballs. If another ball is needed, the visiting team shall supply a serviceable ball. No ball may be marred.
- B. It is the home team coach's responsibility to notify the umpires of a change in schedule. A minimum of two (2) hours prior to the game if you do not wish to be charged for the cost of umpires.
- C. If umpires are not provided by KPAPWA, it is the home teams' responsibility to provide an umpire. Visiting teams may supply another umpire.

### 8. SAFETY:

- A. Only players of the participating teams will be allowed on the bench.
- B. "C" level base runners will be allowed to steal but will not be allowed to lead off from the base until after the ball leaves the pitcher's hand. PENALTY: Runner is out.
- C. The "D" level may not score on a passed ball or wild pitch, the ball must be hit or a base runner must be played on.
- D. A throw from the catcher to the pitcher that is not fielded is a dead ball on either the "C" or "D" levels.

INTERPRETATION: A throw toward any base when there is a runner or runners on base, constitutes a play and the runner or runners may advance to home plate on their own risk.

- E. "D" level batters may not try for first base on a dropped third strike.
- F. At the "D" level no base runner may lead off at any time or advance until the ball is struck by the batter. The only exception allowing a runner to advance would be a wild throw (not wild pitch) or an error during a play PENALTY: Runner is out. Runner from 3rd base may only advance when a play is made on a runner at another base.

NOTE: Balks will not be called at the "C" or "D" level.

- G. All batters will be required to wear only NOC-SAE approved headgear.

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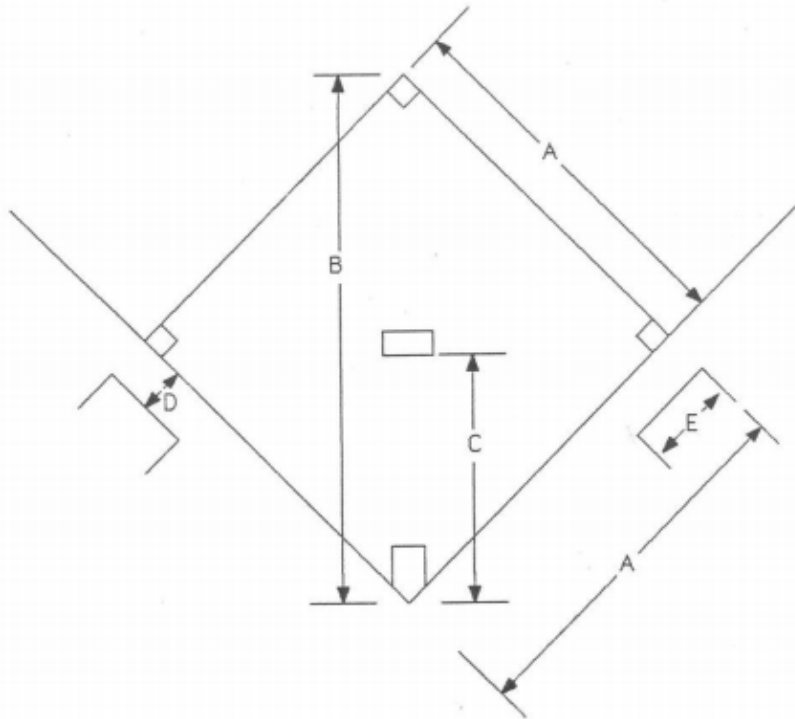
- H. Head first slides at home plate shall be prohibited. The batter-runner shall be prohibited from sliding into first base on a routine play that does not involve tags. In both cases each team will receive one warning for either infraction on any additional slide of that type the offending player shall be called out.

9. OTHER:

- A. A team must notify an opposing coach of a line-up change.
- B. All makeup games must be played prior to the last scheduled game. Playoff contention teams may have an additional two days after the last scheduled game to make up any of the last week's game which were postponed. All makeup games must be rescheduled within one (1) week of the cancelled game and the 2nd Vice President notified. If unable to reschedule the game at the designated home field contact the 2nd Vice President of the KPAPWA for resolution.
- C. Coaches of all levels must sign opponent's roster prior to leaving the field to verify score/pitch count.
- D. Speed-up rules (as defined in the High School rule book) are allowed and encouraged.
- E. Suspended games that result in ties shall be continued at a later date at the insistence of either of the coaches involved.
- F. For all games where a paid official is present a representative of the home club (Field Manager) shall be present for all games and introduce themselves to the officials before each game.

# KITSAP PENINSULA ADULT PEE WEE LEAGUE BASEBALL RULES 2018 FOR C AND D LEVEL

KITSAP PENINSULA PEE WEE BASEBALL FIELD  
OFFICIAL LAYOUT A LEVEL THROUGH D LEVEL



A & B GAMES

- A - 70 feet
- B - 99 feet
- C - 50.5 feet
- D - 6 feet minimum  
8 feet maximum
- E - 15 feet

C & D GAMES

- A - 60 feet
- B - 84 feet 10-1/4 inches
- C - 46 feet
- D - 6 feet minimum  
8 feet maximum
- E - 15 feet

NOTE: Coaches boxes shall be clearly marked with white gypsum or other suitable material as shown on field layout

# Kitsap Peninsula Adult Pee Wee Association



USA Baseball FAQ: <https://usabat.com/faq/>

Little League FAQ: <https://www.littleleague.org/playing-rules/bat-information/usa-baseball-bat-standard-faq/>

On March 7<sup>th</sup> 2018, the participating clubs of the Kitsap Peninsula Adult Pee Wee Association voted to adopt the USA Baseball Bat rules along with many other organizations across the nation. The adopted bat rules will go into effect this 2018 season. We have compiled this guide to help all of our participating families understand how the new rules apply to Pee Wees.

***The following rules have been translated for Pee Wees from the approved USA Baseball rules established for Little League play.***

All new bats that bear the USABat licensing mark will be permissible for play in games. This applies to both composite and alloy barrel bats. Solid one piece wood bats will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark to be approved for play. This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an 'experimental' design.

***The use of BBCOR marked bats at the B String levels:*** *The performance of BBCOR and USA Baseball bats are nearly identical (within about 0.005 BBCOR). Since USA Baseball bats can be produced in a -3 drop weight, and would be nearly identical to BBCOR bats, we see no reason why BBCOR and USA Baseball's bats could not be combined in play for leagues choosing this option. — Dr. Lloyd Smith and Dr. Alan Nathan*

Both tee ball bats and standard youth bats featuring the USA Baseball certification mark are recommended for coach pitch and machine pitch leagues. Coach pitch and machine pitch leagues that permit the use of USABat tee ball bats should only use approved low compression baseballs.

## **How does this apply to Pee Wees:**

Composite and alloy barrel bats bearing the USA Baseball and BBCOR mark are approved for play at the **B String** level. *Please see the approved wood bat guidelines as described above for the use of wooded bats at the B String level.*

Composite and alloy barrel bats bearing the USA Baseball mark are approved for play at the **Coach Pitch, D, and C String** levels. ***Note: Due to the use of standard hard balls at the Coach Pitch level we will allow and enforce the use of standard youth size bats with the USA Baseball mark.***

Composite and alloy barrel bats 26" and below, clearly marked for Tee Ball are approved with or without the USA Baseball mark at the **T-Ball and Coach Pitch** levels.

*USA Baseball and BBCOR Marked Bat Barrel Diameters Include:*

*2-1/4", 2-1/2", and 2-5/8"*

### **Sample USA Baseball Marking:**



### **Sample BBCOR Marking:**

