

HHH Little League – Pee wee Division – Special Rules

These are the special rules of the **Pee wee Division** as designated by the HHHLL. To provide consistency for the players, please follow them throughout the season. They should be shared with coaches and parents, so everyone is fully aware.

Manager and Coaches – Only 4 adults, the manager and 3 coaches, will be allowed inside the fenced area. All adults invited inside the fenced area by the manager must have completed and filed a volunteer form with the HHHLL. Adult assignments are as follows:

When your team is at bat...

- One adult in the dugout always.
- One adult coaching first base.
- One adult coaching third base; or
- One adult catching and instructing the batters.
- One adult on the mound pitching and instructing the infield defense.

When your team is in the field...

- One adult in the dugout always.
- One adult down the right field line instructing the right-side fielders.
- One adult down the left field line instructing the left side fielders.

***** No adult on the field should interfere with a playable ball in any way!**

Lineup

- All players that come to the game should be included in the lineup.
- Late arrivals to the field should be added to the end of the existing lineup and the opposing manager should be told of the addition.
- Lineups should be rotated from game to game to allow all players the opportunity to hit in all places throughout the lineup from top to bottom.

Batting

- A player remains at bat until 1 of the following 4 things occur:
 1. The ball is put in play in fair territory.
 2. Seven (7) pitches have been delivered.
 3. 3 Swings
 4. A foul ball on the 7th pitch, batter continues at bat.
- Due to the 7-pitch rule, there are no walks or called strikes.
- An inning ends when 3 outs are made or when 5 runs are scored.
- A player being called out because they have exhausted their 7 pitches, or 3 swings is counted as being 1 of the 3 outs in an inning.
- Bunting is not permitted.
- Any batted ball that comes to rest in fair territory in an unplayable area (in front of the L screen, in front of home plate, etc.) is to be considered a single. The batter will stop at first base, and all other runners will advance one base as either the coach/pitcher or coach/catcher retrieves the ball.

- Prior to the start of the game, the Managers should determine “Fair Territory” on a ball hit in front of the plate.
- No player should be holding a bat until they are asked to walk to the plate for their at bat.

Baserunning

- A batter can advance only up to second base if the batter hits the ball past the outfielders on a fly ball. Runners may advance only 2 bases on this scenario. Absolutely no triples, home runs.
- Only one base per play will be allowed on overthrows regardless of the number of overthrows on that play. No advancing to Home on any Overthrow including an overthrow to third base.
- The runners get the base they were going to at the time of the first overthrow plus one additional base. The lead runner is the dictating runner if there is a question.
- No base is guaranteed on an overthrow; the runners must get to the extra base safely to achieve it.

Examples:

1. Man, on first, ground ball to shortstop, shortstop throws the ball into right field – runner on first can go no further than third, batter can advance no further than second.
 2. Batter gets a hit to right field, right fielder tries to throw him out at second base, the throw goes past second base and into left field – batter cannot run any further than third base.
- No leading off any base.
 - There are no headfirst slides.

Defensive Positions

- A maximum of 10 players should be in the field – no more than 5 infielders.
- If a 5th infielder is used, they will take the position directly behind the second base bag.
- Every player must be given the opportunity to play both outfield and infield during a game. No player remains in the same position for the entire game.
- Under no circumstances should a player be allowed to play the pitcher’s position (location of L screen) or the catcher’s position.
- No Defensive Throwing to another player/coach outs at Home Plate. No base is guaranteed, the runner must get to Home Plate safely to achieve it. The runner can be tagged out running to Home Plate by a defensive player.

Pitching

- Coaches will pitch to their own team 20 ft. away from home plate behind a league supplied L screen. This distance is league mandated and cannot be moved. Coaches will pitch from 1 knee or can sit on a bucket or chair.
- The home team is responsible for arriving at the field early and setting up the L screen, so play can begin on time.
- Please bring your own bucket/chair to sit on while pitching.
- Coaches should pitch to their own team. The last batter of an inning can advance to any base until the play is over.

Other Rules

- There are no official umpires at this level, so coaches will be required to make calls.
- The coach pitching is in the best position to do so and should make all safe and out calls on the field.
- The coach catching behind the plate will grant time out when the ball is back into the infield and a defensive player is clearly in possession of it. Teach your players to call time out when they are able and please do not teach them to bait fielders into making unnecessary throws...not at this age!
- The infield fly rule is not in effect.
- No new inning can start after an hour & Fifty minutes. Once you start an inning you can complete that inning.
- No Infield Fly rule