



JUNIOR PEE WEE DIVISION

RULES AND POLICIES

CONDUCT:

1. Managers are responsible for the conduct of their team, themselves, their coaches, their players, rooters/spectators and the players' parents. It will be the manager's responsibility to enforce all rule if and when such an occasion arises during a game
2. Any unsportsmanlike conduct will not be tolerated by anyone. It is forbidden for any player, manager, coach or parent to use abusive or profane language or badger or intimidate anyone, noise makers are forbidden at all games. Managers and coaches will not criticize the opposing team, coaches, or fans by word of mouth or gestures. It will be considered unsportsmanlike and not be tolerated.

The following action(s) can be taken:

- a) Depending on the violation, one warning will be given when appropriate by the umpires or league officials. If the violation warrants an immediate ejection will occur.
- b) If After the person(s) committing the violation has been ejected, and the behavior continues the manager and all other persons committing the violation will be ejected from the game and must leave the ballpark before the game will continue.
- c) If the behavior does not stop after the manager's ejection or if the manager refuses to leave, the game will be an automatic forfeiture.
- d) Ejection of a manager, coach, or player will result in an automatic suspension for the next game. A second offense will lead to a two-game

suspension. The third offense may lead to ejection from the league. All violations will be reported to the league commissioner. A manager may appeal his suspension to the commissioner.

- e) If a manager or coach is ejected and the team is left with no adult-rostered manager or coach because of ejections, the game will be forfeited
 - f) If an ejection occurs, the umpire will make a written report within 24 hours and file it with the commissioner of the League. The manager may appeal the ejection to the commissioner. The commissioner will determine if further action may be necessary.
3. If Disciplinary action is brought against a player(s) or a coach(es), they shall not be able to play/coach until the action has been resolved.
 4. In the event of discipline procedures involving a person under the age of 18, that person's parents shall be invited to attend the hearing with the person concerned.
 5. The manager, assistant manager, coaches, and players are not permitted to call an opposing player by name in an effort to distract that player; shaking of fences and excessive screaming is also to be discouraged.
 6. Only positive cheering is allowed. Cheering and/or chanting meant to be disruptive is not allowed.
 7. The defensive team cannot use negative chants or make noise during the pitch.

The use of tobacco, alcohol or illegal drugs in any form by players, adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

General Rules

REGISTRATION:

1. All eligible players must sign up and try out in order to be eligible for the draft. Any player who does not show up for try-outs will be placed in the hat (by age group) and selected in counting draft order at the end of the regular draft.

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2. Any vacancies in the roster will be filled from the wait list. The team needing a player according to the number of players agreed to by the League for that season will be assigned that player. Assignment of players will be in accordance with Draft rule #1.
3. All returning, first time players and 8 year old players must register at the annual San Bruno Youth Baseball sign-ups or via the league website: www.Brunobaseball.org. First time players will be scheduled to participate in the mandatory player evaluations. The evaluations shall be on a date determined by the board of directors.
4. Within 5 days of the new player evaluations, all current rosters will be frozen. If a returning player has not paid their fee or registered by that date, they will be placed on the wait list, and follow the league procedures for wait list players.
5. The final roster will be the one submitted before the first league game of the season.
6. Eligibility: A player who is between the ages of 7 and 8, years of age before August 31, of that season is eligible to play in the Junior Pee Wee Division. A player shall remain on the same team that drafted him. Only upon approval of the Board of Directors can a player move to another team. Trading of players is forbidden after a player has been assigned to a team
7. Proof of birth date shall be presented to the league at the time of sign-ups for all players (i.e. photocopy of birth certificate, baptismal certificate, etc.).

Players:

1. The Board of Directors will decide on the number players on a team, the number of players on a team will be based on number of new and returning signups to that division from year to year
2. The league will maintain a waitlist of players wishing to participate, the league shall keep this list.
3. If a player quits a team for any reason and there is more than 50% of the season left for that team, the player must be replaced if possible. The new player must come from the player wait list, if available. The league commissioner must be notified of all changes to the team roster. Failure to report the loss of a player within 48 hours will result in disciplinary action against the manager of that team.
4. Players not participating in the game will not leave the dugout during the game without notifying the manager or assistant managers and must not be standing in the doorway other than to play in the game, defensive warm-up prior to entering the game, get a

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drink of water or go to the restroom while the game is in progress. Parents will refrain from giving players food or drinks during the game.

GAMES:

1. It is the responsibility of both the away and home team to prepare the field for play prior to the first game of the day. This shall include turning on the scoreboard, lining the field, putting out the fence in the outfield and putting down the bases. At the conclusion of the last game of the day the home team will rake around the bases, Home plate and pitcher's area. If necessary, they will rake and water the field.
2. Time allowing the home team shall take infield practice first, starting twenty-five (25) minutes before the scheduled game time. Infield practice will not exceed ten (10) minutes for each team. This will allow a five-minute respite that can be utilized for a team pre-game conference and the umpire's instructions. There will be no more than a fifteen (15) minute grace period from the scheduled starting time. Each team's starting lineup will include all starting players' and substitutes with their first and last names and uniform numbers. A lineup card must be exchanged 20 minutes before game time by opposing managers and/or scorekeepers.
3. Each manager must account for all the players, all players must be listed by name, number, on line-ups prior when exchanging line-ups with the other manager prior to the start of the game. Each manager must indicate any temporary changes in their roster (such as illness, vacation, disciplinary reasons etc.) in his scorebook. If a manager sits a player for a game for any reason, the manager must notify the League commissioner by email at least 24 hours, or as soon as possible before the start of the game and include the players name and the reason for the disciplinary action.
4. The team listed first on the schedule will be the home team. The home team shall occupy the dugout along the first base side.
5. A team must have eight (8) players and one (1) manager or coach at game time to start the game, otherwise a forfeit will be declared. If they team only has 8 players the 9th spot in the lineup will be an automatic out
6. Each team will provide its own qualified scorekeeper. It will be the responsibility of each manager that his scorekeeper will be qualified to keep an accurate account of the scoring of the game. The home team shall be the official scorebook and shall be in charge of providing a person to maintain the scoreboard on Diamonds #2, #3, and Greenberg field.

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7. Each player listed on the team roster will play 2 innings/12 outs per game. Players can be excused from the game for illness, disciplinary reasons, school functions, etc. as long as the opposing manager is notified. Violation of the two-inning rule shall lead to automatic forfeiture of that game and a next game suspension of the manager. Second offense will lead to a two-game suspension. The third offense leads to dismissal from the league. All violations shall be reported to the league commissioner.
8. One umpire will be provided for each regular season game by the League.
9. Players must not leave the dugout area (benches) other than to play in the game, defensive warm-up prior to entering the game, get a drink of water or go to the restroom while the game is in progress. Parents will refrain from giving players food or drinks during the game.
10. Baseballs: The baseballs shall be furnished by San Bruno Youth Baseball to each team, the Junior Pee Wee League will use Diamond Flex balls at all practices, regular season and post-season games One new baseball will be provided by each team before each game.
11. All games are 6 innings & become official after 4 full innings (or 3 ½ innings if the home team is leading).
12. All regular season games will have a one (1) hour and thirty (30) minute time limit. For the purpose of this rule, both managers will be notified by the lead umpire as to the starting time of the game. The first inning after 1 hour and 10 minutes will be declared the final inning and both managers will be notified. A tied game which is the last regularly scheduled game on the weekend or a weekday which does not hinder the start of any other scheduled activity at the field, will be played to its conclusion. Tied games will not be rescheduled to continue; the teams will be awarded a half point each.
13. 6 run per inning maximum. If team has scored 6 runs and has more than one runner on the bases and team gets a hit, all runners may score, however only the 6th run will count. Exception is final inning; either team may score until the third out is recorded.
14. The umpire or the League may stop a game after its start. Example: darkness and bad weather or if both managers agree that the condition of the playing field might jeopardize the safety of the players.
15. Cancellation of a game by a manager must be done 48 hours in advance. The manager requesting the cancellation must contact the opposing Manager, the Commissioner and the Umpiring coordinator.

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16. A cancelled game must be rescheduled with the approval of the commissioner within 72 hours of the date of the cancellation request. Failure to reschedule within 72 hours will result in an automatic forfeiture of the team requesting the game to be re-scheduled.
17. Only the league Commissioner, President, Vice President may cancel a game for inclement weather prior to the scheduled start time. If none can be reached, both managers will go to the field scheduled to determine its playability, and then make a decision.
18. If a game reaches a point where either team manager feels the continuation of the game is counterproductive to the San Bruno Youth Baseball Mission Statement, that manager may approach the other manager and to discuss concession of the game. If in agreement both managers will inform the lead umpire of this decision. The game will then be played to its conclusion with the following rule changes:
 - a. The final score will be recorded as the score at the time of the concession.
 - b. The scoreboard will be turned off.The team that is the declared winner will use this as an opportunity to give players normally playing the least amount of innings additional playing time, and removing players normally playing maximum innings.
19. In case of rain, the umpire/ and both managers must call for a 30-minute rain delay before the game is considered a rainout. After the rain has stopped, play must resume with the same lineup from the point of delay as long as the umpire considers it safe to play.
20. Spectators, coaches, and players not actually participating in the game are to remain in the designated areas and are to remain behind the fences. The only persons outside of the dugout area during the game will be the first and third base coaches
21. Spectators must stay outside of the field of play and, so as not to interfere with any other game being played No parents, other than coaches, are allowed on the playing field during the game.
22. **San Bruno Recreation & Park has a field “hot line” that will give the status of the playability of a field, that number is 650- 616-7195. Their decision is final and under NO circumstances shall a game be played on a field deemed “closed” by San Bruno Recreation & Park.**

Manager and Coaches:

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1. A coaching staff will consist of one (1) manager, one (1) assistant manager, and three (3) coaches in the dugout during game time. All coaches and persons having ANY contact with players must be background checked and listed on the league approved roster. Any violation of this rule we will lead to the manager's automatic ejection from the game.
2. All coaches must be over the age of 18. If the manager would like to have a person under the age of 18 help out during practices only, the manager must have the parent or guardian of that person sign a release of liability.
3. All managers and the coaches on their roster will be required to have a background check conducted on them, the cost of which shall be paid for by the league. Failure by the managers to have all of their coaches, helpers, team parent, or scorekeeper back ground check will lead to a 1 game suspension.
4. All team volunteers are required to have their league provided badges at all times.
5. All coaches participating in evaluations must be background checked before the evaluations.
6. Defensively there will be no more than two coaches outside the dugout, on the playing field, or beyond the baselines at any time; a coach may not enter the field of play to instruct his players.
7. All new managers will be on probation for one year. The year shall run from the month that the manger has been approved by the league.
8. A manager may ask the umpire the count, or the number of outs. Both managers must talk to the umpires together to discuss or question the umpire's call that he thinks was made in error. Managers may only discuss an umpire's interpretation of the rules.
9. All teams will be represented at each meeting of the league. If it is not possible for the manager to attend, the team(s) assistant manager must attend. If a team is not represented at a meeting (or a special meeting with mandatory attendance) the manager may be suspended for the teams' next game. That team will lose its voting rights until the suspension has been served.
10. The managers and their coaches are responsible for keeping non-participants away from the field of play, including directly behind the backstop and dugouts

11. The managers must keep their bench area and doorway clear of any equipment or players that may, during the course of the game, cause interference with the playing of the game. **No buckets** are allowed in front of the dugouts, by the doorway or on the field of play. Each team will clear and clean the dugouts after each game. If a violation of this rule occurs the umpire will give 1 warning, if a second violation occurs then the team committing the violation will be charged an automatic out on their next at bat.
12. After the conclusion of the last game of the day both teams will clean out the dugouts and rake around the plate, bases and mound.

SPECIFIC PLAYING RULES

Pee Wee rules will apply except as noted below:

Baseball Field:

1. The playing field dimensions shall be as follows:
 - a . Bases: 50 feet first base will have a safety base.
 - b . Pitching Rubber-38 feet.
 - c . Pitching circle- ten (10) foot diameter
 - d . Half way line between each base (except from home to first base)
2. Outfield dimensions shall be as follows:
 - e. From the rear point of home plate, mark a spot of 125 feet down both the first and third base lines.
 - f. At an arc with a radius of 125 feet and having a center located at the rear point of home plate shall be drawn connecting the two spots along base lines. This arc and the base lines shall define the field of play.
 - g. Cones will be placed in the outfield before each game to designate the homerun line.

Defense/Fielding:

1. Defensively there will be 10 players on the field and will include a fourth outfielder. Four players must take outfield positions prior to each pitch.
2. The catcher will wear head protection (catcher's helmet) with throat protection designed to be worn with a facemask. The catcher will also wear a chest protector and shin guards at all times while in the game, or at practice.

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3. The catcher must also wear a cup and all other players should be encouraged to do the same. The catcher should be encouraged to use a catcher's mitt.
4. Any player warming-up the fielding pitcher between innings must wear a batter's helmet, this includes during pre-game infield.
5. The catcher must give the adult pitcher a target within the strike zone and stay within the catcher's area behind home plate.
6. Any defensive player stopping play by throwing to the adult pitcher before the play has been stopped will result in the umpire awarding all runners one additional base.
7. Each team may have a maximum of two defensive time outs per game.
8. The outfielder must catch a ball hit on a fly over the outfield fence with both feet on playing territory to be an out. If the outfielder catches the fly ball on or over the outfield fence, the batter will be given a home run. If a player catches and falls over the fence it is an out. The runners on base will be allowed to advance one base due to catch and carry. If it goes past the line it is a double.

Fielding pitchers:

1. The fielding pitcher must stand within arm's length to the side of the adult pitcher and the fielding pitcher must stand still until the pitch reaches home plate.
2. The fielding pitcher will wear a batter's helmet with a face mask and protective jacket in all games and at practice in all games and at practice, this includes during pre-game infield.

Batting/Base Running:

1. Continuous batting order will be used as follows:
 - a. All players present at the game are listed in the batting order.
 - b. For substitutions purposes, all players are considered "starters" there are no batting substitutions.
 - c. If a player is injured during a game or must leave the game, his spot in the batting order is skipped over (without penalty). If the player returns, they are inserted into the same spot in the batting order.

- d. Late arriving players may be inserted into the lineup at the manager's discretion. If inserted, they are inserted at the bottom of the order.
2. A courtesy runner may be substituted for the catcher who played the prior inning when there are two outs in an effort to speed up play. The courtesy runner must be the player who made the second out of the inning. This will enable the catcher to get his gear on and be ready for the next inning. When running for the catcher (after two outs), the catcher must already be in the lineup.
3. Bats must meet Little League standards. The bat barrel cannot exceed 2 ¼ inches. No BIG BARREL bats are allowed at any time. ONLY bats that are listed on this link: <http://www.littleleague.org/learn/equipment/licensedcompositebats.htm> shall be allowed in our league. The league shall follow with the Little League of America policy of banning some composite bats. Further information can be found on the league website: www.brunobaseball.org Please do NOT buy a bat until you have viewed the list.
4. The batter must hit the ball or strike out. There are no walks. If a batter does not foul off any pitches, the maximum pitches to that batter will be five (5).
5. When an injury time out must be taken while the ball is still in play each runner will be awarded just the base they were going to, if play is in the outfield, base they were going to plus one.
6. Batters must wear a batting helmet with an ear protector while "on deck circle" and when in the "batter's box" and until they return into the dugout.
7. If a batter is in the "batter's box" without the proper helmet, one warning will be given each team committing the violation. If the violation happens again a strike will be called by the home plate umpire.
8. Runner must slide or attempt to avoid contact when a play is being made on the runner at any base except first base. If there is no attempt to avoid contact, or unnecessary contact by a player is evident, the player will be called out and the umpire(s) may either give a warning or immediately eject the player. Player must do whatever it takes to avoid contact. There is no incidental contact. In cases of flagrant intent to injure, a one-game suspension may be given. No head-first slides at home plate are allowed.
9. The batter must control the release of the bat while swinging at the pitch. A player will not throw a bat (intentionally or unintentionally). If a player unintentionally throws a bat the umpire will call time and notify both scorekeepers that the batter (by uniform

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number) has a warning. A second unintentional or like offenses by the same player will be an automatic out. The ball is dead and the runners will return to their respective bases. If a player throws anything in temper, the umpire will eject that player from the game.

10. If a runner loses his helmet while running between bases, all runners may advance only to the base they are going to, providing they reach it safely. Runners will not be able to advance beyond the base they are going.
11. No more than two players (batter and player on deck) can have a bat in their hands at one time. The umpire will stop play until this is corrected. The bench coach must be responsible for seeing that this rule is enforced. **THIS IS A SAFETY PRECAUTION AND SHOULD NOT HAVE TO BE CONTROLLED BY THE UMPIRES.** All equipment should be kept neat during the game at all times.
12. No bunting of any type will be allowed. The batter will take a full swing. If is not a full swing, play will be ruled dead, runners will return to their bases.
13. There will be no leading. Base runners will remain on the base until the ball is hit. If the runner leads without the ball being hit, the umpire will call time and notify both scorekeepers that the runner (by uniform number) has a warning. The second or like offenses by the same runner will be an automatic out.
14. When an injury time out must be taken while the ball is still in play each runner will be awarded just the base they were going to, if play is in the outfield, base they were going to plus one.

Coach Pitching:

1. The pitcher must throw hard enough so that the catcher can receive the pitch on the fly. The batter and the runners may not advance on the third strike if the catcher drops the ball. The ball is DEAD
2. If the adult pitcher has received the ball after the play ceased and the defensive team wishes to make an appeal, the pitcher will surrender the ball for purposes of making such an appeal.
3. The pitcher is not able to “base coach” by voice or gesture. He is only allowed to position the batter at the plate either by word or motion. Failure to observe this rule will result in

the following. The umpire will give a warning the first time and on the second violation an out will be given the third offense the coach will be ejected.

4. If a batted ball hits the pitcher or the umpire the play is dead the batter will return to bat (no pitch will be charged) All runners will return to their bases.

Umpires:

1. Umpires will be furnished by the league and paid by the league at a predetermined rate.
2. The home plate umpire must wear a chest protector and face mask and shin guards. They are required to stand behind the catcher.

Draft Rules:

1. All eligible players must sign up and try out in order to be eligible for the draft. Any player who does not show up for try-outs will be placed in the hat (by age group) and selected in counting draft order at the end of the regular draft.
2. The order of the draft shall start with the team who finished in last place the regular season before having first draft pick and continuing in order from last to first, etc. Ties will be decided by head to head then a flip of the coin method. (*Exception Re-Draft or Expansion year)
3. Each team will have one pick in each round until their team roster is filled according to the number of players agreed to by Board of Directors. There will be separate player drafts for each age group. Selection from each age group will be based on each teams need for that age group. (*Exception Re-Draft or Expansion year)
4. *In a year when the league is expanding to additional teams, the draft order will be as follows; the expansion team(s) will select all of the new 8 year old's in an attempt to even up with the other teams. The expansion team(s) will then get the first pick of the new 7 year old player's. If there is more than one expansion team a coin flip will decide who will pick first.
5. Any attempt by anyone affiliated directly with any team to manipulate the draft in any way will not be tolerated. The violator(s) will be subject to disciplinary actions.

Freezes:

1. If a manager wishes to freeze their son or daughter, the player must be declared a first, second, or third-round pick by a managers' majority vote. The manager must then select

their son or daughter in the declared round or forfeit their exclusive right to that player. The player will then be in the open draft for any team to select.

2. A manager cannot step down to a coaching position to allow a new manager to come into the league for the purpose of freezing the new manager's son or daughter.
3. If a returning player has a sibling new to the league and their parent or guardian requests that the siblings play on the same team, then the sibling becomes an automatic freeze for that team. The player must be declared a first, second, or third-round pick by a managers' majority vote. The manager must then select the player in the declared round or forfeit their exclusive right to that player.
4. A courtesy may be given to a manager of a team requesting that a new player be placed on his team. Before the draft starts a manager must make a plea to the rest of the managers in the league for the player to be placed on his team. A vote will be taken at that time and **ALL** managers must agree or the player will be in the open draft. If all managers agree another vote will be taken to decide which round he should go in the 1st, 2nd, or 3rd round this will be decided by a majority vote.

Play-offs and Championship:

Playoff Bracket's and format will be determined by the Junior Pee Wee commissioner with the approval of the SBYB board of directors.

Tournament Team Manager selection

The manager currently in first place in their division will have first option to take the team. If the manager does not wish to take the team the next manager based on standings will be offered the team until the position is filled.