



Pee Wee Rules

Equipment

- Helmet – chinstraps MUST be worn and done up
- Helmets are not to be removed until the runner/batter is inside the dugout
- Back Catchers use a catcher's glove (LBA Will provide)
- Jock/Jill is mandatory
- No shorts. Long pants or White baseball pants must be worn at games and practices
- Runners or baseball cleats
- Glove

Game Procedures

- Each team must provide their own scorekeeper; the home team is the official scorekeeper and timekeeper
- At the end of each game, the official scorekeeper is to verify with the visiting team's scorekeeper, the score and pitch counts
- All teams must complete and email a game report to the player agent, [Darryl docball2010@gmail.co](mailto:Darryl.docball2010@gmail.co) (please do so within 24 hours or sooner). *****This is important for prospects that this is completed on time.***** If only one team sends in a game report, that is what the player agent will be going by for pitch count.
- All teams must complete and email a game report to the player agent within 24 hours of completing the game. If only one team sends in a game report, that is what the player agent will be going by for pitch count.
- The Official Score Keeper must write the time of the first pitch in the score-book, this is the official start time.
- Games will consist of:
 - 5 innings on weekdays (Sunday – Thursday). No new inning is to start after 1.45 minutes on weekdays.
 - 6 innings on weekends (Friday, Saturday, Sunday before 6pm). No new inning is to start after 2.5 hours on weekends.
 - Umpires will determine which inning is the last inning based on the safe playing daylight and time limits. It is the responsibility of the Umpire to communicate the last inning to the coaches.
- Home team is the dugout down third base
 - Prepares the field – open dugouts, rake infield, bring out bases, supply balls & tee



- Breaks down the field – rake field or use the tractor, put away all of the supplies, lock dugouts
- Away team is the dugout down 1st base

Rainouts

- Coaches cannot call games off because of the weather or field conditions. Only the President or Vice-President of LBA have the authority.
- During a game, only the Umpire may call the game for weather or daylight conditions for the safety of the players.
- If a team fails to show up and games have not been canceled, the un-attending team will show a forfeit and the win will go to the attending team.
- Games that require rescheduling due to weather must contact the scheduler with agreed upon dates(s) and time(s) for both teams. Every effort must be made to reschedule all missed games. Zero points will be awarded for games not rescheduled.

Call Ups

- The maximum number of games a player may play in an older age group (including league and/or exhibition and/or tournament and/or playoffs).
- Tadpole players 5 games plus one tournament at the Mosquito 11U level.
- Mosquito players 4 games plus one tournament at the Pee Wee 13U level.
- Pee Wee players 4 games plus one tournament at the Bantam 15U level
- Players being called up will not be allowed to pitch.
- A maximum of 3 players can be called up per game, but only to bring the roster to 9 players.
- Players being called up must be on the game report.

Game Play

- Everyone in the line up bats.
- A first-year age player (based on birth year) must pitch the first 2 innings
- No player may sit off for 2 consecutive defensive innings. All players must sit once during a game before another player sits twice, similarly, all players must sit twice before any player sits 3 times (unless for disciplinary reasons). If you do have a disciplined player, you must also speak to the Player Agent and or Vice President of Baseball.
- All players must play both a minimum of 1 inning in the infield and 1 inning in the outfield position in a game. No player may play more than 2 innings in the same position



except for the catcher, who may play a maximum of 3 innings per game as catcher and pitchers(s) to coaches' discretion while following BC Baseballs Pitching Rules.

- The “on deck” batter must be in the “on deck” circle behind the batter up to bat.
- If a player must leave the park, is injured, or is ejected by an umpire, they are simply skipped in the batting order. They are NOT an automatic out and just return to their spot in the line up. Once an injured player misses part of their turn at bat, they may NOT return to the game.
- Any pitcher that hits 2 batters while pitching must be removed from the pitching mound.
- Runs per inning
 - 5 runs max except in the open inning
 - Only the 5th, 6th or 7th inning can be the open innings
 - Open innings (determined by the Umpire) as noted in Game procedures section
- After a hit
 - The batter can take as many bases as possible, but the play is dead once the pitcher has the ball at the mound
- Slide to Avoid
 - Slide to avoid is in effect. This is mandatory when a play is being played at that base.
- Headfirst slides
 - No headfirst sliding unless sliding/diving back into the base the player has just left (runner will be called out)
- Leading off
 - Players can lead off and steal
- Overthrow
 - There is no cap on the number of bases taken on an overthrow
- Third Strike
 - Batter can run on a 3rd strike that is dropped by the catcher
- Mercy Rule
 - If a team is leading its opponent by at least ten (10) runs after 5 or more equal innings have been played, or after four and one-half innings if the team second at bat should have a ten run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner. Should a team hit a ‘walk off’ out of the park home run to end a game under the mercy rule, all runners including the batter shall be permitted to score (as per the Official Rules of Baseball)



- Catcher interference
 - Catcher interference rule is in effect. No pitch is to be called. One warning to be issued to the catcher and if interference occurs again, the batter will be awarded 1st base
- Pitching Count 13U
 - 1 – 35 Pitches = No rest
 - 36 – 55 Pitches = 2 nights rest
 - 56 – 75 Pitches = 3 nights rest
 - 75 Pitches maximum in one day
 - If attending a tournament, please contact the President or Vice-President
- These rules are for Regular Spring Season Play and there may be rule adjustments for Play-Offs.

Reminder

- **This is a development league for ALL players to gain techniques in all areas of the game. The expectation of the Coaches is to develop ALL players fairly while maintaining team building skills and positive confidence building techniques!**