

Sugar Land Little League

PeeWee Division

Ground Rules

1. All games shall begin at the scheduled time with no inning starting after 1 hour and 30 minutes. Any inning in progress shall be completed. A game that has been played to the time limit shall be considered a regulation game as long as 4 innings have been played or 3-1/2 if the home team is ahead.
2. A "5 Run Rule" limit per inning is in effect regardless of the number of outs.
3. Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes of the last out or the fifth run. A courtesy runner is mandatory for the catcher of record at 2 outs. The runner will be the last recorded out.
4. Rain Out games shall be rescheduled in the order of cancellation by the League V.P. In the event a team cannot field enough players on the initial makeup date a second date will be set and that team must play or forfeit the game.
5. Each team will use a continuous batting order and unrestricted substitution with 10 players starting in the field, 4 in the outfield. The game may be played with 8 players. If additional players show up during the game, they are to be inserted at the end of the batting order. If additional players do not show up then the Manager of the team with 8 players may play with 8 in the field, or at his option, he may request that the opposing team's last batter of the previous inning (start of the game, last batter in batting order) play in the field for his team.
6. The bench must be cleared each inning. No player may sit out more than 2 innings in a 6 inning game. No player may sit out more than 1 inning in a row. Each team must ensure that each player plays both an infield AND an outfield position for at least one full inning (3 recorded outs) during each game. Penalties shall be assessed to the Manager. Exception: For weather, curfew shortened games, illness, injury, for run rule shortened games, for disciplinary actions, or at the written request of a parent. A player who does not play the minimum time in any game shall start and play the entire next game. Penalties shall be assessed to the Manager.
7. During the regular season, one umpire will be provided for all games. If possible, 2 umpires will be provided during the season ending tournament.
8. The machine will be fed by an adult coach for the offensive team. The speed settings must remain constant at all times during play. The speed should be set at 38 mph. **There is to be no coaching from the adult feeding the machine.** A first offense of this rule will result in a warning from the umpire. A second offense will result in the coach's ejection.
9. There will be a 5-pitch limit per batter. If the batter fouls the 5th or subsequent pitch without it being caught for an out, he will continue to bat until the ball is hit fair or he strikes out. **There will be NO WALKS in machine pitch. Adjustments, other than speed, may be made to the machine between innings and only one time during the inning by the offensive coach.** Any other adjustments may be made only at the umpire's sole discretion. **If this is done, the count will not be reset.** Because the offensive coach controls the machine, **a batter hit by a pitch will not be awarded first base.** It will be considered one of the batter's 5 pitches. If it happens on the 5th and last pitch, the batter may receive one extra pitch.

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10. If a batted ball hits the pitching machine, the cord hanging off of the pitching machine or the coach behind the machine, the ball becomes a dead ball and the batter advances to first base. Each runner on base advances one base. If the batted ball hits the field umpire, the batter advances to first base and the runners advance accordingly. If a thrown ball hits either umpire during a play that ball is live and play continues except for injury.
11. Each team will be allowed to have 4 coaches. While on offense, one coach will feed the machine, 2 will coach the bases from the coach's boxes, and one adult coach must remain in the dugout. If a 4th coach is not available, a player must coach one of the bases. While on offense, all coaches must remain in the dugout, not on the field.
12. The "In-Field Fly Rule" is NOT in effect. Runners advance at their own risk.
13. The Designated Pitcher must have both feet behind the front legs and adjacent to the pitching machine prior to each pitch. The pitcher may not cross the plane of the front legs of the machine until the ball crosses the plate.
14. No steals are allowed. A base runner may advance a single base on a passed ball which travels into the area beyond the arch (ball must go in the grass area) behind home plate and inside the chalked lines. Once a ball passes into this area, runners may advance even if the ball's momentum then carries it outside of this area. Runners may not advance on the throw from the catcher back to the pitcher. Runners may not leave the base until the ball is hit or crosses home plate. Refer to rule 7:13 when a runner leaves early and a ball is hit fair.
15. A ball that becomes lodged or goes under the fence in fair territory shall be considered a ground rule double. The fielder must raise both arms in the air in order to stop play. If the player attempts to retrieve the ball, play continues.
16. When a ball is hit over the outfield fence in fair territory it is declared a Homerun. If the ball hits the "yellow" tubing and does not leave the playing field the ball is live. The Manager and Coach may congratulate the player as he circles the bases, but the rest of the team must remain in the dugout until the batter returns to the dugout from home plate.
17. No Protests will be allowed, except for rules infractions. All disputes must be settled within 5 minutes by the Lead Umpire. The Manager may, with permission from the LEAD UMPIRE and with rule book in hand question a call or ruling. The Umpire's decision at the end of the 5 minutes is final. JUDGEMENT CALLS CANNOT BE PROTESTED.
18. An injury report must be filled out for every injury no matter how minor. Be sure to have a form available at all times. Each Manager MUST HAVE THE PARENT AUTHORIZATION FORM (given to you at the draft) at every practice and game in case emergency treatment is required. An injury report must be filed with the League VP regardless if the injury is to a player, coach or spectator.
19. All players shall be listed on the lineup card and in the scorebook. If they are not present or are unable to play the correct number of innings, the manager should make a notation and explanation.

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20. The Home Team shall be responsible for setting up the field before the game (putting out bases, marking the field, setting up pitching machine). After the game, the Visiting Team is responsible for dragging and watering the field, putting up the equipment and picking up trash. Marking the field shall include the batter's box, foul lines, circle around mound, circle behind home plate, and halfway marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and home.
21. The Home Team shall provide the scorekeeper. After the game, the scorekeeper shall have both team managers and umpires sign the scorebook. The Visiting Team shall provide the announcer/scoreboard operator.
22. During the season, each team will be assigned Field Duty. Field Duty consists of mowing, weed-eating, minor field repairs and general cleanup on and around the fields. You may hold a practice during your field duty time.
23. All runners shall slide or attempt to avoid contact with the defensive player while that player is in the "process of making a play "on the runner" (Refer to rule 7.08 for further clarification).
24. Ending a play: A play may end (1) when the pitcher has control of the ball in the pitcher's circle (with at least 1 foot on the dirt around the pitcher's mound) or (2) when the umpire judges that the momentum of the play has been stopped. The umpire will raise his hands, indicating that time has been called. Base runners may not advance once time has been called. The pitcher is not required to raise his/her hands to stop the play. They are only required to be in the dirt around the mound.
25. All outfielders must be positioned in the outfield grass, at least 30 feet behind the infield dirt. Any clean ball hit to the outfield, must be thrown by the outfielder to an infielder to make a play at the base for an out. For example, an outfielder may not field a ground ball and run to the base for a force out. The only exception to the rule, is on a ball that is touched by the infielder or mishandled by the infielder, (i.e., not a clean hit), the outfielder may make the play to the bag, as needed.
26. If a runner is less than half way to the next base when a play has ended, he or she must return to the previous base. If the runner is half way or more to the next base, then he or she will be allowed to advance to that base.
27. During the season ending tournament, ties will be played out using the International Tie breaker setup. The first extra inning the last out (player last out) from the previous inning will be placed on 2nd base with 1 out. Each team will bat in this situation until there are 3 outs. If there must be a second extra inning, the last out will be placed on 3rd base with 2 outs. This format with a runner on 3rd and 2 outs will be played until there is a winner. Championship game ties will play one extra regular inning, then if the tie is still not broken, they will begin the International Tie breaker rules.
28. Infielders may not position themselves more that 5 feet inside the baselines. This rule is in effect to prevent a "bunt type" defense and to give an otherwise less developed batter an equal chance to attain first base if that batter "swings away". This limitation is removed upon presentation of "squaring around to bunt" by the batter, and the 1st & 3rd basemen are

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allowed to move in toward home plate. [Please remember that this is 5 feet from the BASELINE, not the GRASSLINE (which varies field-to-field)].

CODE OF CONDUCT

MANAGERS & COACHES

Any action against the Code of Conduct by a Manager or Coach shall result in a verbal warning from the Umpire. If the action continues, the Plate or Field Umpire shall eject said offender for the remainder of the game and the offender shall be suspended for the next game. Any further misconduct on the part of said Manager or Coach shall result in suspension for the remainder of the season. When a Manager or Coach is ejected from a game, he shall remove himself from the field and surrounding area. **HE MAY NOT STAY IN THE STANDS OR IN AN AREA WHERE HE MAY BE SEEN OR HEARD FROM THE FIELDS. If the Manager or Coach is suspended from a game or games by the SLLL Board, said Manager or Coach may not stay in the stands or in an area where he may be seen or heard from the fields.**

PARENTS & SPECTATORS

Any abusive language, unsportsman-like conduct, gestures or taunting BY ANY PARENT OR SPECTATOR WILL NOT BE TOLERATED AT GAMES OR PRACTICES. During games the Home Plate Umpire (PeeWee head umpire is the pitching machine umpire) or League Official may eject a Parent or Spectator for any of the above violations of conduct. Upon Ejection the individual must remove himself/herself from the field and surrounding area. **SAID PARENT OR SPECTATOR MAY NOT STAY IN THE STANDS OR IN AN AREA WHERE HE MAY BE SEEN OR HEARD FROM THE FIELDS, AND SHALL BE SUSPENDED FROM THE FOLLOWING PLAYED GAME.** A certified letter shall be sent from the SLLL Board to the offender outlining his/her misconduct. In the event said individual is ejected for a second time at any SLLL function, that individual shall be BANNED from all remaining SLLL activities. **If a parent or spectator is suspended from a game or games by the SLLL Board, said Manager or Coach may not stay in the stands or in an area where he may be seen or heard from the fields.**