

**COLONIE LITTLE LEAGUE
JUNIOR PEE WEE DIVISION - 2009 PLAYING RULES**

All 2009 **OFFICIAL LITTLE LEAGUE RULES & REGULATIONS** apply except as follows:

A. PITCHING:

1. All pitching is performed by manager or coach of the offensive team, who *must stand within the pitching circle*. The pitching circle does **not** include the worn area in front of the circle. The pitching coach **may** step outside the circle when delivering the pitch but **must** end his delivery with at least one foot still within the circle.
2. All pitches must be overhand; underhand pitches are prohibited.
3. First half of the 2009 season we will use a pitching machine, Coach pitching will resume at the half way mark.. Safety will be the primary responsibility of the coach operating the pitching machine! Machine is part of the field. Ball is live if it hits machine.

B. HITTING:

1. Continuous Batting Order
2. Each inning, **INCLUDING THE 6TH INNING**, ends when the team at bat scores a maximum of five (5) runs or incurs three (3) outs, whichever occurs first.
3. Each batter receives a maximum of ten (10) pitches, **INCLUDING** a foul tip on the last (10th) pitch. The batter is out if the ball is not put in play by the 10th pitch.
4. The batter is out after three **swinging** strikes, unless the third strike (**before the 10th pitch**) is a foul tip. There are **NO CALLED STRIKES**.
5. There are no walks and the batter is **not** awarded first base when hit by a pitched ball.

C. DEFENSE:

1. Except for catcher, no player is allowed to play more than a total of two (2) innings at the same defensive position during a game.
2. Infielders are placed according to standard baseball positions: 1B, 2B, 3B, SS
3. A player is placed in the pitcher's position for the purposes of fielding only. This player **must** be positioned within at least two feet of the pitching circle and must not move forward of the adult coach-pitcher's position until the pitch is delivered **and put in play**.
4. The entire balance of the roster is placed in the outfield. Outfielders must be stationed at least 20 feet from the infield base path.
5. The catcher **must** wear full protective equipment including chest protector, helmet with face mask & throat protector, shin guards, and (for male players) athletic supporter with protective cup inserted. A regular fielder's glove **may** be substituted for the catcher's mitt.
6. **NOTES ON DEFENSIVE TACTICS:** Fielders are **not allowed to chase**, or put out runners outside the normal range of their designated defensive position. Fielders may only tag out or force out runners within the normal range of this position. Examples of **prohibited** plays would include: 3rd baseman running to 2nd or 1st for a put out, SS running to 1st or home, pitcher fielding a batted ball behind the mound and running to 1st, etc. **THE GENERAL "RULE OF THUMB" SHOULD BE, "Is it a 'real' baseball play?"** Examples of "real" baseball plays would be: SS covering 2nd or 3rd, 2nd baseman covering 1st on a ball hit up the 1st base line, pitcher fielding a ball near the 1st base line & tagging the batter, etc.
7. Outfielders are **not allowed** to make plays in the infield. Outfielders **must** throw all fielded balls to an infielder.

D. BASERUNNING:

1. Stealing or advancing on passed balls is not permitted.
2. Bunting is not allowed.
3. Runners are permitted to take as many bases as possible on a fair hit, unless the team at bat is ahead by 10 runs or more, in which case runners are limited to **only one base** on any fair hit. The one base limit applies until the run differential falls below 10.
4. Runners may advance, at their own risk, **NO MORE THAN ONE BASE ON EACH DEFENSIVE OVERTHROW**, i.e. **ONE BASE PER OVERTHROW!** This **includes** an overthrow to the pitcher.
5. When the player-pitcher takes **POSSESSION** of the ball within two feet of the pitching circle, **THE BALL IS DEAD**, the pitcher **cannot** put the ball back in play, and runners may no longer advance. Runners more than half way to the next base may proceed to that base without risk of being put out. Runners less than half way to the next base must return to the last base tagged.
6. **Whenever** the adult coach-pitcher takes **possession** of a ball in play, **THE BALL IS DEAD**, and the "half-way" rule applies.
7. A chalk line must be drawn half way between each base to facilitate the "half-way" rule.

E. COACHES:

1. Coaches are permitted on the playing field **only** as follows:

<u>Offense</u>	<u>Defense</u>
1. Pitcher	1. Left Field
2. 1 st Base Coach	2. Right Field
3. 3 rd Base Coach	3. Backstop
2. Score books for each team must be used and kept complete throughout the season including a record of the playing positions for each player.
3. **The Home Team prepares & lines the field prior to each game. The Visiting Team rakes the field and puts away all equipment after each game.**
4. **Team Managers are responsible for the conduct of players, coaches, and spectators. Proper field decorum must be observed at all times!**

F. UMPIRES: OFFENSIVE coaches will serve as umpires. Disputes over umpires' calls will **NOT** be tolerated!

G. MISCELLANEOUS:

1. A single or double elimination tournament will be played at the end of the regular season to determine the JPW champion.
2. The JPW Division was created to provide a transition between Tee Ball & Pee Wees. It continues the process begun in Tee Ball by which players can develop new skills, learn and practice baseball fundamentals at an early age, and still receive maximum enjoyment from the experience. Managers, coaches and parents should understand that the first priority of this program is to teach the game of baseball in a congenial environment free from the pressure to win every game. The basic concept of **"TOTAL TEAM PARTICIPATION"** under the direction of concerned and competent adults in an atmosphere conducive to both learning and fun is absolutely critical to the success of the JPW program and will add to the enjoyment of all who are involved.