

COLONIE LITTLE LEAGUE PEE WEE DIVISION - 2009 PLAYING RULES

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

A. PITCHING

1. Regulation VI ("PITCHERS") and Rule 8.0 ("THE PITCHER") will be strictly observed! Managers are strongly advised to completely understand these rules and regulations. There will be no acceptable excuse for any violation of these rules. **Mgr's will confirm pitch count at end of each ½ inning.**
2. Pitchers **MUST** always be in contact with the pitching rubber whenever a pitch is thrown.
3. Pitchers are entitled to throw no more than eight (8) warm-up pitches at the beginning of each inning. Such preparatory pitches shall not consume more than one (1) minute of time. New pitchers summoned into the game without an opportunity to warm up shall be entitled to throw as many warm-up pitches as the coaching staff deems necessary.
4. **Walks are not permitted! After ball four the coach will pitch to hitter until a strike out or hit ball occurs.**

B. HITTING

1. Continuous Batting Order.
2. No On Deck batter is permitted.
3. **Five Run Rule:** No more than five (5) runs per inning allowed; except during the 6th and subsequent innings, when unlimited runs may be scored.

C. DEFENSE

1. No player is permitted to sit on the bench for two (2) consecutive innings.
2. Free substitution are permissible.
3. **EXCEPT for pitchers and catchers, it is MANDATORY** that no player be allowed more than a cumulative total of three (3) innings in the same defensive position.
4. Four (4) defensive players are permitted in the outfield.
5. A minimum of nine (9) defensive players must be positioned in the field. If one team is short, then that team will borrow player(s) from the opposing team. Such player(s) will play the field for the team that is short, but will continue to bat for his/her own team. It is recommended that the borrowed player be the batter that made the last out in the previous inning.
6. **Catchers:**
 - a. While playing this position, the catcher must wear full protective equipment including chest protector, helmet with face mask & throat protector, shin guards, catcher's mitt, and (for male players) athletic supporter with protective cup inserted.
 - b. The number of innings a player may play the catcher's position is unlimited.

D. BASE RUNNING

1. *Runners are permitted to take as many bases as possible on a fair hit. Fielders should make every attempt to make a play on any runner(s).* Runners are free to advance to the next base at their own risk if the pitcher has possession of the ball but is **NOT** standing on the pitching rubber. The pitcher **MAY** make an attempt to put a runner out. **ONCE THE PITCHER IS STANDING ON THE PITCHING RUBBER AND THE CATCHER IS SET TO ACCEPT A PITCH, RUNNERS MAY NOT LEAVE THE BASE UNTIL THE BALL IS HIT AND THE RUNNER IS FORCED TO ADVANCE.** Base coaches must be aware of the location of the ball at all times and should coach their runners accordingly.
2. **SLIDING**
 - a. The runner will be called out whenever he/she does not slide or attempt to get around any fielder, including the catcher, who has the ball and is waiting to make the tag. (Rule 7.08a)
 - b. Any runner will be called **OUT** if he/she slides **HEAD FIRST** while advancing to a base. This rule does not apply to runners returning to a base from a run-down or pick-off situation.
3. There is no stealing or advancing on a passed-ball.
4. There is no Infield Fly Rule.

E. COACHES

1. No more than one (1) manager and two (2) coaches are permitted on the playing field at any given time and these persons must remain behind the safety fence OR within the 1st or 3rd base coaches' boxes if their team is batting. All other coaches and scorekeeper must be positioned in the dugout or outside the playing field fence.
2. Score books for each team must be used and kept complete for each game throughout the season.
3. Since boys/girls at this level are still learning the fundamentals of baseball, instruction is the solemn responsibility of the coaching staff. This can be accomplished with patience, perseverance, and recognition of player(s) for job(s) well done. While winning is one of the objectives of the game, it is equally important that each player be afforded an opportunity to play and learn different positions. Managers must take into account each player's abilities when deciding which positions each boy/girl will play during the game.

F. UMPIRES

1. The coaching staff should familiarize themselves with **Rule 9.00**, taking special note that an umpire's judgment decision, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is **FINAL!** No player, manager, coach, or spectator shall object to any such call.
2. It is each team manager's responsibility to recruit parents to umpire the bases. The home team parent-umpire will begin the game at 1st base and will switch to 3rd base at the start of the 4th inning. The visiting team parent-umpire will begin the game at 3rd base and will switch to 1st base at the start of the 4th inning.
3. The league assigned home plate umpire is required to complete a game report at the end of each game. This report will include the game score, pitchers used and innings pitched, and a general comment on the conduct of the game. After both managers and the umpire have signed the report, then the umpire will deliver the report to a League Officer.
4. Managers and coaches must display proper field decorum at all times. If a manager feels a strike zone is too narrow or too liberal, for example, then **BOTH MANAGERS** should approach the umpire at the end of a complete inning and **POLITELY** discuss this with the umpire. **UNDER NO CIRCUMSTANCES IS IT PERMISSABLE TO BE CONFRONTATIONAL WITH AN UMPIRE!!!!!!**

G. MISCELLANEOUS

1. On Sundays, there is a two (2) hour time limit for completion of each game. After two hours of play, excluding weather delays, the game will end regardless of score or innings played. No inning may be started which, in the umpire's judgment, cannot be completed within the remainder of the two hour limit.
2. On Sundays, teams are not allowed to warm up on the playing field before the start of a game. Game warm-ups should be completed *before* the team enters the playing field to insure that games begin **promptly at noon, 2, and 4pm.**
3. **EVENING GAMES END WHEN THE BUZZERS SOUNDS!!! NO EXCEPTIONS!!!**
4. No equipment shall be left lying inside the playing field fence either in fair or foul territory! Umpires may suspend play until any equipment-helmets,

bats, baseballs, etc.- is removed from the field.