

### ***Boys Pee Wee Baseball Rules - Machine Pitch***

1. Game time is 6:00, 6:30, or 8:00, Unless scheduled otherwise. Arrival time is 30 minutes prior.
2. Each team will supply 1 new play ball.
3. Pitching Machine is 40-45 feet. Stretch the cord between 3rd and home. Bases are at 60-65 feet.
4. Bat through the roster whether playing defense or not. All players play equally and will experience every defensive position at least once during the year. All players will play at least 2 innings on defense.
5. Ten play in the field at a time. 4 outfielders. Substitution is free and open.
6. Players may not play one defensive position more than 2 innings in a row.
7. Runners may leave the base after the ball is past the plate. No stealing, no coming home on a pass ball or wild pitch. One base advancement only on any overthrow.
8. A game will last 5 innings or approx. 1 hr. & 50 min. No new inning should start after 1 hr. and 30 min.
9. Helmets must be worn by the batter, the on-deck batter, the catcher and all runners.
10. Overthrows: One base only on any overthrow no matter where it goes.
11. An inning is three outs or 5 runs, whatever comes first.
12. Tennis shoes and rubber spikes only no steel spikes.
13. Games are umpired by the coaches, who are asked to be on the field when their team is on defense. They can help coach this way, rather than shouting instructions from the bench. The offensive coaches are the coaches who feed the machine, and this way pitch to their own players.
14. 5 good pitches per batter are allowed off of the pitching machine. If he does not hit it in 5 pitches, he is out - period. One exception is if the pitching machine was way off the target. Batter is out after missing 5th pitch (Even if the ball hits the ground.)
15. Maximum speed of the pitching machine equals waist height on an average batter.
16. If the ball hits the pitching machine and remains fair, it is playable, if it goes foul, it is a foul ball unless it touched a player prior to going foul.
17. If games are cancelled due to rain, they might not be made up. Check with your community coordinator.
18. When not using a pitching machine, the normal ball and strike count will be used, with walks permitted. The coach will pitch and umpire in this situation.

19. At all times coaches, players, and fans will adhere to good conduct and sportsmanship.

20. When the pitcher has the ball in the pitcher's area, the runners have to stop at the base they are on, unless they are moving at the time. The pitcher is considered the player playing the pitcher's position and he is located just behind the coach and the pitching machine.

21. Coaches keep bats and helmets behind the fences. Clean up your dugout after the game.

22. Bunting is not permitted.

23. No chewing or smoking by the coaches or by anyone on public or school grounds. No alcoholic beverages are permitted at the games by all in attendance, including fans. Coaches who have consumed alcoholic beverages 4 hours or less before the game, are asked to relinquish their duties to an assistant coach.