

# Commerce City Parks & Recreation Department

## Youth Baseball – Pee Wee

### Performance Objective of the Pee Wee Program

The performance objective for the Pee Wee program is for our children to participate in a Baseball game that will be used to develop individual player skills in a non-competitive environment. The dimensions of the Pee Wee diamond are smaller than regulation baseball. The emphasis will be on instruction, developing basic skills, teamwork and having fun. There shall not be any pressure placed on players to “win”. The rules are simplified to accommodate young beginner players. The program emphasizes skill development and sportsmanship over winning.

### Performance Goals of the Pee Wee Program

1. Familiarize players with the concept of teamwork and with the responsibilities of a team-member. Players will know and address all teammates by name.
2. Familiarize players with the concept of sportsmanship. We will not run-up the score on any team. We will shake hands with the opponent after the game. Etc.
3. Players will demonstrate knowledge of Pee Wee rules.
4. Players will demonstrate knowledge of basic offensive and defensive strategies.
5. Players will be able to identify parts of the baseball diamond.
6. Players will be able to identify the positions played in the game.
7. Players will be able to identify equipment used in baseball.
8. Players will be able to assume a proper batting position in the batter’s box.
9. Players will be able to hit a ball from a player pitching.
10. Players will be able to run the bases.
11. Players will be able to assume the baseball ready position on defense.
12. Players will be able to field a ground or fly ball.
13. Players will be able to make a throw to the appropriate base or cut-off man.

### General Information

1. Boys and girls baseball ages of 9 & 10 years old (as of June 1, of given year) are eligible to play.
2. All games will be played at Pioneer Park, 5902 Holly Street. Games will be on Tuesday and Thursday evenings.
3. Practices can be twice a week. Coaches will determine practice days and times.
4. Coaches have the authority to not play a player that has too many unexcused absences.
5. All spectators, parents and players should refrain from sitting/standing behind the backstop and heckling the umpire.
6. Parents, players or spectators acting in an unsportsmanlike manner will be asked to leave the field, bleachers and area and are expected to comply in a timely manner.
7. Players must furnish their own glove and shoes. Caps and shirts will be provided. Participants are not allowed to wear shoes with metal spikes.
8. Please do not add any names, numbers, etc. to baseball jerseys, T-shirts or batting helmets until the season is over.
9. Each team must supply one scorekeeper; the home team’s scorekeeper shall be the official scorekeeper. Scorekeepers shall check with each other at the end of each complete inning to verify the correct score and discuss any other relevant matters.
10. Division will follow NFHS Baseball rules unless noted in this document.
11. R.I.F 5 safe balls will be used as game balls.

### Safety

1. Safety is always first.
2. No throwing the bat.
3. All batters will wear a batting helmet while both at bat and on base. Full catcher gear must be worn: helmet, mask, chest protector, shin guards, mitt and protective cup.
4. The on-deck batter will wear a helmet.
5. Shoes with steel spikes are prohibited.
6. No jewelry will be worn.
7. Throwing the bat by the batter constitutes an OUT. Speak with the player first, point out the danger that is caused by throwing the bat, but if the problem continues the player will be forced to lose an “at bat turn”.

## Start of the Game

1. A team should field a minimum of 7 players to complete a game.
2. If a team does not have 7 players by 10 minutes after game time, the game will be a forfeit. If the team started the game with at least 7 players and then a player shows up late, that player will be added to the bottom of the line-up.
3. If a team has 7 or less players and the opposing team has 10 or more players, then the coaches will select 1 or 2 players to play with the team, which is short in a practice game.
4. Infield practice: Each team is allowed 10 minutes for infield practice. The home team should start the infield no later than 30 minutes before the game time. The visiting team should start their infield no later than 20 minutes before the game time. NOTE: If time does not permit – both teams will be denied infield practice.
5. All players present will be placed in the batting line-up and will bat in the order listed.
6. The home team shall supply a new ball for the game.
7. The home team will sit on the first base side.
8. Protest will not be allowed.
9. Each coach shall be responsible for the conduct of his/her players and fans/spectators.
10. Both Teams are responsible for cleaning up the area after each game.
11. No animals/pets of any kind are permitted on the fields during practices or games there is NO exception to this rule.

## Players and Positions

1. A team should field a minimum of 7 players to complete a game.
2. All players present will be placed in the batting line-up and will bat in the order listed.
3. If a player is hurt, they may be removed from the game and at a later time return to the game. They may return only to the batting position that they held prior to being injured.
4. A fielding team will consist of 9 players.
5. Playing requirements: Each player must play 2 complete innings in the field.
6. All players must participate in each game and must be playing on the field by the second inning. No player may sit on the bench for more than one inning.
7. In every game, each player should play an infield position for at least one inning (pitcher, catcher, first baseman, second baseman, third baseman or shortstop). The intent of this rule is to promote instruction and participation and should not be interpreted or used to give any team a competitive advantage. Every manager and coach must use their best efforts to insure that this rule is followed for the benefit of the players.
8. Coaches will ensure that all players will play at least half of each game.
9. The batting order should be shuffled every game. All players should get the opportunity to bat leadoff, cleanup, etc. at some point in the season.
10. Pitching Limitation Rule: No one may pitch more than 3 innings in any 1 game or 4 innings one night if team has a double header. One pitch by a pitcher constitutes having pitched that inning.
11. Substitution Rule: Open Substitution. No courtesy runners.

## Coaches and Assistants

1. The 1st and 3rd base coaches are restricted to the area of the coach's boxes. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
2. A maximum of 3 coaches per game will be allowed on the field or in the dugout per team.

## Play of the Game

1. Regulation game is 6 innings, or 5 ½ if home team is ahead. No new inning will be started after 1 hour 30 minutes (Even if a tie game). Double Header games no new inning will be started after 1 hour and 15 minutes (for both games).
2. The game will be counted as a complete game if interrupted by darkness or weather at 4 innings completed, or 3 ½ innings if home team is ahead.
3. If after 4 completed innings, or 3 ½ (home team), a team is ahead by 10 runs or more, the game may be stopped.
4. Make the game fun.
5. During the game, all players must remain in the designated team areas and on benches, except the batter at the plate.
6. Base Distance: 60 feet.

7. Pitching Distance: 46 feet.
8. The next batter will not approach the plate until called by the umpire.
9. MUST SLIDE RULE. A runner must slide at 2nd base, 3rd base and home plate if there is going to be a play at that base. A play constitutes a defensive player at a base, an offensive runner approaching the same base and a good likelihood that the ball will arrive in sufficient time to create a close play at that base. This is a judgment call by the umpire, who shall call the runner out for violating this rule. Head first sliding is prohibited. Violation of this rule results in a warning for each team, thereafter the base runner will be out.
10. When the umpire calls the ball dead, it stays dead until the umpire calls the ball in play again.
11. Runners may advance to the next base on an overthrow out-of-bounds. Runners cannot advance on any foul ball.
12. Leading off is not permitted.
13. Base stealing is permitted.
14. The runner may not leave the base until the pitched ball has reached the catcher's box.
15. No delayed stealing (no advancing on the throw back to the pitcher).
16. No advancing on an overthrow while attempting to throw out the runner stealing (to encourage the catcher to attempt to throw out a base runner attempting to steal).
17. Once a runner has reached third base, he/she can only advance to home on a fair hit, a base-on-balls force. To simplify, stealing home or advancing home on a past ball/wild pitch is not allowed.
18. A batter may not attempt to advance to first base on a dropped third strike.
19. Inning: Complete ½ inning is 3 outs or 13 batters (if both teams do not have 13 batters then the team with the most number will make up the batter count for the game). The at-bat will be considered done the fielder controls when the ball is put in play by the 13th batter and the proper play has been made on the batter-runner. If a pitch hits the batter, he/she will have the option of going to first base or return to hit.
20. Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
21. Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turn around 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
22. The double bag will be used at the 1<sup>st</sup> base. On a force play, a fielder may only put a runner out by touching the white bag. On the initial play at first, the batter-runner should touch the orange bag, but may touch the white bag and remain safe if it is in an attempt to avoid contact with the fielder. On plays following the initial play at first, the runner shall utilize the white bag. NOTE: A batter-runner may initially touch the white bag on an extra base hit.
23. The balk rule will not be enforced.
24. The infield fly rule will not be enforced.

## **Behavior and Discipline**

1. Arguments between coaches will not be permitted. Only head coaches can dispute a call. Judgment calls are not disputable.
2. Sportsmanship is encouraged in all areas of the game. "Chanting" positively for your team is a good way to show your support and approval.
3. The following are not permitted by players, coaches, parents, or spectators:
  - A. Yelling at or taunting the opposing team.
  - B. Obscene language or gestures.
  - C. Abusive language.
  - D. Throwing any equipment.
  - E. Arguing judgment calls.

NOTE: Any player or spectator who is ejected from a game for unsportsmanlike behavior, at minimum will be suspended for the remainder of that game and the next game their team plays.