

KITSAP PENINSULA ADULT PEE WEE LEAGUE BASEBALL RULES 2025 FOR B LEVEL

Pee Wee baseball shall be played under the Washington state High School Rules with the following exceptions or modifications:

RULES:

1. PLAYER ELIGIBILITY:

- A. In accordance with KPAPWA general rules.

2. FIELD AND EQUIPMENT:

- A. Field for all levels of play shall be as indicated on the field diagram.
- B. An approved head protector shall be worn by all batters, base runners and on deck batters.
- C. The bases for all levels of baseball shall be secured to the ground with a single peg. Double pegs or Hollywood style bases may be used.
- D. Regulation baseball uniforms are not mandatory.
 - (1) A baseball cap is required while playing.
 - (2) Short pants (shorter than the lowest point at the bottom of the kneecap) are not allowed.
- E. Only rubber soled shoes may be worn. Rubber cleats which are an integral part of the shoe are permitted.
- F. Aluminum bats may be used. An 18" mark is not required on the bats. All wooden bats must be taped in accordance with the High School Baseball Rules.
- G. The bat to length ratio will not apply to Pee Wees.
- H. Mounds are required with rubber.
- I. On-deck circles are available to be used by both teams. If circle next to opposing teams dugout is to be used, on-deck batter must get to circle in a timely manner or will need to stay in the circle by their own dugout.
- J. The distance between the pitcher's mound and home plate shall be 50.5' for B level.

3. COACHING:

- A. Coaches can occupy the Coaches box.

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- B. Uniforms for Coaches are optional.
- C. Conduct will be as prescribed on the Coach's Pledge.

4. PITCHING:

- A. In an effort to protect the pitcher's arms Pee Wee pitchers will be controlled by pitch count instead of innings pitched.
- B. No player shall pitch more than 60 pitches in any game.

EXCEPTION: If a pitcher reaches 60 pitches mid-batter, he/she may finish pitching to the batter that he/she is facing.

- C. Pitchers must have a full twenty-four (24) hours rest for 0 to 40 pitches pitched and a full forty-eight (48) hours rest for 41 to 60 pitches pitched in any given game. Rest hours start at 12:01 am the following day (if a player pitches on Saturday, their 24/48 hours of rest starts at 12:01 am Sunday).
- D. Rules 4.A., 4.B. and 4.C are in effect for all games regardless of their nature (i.e. practice games, playoffs, exhibition games, games ruled "no contest" due to being called off and league games.) Violation of Rules 4.A, 4.B or 4.C will result in a forfeit of the game by the violating team and possible suspension of the coach.
- E. Pitchers may not re-enter game as a pitcher once their role/position changes, or if another pitcher enters the game.

5. PLAYING RULES:

- A. All eligible players on the roster

EXCEPTION: When an injury occurs to a player making it impossible for the player to continue to play as determined by the home plate umpire, the player may be substituted for by any player not in the game at the time of the injury, providing there are no legal subs available. Furthermore, if there are no legal subs available, then the opposing coach shall select the player to take the place of the injured player.

NOTE: Speed-up rule pertaining to pitcher and catcher may be utilized in all games. See High School rule book.

- B. Designated Batters are not allowed. A player must bat for himself unless injured as determined by Rule 5.A.

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- A. Coaches warming up pitchers on the diamond are not required to wear a mask.
- B. All eligible players must play a minimum of two defensive innings. Failure to abide with this rule will result in forfeiture. Rosters should verify compliance with this rule (coach's signature on the roster will indicate concurrence that all eligible players have met requirements). Teams must bat their complete roster and if a player has to be taken out of the game due to an injury that spot is skipped in the batting order. All teams may have free substitution on defense also so long as all players have played a minimum of two defensive innings.

DEFINITIONS:

- 1. Roster – All active players present for the game.

NOTE: If the game is shortened due to Rule 6.D or 6.F then this rule will not apply.

6. LENGTH OF GAME:

- A. "Games will be six (6) innings, (see Rule 6. F) with no new inning starting after two hours.
- B. Every reasonable effort will be made by each coach to avoid unnecessary delays and to see that the game progresses as rapidly as possible (see speed-up rules).
- C. If a game has to be terminated by the umpire because of rain, darkness, etc., it is a regulation game at all levels if three and a half innings have been completed with the home team ahead or four full innings with the visiting team ahead.
- D. All games shall be limited to two (2) hours, i.e. no new innings will be started after the elapse of 2 hours except when a tie score exists.
- E. At the end of four innings one team is ahead by ten (10) runs, the game shall be terminated and the team ahead shall be declared the winner.
- F. If the game is started behind schedule infield practice will be limited to five minutes per team.

7. HOME TEAM RESPONSIBILITY:

- A. Each home team shall furnish the umpire with the two (2) new official Little League leather baseballs. If another ball is needed, the visiting team shall supply a serviceable ball. No ball may be marred.
- B. It is the home team coach's responsibility to notify the umpires of a change in schedule. A minimum of two (2) hours prior to the game if you do not wish to be charged for the cost of umpires.

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- C. It is the home team responsibility to provide an umpire. Visiting teams may supply another umpire.

8. SAFETY:

- A. Only players of the participating teams will be allowed on the bench.
- B. All bats shall be taped from the end of the bat up a minimum of 12" (twelve). Aluminum bats with a rubber hand grip area are acceptable.
- C. All batters will be required to wear only NOC-SAE approved headgear.
- D. Head first slides at home plate shall be prohibited. The batter-runner shall be prohibited from sliding into first base on a routine play that does not involve tags. In both cases each team will receive one warning for either infraction on any additional slide of that type the offending player shall be called out.

9. OTHER:

- A. A team must notify an opposing coach of a line-up change.
- B. All makeup games must be played prior to the last scheduled game. Playoff contention teams may have an additional two days after the last scheduled game to make up any of the last week's game which were postponed. All makeup games must be rescheduled within one (1) week of the cancelled game and the 2nd Vice President notified. If unable to reschedule the game at the designated home field contact the 2nd Vice President of the KPAPWA for resolution.
- C. Coaches of all levels must sign opponent's roster prior to leaving the field to verify score/innings pitched.
- D. Speed-up rules (as defined in the High School rule book) are allowed and encouraged.
- E. Suspended games that result in ties shall be continued at a later date at the insistence of either of the coaches involved.
- F. For all games where a paid official is present a representative of the home club (Field Manager) shall be present for all games and introduce themselves to the officials before each game.