

# Illinois Little League District 8

## 2012 Pee-Wee FINAL rules

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### League Presidents

Alsip Little League President D.J Helwig  
Chicago Ridge Little League President Rob Lind  
Evergreen Park Little League President Jeff Heisterman  
Palos Hills Little League President Peter Donahue

## Rules:

**Pee-Wee will use the 2012 Little League rulebook for all rules this season.**

**While some of the rules listed below are duplicated from the Little League rulebook, listed below are the only exceptions and clarifications to the rulebook. Note: Please pay special attention to items in bold.**

1. Special hitting rules before until May 16
  - a. No pitcher shall walk a batter. If ball 4 is thrown the manager will come out with the strike count remaining as is and pitch until the batter either puts the ball in play or strikes out.
  - b. When the manager comes out to pitch, if the batter puts the ball into play in the infield the hitter may obtain a maximum of one base and any runners are on base they may only advance 1 base. If the batter puts the ball into play on a fly into the outfield the batter may advance at his own risk up to a maximum of 2 bases and if any runners are on base they may only advance at their own risk up to 2 bases. Exception: At parks with a fence a ball that goes over the fence is a home run.
  - c. The manager may position himself at the front of the circle as long as one foot remains in the circle.

**Note: After May 16, the special hitting rules end and item 1 NO LONGER APPLIES**

2. Ten players will be fielded; provided both teams can field 10 players otherwise 9 players are required. Teams must play ten players even if the other team can only field nine. When used the tenth player must be played as a fourth outfielder and must be positioned in the outfield grass area without staggering depth wise. The fourth outfielder shall not be positioned between any infielder.

3. No Stealing, NO bunting, No infield fly rule.

4. Each inning shall consist of 3 outs or a maximum of 5 runs. Note: In the sixth inning the 5-run rule doesn't apply. **Note 2:** Even if a team is down more then 5-runs they can only score 5 runs in one inning.

5. The play will be considered DEAD when an INFIELDER has control of the ball and is in the pitcher's circle. Runner(s) that have not reached the halfway point between bases, when the pitcher gets the ball in the circle, will have to return to the previous base. **THIS IS THE UMPIRE'S JUDGMENT.** Note: An outfielder cannot run the ball into the pitcher's circle. Note 2: The play is dead when the infielder enters the circle with the ball, even if the infielder throws the ball after entering the circle.

6. When a live ball from an (overthrow) goes into foul territory the play is considered DEAD, and runner(s) that have not reached the halfway point between bases, will have to return to the previous base. **THIS IS THE UMPIRE'S JUDGMENT.** Note: Players may not intentionally throw the ball out of play to stop runner(s). The ball remains live if in the umpire's judgment the ball was thrown out of play intentionally. Note 2: A play where the ball is (overthrown) but stays in fair territory is live until a defensive infielder kills the play in the pitcher's circle. Note 3: Overthrows to the catcher are also still considered live until an infielder kills the play in the pitcher's circle. **Note 4: A batted ball that is fair and goes into foul territory is still live, assuming the fielder can still get to it and it's not a ground rule double.**

**7. CONTINUOUS BATTING ORDER: There will be a Continuous batting order.**

**Note: If a player is not at the game site at the start of a game, but comes during the game, they must be placed last in the batting order.**

A: Because of the continuous batting order managers do not need to exchange positions during the game, because all players are already in the lineup. Managers only need to exchange batting orders before the game. Each manager also has to declare a starting pitcher before the game.

B: When the continuous batting order is in effect managers must bat everybody in their lineup, even if the other team has more players show up.

C: If a player is unable to complete his at-bat once a pitch is thrown, the **PLAYER IS OUT.**

D: If a player fails to bat in his spot during the game **HE IS NOT OUT**, but before he can be put back into the field, he must have another at-bat.

E: If a player fails to bat in his spot a second time in the game **HE HIS OUT OF THE GAME WITH NO OUT BEING RECORDED FOR HIS AT-BAT.**

F: Teams must bat at least 9. If a team does not have 9 there will be an out assessed every time the 9th position comes up. If a team becomes short during the course of a game, then the out will count when that player's spot comes up in the batting order.

**8. USING OTHER PLAYERS:** When a team is short a player, for Pee-Wee a manager may use any other player in Pee-Wee or a 6-year-old in T-Ball. **(Each league may modify or mandate a different option for when a team is short a player).** This may also change for each league's playoffs.

**Note: A replacement player(s) must play outfield and bat last.**

**Note 2: Once a regular player has arrived to the game, the manager should insert his regular player for the replacement player after the third out is made in the half-inning that the regular player has arrived. Example:** Regular player arrives during the top of the 2<sup>nd</sup> inning. After the third out is made in the top of the 2nd inning, the replacement player is done and the regular player is inserted. This applies to all scenarios when a regular player arrives late to a game. Managers should inform the other team.

**Note 3:** A manager is not considered short because of the Continuous batting order.

**Note 4:** A manager is not considered short if the player is kicked out of the game or the manager or some league official sends the player home for disciplinary reasons. The team then will have to play short and take an out if that's the case. (All suspensions from a manager should be cleared with that particular league's commissioner and president.

9. THERE IS NO SPECIAL PINCH RUNNERS.

**10. Pitching: 38 foot mound.** A pitcher may pitch a maximum of only three (3) innings per game, if the pitcher throws only one (1) pitch in an inning, it will count as a full inning pitched.

**Note 1: A pitcher who hits three players in an inning must be removed.**

**Note 2: A pitcher who hits four players in a game must be removed.**

Note 3: During Interleague games managers need not concern themselves with the other teams pitching records or pitching eligibility. They have no right to ask or to see pitching records. Each individual league's commissioner or president will handle that. Pee-Wee managers only need to

concern themselves as far as their opponent is concerned that players are allowed to pitch only 3 innings in a game. It is up to each individual league to determine what they want to use for it's pitching rules for the week.

### **REST RULES**

**Alsip: Check with league president**

**Chicago Ridge: Check with league president**

**Evergreen Park:** Players are allowed to pitch 6 innings in a week. The week is Sunday-Saturday.

*Note:* if a team plays more than three (3) games in one week due to rain outs, interleague or rescheduling, any pitcher on that team is allowed to throw an extra two (2) innings. **PLAYOFFS:**

*The play-in, semifinals and championship games are considered a new week, so ALL players are eligible to pitch. (In the play-in, semifinals and championship games pitchers can pitch NO MORE than 2 innings a game). A pitcher once taken out cannot come back in.*

**Palos Hills: Check with league president**

**Note 4: Once removed a pitcher may not return to the mound.**

**Note 5: Both managers MUST declare their starting pitchers before the game.**

**Note 6: Pitchers MAY NOT pitch in more than one game in a day, including if there is a doubleheader scheduled.**

**Note 7.** Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility for that week.

**Note 8:** In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. **Note:** A player may not pitch more than 3 innings in any one game, this includes if the game is resumed on another day.

**Note 9: Violation of pitching rules shall result in a forfeit. This applies even if the violation was found days later.** The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

**Note 10: A catcher who catches 4 or more innings cannot pitch for the remainder of that day.**

**11. Running for the catcher:** A manager may pitch run for the catcher **provided there are two outs and that player was catcher the inning before.** The player who made the last out at-bat is the designated runner for the catcher.

**12. PLAYING REQUIREMENTS:** Players do not have to play in consecutive innings to fulfill their 3 inning playing requirement. A manager may choose to play a player in whatever 3 innings he desires, but he still must meet the 3 inning playing requirement for his player.

*Note:* Although there is free substitution during the game a manager will not make changes in the field during the middle of an inning unless there's a pitching change, injury or illness. In those cases a change can be made in the field.

*Note 2:* The way a manager aligns his defense isn't considered a substitution....i.e....a manager can still move defensive players anywhere in the field, you just can't substitute off the bench unless there's a pitching change or injury or illness.

**NOTE 3:** In Minor League, if a half-inning ends because of the imposition of the five-run limit in "Rule 2.00 - Inning," and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

**13. SLAUGHTER RULE AND PLAYING REQUIREMENTS: Regular slaughter rule applies.** If you do not get a player his 3 innings requirement in the field and an at-bat because of the slaughter rule or for whatever reason, that player **MUST** start in the field and play 3

consecutive innings the next game. Note: If a manager more than one time or consistently does not meet his player(s) playing requirement they will be subject to discipline from their league commissioner or president.

**14. SWINGING BUNT:** If a player squares around to bunt and swings he is automatically out. **Note:** A player is not allowed to fake bunt in Pee-Wee. It is the umpire's judgment to whether a player did this or not. **If a player fake bunts it should be considered an automatic strike no matter where the pitch is.**

**15. COACHES/KIDS IN DUGOUT:** Only 4 coaches will be allowed in the dugout. That means only 4 individuals other than the players. Also, no children in dugouts.

**16. FIELD RULES:** 1. The team designated as the "Home" will sit along the third base side, and the "Visitors" along the first base side. **Note 5: There is NO "On Deck" Hitter.**

Games will be six (6) innings in duration. No new inning shall start after 8:00 P.M., daylight permitting. However an existing inning maybe completed under the discretion of the team's managers. If it is still light out teams should try to finish to complete their game. However, if in the event of rain or darkness, and 3½ or 4 innings have been played, the Official "Rule" from Little League Rules shall apply.

**EACH INDIVIDUAL LEAGUE WILL HAVE ITS OWN RULES FOR TIME PROCEDURE AND/OR FIELD RULES. Managers are encouraged to discuss these rules before the game to avoid conflicts. Managers are also encouraged to be gracious hosts and guests during interleague games. Each league's field and field rules have their own uniqueness. Again, everyone is encouraged to respect each league's home rules.**

#### **17. UNIFORMS/EQUIPMENT:**

**UNIFORMS:** Players must wear the uniforms the league supplies them. **Note:** Players must wear their equipment and uniforms in a fashion that is accordance with the rules. **Note 2:** Players may use their own equipment as long as it meets the standard set in the rulebook. **Note 3:** Players may not alter their uniforms in any way. **Note 4:** Players may not advertise or promote products or other baseball associations on their self. That includes and is not limited to logos on helmets, shirts, pants and hats.

**Rule 1.11:** Casts may not be worn during the game. NOTE: Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

**BATS:** The bat must be a baseball bat, which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards. **Little League (Minor) and below:** it shall not be more than thirty-three (33) inches in length nor more than 2¼ inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less; Bats printed with a BPF higher than 1.15, or without a BPF printed (or not legible) on the bat, are not permitted in these divisions.

**NOTE 2:** The traditional batting donut is not permissible.

**NOTE 3:** The bat may carry the mark "Little League Tee Ball."

**NOTE 4: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions.**

**Note 5: When challenging the legality of a bat, the opposing manager must have a list or be connected to the Little League website and show proof that the bat is illegal. An batted ball with an illegal bat will be considered an out. Use of an illegal bat, in particular if found more than once, may force the manager and/or player to face further sanctions from their league, up to and including a suspension or expulsion.**

**THE BAT ISSUE IS VERY FLUID BECAUSE ALMOST EVERY WEEK THE APPROVED LIST CHANGES. IT IS UP TO EACH MANAGER AND LEAGUE TO**

## **STAY ON TOP OF THIS ISSUE.**

**19. MAKE UP GAMES:** Most canceled interleague games are not made up.

Each individual league will have its own rescheduling game policy or procedure. **NO MANAGER** should cancel a home or away game without permission from either their league commissioner or president. Canceling games just a couple hours from game time or right before game time is unacceptable. Managers are responsible for getting replacement players when their team is short. (Each league will have its own penalties for managers whose teams aren't ready to play a scheduled game.)

**21. COACHING CONDUCT:** Any manager, coach or player thrown out of a game will be automatically suspended the next game. Note: Each particular league's board of directors will review all infractions. Depending on the seriousness or frequency, each league's board may assess additional disciplinary action up to and including expulsion from the league on their volunteers.

**22. PROTEST:** Interleague protests will be handled by the two league's presidents. All actions should be taken to avoid protests. If the two presidents disagree they may discuss the situation with the District staff. Each individual league should have their own protest committee for their in-house and playoff seasons.

# **Interleague Tournament**

All teams (except T-ball level) in Little League District 8 (Alsip, Chicago Ridge, Evergreen Park and Palos Hills) participate in an Interleague tournament.

This season the tournament will run from June 2<sup>nd</sup>-June 9<sup>th</sup>.

Former District 8 Administrator Terry Kenny developed the Interleague tournament concept. Terry's dream was to give EVERY KID get a chance to participate in tournament play, not just all-stars.

All players receive a tournament pin, and the team winner receives a traveling trophy and banner. The 7 & 8 Pee-Wee Division Interleague tournament trophy is named for Steve Martinez. Mr. Martinez was a past board member of Alsip Little League from 1968-1988. He was also a Little League umpire from 1976-2004, and umpired the Little League Girls Softball Senior & Big League World Series.

## **Rules:**

**The Pee-Wee District 8 Interleague Tournament will be run with the same rules as the regular season with the following 5 exceptions.**

**1. Pitching:** A pitcher may pitch a maximum of only two (2) innings per game, if the pitcher throws only one (1) pitch in an inning, it will count as a full inning pitched. A pitcher once removed cannot be brought back in to pitch. There is no limit to the number of innings a pitcher can pitch in the tournament. **ALL OTHER PITCHING RULES FROM THE REGULAR SEASON APPLY.**

**2. A team may opt out of the continuous batting order if there is a two-man difference in the amount of players. Leagues may also opt to have this rule for their playoffs.**

Example: Team A has 12 players and Team B has 10 players. The manager of Team A will have the option of going to a standard lineup of 9 players. If Team A chooses to go with the standard lineup then Team B could also go down to 9 players if they wanted to.

**Note:** This rule is not open to interpretation. Either you bat everyone or bat 9.

**Note 2:** Teams are not allowed to opt out of the continuous batting order if during the course of a game there becomes a two-man difference because of injury, illness or ejection.

**Note 3:** Managers will need to exchange lineup changes if they're not using a Continuous batting order.

**The substitutions for a 9-player lineup works like this:**

When a substitute enters the game he must bat once and play two consecutive innings in the field. All subs must be entered by the top of the 4<sup>th</sup> inning begins. So, if a sub isn't entered after the home team is finished batting in the third inning, each manager MUST insert their subs after the third out is made in the bottom of the 3<sup>rd</sup> inning.

Failure of a player to bat once and play two innings in the field is a suspension for the manager of the next interleague tournament game. If the game is shortened because of slaughter rule or weather the playing requirement is waived and there is no penalty for the manager. **(Each league may add additional penalties for their managers). The game is not considered short because the home team doesn't bat in the 6<sup>th</sup> inning, so managers who are the home team need to be careful to put their player in position to bat.**

**3. REPLACEMENT PLAYERS:** During Interleague tournament play if a team is short they must find a 6-year-old from T-Ball. If a 6-year-old from T-ball is unavailable the team will either have to play short or on rare occasion permission may be given permission through their league president and district to use another 7-year-old from Pee-Wee.

**4. Protest:** During interleague play if there is a protest the game MUST not be restarted until the dispute is settled. If the umpire does not settle the dispute, the team protesting can ask the tournament director to call someone from the district staff. All district staff decisions are FINAL. If someone from the district staff is unavailable than the tournament director's decision is FINAL.

**5. COIN FLIP: ALL Interleague District Tournament games will have a coin flip to determine home and away before EVERY GAME.**

**IMPORTANT NOTE: LITTLE LEAGUE BASEBALL INCORPORATED AND ILLINOIS LITTLE LEAGUE DISTRICT 8 DOES NOT DISCRIMINATE AGAINST ANY PERSON ON THE BASIS OF RACE, CREED, COLOR, NATIONAL ORIGIN, MARITAL STATUS, GENDER, SEXUAL ORIENTATION OR DISABILITY.**

**The District 8 staff recommends that each league's managers and coaches check with their league for any special in-house rules, protest structure, playoff structure/rules, pitching rules and any other rules, procedures or guidelines not covered in these rules.**

**We also highly encourage ALL managers and coaches to keep the kids best interest when playing in-house or especially when playing interleague games.**

**The league presidents and District 8 staff put a lot into working with each other. We all need each other. So if you have a problem, talk to your league.**

**SPORTSMANSHIP should trump all issues that may come up.**

**Best wishes for a successful season!**

**Sincerely,**

**Illinois Little League District 8 staff**