



MTZ Youth Baseball & Softball Association Farm League Rules

Division: PEEWEE Rules – Boys & Girls

GAME PLAY RULES:

1. **GAME LENGTH.** All games will be THREE (3) innings, or 50 minutes, from the scheduled start time, whichever comes first. In the event of incomplete games due to inclement weather or various other circumstances, the following rules apply:
 - Game must end at ten (10) minutes until the hour.
 - Less than one (1) inning played – reschedule game.
 - Two (2) innings played constitutes a complete game.
 - Coaches must notify the scheduling chairman within 48 hours, or the game will not be rescheduled.
2. **INCLEMENT WEATHER.** The following guideline will be used by umpires and coaches for the handling of lightning occurrences:
 - From the time that thunder is heard, or a lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.
3. **BATTING.** Batting roster will include all players batting each inning and the order shall remain the same for the entire game.
 - The player will be given a maximum of FIVE (5) pitches per at bat (unless the last pitch is fouled off). After FIVE (5) pitches, a tee must be used.
 - No walks will be awarded.
 - No intentional bunts are allowed.
 - Do not let the last batter of each inning run the bases. This is a safety concern with thrown balls hitting players coming on and off the field.
4. **FIELD COACHING.**
 - The batting team may have base coaches at first and third bases.
 - Only two defensive coaches are allowed in the field and MUST be in the outfield.
5. **SCORING.** No score is kept in this league. It is an introductory league focused on fundamentals.
6. **PITCHING.**
 - Adult pitcher will pitch from the chalk line positioned 25' from home plate.
 - The pitcher should be the batting team's coach (or coach delegate).
 - Adult pitchers must throw underhand.

7. **DEFENSE.** In this league, seven (7) players are required to field a team.
 - Defense must be set using a standard infield, (P, 1B, 2B, SS, 3B).
 - All remaining players shall play as outfielders and must be positioned a minimum of 30' beyond bases. No short outfielder positioning is allowed. Outfielders must play in the grass, not dirt.
 - No defensive player is to position themselves on a base unless a play is being made.
 - The defensive pitcher must remain BEHIND and to either side of the adult pitcher. Never in front.
 - All defensive players are required to have a glove.
 - If the defensive team records an out, the offensive player MUST leave the field of play.
8. **UMPIRES.** This is an introductory league and umpires will not be scheduled and assigned. For officiating and conflict avoidance, the following rules apply:
 - The adult pitcher will umpire all bases, including home plate.
 - Unintentional throwing of bat results in team warning. Second offense results in player being called out.
 - Intentional throwing of bats will result in the player being called out.
 - If a ball hit by the batter hits the adult pitcher, the ball is considered dead, and the batter is awarded first base. The adult pitcher must make an honest effort to get out of the way.
 - Bases will be fifty (50) feet, with chalk lines at halfway points between first and second base, second and third base, and third base and home.
 - If a base runner is past chalk line when ball is returned to infield, the runner is allowed to advance to next base. If not past chalk line, runner must return to last base.
 - Play stops when a thrown ball gets into the infield.
 - No leadoffs are allowed from any base.
 - When attempting to make a play at any base, runners will not be allowed to advance beyond the base they were approaching at the time of the play.
 - An additional base will not be awarded on an overthrow.

GENERAL INFORMATION:

1. **PLEASE KEEP TIME LIMIT.** Pee Wee Farm Games must not run beyond time limit. There are no lights on the Pee Wee field (Diamond 10) and if early games run long, teams with later games will not be able to finish their games. Regardless of where you are in the lineup, GAMES MUST END ON TIME.
 - Below are some tips to ensure the game moves efficiently:
 - ✓ Come prepared to each game with all three (3) innings of defensive position assignments pre-determined prior to the start of the game.
 - ✓ Assign a "Bench Coach" for each game (parent volunteer). Give all position assignments to the Bench Coach before the game starts and ask them to communicate with the players prior to the end of the offensive inning.
 - ✓ Ask the Bench Coach to ensure each player is ready for their at-bat and also ask them to help them keep track of their gloves & hats, etc.
 - ✓ Adhere to the maximum pitches per player. Do not be tempted to allow players to "have one more chance". This is timely and sets a precedent.
 - ✓ Post-game team pep talks should not take place in the dugout. Have your players quickly remove their personal items and trash from the dugout/bench and move to a grassy area for your team talk.
2. **ENCOURAGE FIELDING & THROWING.** Encourage a throw to the first baseman on ground balls to the infield. Even in situations where the Pitcher or First Baseman thinks they can outrun the batter to the base. Encouraging them to field and throw helps each player work on the fundamentals of fielding and throwing.