

COFFEYVILLE RECREATION COMMISSION
PEEWEE BASEBALL/MIDGET SOFTBALL RULES

No league standings will be kept in either league.

PLAYER ELIGIBILITY

1. A player must reside within the U.S.D. 445 School District to be eligible to play as an in-district participant.
2. Out-of-district participants will be allowed to participate if space is available and will be required to pay an additional fee.
3. New players moving to Coffeyville who sign up after the registration deadline will be assigned to a team by the Recreation Commission where space is available.
4. Boys must be at least 7 years of age but cannot be 9 years of age by April 30th of the current year to be eligible to play PeeWee baseball.
5. Girls must be at least 7 years of age but cannot be 9 years of age by January 1st of the current year to be eligible to play Midget softball.

EQUIPMENT/FIELD

1. A R.I.F. (Reduced Injury Factor) Level 5 baseball will be used in PeeWee Baseball, and an 11" R.I.F. Level 1 softball shall be used for Midget Softball.
2. Bases will be set at 50 feet and the pitching rubber will be set at 30 feet for both leagues.
3. There will be a ten foot arch in fair territory from first and third baselines.
4. There will be a six foot circle around the pitching rubber that the pitcher must stay in until the ball is legally hit.
5. The catcher must have protective gear on at all times when playing that position.
6. Metal spikes/cleats are not allowed.
7. Only bats marked Official T-Ball or Little League Baseball can be used for PeeWee baseball; only bats marked Official T-Ball or Official Softball can be used for Midget softball.

BATTER/BASE RUNNER

1. Bunting is NOT allowed in either league.
2. On all balls put into play by the batter, the batter/base runner may advance with liability to be put out. When an overthrow occurs on a play, play will be stopped per judgment of the umpire. Base runners can only advance a maximum of one base beyond the base they had reached when the overthrow occurs. Only one overthrow per play will be allowed.
3. Base runners cannot lead off; failure to comply will result in the base runner being called out.
4. Each batter will have five (5) chances to put the ball into play. The batter has the option on the fifth pitch to use the tee, if they so wish. There will not be walks. Failure to put the ball into fair play after 5 swings will result in an out. A 10 foot arch will be drawn from home plate in fair territory between 1st and 3rd bases. The ball must be hit beyond the 10 foot arch and in fair territory to be considered a fair hit. If the ball does not go beyond the 10 foot arch, it is considered a foul ball when hit off the tee.
5. Batters may not throw the bat. The umpire will give one warning per player per game to the coach. On the second and subsequent occurrences, the batter's turn will be over and an out will be recorded.
6. All players are required to wear a helmet while at bat, on-deck and on the bases. In the event a player loses his/her helmet while running the bases, the umpire will call time out as soon as the batter/base runner reaches the next advancing base, or returns to the previously touched base after he/she loses his/her helmet. If the batter loses his/her helmet on the way to 1st base, he/she will not be allowed to advance past 1st base. In the judgment of the umpire, if a player intentionally removes his/her helmet while running the bases, the umpire shall give him/her one warning regarding the removal of the helmet. Should any player intentionally remove his/her helmet after the initial warning by the umpire in the same game, he/she will be removed from that game.
7. If a runner deliberately runs into a fielder, he/she will be called out per the judgment of the umpire.

THE GAME

1. Babe Ruth League Baseball/Softball rules and regulations will be used except where league rules prevail.
2. No infield practice will be allowed for either team prior to the start of the game in either league.
3. Each game will consist of 5 innings, or 1 hour and 15 minutes, whichever occurs first.
4. There will be a 5 run limit per each half inning, or 3 outs, whichever occurs first.
5. The infield fly rule will not be in effect.
6. The umpire has full authority to run the game, dismiss players and managers from the field, etc. Only one umpire will be used.
7. Only a manager may talk with an umpire on a rule interpretation. There can only be four coaches in the dugout.

8. All protests will be decided by the League Director at the time the protest occurs. Protests are NOT allowed on judgment calls. There will be a five minute time limit on discussion of any protests. The decision on all protests by the League Director and umpire will be final.
9. Teams must have 8 players to start and finish a game. If only 8 players are present, a player from the opposing team may be borrowed to complete the line-up. If the opposing coach declines to loan the team short a player one of his/her players, the team short a player will not be penalized an automatic out in the 9th batting position. If less than 8 players are present to begin the game, the game will be played with a sufficient number of players borrowed from the opposing team to have at least 8 players on each team.
10. Only members of the team are allowed in the dugout and on the field. Bat boys/girls are considered members of the team.
11. A full roster with a continuous batting order will be utilized every game. Substitutions do not affect the batting order. Should a player become injured or ill, or leave the game for any reason, his/her name shall be "lined out" and his/her turn in the line-up skipped. In this event, the coach must report to the official scorekeeper the circumstances that the child was removed from the game and cannot re-enter. A player arriving late shall be added to the bottom of the line-up. Teams may play 10 defensive players in the field: 4 outfielders, 4 infielders, a pitcher, and a catcher.
12. Coaches are required to play each member of the team a minimum of 2 defensive innings per game. Violation of this rule will result in the player playing the complete following game. Exception: a player benched for disciplinary reasons (of which the coach will advise the umpire prior to the start of the game, accompanied by the player being disciplined, and such action noted in the official scorebook). An automatic out will not be counted against the disciplined player. Coaches are encouraged to play everyone on the roster at more than one defensive position.
13. The defensive player playing the pitcher's position will stand on the right side of the pitching machine. If a ball is hit in proximity to the pitching machine or hits the machine, the ball is dead and each runner advances one base.
14. A player may enter the game defensively when the ball is dead. Any one of the starting players who has left the game may re-enter the game once and remain in the same position in the batting order. Coaches must report any defensive changes to the official scorekeeper.
15. If a game is called due to rain, light failure, etc., there will be a 15 minute delay. Then, if the game is called and 3 innings have not been played, the game will be handled as a suspended game and rescheduled for a later date. Home team will be responsible for information regarding the suspended game (number of outs, runners on base, etc.)
16. A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again.

CODE OF CONDUCT

1. Players and managers will conduct themselves at all times according to the rules of the game. A player or manager who is ejected from the game will be penalized as follows: if a coach is removed from a game, due to conduct, they must meet with the Director of Recreation and Program Supervisor before their team's next practice, game, or meeting to determine their status as a coach. Coaches and managers can be suspended or removed from their coaching duties at any time due to misconduct ON or OFF the field.
2. The Director of the CRC will **approve** all managers, assistant coaches and volunteers of teams. It is at the CRC's discretion and right to refuse individuals the opportunity to coach.
3. Players and coaches are expected to conduct themselves at all times according to the rules of the game. If a coach or manager continually harasses or displays poor sportsmanship toward umpires, officials, scorekeepers, facility directors, coaches, players, etc, they will be asked to leave the facility or grounds and will be subject to disciplinary action that could lead to a ban from all CRC activities.
4. Striking an umpire, player, coach, spectator, or CRC representative will result in an immediate suspension for the remainder of that season plus a ban from all CRC sponsored activities. The CRC will prosecute any individual involved with the physical abuse of CRC employees. The player/manager's participation status will then be determined upon review by the CRC Director of Recreation.
5. All rules are subject to change at any time by the Program Director or Director of Recreation.
6. Any fans or spectators that continually harass or display poor sportsmanship toward umpires, officials, players, parents, coaches, etc, will be asked to leave the facility/grounds. If a fan is ejected, they may be suspended from all CRC activities for a period of 12 months, upon review by the Director.