



**RULES**  
**&**  
**REGULATIONS**

# Rookie & Pee Wee

**5<sup>th</sup> & 6<sup>th</sup> Grade Boys**

**Overhand**

**"The Bethel Recreation Association** – (1) providing opportunity, facilities and leadership for the youth of the Bethel School District and those that reside in its boundaries to play in a safe, organized recreation leagues during the Bethel School District calendar year and (2) promoting safety, good sportsmanship and fair play".

# Rookie & Pee Wee

## 5th & 6th Grade Boys Rules

### RULE 1: PLAYERS, FIELD, EQUIPMENT & THE GAME

1. A Rookie team will be composed of fifth grade boys. A Pee Wee team will be composed of sixth grade boys.
2. When available, a team must field nine players.
3. A team must field a minimum of eight players at the start of the game or they will forfeit that game after a ten-minute grace period beyond the scheduled starting time.
4. Teams starting a game with less than eight players must insert the ninth player as soon as he arrives.
5. All late arriving players must be inserted at the bottom of the batting order. All available players will bat in a continuous batting order. When players are unable to bat due to injury leaving or other valid reasons, the official scorekeeper must be notified. The batter then will not be out.
6. All players arriving prior to the start of the fifth inning must play at least two defensive innings in a six-inning game or one-inning in a five-inning game.
7. The infield fly rule shall not be in effect.
8. No metal cleats shall be allowed.
9. The catcher must wear a protective cup. A protective cup is recommended for all other players.
10. A 46-foot pitching distance and a 60-foot base line for Rookies shall be used. A 54-foot pitching distance and an 80-foot base line for Pee Wee shall be used.
11. Six innings shall constitute a regulation game.

#### EXCEPTIONS:

- A. A game called by the umpire due to rain, darkness or other warranting conditions.
  - B. After 4 1/2 innings and the home team is leading by 15 or more runs. After five full innings either team is leading by 15 or more runs.
  - C. No new inning may begin 2 hours after the games schedule start. The game will end exactly two hours and 15 minutes after the start. If another game was on the field causing a late start then no new inning may begin 2 hours after the actual start.
12. A "called" game is considered complete when:
    - A. The losing team has batted four times or 2 hours have elapsed.
    - B. The winning team is ahead by 15 runs and losing team has batted 5 times.
  13. A "called" game ending in a tie will remain a tie. Tie games may be played to completion if the above conditions have been met.
  14. A nine-inch hardball shall be used.
  15. A team is allowed to score a maximum of five runs in a inning until the sixth inning. There will be no limit after the fifth inning. This rule applies to games ending early due to weather, darkness or time limit.
  16. The National Federation of State High School Association Rules shall be used as a guideline for all other rules concerning how baseball is to be played.
  17. Any matter not covered in these rules and regulations shall be left to the discretion of the baseball commissioner.

### RULE 2: BATTING & OFFENSE

1. Lead-off permitted in Pee Wee only. No lead-off in Rookie. Rookie runners may leave the base only after the ball leaves the pitcher's hand. Runners leaving early will be called out.
2. Stealing is permitted. Stealing home is permitted.

3. Offensive players on the field of play must wear a batting helmet.
4. A player who throws his bat or other equipment in a manner in which it may cause an injury shall be called out by the umpire. No runners may advance - dead ball.
5. In Pee Wee League only a batter may run on a dropped third strike. In Rookie League only, a batter is automatically out on the third strike. Ball is not dead.
6. A player gets the base he/she was running to on an overthrow, which goes out of the playing field. Players on a base move up one base. An overthrow to first base entitles the runners to second base. All runners must then be advanced (if there is a play). The playing field should be agreed upon prior to the start of the game.
7. Runners must slide at home to avoid a collision if there is a play on the runner coming home to score (on the dirt infield). If there is no play on the runner coming home to score – catcher must get out of the way of the runner. Failure to slide when necessary is an out (umpires discretion – decision is final). No headfirst sliding unless returning to a base.
8. Little League bats or baseball bats can be used.

### **RULE 3: PITCHING & DEFENSE**

1. There shall be an unlimited re-entry rule for both offensive positions. A substitution may be made for any player at any time during a time out and the scorekeeper must be notified. The substituting player must stay at that position for at least one official at bat (a hit or out, offensively or defensively). A substitute may replace any defensive position except if they have already pitched. A pitcher removed from the pitching mound may not return as a pitcher. A player re-entering the game will maintain his batting positions.
2. A pitcher is allowed to pitch no more than ten innings per week (Sunday-Saturday) with no more than seven innings in one day. Any pitcher pitching four or more innings in one day cannot pitch 72 hours (3 days) from when they started the game. Any part of an inning counts as an entire inning. Violations of any part of this rule will lead to forfeiture of that contest.
3. A pitcher must be removed from pitching after he has hit 4 batters. He may not re-enter. This rule may be waived by the umpire if he feels the batters are not attempting to avoid being hit.