

MUSKEGO ATHLETIC ASSOCIATION

PEE-WEE BASEBALL RULES (AGES 5-6-7) REVISED 5/3/24

1. 60 FOOT BASE PATHS. Pitcher's mound will not be used.
2. A regulation NHFS hardball will be used for game play.
3. Bats should be 2 1/4" diameter maximum.
4. Game scores and team standings will not be kept.
5. Teams can use the following amount of coaches:
 - a. **Hitting Team:** one (1) pitcher, one (1) batting, 1st Base and 3rd Base Coach
 - i. Pitcher should pitch over hand, be 20-25 feet from batter and allowed to kneel if they would like.
 - b. **Fielding Team:** one (1) helping the catcher, right and left side of the infield.
6. Games will last a maximum of (1:15) one hour and fifteen minutes or five (5) complete innings. All innings that are started must be completed. During evening games, no inning shall begin after 8:00 PM. (Game Times are 5:30 & 7:00 PM Tuesday & Thursday) A minimum of three (3) complete innings should be played every game.
7. During the 1st FULL Inning, all players will have a chance to get up to bat. After the 1st inning, three out rule will apply, or after all players have batted, whichever comes first.
8. Teams will field ten players (one (1) catcher, one (1) pitcher, four (4) infielders and four (4) outfielders).
9. No bunting allowed.
10. No stealing or leading off.
11. No infield fly rule is enforced.
12. No walks will be issued.
 - a. After seven (7) pitches and no hits, the batter is finished but no out is recorded.
 - b. A batter can have an eighth (8) pitch if they foul off the seventh pitch.
13. The player in the pitcher position must stand to the side or behind the coach pitching.
14. The batting coach can only help with positioning the batter in the batter's box.
15. A batted ball must pass the front of the batter's box for the ball to be in play. Coaches discretion if the batter's box is no longer visible.
16. All bats must be dropped after hitting the ball.
17. Base runners must stay in base paths. The batter and base runners must avoid contact with defensive players. Sliding is allowed.
18. An overthrow at any base, runners can advance at their own risk while the ball is in play.
19. The ball is considered dead and no advancement can be made by any runner when the ball is thrown home or crosses an imaginary line between first and third base. This applies, regardless if the ball is caught or not by a defensive player.
20. The coaches shall stop play once judged that play is over. Offensive coaches shall not create a play by encouraging runners to advance.
21. A batted ball into the outfield, both the batter and base runners are allowed to take as many bases as they can before the ball is considered dead.
22. All players must wear pants – **NO SHORTS ALLOWED**