

2021 DRS/RVL 5/6 Rules

The following basic rules and regulations will govern play in the DRS/RVL 5/6 Youth League (Pee Wees). The list of rules and regulations is NOT intended to cover all of the playing rules, but rather highlight those areas that are referenced most often by the coaches and participants. In general, the National Federation High School League rules will apply, except where modified below.

CODE OF CONDUCT

1. All players, coaches and spectators are to behave in a manner that reflects the positive fun associated with the game of baseball. Sportsmanlike conduct is expected at all times. The following behavior is unacceptable and not tolerated; with the violator being asked to leave the field;
 1. Verbal abuse
 2. Arguing judgment calls of the umpire
 1. Such as balls and strikes, foul balls and outs.
 2. Only the head coaches may make an appeal for a rule interpretation.
 - c. Physical aggression
 - d. Profanity

The Pee Wee League stresses scores are not to be run-up by winning teams and emphasizes coaches must make every effort to play as many team members as possible in a given game.

GENERAL RULES

2. First Pitch
 - a) Forfeits will occur 30 minutes after scheduled start.
 - b) If a team fails to show up for a scheduled game, and fails to notify the opposing coach, that team will not participate in playoff games
3. Home coach will call rainouts 2 hours before game time of scheduled start.
4. Home teams are to provide umpire(s) who will make calls from behind home plate, either
A adult/amateur baseball player, or
 - a) A responsible individual currently involved in baseball
 - b) An entry fee (approximately \$50.00) will be required of all teams before the beginning of season tournament to cover costs for tournament ump's, awards, printing or other administrative expenses.
5. Tournament pairings to be completed at the end of the regular season. All coaches must turn in their records, with final scores, to the league president immediately following their games.
6. All coaches and adults who are in the dugout should complete the Online Concussion Training and Certification found at the NFHS.org website. Coaches should be overly cautious and if they think their player may have a concussion, remove the player from the game.

PLAYER REGISTRATION / ELIGIBILITY

8. Players up to 6th grade (currently in 6th grade at the time of registration) are eligible to play Pee Wee Baseball.
9. Players will not switch teams during the season. If a player is recruited in order to provide 9 players and avoid a forfeit, that player may not pitch and must bat at the end of the batting order. A player may be "borrowed" from the opposing team to play a scrimmage, the team short of players will record a loss. All substitutions must be agreed upon by both coaches and umpire.
10. Any town with two or more teams
 - a) Each team will be made up of an equal number of 6th graders, then 5th graders, (then 4th graders, etc. if absolutely needed).
 - b) Exceptions will be determined at the spring coaches meeting.
11. Send all rosters to league president on or before the first game.

FIELD DIMENSIONS

12. Seventy-five (75) feet between bases. Back point of home plate to back edge (outfield side) of base. Exceptions are permitted on fields where bases cannot be moved.

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13. The front pitcher rubber to rear of home plate is 52 feet.

EQUIPMENT

14. No metal spikes allowed.
15. Players are required to wear helmets when batting, on deck, on base or coaching.
16. Bats must meet the following standards:
- Any bat that is drop five (- 5) or lower can be used but it must have factory weight and length markings clearly shown on the bat. They do not require the USSSA BPF 1.15 standard.
 - Bats with a diameter larger than 2 ¼” and that are higher than drop 5 (-5) through drop 10 (-10) can be used by any player, if they are clearly labeled with USA or USSSA markings
 - Bats with a diameter of 2 ¼” must have either the new USSSA 1.15 BPF marking or the old USSSA 1.15 BPF markings and be a maximum drop 10 (-10)
 - USA or USSSA bats must be maximum of drop 10 (-10) and no longer than 32 inches
 - Maximum bat barrel size for any bat is 2 5/8 inches.
 - a) Umpire and coaches MUST meet and check bats prior to beginning of the game.
 - b) Batter caught using an illegal bat after one or more pitches is out and is not allowed to play the remainder of the game.
 - c) If a second player is caught using an illegal bat, the team will forfeit.

GAME LENGTH

17. A game is seven (7) innings
- a) Exception: A team can score 7 runs per inning max.
 - b) A 15 run rule after 4 innings
 - c) The home team has scored a greater number of runs in the four plus turns at bat than the visiting team has scored in five turns at bat.
18. If weather or darkness interferes with the play so that the game is called by the umpire, then the game is complete if either
- a) After five complete innings
 - b) The home team has scored a greater number of runs in the four plus turns at bat than the visiting team has scored in five turns at bat.
19. The game is an incomplete game when called if either
- a. Less than five complete innings
 - b. The home team has not scored a greater number of runs in the four plus turns at bat than the visiting team has scored in five turns at bat.
 - 1. The score reverts as recorded at the end of the last complete inning;
 - a. Exception: If the home team in its half of the incomplete inning, scores a run (or runs), which equals or exceeds the opponent's score, then the score shall be as recorded when called.
 - c. The games will resume at the inning and score as recorded.
 - d. Game will resume after 30 minutes of visible lighting.

Example(s):

- Game called with one out in the bottom of third inning with a score of 4 to 4. The score at the end of two complete innings is 3 to 3. Home team scored one run, the score tied at the time the game was called, the score will remain as called, 4 to 4, and resume at the top of fourth inning.

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- Game called with one out in the bottom of third inning with a score of 4 to 3. The score at the end of two complete innings is 3 to 3. Home team did not score in their ½ of the last incomplete inning, the score will revert to the last complete inning and the game will resume with a score of 3 to 3 in the top of the third inning.
- Game called with one out in the bottom of third inning with a score of 3 to 4. The score at the end of two complete innings is 3 to 3. Home team did score in their ½ of the last incomplete inning but was not behind entering the inning, the score will revert to the last complete inning and the game will resume with a score of 3 to 3 in the top of the third inning.

Rescheduled Games: All games postponed, suspended, or rained out must be rescheduled within two (2) weeks of the original play date.

TEAMS SIZE, FIELDING AND BATTING

19. Each team will have an adult coach or advisor.
20. A team must field 9 players (10 not allowed).
21. A team must be able to field all nine (9) players at game time or the game is a forfeit.
 - a) If a player is ejected, becomes ill or injured and is unable to finish the game, the team may finish the game with no less than eight (8) players.
 - b) Coaches are strongly encouraged to give players opportunities to play multiple positions.
22. Before the game, each coach will inform the other team and umpire how many players will bat.
23. Continuous battings is required and free substitution will be used in the field.
 - Free substitution means that at any time a player may be moved in and out of fielding as long as they remain batting in the same position.
 - a) The intent of this rule is to allow more players the opportunity to participate.
 - b) Infield fly rule is in effect (runners on 1st and 2nd or bases loaded with less than 2 outs and a catchable ball in the infield = batter is called out by umpire, runners should stay on base or advance at own risk).
 - c) Batter may advance to 1st base on a called 3rd strike not caught provided (1) 1st base is unoccupied, or (2) 1st base is occupied with 2 outs.
24. Players that are called up to substitute for the game must be from a lower-level team.

PITCHING

25. Pitchers may pitch three innings per game (need not be consecutive, i.e. a player could pitch the 1st, 3rd, and 5th inning). Pitchers may only pitch 6 innings per week, except tournaments for the end of the year tournament a max of 3 innings per game and a max of 6 for the tournament.
 - a) One pitch is one inning.
 - b) Balks are called at umpire's discretion, but some leniency should be given as we move to pitching from a stretch stance.
 - c) One warning per pitcher.
 - d) No runner will advance to home on a balk.
 - e) Curve balls not allowed, fastballs and change ups recommended.
 - f) After 3 consecutive walks, a coach should look to replace the pitcher.

COURTESY RUNNER, BASE RUNNING AND STEALING HOME

26. The last player to be put out will be allowed to run for the current catcher any time and is encouraged. The player that is to be run for must catch the next inning.
 - a) Exception: A courtesy runner (the last player to be put out) will be allowed for an injured player. An injured player may not return to the game in the field or to bat.
27. A Player may lead off and steal when the ball crosses the plate. (this rule is to encourage the development of the pitcher's pick off move and the catcher's throw down to a stolen base)

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28. The pitcher will want to pitch from a stretch stance when there is a base runner, in order to hold the runner on base.
29. A runner who leads off must lock their lead-off distance – they cannot dance around, go back and forth, or fake their lead off.
30. A runner may not steal home, on a wild pitch or a passed ball. (due to many deep backstops distances. Picture a stop sign at 3rd base). A player may advance to home if the catcher recovers the ball and make the decision to “throw down” to 1st, 2nd or 3rd base. A player may advance to home if the pitcher attempts to pick off or throw a runner out at 1st, 2nd or 3rd base.
 1. Example 1: runners on 1st and 3rd, runner from 1st takes off for 2nd and the catcher throws down to 2nd, now the runner on 3rd can steal home
 2. Example 2: runner on 3rd and pitcher throws ball to 3rd and the ball gets away from the 3rd baseman, runner on 3rd can go home.
 3. Example 3: runner on 3rd and the pitcher throws the ball to the backstop, runner on 3rd can't steal home.
 4. Example 4: runner on 3rd and the catcher throws the ball back to the pitcher and throws it past him, runner can't steal home.
31. Any base runner must slide or otherwise attempt to avoid bodily contact when a tag attempted at second, third, or home. Violation of either method will result in the player being called out.
32. No hidden ball plays allowed.

END OF THE YEAR TOURNAMENT RULES (if not listed below then follow season rules)

33. Two-hour max game, no inning is to start after 1 hour and 45 minutes
34. Top seeded team is the home team
35. If the game goes into extra innings, you start extra innings with the last out from the previous inning on second base.
36. All other rules we will follow DRS/RVL League rules

End of year Playoff format will be discussed each season.
Teams placing 1st and 2nd (playoffs) will be awarded a trophy or medal.