



Kitchener-Waterloo Minor Boys Softball Association
519-579-2888
www.kwmba.ca

Peewee Rules

Distances: Pitching: 40 feet Bases: 60 feet

ALL PLAYERS TO WEAR A BATTING HELMET WITH PROTECTIVE FACE GUARD AND CHIN STRAP

1. Infield fly is in effect.
2. No intentional walks to the batter.
3. Base runners may leave the base only after the ball has *left the pitchers hand*. Leaving the base early will be a leadoff and the runner will be called out. This is not an appeal play.
4. Drop third strike is in effect.
5. No new inning will start after 8:15pm. An inning that has started before 8:15pm should be completed or played until home team is ahead.
6. All games will be a maximum of 7 innings or time limit whatever comes first. If at that time, there is a tie the game will remain a tie. A game will be considered complete after three innings or 1hr of playing time. Drop dead game time is 8:35pm.
7. All players who come to the game will be in the batting order; anyone arriving late gets added to bottom of batting order.
8. No player shall sit two innings until everyone has sat one inning. No player shall sit three innings until all players have sat two innings. No player can sit two consecutive innings. Any player who starts an inning sitting can only be taken off the bench in the event of an injury.
9. Call-ups – see General Rules. Call ups to be recorded on the back of the Umpire Score Card.
10. A game can start if both teams have a minimum of 7 players each. There are no automatic outs for players not on the line-up. **If one or both teams do not have the minimum number of players, the players present will be divided into 2 teams and a game will be played. If one team does not have the minimum number of players, they forfeit the win to the other team. If both teams do not have the minimum number of players, the game will be considered a tie.**



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11. Fielder uses white bag to make a play. EXCEPTION On any live ball play made from first base foul territory, the batter-runner and defensive player may use either base. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory and if hit by a throw from the foul side of first base, it would not be interference.
12. Illegal pitches will be called. Effect: the umpire will give the delayed dead ball signal. If the illegal pitch is not hit (1) a ball is awarded to the batter (first base if ball four) (2) all runners advance one base.
13. A pitcher may not pitch after 12 outs. (Strike outs, caught fly balls, tag out, force outs, all count as outs.)
14. A pitcher can no longer pitch in a game if he/she hits 3 batters in the game. This stays in effect for any international tie breaker innings.
15. Except in case of injury, a pitcher who begins pitching to a batter must complete pitching to that batter.
16. A pitcher may have only one charged conference/inning. If there is a second, he must come out of that position for the rest of that inning and must be changed with a player on the field at that time.
17. The 8-foot circle is in effect. If the pitcher has control of the ball in the circle runners must advance or return to their last base.
18. If at the time of the second out the catcher is on base, he must be substituted by the last out or the last available runner. Time must be called by the Umpire.
19. For the first 5 innings there will be a maximum of five runs per team. There is a 10-run limit in the 6th & 7th innings.
20. Mercy rule is 15 runs after 3 innings or 10 after 5.
21. Scorekeepers should check the score with the other team at the end of each inning to verify the score. Any discrepancy must be clarified before the game will continue. At the end of the game the home team's score sheet will be considered correct.
22. The plate umpire must sign the score card and return it to the concession stand. Both teams must make sure the umpire score card is correct before umpire submits it to concession.
23. If batter/runners' bat is near or in way of plate/baseline umpire must remove bat and toss/hand to other team so it is out of way. Batter if walked or awarded a base hand or tosses bat to their dugout.
24. Dead Ball Rule. If an umpire calls dead ball play is over batter/runner is out no one can score or advance unless moved by the umpire. A thrown bat is a Dead Ball situation example.