



Attleboro Youth Baseball

Rules & Regulations

DIVISION – PEE WEE 8's

Attleboro Youth Baseball League Pee Wee 8 division is a continuation of the AYB instructional program. The eight-year-old program will be more structured and rule oriented than in the past, but instruction in game fundamentals are of extreme importance and should be stressed. The players will be exposed to the hard ball for the first time. Coaches should be sure all players are comfortable with this aspect. The eight-year-old program must be a fun and enjoyable experience for the children. Managers, coaches and parents should encourage players at all times.

1. UNIFORM

1.1 The Attleboro Youth Baseball League will supply each player with a cap and tee shirt depicting the team name. Both items are the children's to keep at the end of the season.

2. UMPIRE

2.1 There will be at least one umpire at every game.

2.2 If there is one umpire he/she will call balls and strikes and handle the bases.

2.3 If there is a second umpire he/she will umpire the bases.

2.4 The umpires are in charge of the game.

2.5 If no assigned umpire is available the coaches will umpire the game with a coach from the batting team calling balls and strikes from behind the pitcher's mound.

3. GAME TIME

3.1 The game will last 6 innings.

3.2 Under normal conditions, games will start at 5:45 PM.

Players are expected to arrive at the field at least 20 minutes before scheduled start time.

4. ROSTERS

4.1 Each roster will consist of up to 15 players.

5. DEFENSIVE ALIGNMENT

5.1 Defense will consist of a maximum of ten (10) players, four (4) outfielders, four (4) infielders, a pitcher and a catcher. A player should be stationed in the vicinity of the pitcher's mound while a coach is pitching.



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5.2 Managers must rotate players between defensive position's using their own discretion of a player's ability to catch the hard ball. All Players must have equal defensive playing time throughout the regular season. Players must play at least four (4) defensive innings per game.

(Also see 5.3)

5.3 All players present must play at least one inning in the infield each game. No player may play the same defensive position for more than three innings per game.

5.4 Catchers must wear a protective cup.

5.5 Every outfielder must be positioned at least 20 feet behind the outer edge of the infield dirt at the start of every pitch

6.0 PITCHING

6.1 Coaches will pitch 2 innings and players will pitch 4 innings the first time each team plays against each other to start the season.

6.2 Starting with the second game each team plays against each other, players will pitch all 6 innings for the remainder of the season.

6.3 Pitchers will be allowed to pitch no more than two (2) innings per game with a maximum six per week. The week is defined Monday through Sunday.

6.4 Pitchers must be given one (1) days rest between games for one (1) inning pitched and two (2) days rest between games for two (2) innings pitched. (Example: If a pitcher pitched 2 innings on Friday he or she cannot pitch again until Monday.)

6.5 There are no base-on-balls in the PeeWee 8 division. If a player (pitcher) throws four balls to a batter, a coach of the batting team will assume the role of pitcher for that batter. Any strikes that have been recorded on that batter during that at-bat will still count when the coach comes in to pitch. The batter will continue to bat until they either put the ball in play or strike out. After the batter completes his or her time at bat, the player (pitcher) may resume pitching.

Any pitcher that hits three (3) batters in a game will be removed from the mound for the remainder of that game.

If a pitcher is having trouble reaching home plate from the pitchers rubber, it is permissible to move the player a maximum of 18 inches closer to the plate. For the safety of both the batter and the pitcher, this rule must be strictly adhered to by all coaches without exception. If a pitcher is capable of reaching home plate from the pitchers rubber, then he or she must pitch from the rubber.

7. HITTING

7.1 The manager will determine the batting order. All players will be placed in the batting order.

7.2 Managers must rotate the batting order on a game-to-game basis.

7.3 A player will be called out after three (3) strikes. A foul ball will count as a strike, except as strike 3.

7.4 There are no walks or free bases for being hit with a pitch while the coaches are pitching. When players are pitching and there is a hit batsman, the offensive coach will have the option of awarding the batter first base or allowing the batter to continue his or her at-bat.



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7.5 Bunting is allowed. Slash Bunting is not allowed. Any player who attempts a slash bunt will be automatically called out.

7.6 All batters must wear a caged batting helmet.

8. RETIRING THE SIDE

8.1 The side will be retired when a team makes 3 outs or scores four (4) runs.

8.2 The home team will always be last at bat. Regardless of the score, the final inning will be played to its completion.

9. BASE RUNNING

9.1 The runner may advance as many bases as possible on an outfield hit. Once the ball reaches the infield, the runner must stop.

9.2 One base will be allowed on overthrows of any base.

9.3 Base runners must avoid contact with defensive players. Any intentional contact will result in the base runner being called out.

9.4 No leading, base stealing is allowed after the ball crosses the plate. A dead ball line will be in place behind the catcher. If the ball passes this line of play, the ball is dead and the runner cannot advance. There will be no advancement allowed on an overthrow by the catcher to second or third base. Each base runner is allowed to steal one base per inning. No double steals shall be allowed.

9.5 When stealing 2nd or 3rd base, and the base fielder has the ball, he must slide or avoid contact with the base fielder. If a base runner does not slide and makes contact with the base fielder, the runner shall be declared out. If the runner does not slide and there is no contact, the runner will be declared safe.

9.6 Stealing home is not allowed.

10. COACHING

10.1 The team batting should provide 1st and 3rd base coaches.

11. SCORING

11.1 A score will be kept, but there will be no standings or playoffs.

11.2 The manager or coach should inform the team of the score at the end of each game.



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12. END OF THE GAME

12.1 At the end of the game, each team, including coaches, will line up and shake hands with the opposing team.

* Please refer to the code of conduct policy on attleboroyouthbaseball.com < rule book < code of conduct policy for details on Attleboro Recreation Departments policies regarding parent/children behavior and responsibilities while utilizing Attleboro fields and facilities.

*No smoking or alcoholic beverages are allowed on any playing field during games or practice.

* It is the coach's responsibility to teach, encourage, show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

The Attleboro Youth Baseball League thanks you for your continued efforts and support of the baseball program!

