



Peewee - Minor Bantam House League Rules

Peterborough Baseball Association

Visiting Team

1. Supplies a good quality used ball.
2. Provides one base.

Home Team

1. Supplies a new ball.
2. Provides two bases. Bases are 70 feet apart (21.3 m)

Uniform

1. Cleats may be worn but must be rubber.
2. PBA uniforms must be worn.
3. No shorts allowed.

General Rules

1. Pitching rubber is approximately 48 ft (14.6 m).
2. Teams should be at the ball park by 6 PM to allow for warming up. Teams should be ready 5 minutes before the game to allow for the ground rules meeting.
3. A team must have seven (7) players to play a game (six (6) players or less is considered to be a default). If a team has less than nine (9) players, the opposing team is encouraged to provide players to the other team in the field (hitting will include players on their team only). If a default occurs, teams are still encouraged to play a "fun" game with the remaining players.
4. Games begin at 6:15 PM and no new inning will begin after 7:50 PM. Innings begun prior to 7:50 PM will be completed.
5. Three outs per inning unless a "bat around" inning occurs and the "last batter" rule will come into effect.

Pitching

1. Individual peewee pitchers may only pitch two (2) innings. If a peewee pitcher is inserted into the game with two (2) outs in an inning, then the one (1) out that the peewee player pitches constitutes pitching one (1) full inning.
2. Individual bantam pitchers may only pitch one (1) inning. If a bantam pitcher is inserted into the game with two (2) outs in an inning, then the one (1) out that the bantam player pitches constitutes pitching one (1) full inning.
3. Hitters may be walked after four (4) balls.
4. Strike three is an automatic out (i.e. the catcher does NOT have to catch the ball).
5. Individual pitchers will receive one (1) balk warning. A second balk will have normal baseball consequences.

Last Batter

1. Last batter rule applies. For the last batter, balls will not be counted since the last batter cannot walk. Therefore, the last batter will hit until they are struck out or put the ball in play. If the teams do not have equal players, the team with the least number of players will be allowed to send to the plate a number equal to the opposing team. For example, Team A has 12 players and Team B has 10 players. Team B will be allowed to bat 12 players with the 12th being the "last batter".

Base Running

1. With two (2) out and the catcher on base, it is recommended that a pinch runner (the last out) be used to speed up the game.
2. No leadoffs.
3. Stealing may only occur after the ball has been pitched. As the ball crosses home plate, the base runner may steal.
4. No stealing of HOME at any time (pass ball, wild pitch, over throw or otherwise).
5. Base runners may advance on over throws when the ball is hit into play and there is a play at a base (i.e. an overthrow of first base would allow the base runners to advance, including home as this not a steal).
6. Runners MAY advance on strike three or ball four at their own discretion.
7. Contact with players is to be avoided, including contact at home plate with the catcher. The umpire is to use their discretion regarding contact.

Coaches

1. Coaches will be supportive of the umpires. Coaches may question an umpire on an interpretation of the rules but must be supportive and provide leadership towards the umpires. Parents are asked to assume leadership in this area also and be supportive of the umpires. Coaches are asked to keep parents and players from questioning the umpires.
2. Relax and have fun.