

S.T.Y.B.S. 5/6 PEE WEE (COACH PITCH or T-Ball) RULES

1. Players (boys and girls 5-6) prior to August 1st. for boys and girls of the current year shall be placed in the STYBS Pee Wee League Division.
2. A game shall consist of 1 hour. Start time will be 6:00 PM for all early games and the game will end at 7:00P.M. the second game will start at 7:15 PM. and shall end at 8:15 P.M. or as determined by the scheduling committee or executive board. Stalling will not be tolerated. Games will end at the ONE HOUR limit, regardless of where you are in the batting order, the at bat batter will be allowed to finish their time at bat.
3. The PeeWee League field shall be 35 feet from the back of home plate to the front of the pitching plate, and baselines shall be 60 feet.
4. The bat shall not be more than 29 inches in length or less than 25 inches in length, with a maximum diameter of not more than 2 1/4 inches on the widest part of the barrel. All bats must have Little League approval or Tee Ball approval stamped on or indicated on the bat being used.
5. The PeeWee league will use a soft surface ball. The size will depend upon availability, with final approval made by the STYBS Executive Board.
6. All coaches for the defensive team will be confined to the area the length of their dugout and two coaches allowed in the outfield behind the outfielders. One coach will be allowed against the backstop to help speed up the game, on passed balls to the catcher. The coach must remain in a position so as not to interfere with a player during live play. These coaches will not be allowed to coach their team from within the backstop.
7. The infield fly rule is not in effect for the PeeWee division.
8. All players in attendance will bat and play in at the field unless incapacitated or ejected from the game by the umpire. Incapacitation is defined as any illness or injury. Late players are added to the end of the line up if they arrive before the end of the game.
9. When the last batter of each team comes to the plate, the coach of that batter must declare to the umpire and opposing coaches that the "LAST BATTER IS UP".
10. A maximum of three pitches will be allowed for each batter, unless the third pitch is a foul ball. If the batter has not hit the ball after three pitches, the batter will have two (2) attempts at hitting the ball off of a tee. A batted ball that hits the coach pitching will be declared a dead ball, unless it touches a defensive player first. The offensive coach who is pitching must try to get out of the way of the ball without obstructing any defensive players. A dead ball will count in the three pitches. A hit batter is a NO PITCH. There are no walks.

11. Coaches of the team batting will handle all pitching. The pitching distance will be at the coaches discretion, with the pitching plate being 35 feet from the rear of home plate. The defensive team pitcher must remain within five (5) feet of the pitching rubber and cannot move from this area until the ball is hit by the batter.

12. No bunting is allowed. All bunted balls will be counted as a pitched ball and runners cannot advance.

13. All runners must stay on the base until the ball is hit. There is no stealing. Any team violating this rule will receive one warning per game. Thereafter, the runner leaving early will be sent back to the bench with no out being charged.

14. There is no leading off, no stealing. Only one base per runner will be allowed on an over throw, runners advancing under this rule advance at the risk of being put out. Once any or all runners advancing to the next base under this rule reaches said base or is put out, play will be stopped. PENALTY: One warning per team for leading off, after which runners will be called out. Runners stealing will be called out even if successful.

15. Infielders must play what is normally termed infield positions with one additional infield position allowed (including pitcher and excluding catcher). They are not to position themselves in the outfield, and are not allowed to retrieve a ball from the outfield unless it is being thrown to the infielder by an outfielder. For the purpose of this rule the outfield is defined as the area starting six feet behind the base lines. DON'T BE STUPID!

16. Any team having a player throwing a bat will be given one warning per game. The next violation will result in the batter being declared out.

17. Touching any base in front of the last batter makes the last out of the inning. All runs scored prior to the last out will count. DON'T BE STUPID!!!!

18. All general rules apply with the exception of rules 12 through 30