



## **Wee Ball League Division Rules**

*Updated: Jan. 2018*

1. Teams will consist of a minimum of 8 players with a maximum of 12 players.
2. Wee Ball will be limited to 1, one hour practice and 1 game per week. In the case of rain outs, more than 1 game may be played during a certain week.
3. Games will have a time curfew of 50 minutes. No new inning will start after the time curfew has expired. An inning that has started prior to the expiration of time will be allowed to finish.
4. Score or standings will not be kept in Wee Ball.
5. Regular infield positions (1B, 2B, 3B, SS, P, ) are to be used, excluding a catcher. All other players will be spread evenly behind the infield.
6. The pitcher must maintain contact with the pitching rubber with at least one foot until the ball is hit. The pitcher must wear a helmet with a face mask.. The pitcher may be allowed to move back in line with the rubber for batters that may cause safety issues.
7. Fair Ball Arc: There shall be a ten (10) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.
8. Safety Mark: There shall be a twenty five (25) foot mark drawn on the (1st) baseline and third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
9. Rotation: Every child must play at least one (1) inning in the infield per game. (Safety concerns will be the coaches discretion for players)
10. Three defensive coaches shall be allowed in the field one on first base side, one on third base side, and one in the center of the infield.
11. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
12. All hitters will bat using a tee. No pitching will take place in Wee ball.



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13. A batter shall receive a maximum of six (6) swings.
14. Runners shall not lead-off or steal bases.
15. A team shall play offense until all players in the line-up have had their chance to bat. The last batter will run the bases or run until advancement has stopped before team switches to defense.
16. If a ball is over thrown by an infielder attempting to make a play the ball is dead and runners will take the nearest base.
17. The batter, on-deck batters, and base runners **MUST** wear a helmet. **NO EXCEPTIONS.**
18. Base runners may advance 1 base on a ball hit to the infield.
19. The home team will occupy the 1st base dugout.
20. Home team is responsible for lining the fields before the game.
21. Only rostered players, coaches and approved volunteers may be in the dugout during the game. Parents of injured players are also permitted to enter to care for their child.
22. Any rule not covered here will be covered by the Babe Ruth League rulebook and / or ruled on by the game umpire.