

PeeWee Specific Rules

GAME MODIFICATIONS

- Game length is 1 hour or 6 innings.
- You are only allowed to kick 10 players each inning or get 3 outs. Once the 10th kicker has kicked, advance all your runners until all outs are made, everyone has crossed the plate, or the play has been stopped.
- Coaches are NOT allowed on the field.

THROWING AT RUNNER: A defensive player may **NOT** throw the ball at the runner to attempt to get the runner out. In the event this occurs, the runner will be awarded the base they were advancing to.

HELPFUL HINTS

- All players on the team shall be in the kicking lineup and will be on the field during defense.
- Pitchers are not allowed to use two hands while pitching.
- DO NOT over throw the pitcher between plays. This allows the other team to advance bases.
- Keep your offensive players positioned outside of the base/running path.
- Make sure the players run to the orange part of first base.
- Make sure the 9 foot line (short stop line) is not crossed by any players until the ball crosses the plate.
- Make sure the catcher stays behind the kicker until the pitched ball has passed the kicker.
- Coaches must remain the coaches box at all times.
- Walk to the umpire to address a question about a ruling or issue. No yelling from the dugout or coaches box will be tolerated or allowed.
- Please encourage parents to keep calm and respect coaches and umpires on the field as well as the girls.
- A game can be played with a minimum of 7 players. If a player shows up late, the umpire must be notified and that player can enter then game, but the player will be placed at the bottom on the kicking lineup.
- An official scorekeeper is needed for every home game and a “button pusher” is needed for every game as visitors. Assign every parent this responsibility. Don’t rely on just one or two parents.

**** All other rules will comply with the Little Miss Kickball International Official Playing Rules and Regulations. ****