

KANSAS STATE PEE WEE ASSOCIATION RULES

Last updated April 7, 2024

RULES OF ADMINISTRATION

1. All team entries, names and birthdays of players should be mailed to the state commissioner no later than June 1st. If registration is sent after June 1st a \$10 registration fee needs to be included. Return one (1) registration form (use the furnished Pee Wee player registration forms only). A copy of names and birthdays of players should be sent to your league recorder if so requested.
2. All leagues should have a president, secretary/treasurer and recorder. League will and should settle all disputes in relation to forfeits, rules, rainouts etc. The state officers can only enforce the Association rules and make recommendations to help leagues settle disputes that have reached a problem. State officers are available to answer any coaches or league questions.
3. Registration and Transferring of Player: All players must have an address of the town that they play for. Should their school district and address be different, they may play for the team in their school district provided there is no team at their address. Any exception to this rule shall be presented at the annual meeting and approved by vote of the association (example of this would be two teams combining because of numbers; another would be a farm family whose address is one town and their school district another address). These items should be brought up at the spring meeting or it's too late. A player must be registered with the team that he is playing for two weeks before playing in any league game after the June 1st registration date. Any player desiring to transfer from one team to another must obtain a written and signed release by the manager of the team from which he is transferring before being eligible to play in subsequent games. Players that are on a roster and move to another team's geographic area are allowed to stay on their current roster, just please let the commissioner know. No release is needed if they were never on the new teams' roster. They must meet the above criteria to be able to transfer, (an example would be a family moving) coaches are strongly encouraged to release this type of player. Association secretary/treasurer shall notify the league recorder of any such changes. All players must play on the team designated by the state officers whenever there is a written complaint by a coach. Players must have played in 2 league games to be eligible for post-season play unless the player was listed on the Pee Wee team roster by June 1st and is also a member of their coach pitch team.
4. Team rosters that start the season will continue with league, district, and state playoffs. No league will submit all-star teams from their rosters. Team rosters will be allowed to have no more than 20 players that are between 9-12 years old.
5. Each league in the state should have someone in charge to record all league scores and innings pitched by pitchers during each week of the season.
6. No new teams or league will be admitted to this state association at the annual spring meeting, unless approved by vote of the association. Teams entering after the spring meeting are not eligible for district or state tournaments that season.
7. Pitch count shall be reported to the league recorder
8. Each team to be eligible to play in the association needs to have both a Coach Pitch and a Pee Wee team and enrollment has to be open to the entire community.
9. Any team that drops from the association will be assessed a fine of \$10 per season to rejoin the association. This does not apply to transfers.
10. Any teams not paid up on dues or assessments will not be eligible to play in the district or state tournaments (June 1st is the deadline).
11. Four passes are to be given to the teams playing the district and state tournaments and two passes to the remaining teams. These can be used by managers, coaches, scorers, or other helpers. No other passes will be honored. Managers should pick up these passes at the gate of tournaments from the tournament

managers. In addition, players that are playing in the tournament on the same night they are trying to gain admission can be admitted for free.

12. No gate charges at games except tournaments. Districts and state tournaments prices will be established by state officers and subject to change if so directed. Leagues can determine their own gate prices for their tournament should they agree that a gate admission can be charged to pay for trophies. Percentage of gate receipts after expense “for umpires only” – the host team takes 60% and state association receives 40%. Each district and state tournament site will send an itemized list of expenses to the secretary/treasurer one week after the final game. Take out your 60% before sending money (in the form of a check or money order) to the secretary/treasurer of the state association. The admission to be charged at district and state tournaments will be Adults-\$4.00, Children 6-13-\$2.00. State officers should attend games whenever possible and be admitted by tournament officials.
13. Health and accident insurance is compulsory for each item. It is recommended that teams have players sign some type of release paper.
14. The association will consist of 4 districts. Each district will be made up of 2 leagues. Four teams from each league will qualify for district tournaments. Except when 4 or less team leagues are involved, only 3 teams qualify from the league.
15. Selection of officers-State and District Commissioners are to be elected for one-year terms. Each team is allowed one vote at the state business meeting.
16. Copies of minutes of state meetings are available upon request from the state commissioner.
17. All money will stay in the state fund. If the organization ever dissolves it will be given to a state charitable institution.
18. Dates for District and State Tournaments will be set at spring meeting each year.
19. Seeding for the district tournament will be determined by each team’s overall win percentage of regular season games against Pee Wee Association teams. Ties are to be broken by coin flip. Any regular season league games played after the Wednesday prior to the week of the start of the District tournaments will not be counted toward District tournament seeding.
20. Tournament managers should be notified as soon as possible what league teams have qualified for district play. District tournament should notify the state commissioner on the rankings at the finish of the district tournaments. The State will award 3 team trophies and 20 individual awards to the top 3 teams in each District tournament. The State will also award 3 team trophies and 20 individual awards to the top 3 teams in the State tournament.
21. District Tournaments will use two or three umpires per contest and the State Tournament games require three umpires per contest. State officers can approve the umpires and make recommendations for payment to umpires. Pairings for the district and state tournaments will be set by the commissioner. The state association will provide the baseballs and awards for district and state tournaments.
22. The district tournament will be held in rotation within each district. If a team opts not to host they will go to the end of the rotation and the next team in the rotation will have the next option to host. If a new team is added, they are placed at the end of the rotation.
 - a. District 1: Pike Valley, Beloit, Concordia.
 - b. District 2: Osborne, Waconda, Concordia, Smith Center, Rock Hills, Beloit.
 - c. District 3: Clyde, Southern Cloud, Valley Heights, Concordia, Clifton.
 - d. District 4: Bremen, Hanover, Linn, Belleville, Washington.
23. The site for the state tournament will be held in each district in rotation.
24. Site selection for state tournament to be determined by 1st voting on all nominations from the eligible district. Then a revote will be held on the top two nominations to determine site.
25. The home team for district play and state play will be determined by the higher seed and if two teams have the same seeding, a coin flip will then determine the home team.

26. All of the above rules will be enforced. If the above rules are not followed, a forfeit will result.

PLAYING RULES

1. To be eligible for Pee Wee baseball, a player must not have reached his or her 13th birthday prior to January 1st of the current year (effective 1/1/24).
2. The manager is responsible for the sportsmanship of the team.
3. League game times will be agreed on by the league or team managers.
4. Pitching distance is to be 50 ft. Bases are to be 70 ft apart. From the center of second base to home base is to be 99 ft.
5. Standard size home plate and pitching rubber will be used.
6. If less than 9 players are used after the contest has started, the open spot in the batting order will be an automatic out.
7. Games will be five innings. Three innings will be considered a game, in case of rain or any act of God. Scores will revert back to the last full inning after three have been played. In all games, except championship games, the 10-run rule is to be applied after three full innings or at the end of any inning thereafter. The championship game in District and State will have a 15-run rule. A decision must be made within 30 minutes by the head umpire in case of an act of God whether the game is to continue or not.
8. For District and State tournament games that must be stopped due to poor weather, the game must be suspended and resumed later. The game will re-start with the same line-up, score and the players remain in their positions that they were when the game was called for weather. If one of the coaches concedes, the other team is given the win.
9. Equipment: No steel spikes or metal tipped cleats will be allowed in any league or tournament game. Batter's helmets must be used by all batters and base runners. Helmets must be a kind that protects the ears, temples, and top of the head. Caps or helmets must be worn at all times while playing a game. Shirt tails must be kept in while playing a game. All bats must be approved by the State Pee Wee Association. The catcher shall wear a mask with an attached throat protector and protective helmet during warm-ups and game play.
10. Re-entry rule - Any players may be withdrawn and re-entered once during a game, provided that they occupy the same batting position in the lineup. The original player and the substitute(s) cannot be in the lineup at the same time. EXCEPTION: Rule 11.
11. Injury re-entry rule: In case of an injury, if no substitute is left on the bench, a replaced player may again enter the game for the injured player.
12. The second charged conference in an inning shall result in the removal of the pitcher from the pitching position only, not removal from the game. If a pitcher is replaced on defense, the substitute must pitch to the batter than at bat, or any substitute for that batter, until such is out, reaches base or the third out is recorded. If said pitcher (the substitute) is incapacitated this rule is ignored.
13. The head coach may verbally request an intentional walk to the batter upon notifying the home plate umpire.
14. Slide rule - a runner coming toward any base or home must slide if a play can be made on them. Rules concerning obstruction are covered in the official baseball rule book. It is the umpire's judgment as to whether a play is being made on the runner.
15. Use of any form of tobacco by a player, coach, manager or umpire while on the playing field is prohibited. Any violation of the rule causes the individual to be removed from the game. For the purpose of this rule dugouts, player bench and bullpens will be considered part of the playing field.
16. Lead off rule-no lead off until the ball leaves the pitcher's hand. PENALTY: The runner is out and the ball is dead. There is no pitch and no runners may advance.

17. Pitchers must use a legal pitching motion; a full wind up or stretch pitching position. The penalty for an illegal pitch is a “ball” to the batter. Balks are not possible.
18. The pitcher will be allowed a maximum of 85 pitches per game in both the regular and post season. The pitcher will be limited to 100 pitches per week during the regular season and 120 pitches per week in the post season or in a week when the team has three regular season games, considering a week is Sunday through Saturday. For post season play, the pitcher will be allowed a maximum of 85 pitches every three consecutive days, with the first day beginning on the day that they start pitching that week. If the pitcher reaches the maximum while facing a batter, the pitcher is allowed to finish pitching to that hitter. Contesting the pitcher must take place during the game in which the maximum is reached. **The scorekeepers for both teams need to confirm the pitch count at the end of every inning.** The pitch count recorded in the home scorebook will be considered the official scorebook if an official scorebook is not being kept separately. PENALTY: Once the pitch count is exceeded, the pitcher must be removed as a pitcher from the game. Any pitch beyond the final hitter is an illegal pitch and a “ball” to the batter.
19. A team may add an optional 10th player into the batting lineup to help get more players in the game. If a team begins the game with 10 players in the lineup, then they have to stay with 10 players batting for the entire game. The player can go into the field, however, they cannot change spots in the batting order. If the 10th player is taken out of the game, then you have to take an out. The opposing team does not have to bat with 10.
20. The approved National Baseball Congress rule book will apply if there is no Pee Wee rule covering the play or situation. <https://kansashapdumontbaseball.com/Rules-and-Regulations>

***The annual meeting is to be held on the first Sunday in April unless it is Easter Sunday, in which case, it would then be on the following Sunday. Each team is to have a representative at this meeting.**

**SEND YOUR PEE WEE PLAYERS REGISTRATION FORM BY JUNE 1ST
(IF AFTER JUNE 1ST ENCLOSE A \$10 FEE MADE PAYABLE TO KANSAS STATE PEE WEE
ASSOCIATION W/REGISTRATION FORM)**

**TO: Troy Newman
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Courtland, Kansas 66939**

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