

2011 PYBA Wee Ball Rules

- Games will consist of 2 innings or a 50 minute time limit
- The pitcher, catcher, on-deck batter, and all base runners must wear a protective helmet, equipped with a face guard
- A 10' circle defines the minimum distance a ball must travel to be "live and in play" (on the line is considered dead)
- The batter is allowed to swing until he/she hits the ball
- To kill the play on a live ball, a fielder must throw the ball across the 10' circle (on the line is considered dead)
- No player on defense shall cross the 10' circle to make a play. **Exception:** the catcher with possession of the ball may chase a runner back to third and tag the runner out. If the runner makes it back to third, the play is dead.
- The batting lineup will consist of the entire roster
- The team that is batting may have a coach at first base, second base, and third base to assist the runners
- No head first slides
- The entire team will play the field (6 players on infield); all remaining players will play behind the infield/outfield line
- The team that is fielding may have 2 coaches in the outfield to assist the fielders
- Halfway lines will be used between first/second and second/third to determine runner placement, when a live ball becomes dead
- No Score

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- The Wee Ball league should teach our children how to run, throw, catch, and bat. The PYBA discourages a fielder from running across the field to make an out, when the normal play would be to throw the ball.
- Please remember - the purpose of a Dixie Youth Tee Ball program is to instruct boys and girls in the following areas:
 1. Principles of good sportsmanship and fair play
 2. Basic fundamentals of baseball and its rules
 3. Team participation
 4. How to win humbly and lose gracefully
 5. Playing safe
- PLAY BALL and HAVE FUN!