

Freeport Little League Summary of Selective Rules (Peewee Boys Baseball) 2026 Season

*It is intended for this league to follow the 2026 Little League Baseball rulebook.
Refer to the rules below for important rules and any exceptions that would supersede the rulebook.*

Coaching rules:

1. Each team shall have no more than 3 coaches in the dugout and on the field at a time during the game (1 manager and 2 assistant coaches). (Tournament Organization - Managers/Coaches in the Dugout)
 - a. To be a coach in the dugout and on the field, a background check must be submitted to Little League International. (free and online)
 - a. More than 3 coaches can complete background checks so that coaches can be substituted between games, but the 3 coaches who start a game are the only ones allowed during that game. (Exceptions are allowed for emergency situations with the approval of an FLL Board Member.)
 - b. The bench or dugout is the seating facility reserved for players, substitutes, 1 manager, and not more than 2 coaches when they are not actively engaged on the playing field. Bat boys and/or girls are not permitted. The bench or dugout is not for additional coaches or scorekeepers. (Rule 2.00 - Definitions of Terms)

BAT Rules:

1. All bats must have the USA baseball stamp. There are no exceptions other than if it's a wood bat.
2. No bat at any level of play is permitted to be altered. Products such as but not limited to, choke-knobs and choke-up assists. (Regulation 1.10 - Objectives of The Game A.R.2)

BALL Rules:

1. All games must utilize the little league provided baseballs Pee-Wee utilizes special balls. Absolutely no hard balls allowed at this level. No exceptions.

Pitching Rules:

1. Any player who throws 41 or more pitches in a game may not play the position of catcher for the remainder of the day. (Regulation VI - Pitchers Section C - Note)
2. Any player who plays the position of catcher for more than 3 innings may not pitch for the remainder of the day. (Regulation VI - Pitchers Section A)
3. The maximum number of pitches that may be thrown in a day are summarized below. Note that if a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to complete the half inning. (Regulation VI - Pitchers Section C) **Peewee Boys - 1 inning/game maximum**
4. Any player that pitches in a game must adhere to the following rest requirements before pitching again: (Regulation VI - Pitchers Section D)

1 – 20 Pitches	0 Calendar Days
21 – 35 Pitches	1 Calendar Day
36 – 50 Pitches	2 Calendar Days
51 – 65 Pitches	3 Calendar Days
66 or More Pitches	4 Calendar Days
5. Pitchers may wear neoprene sleeves however they must be one solid color that is not white or grey. Pitchers must not wear any other items on their hands, wrists, or arms that may be distracting to the batter. (Rule 1.11 - Objectives of The Game (a) (3))

Special Peeewe Pitching Rules:

1. Every batter during the entire season will start with player pitch by the defensive team.
2. Normal pitching rules apply while a player is pitching up to 3 balls (NO WALKS). A batter can still strike out during player pitch with any combination of swinging and called strikes.
3. During player pitch, once the count gets to 3 balls, a coach will step in for the remainder of the at-bat. The player will then receive up to a total of 7 pitches for the at bat (excluding foul balls).

<u>Count</u>	<u>Amount of coach pitches</u>
3-0	4 pitches
3-1	3 pitches
3-2	2 pitches

The strike count will carry-over from player pitch to coaches pitch. The at-bat continues with coaches pitch until:

- The player puts the ball into play
 - The player strikes out
 - The player receives the 7th pitch without swinging.
4. If the player hits a foul ball on the 7th and final pitch they will receive an additional pitch. (Similar to a foul ball with 2 strikes) They will receive 1 additional pitch until they either miss or put the ball in play.
 5. If a batter swings and misses for a 3rd strike prior to the 7th pitch of the at bat, the batter is out and shall receive no more pitches.
 6. Coaches are welcome to stand behind the catcher to help get the ball back to the pitcher.
 7. If a ball is batted into play and strikes the pitcher (coach), the ball is in play.

Substitution Rules: (Regulation VI - The Players Section I)

1. A **Continuous Batting Order** and **Free Substitution** will be used for each game. This will reset at the start of each new game at the coaches discretion.
2. ALL PLAYERS must play in the field for **6 Consecutive Defensive Outs**

Scoring: (Regulation VI - Pitchers Section E)

1. The official scorer of a game shall be the Home Team and they will be responsible for operating the scoreboard, if applicable.
2. The official pitch count record shall be maintained by the Visiting Team

Time Limits: (Rule 4.10 Starting and Ending a Game)

1. Time Limit is 1:30.
2. No new inning will begin after reaching the time limit.
3. A new inning begins when the 3rd out is called in the bottom of the previous inning
4. If there is a tie score and the game is past its time limit the game is over and the score will be recorded as a tie.

Runs Per Inning: (Rule 2.00 Definition of Terms under Inning)

1. Peeewe Boys will have a run limit of 5 runs per half-inning. Once the 5th run scores that half of the inning is over.

Mercy Rules: (Rule 4.00 Starting and Ending the Game)

1. 10 Runs after 4 Innings.

Tie-Breakers:

For purposes of the regular season standings, tie-breakers will be as follows:

1. Head-to-Head.
2. Run differential in games played between the teams that are tied.

3. Coin Toss.

Starting Games with Less Than 9 Players (Rule 6.00 - The Batter)

1. Maximum of 10 players in the field (4 in outfield) and minimum of 8 players, NO recorded out for the 9th spot in the lineup. If fewer than 8 players are present, the game may be played as a forfeit. If a team has only 9 players, then both teams must play with only 3 outfielders. Coaches must position players within the following guidelines: No shift rule: Infield players must play normal positions and if playing with 10, 4 outfielders.

Calling Up Players: (Regulation III and must follow all sections of Regulation IV for ages)

1. The Peeewe Boys Division is not allowed to call up players from a younger division; however they may use a player from another team within the same division with the permission of the acting Player Agent only. Again players from other teams cannot pitch and must bat at the bottom of the order.

Sliding Rules:

1. There is no rule that says a runner must slide at Home. The rule is that the runner must AVOID CONTACT. If the runner slides, they are deemed to have avoided contact.
 - This is a judgment call by the umpire.
2. The catcher may NOT block the pathway of a runner attempting to score unless he has possession of the ball.
 - This is a judgment call by the umpire.
3. If a player slides head-first while advancing, the ball remains live but the runner is out.
 - Allowed exception: Players are permitted to dive head-first only when returning to a base.

On Deck Batters:

1. On deck batters are NOT allowed.

3rd Strike Not Caught:

1. Batter is out.

Special Peeewe Base Running Rules:

1. Base runners can only advance one base per play and only on a ball hit into play or when forced by a walk. There is no advancing on a wild throw or any other kind of error.
2. Any hit ball kept within the infield limits allows runners to advance one base. Runners can still be thrown out and it is a free throw to any base, so runners cannot advance in response to an error on the throw or catch during the play. Runners not forced to run can still hold the base.
3. Any hit ball that reaches the outfield grass limits allows baserunners to advance 2 bases. (This does not have to be on the fly and still counts even if it touches a player first) Runners can still be thrown out at any base during this time, and they do not have to attempt the second base. It is a free throw to any base, so runners cannot advance in response to an error on the throw or catch at a base during the play. (Please note this is not a ground-rule double rule, the play is still live.)
4. Any ball hit over an outfield wall is still a home run on that field.
5. If playing at Little Cubs Field and a batted ball hits the outfield wall on the fly, it is an automatic double and all base runners move up 2 bases. Again, automatic double and all runners move up to 2 bases.