

2009 San Bruno Pee Wee Baseball Rules

“It is the mission of the San Bruno Pee Wee Baseball League to provide the guidance, instruction, and supervision that fosters and promotes a safe environment where eligible children can: 1) learn to play the game of Baseball according to Official Baseball rules; 2) develop a sense of sportsmanship and fair play; and 3) have fun doing it”.

A. ORGANIZATION

The President or if the president is unavailable, members of the Executive Board shall have the power to take action on any violations of the rules governing San Bruno Pee Wee Baseball, Official Baseball Rules, and conduct of league officers, managers, coaches, players, umpires and parents therein involved. If a violation is alleged, the Executive Board will form a Fact-Finding Committee consisting of three managers. A hearing to take the action necessary to resolve this matter will convene within (7) days from the first notice of the alleged violation.

The President shall appoint a treasurer on or before November 30th, for the following year.

All returning and first time players must register at the annual Pee Wee Baseball sign-ups or via the league website: www.sanbrunopeeweebaseball.org First time players will be scheduled to participate in the mandatory player evaluation procedures. The evaluations shall be scheduled on a Saturday with flights of 10 players. 7 & 8 year old players will be evaluated together, 9 - 10 year old players will be evaluated together.

New players will be dispersed to those teams with vacant roster spots at a meeting conducted after all new players have participated in the player evaluation procedures.

- a. The player dispersion process will consist of a single dispersal for all age groups.
- b. The player dispersal for all age groups will be conducted as a series of rounds with each team selecting a maximum of one player during each round.
- c. Teams will select in the reverse order of their seeding as determined by the final standings from the previous season.
- d. Six year old batboys who were on the official team roster from the previous season will automatically be placed on the team roster.

If a former batboy chooses not to play with the team for which they were a batboy, they must notify the board and participate in the evaluation and dispersal process.

Requests for an exception to the evaluation and/or dispersal process must be submitted in writing to the league president a minimum of 21 days prior to the evaluation. Requests submitted after this period will not be considered.

- 1) Siblings requesting to play on the same team can only be dispersed to a team that has a roster spot available for each sibling.
 - a) The board shall determine the dispersal of siblings when there is not a team with roster spots available for each sibling at the time the first sibling is selected.

- 2) The board shall meet to determine if the following exceptions will be granted:
 - a) A returning coach whose son was not on the roster as a batboy
 - 3) The following exceptions will not be granted:
 - a) Cousins requesting dispersal to the same team
 - b) Coaches son (coach new to the team)
 - f. If a member of the board is directly involved with the exception request, that board member will be replaced with a manager not involved with the exception.
 - g. An approved exception will become the team's second pick in the dispersal. Should that team only have one pick, the exception will become the first pick.
 - 1) The board may determine that an approved exception become the team's first round pick if the board determines the nature of the exception warrants such action.
 - h. The team's first pick can be an 7, 8, 9, or 10 year providing the team does not exceed the roster size as stated in the rules.
 - 1) The board may reduce the maximum and minimum roster size, prior to the dispersal due to an insufficient number of players.
 - 2) Should the maximum roster size be reduced, the league shall provide each team with a maximum roster size combination in the age groups.
 - i. Should the league be required to maintain a waiting list of players wishing to participate, the league President shall keep this list.
6. If a player quits a team for any reason and there is more than 50% of the season left for that team, the player must be replaced if possible. The new player must come from the player pool, if available. The League President must clear all changes in team roster. Failure to report the loss of a player within 48 hours will result in disciplinary action against the manager of that team.
 7. It is intended that each player remain on the same team that he/she signed for the four years (ages 7, 8, 9, 10,) that he/she is in the league. Player will be able to change teams before the season only, and subject to approval by the league president along with his/her manager's approval. He/she will participate in the player evaluation program.
 8. Players will not play for any other Baseball or Softball League during the Pee Wee League season.
 9. The executive board will determine dispersal of bat persons.
 10. Eligibility: A child who is at least 7 years old and not more than 10 years old on April 30, 2009 (7 year old 5/1/2001 to 4/30/2002, 8 year old 5/1/2000 to 4/30/2001; 9 year old 5/1/1999 to 4/30/2000, 10 year old – 5/1/1998 to 4/30/1999). Proof of birth date shall be presented to the league at the time of sign-ups for all players (i.e. photocopy of birth certificate, baptismal certificate, etc.).
 11. For 2009, a team roster will consist of (5) ten-year-olds, (4) nine-year-olds, (4) eight-year-olds, (3) seven-year-olds. In the event of a late sign-up or a team is in need of players, the Executive Board will conduct random drawings to equalize the teams in need of players.
 12. The process for conducting random drawings by the Executive Board to distribute players on a waiting list, or players signing up after the final formal sign up will be

as follows:

- a. The name of the team(s) needing (10) year olds will be placed in a hat. The first team drawn will receive the first (10) year-old player on the waiting list. The second team drawn will receive the second (10) year-old player on the waiting list.
 - b. The process described above will continue until all teams have a full complement of (10) year-old players or there are no more players.
 - c. The process described above will be used to distribute any (9) year-old players and/or (8) year-old players on the waiting list, and will continue until all teams have a full complement of each age or there are no more players available.
13. With a roster of 14 or less, each player who attends practice and who is in attendance for each game must play at least four complete innings (24 outs) and will bat at least once in each game. With a roster of 15 players or more for a game the minimum inning rule is reduced to three complete innings (18 outs) and one at bat. With a roster of 16 or more players for a game, four players may bat in one position (1st spot). Minimum 3-inning play is waived to 2 innings, but in this spot only, not for any other line-up spot.
14. All games are 9 innings & become official after 5 full innings (or 4 ½ innings if the home team is leading).
- a. All games will be played to a 2-½ hour time limit with no new inning starting after the 2-½ hour limit. If the game is tied, the President will reschedule it at the earliest convenient date. Until then, it will be carried as a tie (1/2 game) in the standings. This rule applies for all the games such as when a game is called due to darkness. The last game of the day has no time limit.
 - b. A manager can request the League President reschedule a game up to a minimum of 24 hours prior to the scheduled game time.
 - c. All games will start on time as set in the league schedule and be played at the place scheduled. Only the umpire may stop a game after its start. Example: darkness and bad weather or if both managers agree that the condition of the playing field might jeopardize the safety of the players.
 - d. If a team cannot field nine uniformed players after the game has began, and the game is not yet an official game, the head umpire will suspend play. The President will schedule completion of the game at the earliest convenient date. Play will be resumed from the point that the head umpire suspended play.
 - e. Only the league President or members of the Executive Board may cancel a game for inclement weather prior to the scheduled start time. If none can be reached, both managers will go to the field scheduled to determine its playability, and then make a decision. San Bruno Recreation & Park has a field "hot line" that will give the status of the playability of a field, that number is 650- 616-7188. Their decision is final and under NO circumstances shall a game be played on a field deemed "closed" by San Bruno Recreation & Park.
 - f. The President or members of the executive committee will reschedule makeup games and rainouts.
15. If a game reaches a point where a team manager feels that the continuation of the game is counterproductive to the San Bruno Pee Wee Baseball Mission Statement, that manager may approach the other manager and concede the game. Both managers will inform the head umpire of this decision. The game will then be

played to its conclusion with the following rule changes:

- a. The final score will be recorded as the score at the time of the concession.
 - b. The scoreboard will be turned off.
 - c. Players will be allowed to re-enter the game one time. The three complete innings, and one at bat minimums are still in effect.
 - d. Player(s) re-entering the game do not have to bat in the same spot in the batting order that they previously batted.
 - e. Bat persons will be allowed to play.
 - f. The team that is the declared winner should use this as an opportunity to give players normally playing the least amount of innings additional playing time.
16. Player rosters of each team must be turned in to the Executive Board after the player dispersal. If the roster is not turned in by the specified time, that team is not eligible to practice, and the team manager will face disciplinary action.
- a. A copy of all team rosters will be distributed to each manager prior to the first scheduled game of the season.
 - b. The league will distribute any changes in team rosters to each manager on a weekly basis.
17. Player fees covering the cost of caps, undershirts, and umpires, etc. shall be determined no later than the November managers meeting. All bat persons shall have the option to participate in the league's Tee Ball program, Bat Boy fees in the amount of \$50.00 will be paid in full to the league. Checks should be made out to: San Bruno Pee Wee Baseball. Player's fees and birth certificates must be turned in to the league President prior to two weeks before the first scheduled game. If not, the player will not be eligible to participate.
18. A sponsor fee amount shall be determined no later than the November manager meeting; each team sponsor fee will be paid to the league prior to the first league game.
19. Each manager must account for all the players on his roster when exchanging line-ups with the other manager prior to the start of the game. Each manager must indicate any temporary changes in his roster (such as illness, vacation, disciplinary reasons etc.) in his scorebook.
- a. The manager must notify a member of the Executive Board if withholding a player from a game for disciplinary reasons at least a day before the game, written notice as to the reason for the disciplinary excuse shall be submitted to the president or members of the executive committee within 24 hours.
 - b. Players must be listed by name, number, and playing position on line-ups prior to the game at the exchange of line-ups.
20. No player under 7 years of age (league cutoff date is April 30th) will be allowed to play in league games. This includes bat persons.
- a. Exception: A team may use bat persons in the 8th and/or 9th innings if one team has the game well in hand, and both managers agree. The bat person must replace a player who started the game, and must play the remainder of the game; there is no re-entry rule with bat persons.
21. Each team will be limited to a maximum of two six year old bat persons; all bat persons shall pay the appropriate fee. In some instances, there may be an amount of bat boys that will exceed the maximum, this shall be allowed. There is not a formal "draft" for batboys; the parent of a batboy can request a specific team to have the batboy play on. This shall be granted unless doing so exceeds the

maximum number allowed on a team. The batboys that do not request a specific team shall be placed onto teams that need a bat boy in the age group. This shall be done at the draft meeting.

22. The defensive team may have (4) four outfielders throughout the game, thus bringing the total number of players on the field to (10) ten.
 - a. A team may play with (9) players if no other players are available at game time. A team beginning the game with (9) players may add a 10th player to the line-up if an additional player(s) become available. This will create a 4th outfielder, and add a 10th position in the batting order, the minimum playing time requirement is still in effect.
 - b. If at any point in the game a team that was using a line-up consisting of ten (10) players can only field nine (9) players, the spot in the batting order previously held by the 10th player will become an automatic out.

B. DISCIPLINARY ACTION

1. The Executive Board based upon the findings of a Fact Finding Committee shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league officer or other person whose conduct is in violation of the Rules and Regulations of San Bruno Pee Wee Baseball and/or considered detrimental to the best interests of the league.
2. The order of selection for a Fact Finding Committee will be determined by a random drawing conducted by the Executive Committee each January.
 - a. The names of all teams will be put into a hat.
 - b. The manager of the 1st team name drawn out of the hat shall be 1st manager listed to sit on a Fact-Finding Committee. The manager of the 2nd team name drawn out of the hat shall be the 2nd manager listed to sit on a Fact-Finding Committee. This process shall continue until all teams are on the list in the numerical order drawn out of the hat.
3. When it becomes necessary to convene a Fact Finding Committee, the League President shall go to the numerical team list that was created in January, and notify the first three eligible team managers of their selection to serve on a Fact Finding Committee.
 - a. Managers from teams directly involved in the alleged violation will not be eligible to sit on that committee.
 - b. Managers who will be called as a witness to the alleged violation will not be eligible to sit on that committee.
 - c. Managers will not be placed on more than one Fact-Finding Committee during a calendar year unless all other eligible team managers have served on a committee that calendar year.
4. The League President will act as the facilitator for this hearing. All other Executive Board members will be present for the hearing.
5. Persons subject to the disciplinary action of the Fact-Finding Committee shall have the right to attend this hearing.
6. In the event of discipline procedures involving a person under the age of 18, that person's parents shall be invited to attend the hearing with the person concerned.
7. The Fact Finding Committee will present their recommendations to the Executive Board at the conclusion of the hearing.
 - a. The decision of the Fact-Finding Committee is final.
8. The Executive Board, acting upon the decision of the Fact-Finding Committee will

carry out the appropriate penalty.

9. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. The Fact-Finding Committee may recommend, and the Executive Board imposes the one, which, in their opinion, appears to match the severity of the offense.
 - a. Warning. The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense will result in a more severe penalty.
 - b. Suspension. The offending person is to be advised in writing that he or she has been suspended from all league activity for specific number of games or days.
 - c. Dismissal. The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - d. Barred. The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

C. GENERAL PLAYING RULES

1. The playing field dimensions shall be as follows:
Bases.....60 feet Pitcher's Rubber.....46 feet
2. Outfield dimensions shall be as follows:
 - a. From the rear point of home plate, mark a spot of 175 feet down both the first and third base lines. At an arc with a radius of 175 feet and having a center located at the rear point of home plate shall be drawn connecting the two spots along base lines. This arc and the base lines shall define the field of play. A minimum of four cone markers shall be placed along the arc. Two at the intersection of the arc and base lines and two more along the arc, cutting it approximately into thirds.
 - b. Balls hit over this outfield (arc) on a fly will be a Home Run. A fly bouncing off an outfielder's glove and landing over the outfield line will be a Home Run. A ball hit past the outfield line on a bounce or on the ground will be a Ground Rule Double. Base runners can advance bases equal to the amount given the batter.
 - c. If a ball is thrown past the outfield line, runners are entitled to the base they are going to, plus one additional base.
 - d. The outfielder must catch a ball hit on a fly over the outfield line with both feet on playing territory to be an out. If the outfielder catches the fly ball on or over the outfield line, the batter will be given a Home Run.
 - e. A minimum of two coaches, left center and right center fields or a maximum of three coaches, left, center, and right fields of the team on defense will be stationed beyond the outfield line to determine if the ball crosses the outfield line on a fly or a bounce. His decision shall be taken the same as a judgment call by the umpire. The team batting will not have any coach in the outfield area at the time.
 - 1) These coaches must be on the team roster.
3. The baseballs furnished by the Pee Wee Baseball League are the only balls to be used in league games. One ball from each team will be turned over to the head umpire before each game and they will be returned after the game, each team should mark their baseball.

4. Bats must meet Little League standards. The bat barrel cannot exceed 2 ¼ inches. No BIG BARRELL bats are allowed at any time.
 5. Metal cleats are not allowed in the league.
 6. Each team will provide its own qualified scorekeeper. It will be the responsibility of each manager that his scorekeeper will be qualified to keep an accurate account of the scoring of the game. The home team shall be the official scorebook.
 7. Bases must be loose, not tied down.
 8. Protests are not allowed.
 9. Spectators, coaches, and players not actually participating in the game are to remain in the designated areas and are to remain behind the fences. The only persons outside of the dugout area during the game will be the first and third base coaches. The area behind the backstop is to be kept clear of hecklers. Spectators are asked to stay outside of the foul lines and not watch games from the outfield area, so as not to interfere with any other game being played.
 - a. On any diamond only two persons can be outside the fences.
 10. Players must not leave the dugout area (benches) other than to play in the game, defensive warm-up prior to entering the game, get a drink of water or go to the restroom while the game is in progress. Parents will refrain from giving players food or drinks during the game. Managers, coaches, and umpires will be held responsible for enforcing Rules 8 & 9.
 11. Only positive cheering is allowed. Cheering and/or chanting meant to be disruptive is not allowed.
 - a. The defensive team cannot use negative chants or make noise during the pitch.
 12. Umpires will be furnished by the league and paid by the league at a predetermined rate. Two umpires will be assigned to each game. Should only one umpire be available at game time, both managers can pick an adult to umpire the game with the other umpire.
 13. The home team is listed first on the schedule and is responsible for the bases, turning on or off the scoreboard, cones, and umpire gear. The home team will take the dugout on the first base side of the diamond. The home team is responsible for the scoreboard operation.
 14. The President & Executive Committee will determine the sign-ups, playing season, and playoffs.
 15. No parents, other than coaches, are allowed on the playing field during the game.
- D. SPECIFIC PLAYING RULES
1. The league will follow the Official Baseball Rules unless amended by San Bruno Pee Wee League rules. San Bruno Pee Wee League rules have precedence when in conflict with Official Baseball Rules.
 2. There is no infield fly.
 3. The batter must hit the ball or strike out. There are no walks.

After two non-strike pitches to a batter, the umpire will call every pitch thereafter a strike. If a batter does not foul off any pitches, the maximum pitches to that batter will be five.

4. A player may reenter a game once. The player must reenter in the same position in the batting order. The player may only reenter after the player they are replacing has played at least the minimum innings per rule. The player that reenters must play to the conclusion of the game and the re-entry must be acknowledged by the

- opposing manager, the umpires and the official scorekeeper
5. There will be no leading. Base runners will remain on the base until the ball is hit. If the runner leads without the ball being hit, the umpire will call time and notify both scorekeepers that the runner (by uniform number) has a warning. The second or like offenses by the same runner will be an automatic out. Runner will not be considered as leading if his/her momentum takes him/her off the base as the batter swings at the pitch.
 6. The pitcher will throw hard enough so that the catcher can receive the pitch on the fly. The batter and the runners may not advance on the third strike if the catcher drops the ball. The ball is DEAD.
 8. The fielding pitcher must stand within arms length of the adult pitcher and the fielding pitcher must stand still until the pitch reaches home plate
 9. The defensive infielder shall stop a play by controlling the baseball and asking for time out as well as an umpire granting time out if in their opinion the play has stopped.
 - a. Any defensive player stopping play by throwing to the adult pitcher before the play has been stopped will result in the umpire awarding all runners one additional base.
 - b. If the adult pitcher has received the ball after the play ceased and the defensive team wishes to make an appeal, the pitcher will surrender the ball for purposes of making such an appeal.
 10. The pitcher is not able to "base coach" by voice or gesture. He is only allowed to position the batter at the plate either by word or motion. Failure to observe this rule will result in a warning from the umpire for the first offense, and immediate ejection from the game by the umpire for a second offense.
 11. If a batted ball hits the pitcher: 1) the play is dead; 2) the batter will return to bat (no pitch charged); 3) all runners will return to their bases; and 4) the play is taken over. A batted ball hitting the umpire remains in play.
 12. The batter must wear a batter's helmet with ear protection on both sides. Base runners must wear that same helmet while running bases.
 - a. If a batter steps into the batter's box without a helmet on, he will be charged with a strike.
 - b. If a runner does not have a helmet when the pitcher throws the ball, the batter will be charged with a strike.
 - c. If a runner loses his helmet while running between bases, all runners may advance only to the base they are going to, providing they reach it safely. Runners will not be able to advance beyond the base they are going.
 13. The catcher will wear head protection (catcher's helmet) designed to be worn with a facemask. The catcher will also wear a chest protector and shin guards at all times while in the game, or at practice. The catcher must also wear a cup and all other players should be encouraged to do the same. The catcher should be encouraged to use a catcher's mitt.
 14. A courtesy pinch runner, who is not in the game at the time, such as a bench player who is a non bat boy may be used for the catcher, if the catcher is on base when there are two outs. This will enable the catcher to get his gear on and be ready for the next inning. When running for the catcher (after two outs), the catcher must already be in the line up.

15. The fielding pitcher will wear a batter's helmet with a face mask in all games and at practice, this includes during pre-game infield.
16. The fielding pitcher will wear a protective jacket in all games and at practice.
17. Any player warming-up the fielding pitcher between innings must wear a batter's helmet, this includes during pre-game infield.
18. The batter must control the release of the bat while swinging at the pitch. A player will not throw a bat (intentionally or unintentionally). If a player unintentionally throws a bat the umpire will call time and notify both scorekeepers that the batter (by uniform number) has a warning. A second unintentional or like offenses by the same player will be an automatic out. The ball is dead and the runners will return to their respective bases. If a player throws anything in temper, the umpire will eject that player from the game.
19. No bunting of any type will be allowed. The batter will take a full swing. If is not a full swing, play will be ruled dead, runners will return to their bases, and the batter will be charged with a strike
20. No more than two players (batter and player on deck) can have a bat in their hands at one time. The umpire will stop play until this is corrected. The bench coach must be responsible for seeing that this rule is enforced. THIS IS A SAFETY PRECAUTION AND SHOULD NOT HAVE TO BE CONTROLLED BY THE UMPIRES. All equipment should be kept neat during the game at all times. This is the bat person's responsibility.
21. When there is to be a play at any base, the runner must slide or avoid contact. If the runner does not slide and makes contact, he will be declared out.
22. If in the umpire's discretion, a player intentionally attempts to physically harm another player, that player will be immediately ejected from the game.
23. The plate umpire shall wear a chest protector and facemask, it is also recommended that shin guards are worn, but are not required.
24. The catcher must give the adult pitcher a target within the strike zone.
25. Each team may have a maximum of two defensive time outs per game.
26. When an injury time out must be taken while the ball is still in play each runner will be awarded just the base they were going to, if play is in the outfield, base they were going to plus one

E. GENERAL POLICY CONCERNING MANAGERS & COACHES

1. All new managers will be on probation for one year. The year shall run from the month that the manager has been approved by the league. All managers and the coaches on their roster will be required to have a background check conducted on them, the cost of which shall be paid for by the league.
2. Once the game has started the manager or coaches may not speak to the umpires with the following three exceptions: 1) to ask the ball/strike count; 2) to ask the number of outs; and 3) to call time out. The manager or coaches may not question the umpire's call, or in any way yell criticism at the umpire.
 - a. If this rule is violated the umpire may issue a warning or if the violation warrants, eject the offending manager from the game. A manager or coach that is ejected from the game must leave the playing area completely. A manager or coach that is ejected shall be automatically suspended from the next league game and the members of the executive committee shall review the ejection to see if more than a one game suspension is warranted.
3. A manager who feels that an umpire's decision is in conflict with the playing rules

that guide our league can call time out to discuss this rule with the opposing manager. If the opposing manager agrees that the umpire's decision is in conflict with our playing rules, the two managers will inform the umpires who in turn will reverse the decision.

4. A first and third base coach will not touch a runner for any reason whatsoever while the ball is in play. This does not include a hand slap on a player's Home Run.
5. Managers and coaches must know League Rules and Official Baseball Rules and follow them explicitly.
6. Managers will be held strictly responsible for the conduct of their team players, their coaches, and their rooters and/or spectators. It will be the manager's responsibility to enforce this rule if and when such an occasion arises during a game. Artificial noisemakers will not be allowed
7. Managers and their coaches will give emphasis on the training and playing of each and every member of their team.
8. Managers and coaches will emphasize that good athletes are also good students and that they are physically and mentally alert.
9. Managers and coaches will emphasize that winning ball games is the result of teamwork.
10. Managers and coaches will instill in their team an attitude of "hustle". They will not deliberately slow down play.
11. Managers and coaches will not criticize the opposing team, coaches, or fans by word of mouth or gestures. They will refrain from using abusive language and profanity before their players or anyone connected with the game.
12. Managers and coaches will accept judgment calls on the field as being fair and called to the best ability of the umpires.
13. Managers and coaches will not criticize their players if front of spectators, but will reserve constructive criticism for private or in the presence of the team only.
14. Managers and coaches will not drink alcoholic beverages until after the game, and then only in accordance with city statutes on the consumption of alcoholic beverages in the city parks.
15. Spectators must abide by city the statutes for the consumption of alcoholic beverages in the city parks.
16. A majority of managers present at the December meeting, a minimum of 8, is necessary to change rules. Revisions or changes will be made at the November meeting and voted upon at the December meeting after all managers have received a copy of the proposed changes. All rules accepted at the December meeting will remain in effect throughout the entire season. If members of the executive committee determine that a rule has been accepted that is detrimental to the league they shall be empowered to revoke the rule
 - a. A majority of managers and/or team representatives can change a rule at any other meeting provided there is a manager and/or representative present from 75% of the teams that are eligible to vote.
17. All teams will be represented at each meeting of the league. If it is not possible for the manager to attend, the manager will delegate one of his coaches to attend the meeting in his place. If a team is not represented at a meeting (or a special meeting with mandatory attendance) the manager will be suspended for the teams' next game. That team will lose it voting rights until the suspension has been served.
 - a. The meetings will start at 7:00 p.m. on the first Wednesday of each month, or

at the discretion of the league president, who can change the date of the next meeting. The meetings will last a maximum of 2 hours. All managers or team representatives will be on time. The team will be fined \$2.00 if the team representative arrives after 7:05 p.m., and/or leaves before the meeting was adjourned.

F. LEAGUE STRUCTURE, PLAYOFFS & CHAMPIONSHIP STRUCTURE

For 2009 there are two divisions:

NATIONAL	AMERICAN
AJ's	Bears
Dodgers	Lions
Elks	Mudcats
Hawks	Pirates
Hurricanes	Red Sox
Tigers	Vinces

POST SEASON FORMAT:

Overall record will determine the Division Winner. If there are ties the game(s) already played with each other will determine the winner. If the teams are still tied the Division record will determine the winner. If the teams are still tied there will be a one game playoff to determine the winner. If the teams are still tied the Executive Board will determine a playoff format to determine the seeding.

The Division Winner from each division will be listed as the number 1 seed and shall be the home team for the first playoff game. The second place team of each division will be the number 2 seed, the third place team in each division will be the number 3 seed, the fourth place team in each division will be the 4th seed. Each division shall play the following format 1 vs 4, 2 vs 3, the surviving teams shall play each other, the highest seed shall be the home team.

The Division winner will be Home Team for the first playoff game. The Home Team for the National and American League Championship game will be the highest seed. The Home Team for the first game of the Pee Wee Championship Series will be determined by a coin toss. The choice must be made immediately after the toss. The team that lost the toss of the coin for the first game will be given the choice to be the Home Team or Visiting Team for the second game. The choice must be made at the conclusion of the first game. If a third game is necessary the Home Team will be decided by a coin toss.

The National League winner will play the American League winner in a best two out of three series for the San Bruno Pee Wee League Championship. All Championship games will be played on the best diamond used during the regular season.

Awards: San Bruno Pee Wee Baseball shall give out the following post season awards: American & National Division Winner, League Champion, League runner up, Medals for eliminated playoff teams.

Ceremony: At the conclusion of each playoff game and the final league championship game, both teams will line up along their respective base lines and be recognized by either the President of the league or a representative of the league, league awards will be given out at that time.

G. DIVISION LINEUP

The division lineup of teams will be adjusted automatically at the end of the season as follows:

The teams will be listed in ascending order, according to their final regular season record. In case of a tie in the standings, the tie breaking procedure outlined in the "Post Season Format" will be used with the exception of a coin toss instead of a one game playoff.

American	National
1, 3, 5, 7, 9, 11	2, 4, 6, 8, 10, 12

H. TEN-YEAR OLD ALL-STAR GAMES

Two ten-year-old all-star games will be played on Posey Parade Sunday. The opponents will be determined by the Executive Board.

The players will be all the 10-year-old players from all of the teams. The Executive Board will determine the managers of the four 10-year-old all-star teams. All other managers will participate as coaches. The managers will stress the point that the game is for the players to enjoy and to exhibit their talents. Winning the game will be a secondary factor of concern.

Each player will play half of the game on defense. When on offense everyone on the roster will bat in a continuous rotation whether they are in the game as a defensive player at the time or not.

Revised: January 4, 2009