

ASHWAUBENON YOUTH BASEBALL
Little League A By-Laws
Updated March 2010

A. ELIGIBILITY & SPORTSMANSHIP

- 1) Residents of Ashwaubenon or enrollees in Ashwaubenon Schools are eligible. Participants of this league will be in First & Second grade the school year prior to the playing season. Exceptions to league levels can only be made by a majority rule of the AYB Board of Directors and is a provision only intended for those players that are cognitively, developmentally, or physically disabled.
- 2) All players, coaches, and fans are expected to demonstrate good sportsmanship at all times. Failure to do so may result in a loss of the opportunity to continue to participate in or attend events.

B. TRYOUTS

- 1) All players intending to play Single A must attend tryouts. This includes players of head coaches and players petitioning to play Single A.

C. DRAFT

- 1) The league will redraft every year. See attached "2010 AYB A-Ball Draft rules".
- 2) The player(s) of a head coach will automatically be placed on the head coach's team, and will be counted as a draft pick as negotiated by the other head coaches.
- 3) Assistant coaches and their son(s) must be drafted.
- 4) Brothers will be placed on the same team (of the older brother), but must participate in the tryouts. The head coaches will negotiate the draft choice round.
- 5) Brothers, in the same age group, will be drafted on the same team with the head coaches negotiating the draft choice round of the second brother.
- 6) Players who don't attend the tryouts will be selected during the draft. Drafting coaches will share information as to where these players should be drafted.
- 7) Any player moving into the village after tryouts and before the season starts will be placed on the team having the next pick in the continuing draft order. No additions will be made to any rosters after (June) 1st.

D. GAME RULES

- 1) Each player on the roster must play three innings in the field within the first five innings. Exception: If a coach has determined it would be in the best interest of the team that a player be benched for disciplinary reasons, the coach may do so, but must inform the opposing coach and the player's parents or guardian. Being benched includes being exempt from both fielding and batting.
- 2) For regular season games a player may play no more than three innings at any one position. All players must play a minimum of one inning per game in an infield position and this must be within the first four innings of a game. The only exceptions to this are: a) if the player's safety is at risk by playing in the infield or b) if a player is benched for disciplinary reasons (as mentioned above under D. 1). If a player's safety is an issue, a coach should get approval from either the league president or supervisor and notify the opposing coach.
- 3) All players will be placed in the batting order every game, and will bat in that order for the entire game (regardless of if they are in the game defensively or not).
- 4) Free substitution.
- 5) All catchers must wear a protective cup.
- 6) All catchers must wear a mask with a throat protector when warming up a pitcher either on or off the field.
- 7) No metal spikes. Players should wear tennis shoes or shoes with rubber spikes.
- 8) Batting helmets must be worn anytime an offensive player is outside the dugout and involved in batting, base running, and/or warming up in the on deck circle. This includes practices. If a player removes his helmet while on the field, play will be halted until that player replaces the helmet on his head.
- 9) No stealing or leading off. No advancing on a wild pitch or a passed ball.
- 10) There will be no walks; only swinging strikes will be called.
- 11) There are ten positions on the field. The tenth player can be placed either as an additional outfielder or at a "rover" position. It will be at the discretion of the coach which position the tenth player will play. Please see rule 23 for clarification as to positioning the tenth player. A team may play with seven players at the start of the game. A team may play with seven players or with less players by prior approval of league president or supervisor. **Defensive team must field a catcher.**
- 12) A coach will pitch when his team is batting. The coach will pitch overhand and from any point from the rubber to within 10 ft of the plate. Coaches will be allowed in the outfield to help coach the team on defense.
- 13) If a coach that is pitching, should catch a ball hit at him or if the ball hits any part of his body, the ball will be considered a "dead ball" and will be played over. **The play will not count as a strike against the batter.**
- 14) There will be no bunting allowed.

- 15) The infield fly rule will not be in effect.
- 16) No team shall score more than six runs per inning unless that team is behind and then can score only enough runs to hold a six run advantage.
- 17) A game called due to darkness, rain, or time will be considered a complete game if four full innings are complete, or three and a half innings are complete and the home team is ahead. If the score is tied, it will remain a tie and entered into the standings as such.
- 18) If there is another game scheduled on the field afterwards, the length of the first game will be limited to one and a half hours from the start of the game. Therefore, no new inning shall start after one hour and twenty minutes from the start of the game. If the two teams are tied after the time limit, it will remain a tie and entered into the standings as such.
- 19) In the event of a tie game after the one and a half hour time limit with no game scheduled on the field afterwards, the first overtime inning will start with a runner at second base, with the base runner being the player who made the last out in the previous inning. This will continue for both teams for a maximum of two innings, or one inning being that one team is ahead after the completed inning. If after the maximum two innings are complete and the game is still tied, the game officially will end in a tie and be recorded as such. This, however, is not inclusive to League tournament games.
- 20) The league will be using a double base at first. One part of the base will be white and located in fair territory, while the other part of the base will be orange and will be located in foul territory. The orange part of the base is the only part of the base that can be used by runners that are running to first base and will subsequently overrun the base. The white part of the base is the only part of the base that a fielder can use at any time to get the runner out. If the runner reaches first base successfully, the orange part of the base is no longer in use for that runner. The player must use the white part of the base. This will also be the case if a runner is not going to overrun the base but instead round the base. If a runner knows he is going to round the base then he should use the white base.
- 21) A base runner may not advance to another base once the ball comes into the infield. If that runner is less than half the distance to the next base the runner will return to the previous base at the completion of the play. This, however, does not mean that the runner gets a free walk to the closest base. The fielder can make a play on the runner if he so chooses by either tagging the runner or throwing to the base the runner is going to and the other fielder making the tag on the runner.
- 22) Only 1 base on an overthrow per at bat.
Ex: Runner at 1st, ground to SS, play is made to put out batter at 1st. The ball is overthrown, runner at 1st base advances 1 base even if they make a play on him and overthrow again. Any ball that leaves the playing field, example: rolls under a fence, is considered a dead ball. All base runners will advance to the next base.
- 23) Players fielding the pitching position will play within 3' of the pitching rubber. Players at the "Rover" position must stay within 3' of second base. The intent of these rules are to prevent the defensive team from shifting or stacking the defense to one side of the infield depending on the hand (right/left) or skill level of the batter. All outfielders will be evenly spaced and equally deep. No back-up infielders. Traditional positions should be played.
- 24) Adults are the only other people allowed on the playing field to help out the players.
- 25) The "home" team will play in the field first, bat second and use the 3rd base dugout. The "visiting" team will bat first, play in the field second and use the 1st base dugout. **The home team will provide the game ball.**
- 26) Any other rules or regulations are governed by the "Little League Baseball" rulebook.

E. LITTLE LEAGUE RULES

7.08 The runner is out when:

- a) The runner is running more than three feet away from a direct line between bases to avoid being tagged.
- b) The runner does not slide or attempt to get around a fielder who has the ball, and is waiting to make the tag.
* An important clarification to this rule involves sub paragraph (b) in that a fielder may not block (or be in the runners legitimate path of) a base unless the fielder already has possession of the ball. The fielder must remain out of the base path until said time when the fielder has possession of the ball. A fielder may step into the base path in order to catch a ball, but may not be there waiting for the ball. A fielder being in the base path without possession of the ball constitutes 'interference' on the part of the fielder.
- c) A batter-runner cannot be tagged out after overrunning or over-sliding first base, if said batterrunner returns immediately to first base, and does not make an intentional move towards second base. The batter-runner must turn in foul territory to safely return to first base.

F. TOURNAMENT

- 1) All teams shall be in the tournament at the end of the regular season.
- 2) The teams will be seeded in the tournament based on winning percentage. Tie breakers will be determined as follows:
 - a) Head to head won-lost record
 - a) Head to head run differential
 - b) Season run differential
 - d) Coin toss
- 3) Home team for all tournament games will be determined by a coin flip. Representatives from the team with the better regular season record will call either heads or tails while the coin is in the air.

G. AWARDS

- 1) League
Awards will be given to the 1st & 2nd place teams based on **winning percentage**. All participants will receive participation awards. Tie breakers will be determined as follows:
 - a) Head to head won-loss record
 - b) If there is still a tie both teams will receive an award.
- 2) Tournament
Awards will be given out for 1st, 2nd, 3rd and 4th place in the tournament.