

ASHWAUBENON YOUTH BASEBALL

Little League AA By-laws

A. ELIGIBILITY & SPORTSMANSHIP

- 1) Residents of Ashwaubenon or enrollees in Ashwaubenon Schools are eligible. Participants of this league will be in Third & Fourth grades 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 that are in the 3rd and 4th grade are to attend the tryouts.
- 2) The player(s) of a head coach must attend tryouts.

C. DRAFT

- 1) The league will redraft every year – coaches will pick numbers to determine draft order.
- 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) The 4th grade draft will be held first followed by the 3rd grade. The coach who drafts 1st in the first round for the 4th graders will draft last in the first round for the 3rd graders. The draft order in each successive round within a grade level will also reverse. All 4th graders will be drafted unless there are more teams remaining than players. These remaining players will be put into the 3rd grade pool. All players from the 3rd grade pool will be drafted. The last two rounds of the 3rd grade draft will be in the same order – no reversing of order as in the previous rounds.

- 7) 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.
- 8) 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 parent or guardian. Being benched includes being exempt from both fielding and batting.
- 2) For regular season games, 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) For regular season games, a player can only play a maximum of three innings per game at the same position (except for the pitcher position which is explained separately under section F).
- 4) All players will be placed in the batting order every game and will bat in that order for the entire game (regardless if they are in the game defensively or not).
- 5) Free substitution will be in effect with the exception for the pitching rules.
- 6) All catchers must wear a protective cup.
- 7) All catchers must wear a mask with a throat protector when warming up a pitcher either on or off the field.
- 8) No metal spikes. Players should wear tennis shoes or shoes with rubber spikes.
- 9) 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.
- 10) The length of all league games will be limited to one hour and forty-five minutes from the start of the game. Therefore, no inning shall start after one hour and thirty-five 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.

- 11) In the event of a tie game after six complete innings and if the time limit has not been exceeded, 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 with the game still tied or if the time limit is exceeded after one inning with the score still tied, the game officially will end in a tie and be recorded as such. This however is not inclusive to League tournament games.
- 12) 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 the helmet while, on the field, play will be stopped until that player replaces the helmet on his head.
- 13) 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 2 game balls and the visiting team 1 game ball.

E. LITTLE LEAGUE RULES

- 1) No leading off and no advancing on a wild pitch or a passed ball. Base runners may not leave the base until the pitch crosses home plate. One warning will be given per team per game. After one warning, the runner will be called out and must leave the base he is currently occupying and return to the dugout. There will be no stealing the first half of the season. The second half of the season stealing of second and third bases only will be implemented. There will be no stealing of home plate, no stealing while the tee is being used, and no stealing on a throw back to the pitcher. This means that there is no delayed steal. If the runner has made no attempt to steal, and if the catcher has control and is returning the ball to the pitcher either by a throw or walking it back, the runner cannot advance. The runner still may not leave until the pitch has crossed home plate and may advance on a wild pitch or passed ball. The runner also must make an attempt to slide feet first if a play is made on the runner or will be called out and must return to the dugout. All AA teams will be notified of the rule by either the league president or supervisor on the first game of the second half of the season.
- 2) There are ten positions on the field. The tenth player will play in the outfield. A team may play with seven players, if necessary at the start of the game. A team may play with less players with prior approval by the league president or supervisor.
- 3) Balks will not be called.
- 4) There will be no walks. The tee will be used when the pitch count goes to 4-0, 4-1, or 4-2. The batter will have the opportunity to set the ball on the tee and take one swing to put the ball in play. There are no practice swings allowed. A missed swing or a foul ball will mean the batter

is out. If the batter swings and clearly hits only the tee they will be considered out. The batter is not allowed to bunt when ball is on tee. When hitting from the tee the batter can only get 1 base even if there are fielding errors. The previous base runners may advance as normal but the most the batter can get is 1 base until the next batter. The pitcher must stand within five feet of the pitching rubber when the batter is hitting from the tee. The catcher must have all equipment in place (mask on, etc.) prior to the batter being given the ball, and the catcher must continue to wear all the equipment and stand behind the plate until the ball is put into play.

- 5) Bunting is allowed on pitched balls only. Once a batter shows a bunt, he is no longer able to swing away at a pitch. Any batter that does this will be called out without a warning.
- 6) The infield fly rule will not be in effect.
- 7) The league will be using a double first base. One part of the base will be white and located in fair territory, while the other part of the base will be orange and located in foul territory. The orange part of the base is the only part of the base that can be used by the runner that is running to first 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, and the runner must use the white part of the base. This will also be the case if the runner is not going to overrun the base, but instead rounds the base. If a runner knows he is going to round the base, then the runner should use the white base.
- 8) A coach has the option to use a substitute base runner for a player that is scheduled to play catcher in the upcoming inning if there are already two outs in an inning. The substitute base runner must be the player that made the last out in the inning.
- 9) 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 runner's legitimate path of) a base unless the fielder already has 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 part of the fielder.
 - c) A batter-runner cannot be tagged out after overrunning or over-sliding first base, if said batter-runner 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.
- 10) The "Little League Baseball" rulebook governs any other rules or regulations.

F. PITCHING RULES

- 1) A player may pitch only two innings per game during the regular season.
- 2) A player can pitch up to six innings per week (Monday through Sunday).
- 3) A player once removed, as a pitcher may not pitch again in the same game.
- 4) The pitching rules include rainouts and post season games.
- 5) One pitch thrown constitutes an inning.
- 6) Balks will not be called.
- 7) A 3rd grader must pitch a total of one inning (3 outs) in every regular season game. If necessary, multiple 3rd graders can be used to complete the 3 outs. This inning will be within one of the first four innings of the game.
- 8) Pitchers will be limited to five warm-up pitches to the catcher between innings or on a pitcher change.

G. 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. Tiebreakers will be determined as follows:
 - a) Head to head won-lost record
 - b) Head to head run differential
 - c) Season run differential
 - d) Coin toss
- 3) Home team for all tournament games will be determined by a coin flip. One player or the coach from the team with the better regular season record will call either heads or tails while the coin is in the air.
- 4) Pitchers will be limited to three innings per game and nine innings per week for the tournament. A 3rd grader does not need to pitch during the tournament games.
- 5) Rules D.2) and D.3) that address playing time for regular season games are removed for the tournament games.

H. AWARDS

1) League

Awards will be given to the 1st & 2nd place teams based on winning percentage. In the place of a tie at 1st or 2nd places, all teams will receive an award.

2) Tournament Awards will be given out for 1st, 2nd, 3rd and 4th place in the tournament.