

ASHWAUBENON YOUTH BASEBALL

Little League AAA By-Laws

A. ELIGIBILITY & SPORTSMANSHIP

- 1) Residents of Ashwaubenon or enrollees in Ashwaubenon Schools are eligible. Participants of this league will be in Fifth & Sixth 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 eligible players who were not members of a Little League AAA team the prior year shall attend tryouts.
- 2) The player(s) of head coaches must attend tryouts.

C. DRAFT

- 1) *The league will redraft every year – coaches will pick cards to determine draft order.*
- 2) The player of a head coach will automatically be placed on the head coaches 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 6th grade draft will be held first followed by the 5th grade. The coach who drafts 1st in the 6th graders will draft last in the first round for the 5th graders. The draft in each successive round within a grade level will also reverse. All 6th graders will be drafted unless there are more teams remaining than players. These remaining players will be put into the 5th grade pool. All players from the 5th grade pool will be drafted. The last two rounds of the 5th grade draft will be in the same order – no reversing of order as in the previous rounds.*
- 7) The Fifth grade draft will follow. Each team will receive two picks before the catch-up round.

- 8) Players who don't attend tryouts will be selected during the draft. Drafting coaches will share information as to where these players should be drafted.
- 9) 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 July 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 exempted from both fielding and batting.
- 2) All players will be placed in the batting order every game, and will bat in that order the entire game (regardless of if they are in the game defensively or not).
- 3) Free substitution will be in effect with the exception for the pitching rules.
- 4) All catchers must wear a protective cup.
- 5) All catchers must wear a mask with a throat protector when warming up a pitcher either on or off the field.
- 6) Batting helmets must be worn anytime an offensive player is outside the dugout, and involved in batting, base running, and warming up in the on deck circle. This includes practice. If a player removes the helmet, while on the field, play will be halted until that player replaces the helmet on his head.
- 7) The "home" team will play in the field first, bat second and use the 3base dugout. The "visiting" team will bat first, play in the field second and use the 1st base dugout.
- 8) Games are to consist of a time limit of two hours. Therefore, no new inning will start after one hour and forty-five minutes from the start of the game. Start time of games will be kept by the umpire and recorded to the home team scorekeeper.
- 9) In the event of a tie game after the one hour and forty-five minute time limit, 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.

E. LITTLE LEAGUE RULES

- 1) Base runners may not leave the base until the pitch crosses home plate. Runners leaving early are out, no warnings. There is no leading off.
- 2) There are nine positions on the field. A team may play with seven players if necessary at the start of the game. They may play with less players by prior approval of the league president or supervisor.
- 3) Infield fly rule will not be in effect.
- 4) The league will be using a double base at first base. One part of the base will be white and will be 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 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 a 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.
- 5) *A coach has the option to use a substitute runner for a player that is scheduled to play catcher in the upcoming inning if there are already 2 outs in an inning. The substitute base runner must be the player that made the last out in the inning.*
- 6) Selected excerpts from the “Little League Baseball” rule book:
 - 2.00 An illegal pitch is a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher’s plate.
 - 2.00 The strike zone is that space over home plate which is between the batter’s armpits and the top of the knees when the batter assumes a natural stance.
 - 4.10a A regulation game consists of six innings, unless extended because of a tie score. (C) If a game is called, it is a regulation game – 1) If four innings have been completed. 2) If the home team scored more runs in the three or three and a fraction half innings than the visiting team has scored in four complete half-innings.
 - 7.05g Each runner, including the batter-runner, may, without liability to be put out, advance two bases when a ball goes into the stands, bench, or over or under or through a field fence. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was thrown; in all other cases, the umpire shall be governed by the position of the runners at the time the wild throw was made.
 - 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 runner's legitimate path of) a base or home plate unless the fielder already has the ball. The fielder must remain out of the base path until said time when he 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 a 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 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.

8.06 The following rule governs the visit of the manager or coach to the pitcher at the foul line: A manager or coach may not confer with any other defensive player. The catcher may be included in the visit with the pitcher.

F. PITCHING RULES

- 1) A player will pitch only three innings per game.
- 2) A player can pitch up to six innings per week (Monday through Sunday). ***Innings thrown on weekends by tournament team pitchers does not count against this.***
- 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) Pitchers will be limited to three pitches to the catcher between innings, and five pitches to the catcher on a pitcher change.
- 7) ***A 5th grader must pitch a total of one inning (3 outs) in every regular season game. Multiple 5th graders can be used to complete the 3 outs. This inning will be within the first 4 innings of the game.***

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.

H. AWARDS

- 1) League Awards will be given to the 1st & 2nd place teams based on won-loss record. In the event 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.