

ASHWAUBENON YOUTH BASEBALL

Little League T-Ball By-Laws

Updated January 2017

ELIGIBILITY & SPORTSMANSHIP

Residents of Ashwaubenon, students enrolled in the Ashwaubenon School District or students enrolled in a school that is in the Ashwaubenon School District boundaries are eligible to play. Participants of this league will be five and six years old (Pre-K and Kindergarten) based on the school year prior to the playing season.

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.

TRYOUTS

There will be no tryout for T-Ball. Teams will be organized by the league President equally distributing the 5 and 6 year olds as much as possible.

The children of the coaches will play on their team.

Brothers will be placed on the same team, unless requested by the parent to be on separate teams.

Any player moving into the Village before the season starts will be placed on the team having the lowest number of players compared to the other teams at the discretion of the League President. No additions will be made to any rosters after league play has begun.

EQUIPMENT

Metal spikes are not allowed.

There are no bat regulations for T-Ball.

Starting January 1, 2018, bats made with COMPOSITE material will not be allowed to be used in league or tournament play. This includes composite material in the barrel and/or in the handle. Composite bats will be allowed for the upcoming 2017 season but will not be allowed for the 2018 season.

GAME RULES

The first few weeks of the season will be a skills and drills type format, with the kids being taught proper fundamentals on throwing, catching and hitting.

The “home” team will play in the field first, bat second **and use the third base dugout**. The “visiting” team will bat first, play in the field second **and use the first base dugout**.

Games are to consist of a time limit of 1 hour. Therefore, no inning will start after 45 minutes from the start of the game. The start time of games will be announced by both coaches at the start of the game.

The home team will supply two new game balls and five “like new” baseballs to put in the pitching bucket to start the game for a total of 7 baseballs.

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. A fielder, with possession of the ball, touching the orange part of the base, does not put 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.

No scores or standings will be kept and where not otherwise noted normal Little League rules and common sense will apply.

Incrediballs will be used for all games.

OFFENSIVE RULES

All players will bat in each inning and the batting order will rotate routinely at the discretion of the team’s coach.

Coaches of the team at bat will pitch to their team and supervise the tee. Coaches will pitch from their knees. Coaches will pitch 3 or 4 good pitches to each batter. If the batter has not hit the ball then the batting tee will be used and the batter will bat until they hit the ball off the tee.

All runners will stay on base until the ball is hit into play. The batter and the base runners advance one base on each hit. When an out is made, the player on which the out is made returns to the bench (i.e. if a base runner is forced out at second base that runner returns to the bench). This is to help promote hustle and good base running.

The last batter will be announced and all base runners will advance on the last batter’s hit to home plate. After the last batter crosses home plate the teams will switch positions no matter how many outs have been made.

Batting helmets must be worn any time 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.

DEFENSIVE RULES

All players will play the field each inning and will rotate positions routinely.

The catching position will not be used.

The head coach can have as many coaches/parents in the field as he/she wishes to help the players on defense.

LEAGUE TOURNAMENT

All teams will play 1-2 games during the League Tournament. T-Ball will not have a typical tournament schedule.

Participation awards will be given to all players at the end of the League Tournament.