

## ASHWAUBENON YOUTH BASEBALL

### Little League A 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 in first and second grade 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

All players intending to play must attend tryouts. This includes players of head coaches and players who have successfully petitioned to play in this league.

#### EQUIPMENT

Metal spikes are not allowed.

Bat regulations: All bats may not have a barrel larger than 2 ¼" in diameter and must have the BPF 1.15 stamp on the bat. Violating this rule will result in the bat being removed from the game and all bats on the team will immediately be inspected. The League President should be notified about this violation immediately after the game. If a second bat is found being used in the same game (batter in the batter's box), the game will be forfeited.

Big barrel bats will NOT be allowed.

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.

A cup is HIGHLY RECOMMENDED FOR ALL BOYS to wear at all times during the game. It is REQUIRED for all players playing catcher.

#### GAME RULES

The Little League Baseball Rulebook governs any other rules or regulations not specifically addressed in these bylaws.

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 and 45 minutes. Therefore, no inning will start after 1 hour and 30 minutes from the start of the game. The start of games will be kept by the umpire and will be announced to 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 6 baseballs.

In the event of a tie game after six complete innings and if the time limit has not been exceeded, the first extra-inning will start with a runner at second base, with the base runner being the player who was the last out in the previous inning. This will continue for both teams for a maximum of two innings, or until one team ends the inning with more runs than the other team. If, after the maximum two innings are complete with the game still tied or if the time limit is exceeded, the game officially will end in a tie and be recorded as such.

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.

Free substitution will be in effect with the exception of the pitching rules.

Field Tarp Ground Rule - If a live ball goes into the tube (or in and out the other side), behind the tube, or gets stuck under the front side of the tube hands should be raised in a similar fashion to a ball going under a fence and the umpire will come out and inspect it and make a ruling. If a live ball hits the tube and bounces away, even an inch or two, where the ball can easily be grabbed and played by the fielder, then it should be played as a live ball.

AWARD – A ball that is deemed out of play in this scenario, runners are awarded ONE base from where they were at the TIME OF THE THROW.

## **OFFENSIVE RULES**

A Louisville Slugger UPM 45 Blue Flame pitching machine will be used and will be placed on the 45 foot rubber.

The offensive team will have a first base coach, third base coach, pitcher operating the machine and a coach behind the catcher.

All players will be placed in the batting order every game and will bat in that order for the entire game whether or not they are in the game defensively or not.

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.

The batter will receive 6 pitches. If the 6th pitch is a foul ball, the batter will receive another pitch until the ball is hit fair or the batter strikes out (3 strikes).

There will be no walks.

Balls that hit the pitching machine or if the coach is hit by the batted ball, it is considered dead and declared a do-over. If the batted ball hits the pail of balls and knocks them onto field, a do-over will be declared.

There will be no bunting allowed.

Base runners may not leave the base until the pitch crosses home plate. Runners leaving early will be given one team warning and any violation after that will result in an automatic out.

Once a catcher has possession of the ball, runners must return to the base. If the catcher throws to the base occupied by a runner, the runner must return to the base.

Stealing is not allowed during the season under any circumstance.

The infield fly rule will not be in effect.

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.

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.

Overthrows – Prior to each game the head coaches should draw a line 8-10 feet (doesn't have to be exact, just mutually agreed upon) behind first and third base. If an overthrow (from an infielder) goes past that line (on a throw to either first or third) or into the grass (most likely on a throw to second, but could be to first or third), the runner can advance (no more than one base) at their own risk. At their own risk, a coach can send a runner on any overthrow, but if the ball does not cross the line or make it to the grass the runner would have to return. Only one base will be allowed on an overthrow. Ex: Runner at first, ground to shortstop, play is made to put out batter at first. The ball is overthrown, runner at first base advances one base even if they make a play on him and overthrow again at second.

The coach working the pitching machine is also the umpire and will make all umpiring decisions. The defensive coaches should be positioned behind first and third base so they are in position to make fair/foul ball decisions. It will remain the pitching coach's responsibility to make the call but he can/should ask for help on fair/foul ball calls.

A coach has the option to use a courtesy runner for a player that is scheduled to play catcher in the upcoming inning only when there are two outs in an inning. The courtesy runner must be the player that was the last out in the inning.

ALL base runners, when being played upon at second base, third base or home plate, must slide FEET FIRST to avoid contact with the fielder. The pitching coach will have sole discretion in determining if a play is being made that requires a slide. The runner will be called out if a slide was required and was not attempted.

## **DEFENSIVE RULES**

There are 10 defensive positions on the field. The defensive coach can decide whether the 10<sup>th</sup> position is either a 4<sup>th</sup> outfielder or an infield rover.

Players fielding the pitching position will play within three feet of the pitching rubber on the left or right side.

Players at the rover position must stay within 3 feet of second base so that he can safely see around the machine.

The intent of these rules is 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 must start at least 15' onto the grass from the infield dirt at the time of the pitch.

Two coaches will be allowed in the outfield to help coach the team on defense. Those coaches must be adults.

A team must have a minimum of seven players to begin a game. If a team does not have seven players by the scheduled game time, the game will result in a forfeit.

No player on the roster may sit on the bench for more than one defensive inning unless 1) The game roster contains less than 10 players OR 2) The game goes into extra innings. Exception: If a coach has determined it would be in the best interest of the team that a player not play in the infield for safety reasons or 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.

For regular season games, a player can only play a maximum of three innings per game at the same position.

All game catchers must wear a protective cup.

## **CHAMPIONSHIP GAME**

The Championship Game will consist of the team with the best record in the first half of the season versus the team with the best record in the second half of the season.

If the same team wins both halves of the season, the Championship Game will consist of the team with the best record versus the team with the second best record. Tiebreakers will be determined as follows:

- a) Head-to-head
- b) Head-to-head run differential
- c) Season run differential
- d) Coin toss

This game will determine the overall League Champion and the winner of this game will receive the League Championship trophies.

## **LEAGUE TOURNAMENT**

All teams shall be in the tournament at the end of the regular season.

The team with the best record, excluding the Championship Game, will receive the #1 seed in the tournament and all other teams will be seeded based on winning percentage. Tiebreakers will be determined as follows:

- a) Head-to-head
- b) Head-to-head run differential
- c) Season run differential
- d) Coin toss

The home team for all tournament games will be determined by the higher seed and they will occupy the third base dugout.

All Tournament rules are the same as League rules.