

ASHWAUBENON YOUTH BASEBALL

Little League AA Bylaws

Updated April 2024

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 third and fourth 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.

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

Bat regulations: Player's bats must have a USSSA stamp OR a USABat stamp. The bat can be made of any material including aluminum, composite or half and half. Please be aware, there are different barrel size restrictions depending on what type of bat you have.

USSSA

Bats with the USSSA stamp on it must have a 1.15BPF stamp and have a barrel size NO LARGER than 2 1/4".

USABat

Bat's with a USABat stamp can have a 2 1/4" OR a 2 5/8" barrel size.

Violating bat rules 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.

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**.

Game Times – No new inning will start after 1 hour and 20 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.

Run Rule – Maximum of 5 runs can be scored by a team per inning.

The home team will supply two new game balls and have at least two "like new" baseballs as a backup.

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

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.

Stealing is not in effect until the second half of the league season starts or at an earlier date, agreed upon by all coaches. All teams will be notified by the League President when stealing will be 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. Only one base is allowed to be stolen at a time. Additional bases are not awarded on an overthrow from the catcher to the base on a steal attempt.

Once a catcher has possession of the ball, runners must return to the base, if they have not already started their motion to the next base. There will be no delayed steals.

a) If the catcher throws to a base occupied by a runner, the runner must return to the base.

The runner may advance to the next base only on an overthrow to the base, including to home.

Stealing of home plate is not allowed at all during the season under any circumstances.

Overthrows – Runners may advance at their own risk on an overthrow of ANY base. Only one base will be allowed on an overthrow. Ex: if an overthrow occurs at first base in which the runner advances, the runner must remain at second if an additional overthrow from first to second occurs, however, the player may be called out at second base if appropriate.

Once a batter shows bunt, they are no longer able to swing away at the pitch. Any batter that does this will be called out without a warning.

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 umpire 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 not attempted.

DEFENSIVE RULES

There are 10 defensive positions on the field which includes 4 outfielders.

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 more 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. The pitcher position is addressed separately in the Pitching Rules section.

All game catchers must wear a protective cup. All warm-up catchers must wear a mask with a throat protector when warming up a pitcher either on or off the field.

All outfielders must start at least 15' onto the grass from the infield dirt at the time of the pitch.

PITCHING RULES

A player may pitch a maximum of two innings per game.

A player can pitch up to four innings per week (Monday through Sunday). Innings thrown on weekends by tournament team pitchers are exempt from this rule.

Once a player is removed as a pitcher during a game, he may not pitch again in the same game.

One pitch thrown constitutes an inning.

Pitchers will be limited to five warm up pitches between innings and eight warm up pitches as a new pitcher.

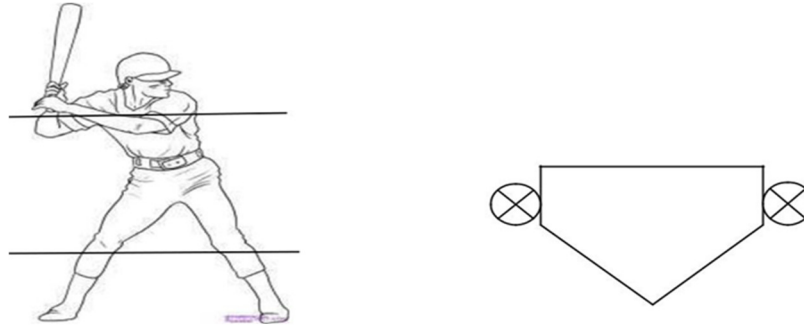
No balks will be called.

A third grader must pitch a total of one inning (3 outs) in every regular season game. If necessary, multiple third graders can be used to complete the 3 outs. This inning must be within the first four innings of the game.

The first walk (4 balls to one batter) will result in a walk. On the second walk of the inning, the coach will come in to pitch and inherit the pitch count. A normal at bat will continue from this point. The

pitching coach must be 40-46 feet from the batter. The pitcher (player) must stand within 5 feet to the right or left of the pitching coach. If the batter hits the ball, he may advance normally (as many bases as he wishes). No bunting or stealing is allowed while the coach is pitching. The ball will be considered dead and “no pitch” will be called if the pitching coach is hit by a batted ball.

The umpires, to the best of their abilities, shall use the following diagrams as their determination of the strike zone:



To further define the strike zone, it would be from the batter's armpits to the batter's knees IN HIS NORMAL STANDING POSITION, NOT IN A CROUCHED BATTING STANCE and would extend one baseball width on either side of home plate.

Regular Season League Champion

The Champion of the regular season will be the team with the best record at the end of the regular season. If a tie exists, the tiebreakers will be determined as follows:

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

The League Champion of the regular season 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 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 except the tournament games can't end in a tie. Shall time limit be reached at a tie or end of the sixth innings the following will occur. 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 until one team ends the inning with more runs than the other team winning the game.

In addition, the Championship game will have an extended time limit where no new inning will start after 1 hour and 30 minutes from the start of the game. Also, the Championship game will follow regular season run rules until the sixth inning (or last inning announced by the umpire), when unlimited runs may be scored by either team.