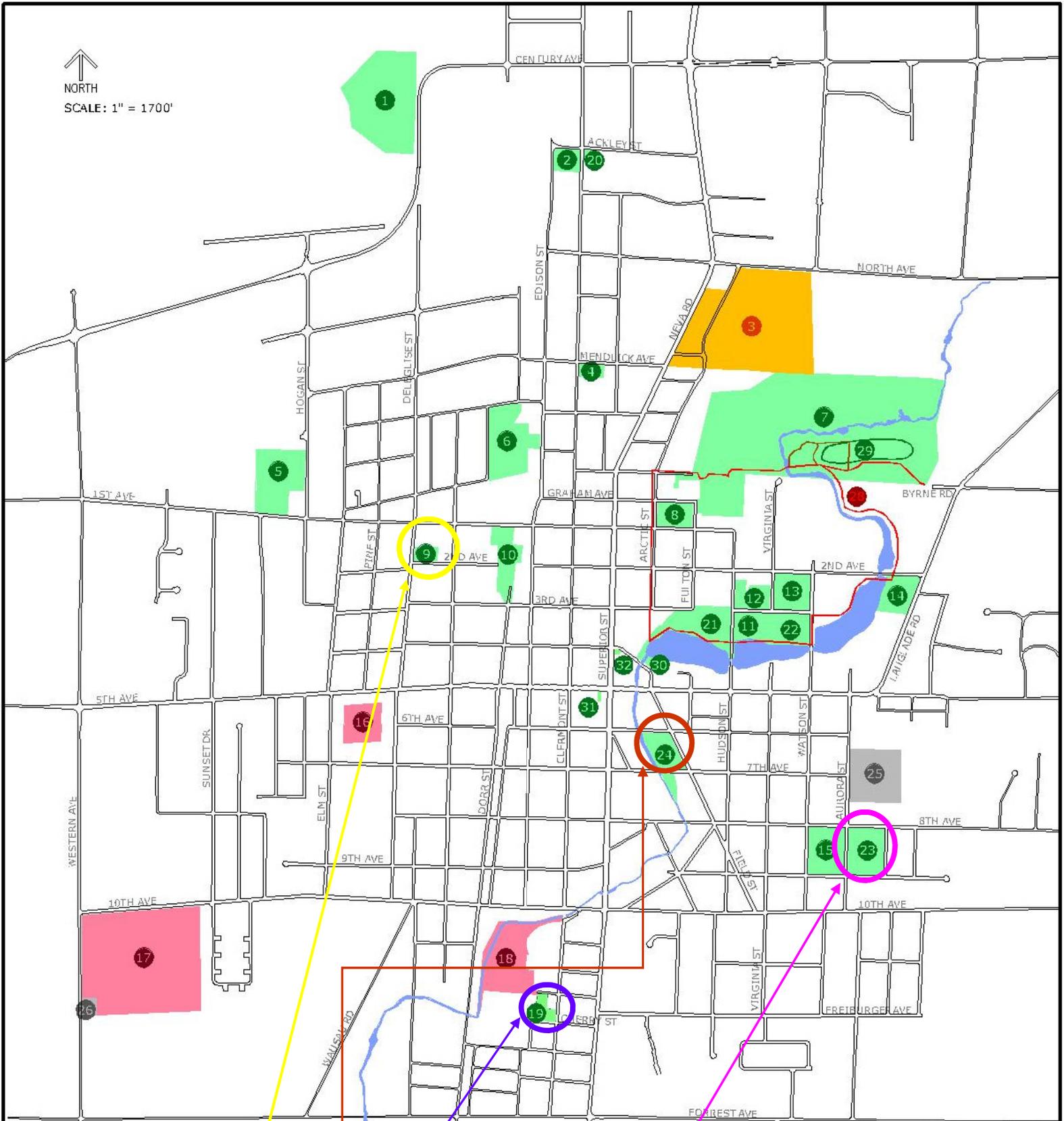




NORTH

SCALE: 1" = 1700'



PARK & RECREATION AREAS

- 1 - Dog Park - Corner of Deleglise St and Century Ave
- 2 - North Clermont Ball Diamond - 805 Ackley St
- 3 - County Fairgrounds - 1633 Neva Rd
- 4 - Mendlik Park - 1439 Clermont St
- 5 - Remington Lake - 1228 Hogan St
- 6 - Saratoga Park - 1235 Nantasket St
- 7 - Northern Natural Area
- 8 - Water Tower Park - 520 1st Ave
- 9 - Third Ward Park - 1120 2nd Ave
- 10 - Railway Activity Park - 1011 1st Ave
- 11 - Lake Park - 301 3rd Ave
- 12 - Antigo Lake RV Park and Campground - 815 Hudson St
- 13 - Kretz Park - 224 3rd Ave
- 14 - Little League - 830 Langlade Rd
- 15 - City Park West - 230 Aurora St

CEMETERIES

- 16 - Schofield Stadium - 1305 5th Ave
- 17 - Antigo HS Rec Fields - 2039 10th Ave
- 18 - Jaycee Park - 915 10th Ave
- 19 - Cherry Street Park - 422 S Clermont St
- 20 - North Clermont Playground - 725 Ackley St
- 21 - Hudson Park - 728 Hudson St
- 22 - Senior League Ball Diamond - 215 3rd Ave
- 23 - City Park East - 231 Aurora St
- 24 - Peaceful Valley - 420 Field St
- 25 - Antigo - 400 Aurora St
- 26 - Bohemia - 409 S Western Ave
- 27 - Elmwood - W9651 Forrest Ave





T-Ball Guide for Parents and Coaches

Expectations

The T-Ball League for 3 year olds is a fun league meant to build skills. Scores are not kept. Parents may join their children on the field while offering encouragement at the coaches' discretion.

All teams practice good sportsmanship and fair play.

Required Equipment

Participants are not required to have a glove. Sunscreen, shorts or pants, and a good pair of athletic shoes are recommended (no open toed shoes or sandals). Bats, balls, bases, and tees are provided by the Park and Recreation Department.

Coaches

All coaches are volunteers. Be patient, ask the coach if they need help, or offer assistance by helping keep kids on the sidelines or organizing a snack schedule (optional). If you are interested in coaching, please contact us. There is one head coach and one assistant coach per team.

Officiating

There are no umpires in this league. The coaches will have the final decision on plays or calls.

Teams

We will do our best to evenly distribute ages across all the teams, but please understand that in an effort to offer the program to as many youth as possible, some teams may have more of one age group than others.

Practices

Additional practices are not required, but may be scheduled by your coach.

Schedules

Schedules can be found on our website after registrations have been finalized: www.antigo-city.org

Snacks

Snacks are optional and not required to be provided by coaches or parents.

Pictures

Coaches may schedule a day for parents to bring their cameras and take a group shot and individual photos. This may be before or after a game.

Weather Cancellations

Coaches are responsible for notifying players of cancellations due to poor weather conditions or anticipated poor weather conditions. Games will not be played if there is lightning, or any type of weather warning. If field conditions are wet games may be cancelled due to safety concerns. It is also the coaches responsibility to schedule make-up games and notify parents.

Complaints

If you have a complaint about the league or facilities please contact the park and recreation department. If you have a complaint about a coach please first make the coach aware of your concern. If you feel your concern has not been addressed please contact the park and recreation department. You as the parent always have the right to remove your child from play if you are concerned for their safety or well-being.

City of Antigo
Park and Recreation Department
700 Edison Street • Antigo, WI 54409
715.623.3633 extension-150/131
www.antigo-city.org





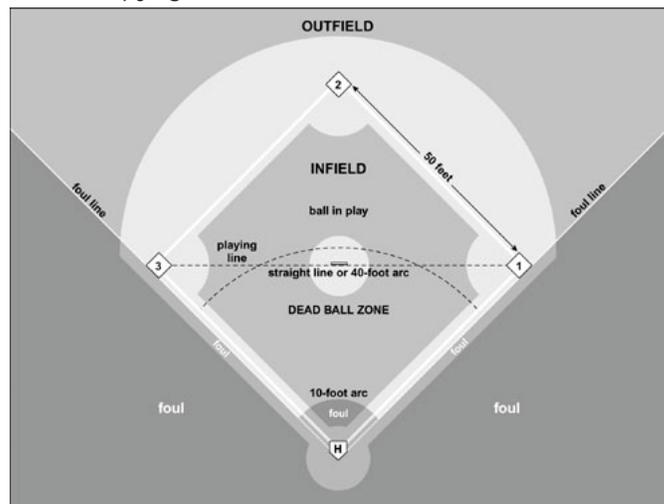
T-Ball League

RULES OF PLAY

1. Age of players: 3 (as of August 31 of the current calendar year).
2. Number of players on a team – 8 minimum, 12 maximum. *Note: more than 12 players on the field or batting is not advised.*
3. A **playing line** is marked between first base and third base as an arc 40 feet from home plate. *No fielder may cross the **playing line** until the ball is hit. This allows batters and fielders a fair opportunity for play.*
4. Every player bats and plays in the field.
5. It is not required but it is encouraged to invite parents to participate with their children in the field.
6. The ball is hit off a batting tee; **there is no pitching.**
7. There are no walks or strikeouts.
8. The ball must travel 10 feet or it is a foul.
9. No stealing. Player stays on the base until the ball is hit.
10. An inning is over when all the players have batted once.
11. Standard game is two innings.
12. Scores are not kept.
13. Ball is whiffle ball and the bat is a large plastic bat.

Keep in mind t-ball is about creating positive experiences for the players and parents. The focus is not about the final score, but instead about building skills and having fun.

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City of Antigo
Park, Recreation and Cemetery Department
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Coach Tips (T-ball USA Association 2010)

First base: Show where 1st basemen is to stand when no runner is on base and when one is on the base. Practice fielding plays; ball thrown to 1B by infielders.

Second base: Position player in place, anticipating action. Practice fielding plays; such as, tagging a runner out.

Shortstops: Show positions: one between 1B and 2B; the other between 2B and 3B. Practice action; such as, fielding balls and throwing to 1B or 2B for an out.

Third base: Show position, anticipating action. Practice action; such as, player diving to knock down ball.

Pitcher: [Stands in pitcher's area but acts as an infielder.] Practice action; such as, fielding ball and throwing to 1B.

Catcher: [Stands behind and away from home plate until ball is hit] Demonstrate: after ball is hit, adult removes tee and bat; catcher moves up to cover plate. Practice actions: catcher tagging baserunner out, catcher throwing to 1B.

General infield activity: Staying behind Playing Line until the ball is hit. Catching short fly balls. Field balls and throwing to a base or to home plate. Tagging runners on the basepath. Relaying a ball from an outfielder to a base; to the catcher at home plate.

Outfielders [there may be five or more]: Position players. Practice catching fly balls in a crowd. "I've got it" Practice catching ground balls and throwing to infield. Have one outfielder receive relay from another and throwing to an infielder.

Batter: Give basic hitting instructions. Practice hitting ball, then dropping bat properly and running to first.

Base Runners: Instruct actions at 1B [Coach at 1B signals to run past base or to turn and go on to 2B] Instruct that forced runner on base must advance. non-forced runner can hold position on base. player on base watch what next batter does; where the ball goes. Instruct sliding.

Bench: Team sits in batting order, encouraging the batter. Coach talks to team: Listen for instructions. Play fair; follow the rules. Have fun.

Coach talking to team, after the game: Summarize team's activity. Specifics, not generalities. Recognize progress. Note any humorous thing that happened. No public criticism; as necessary, take player aside. What's next [practice at home, next team practice and game schedule; tell parents] Other comments, as appropriate.