



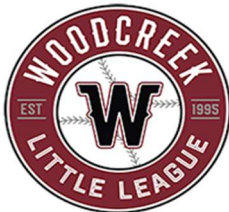
# Woodcreek Little League

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## 2024 WLL By-Laws

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## **1.1 MANAGER & COACH AFFIDAVIT**

*I have received summary information about WLL structures, Divisional Guidelines, Code of Conduct, Safety Manual, Injury/First Aid/Emergency procedures, Field Preparation, Field Status Procedures, Field Closures and WLL By-Laws. I have also received the appropriate division-level manual "Official Regulations and Playing Rules" from Little League Baseball, Inc. I certify that I have read, understand and will abide by the rules and structures of WLL as stated, and abide by the spirit, structure and rules of Little League Baseball, Inc. By signing this document, I am also empowering WLL to perform whatever background, safety and security checks required to obtain Manager/Coach approval.*

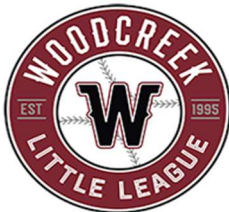
*All Managers and Coaches are expected to attend all clinics, meetings, and workdays.*

Print Name: \_\_\_\_\_ Date: \_\_\_\_\_

Signature: \_\_\_\_\_

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*Woodcreek Little League operates with the following structures governing Manager and Coach Conduct and WLL By-Laws for competition and tournaments. Signing this document is evidence that you have read, understand and agree to the WLL By-Laws and will act solely to support WLL, its Board, players and parents throughout the coming season. The WLL By-Laws can be found on the website: [www.woodcreeklittleleague.com](http://www.woodcreeklittleleague.com)*



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## **2.1 MANAGER SELECTION**

WLL utilizes a Manager and Coach Selection Committee, which is chaired by the president who appoints the members. The committee will verify qualifications, interview (as required), and present candidate selections to the entire Board of Directors for approval prior to each season. This may include maintaining a waiting list of qualified applicants should there be openings during a season. Managers shall not be affiliated with, nor have interests in, other youth baseball competitions or leagues without board approval.

The Manager/Coach Selection Committee will take into account conduct in all past regular season play and tournaments in accordance with WLL By-Laws (e.g. sportsmanship, player playing time, etc.), participation in All Star Player Selection, End of Season Evaluations, and the Evaluation Report submitted by the Manager & Coach Evaluation Committee from prior seasons.

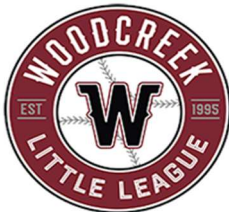
WLL must have a completed volunteer form (resulting in a cleared background check), completed fingerprinting, a copy of their driver's license, a completed Concussion training certificate, a completed Sudden Cardiac Arrest certificate, and a completed Abuse training certificate on file, from all Managers before practice or game participation is allowed.

## **2.2 MANAGER AND COACH EVALUATION AND RECOMMENDATION**

Managers and Coaches in all divisions will be reviewed by a Managers & Coaches evaluation committee at the end of each season. At the mid-point of each spring season, the League shall be responsible for distributing and collecting the Manager and Coach Evaluation forms, electronically using an online survey company. The completed forms are to be reviewed by the Managers & Coaches evaluation committee to identify issues that should be discussed with Managers and/or Coaches in an effort to improve the quality of the experience in WLL. In addition to the input received through the evaluation forms, Player Agents shall make an effort to reach out to others (parents or Board members) to gather information on the performance of Managers and Coaches. At the conclusion of the season, the Managers & Coaches evaluation committee shall deliver to the Board a complete roster of Managers and Coaches indicating which should be recommended and which should not be recommended for the following season. At the July (for spring) & December (for fall) meetings, the board shall then vote to approve the recommendations or amend the recommendations. The version approved by the Board shall be used for consideration when selecting Managers and Coaches for the following season.

## **2.3 COACH SELECTION**

WLL must have a completed volunteer form (resulting in a cleared background check), completed fingerprinting, a copy of their driver's license, a completed Concussion training certificate, a completed Sudden Cardiac Arrest certificate, and a completed Abuse training certificate on file, from all Coaches (team parents and scorekeepers) before practice or game participation is allowed. With a volunteer application on file, parents may assist at practices but are not recognized as approved Coaches and therefore may not be in the dugouts or provide instruction during games. Coaches must demonstrate the same conduct as Managers and will be subject to the same disciplinary processes. Parents may assist in



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the dugouts for T-Ball and Farm divisions only, provided they have completed the items listed above.

## **2.4 MANAGER & COACH CONDUCT**

These positions have great effect on players and parents. Managers and Coaches must uphold all Rules of Little League Baseball. Safety manual violations, foul language, violent actions, or abuse will not be tolerated. WLL's disciplinary committee (comprised of the President, Player Agent for the division involved, and one other neutral Board Member, typically the Vice President or Umpire in Chief) will handle all complaints. If the disciplinary committee meets, the President and/or Player Agent should notify the Board of all cases resulting in disciplinary action, which may include game suspensions, season suspensions, or dismissal from WLL.

Managers are responsible for the conduct of their Coaches, players, team parents, and parents during all baseball events. For the safety of the players, at least one Manager, Coach, or cleared Parent shall be in the dugout at all times during a game. Managers are responsible for their parents and teams leaving the field clean and ready for the next game or practice. Managers are responsible for field grooming, including the locking of the storage shed and Knaack boxes, storage and securing of drags, rakes, and field painting equipment. Managers are responsible for the cleanliness of dugouts and bleacher seating areas. Managers are responsible for ensuring their team's assigned shifts in the Snack Bar are covered. Continued violations will be considered misconduct and may be subject to further disciplinary actions including loss of practice field time, assignment of field maintenance tasks, or suspensions.

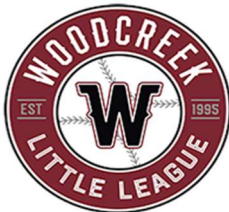
## **3.1 SAFETY VIOLATIONS**

All violations of the Safety Manual, WLL By-Laws, or the Official Regulations and Playing Rules of Little League Baseball by a manager or coach which deal with safety issues (e.g. pitch count violations, pitcher eligibility, unauthorized equipment, etc.) will usually result in the following discipline: 1st offense – written warning, 2nd offense – one game suspension, and 3rd offense – suspension for the season. If the violation is deemed intentional or involves gross negligence, more serious discipline may be imposed.

## **3.2 SUSPENSIONS**

Violations of the Code of Conduct, Safety Manual, or the Official Regulations and Playing Rules of Little League Baseball will not be tolerated. WLL has a standing policy of zero tolerance for arguing with officials, foul language, safety violations, or unsportsmanlike conduct. When a manager, coach, or player is ejected by an umpire, s/he shall immediately leave the game site and take no part in the remainder of the game. The ejected individual may not be replaced in the dugout. An ejection will result in at least a one game suspension from the next scheduled game for the ejected individual. Per LLI, a one game suspension for an ejection is not eligible for appeal. Ejections due to violence or gross misconduct to an opposing player, parent, or official will be cause for immediate indefinite suspension.

The manager, coach, or player accompanied by his/her coach shall appear before a Disciplinary Committee to explain his/her conduct. The Disciplinary Committee will be comprised of the President or Vice President, Player Agent for the division, and the Umpire in Chief. If the Player Agent for the



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division or Umpire in Chief is unavailable, another disinterested Board member may be selected by the President.

Reinstatement will be based on the ejected individual(s) appearance before the Disciplinary Committee, where review of the circumstances, and approval for reinstatement must occur. Reinstatement is automatic after the suspension is served. The Disciplinary Committee reserves the right to impose additional sanctions based on the severity of the offense. A second ejection within the same season for any reason will result in an immediate indefinite suspension, with mandatory appearance and approval for reinstatement by the Board. Suspension for the remainder of the season includes all games, practices, tournaments and post-season play. Suspension means that the Manager/Coach/Player cannot be at the field, or in direct communication with anyone at the field, involving any team in which s/he coaches. The field or game site is defined as the playing field, dugouts, bleacher/seating areas, adjacent walkways, and parking areas including parking lots.

If a situation arises where a Manager is possibly going to be disciplined (outside of an automatic suspension), the Disciplinary Committee will call an emergency meeting as soon as practical. The only people in attendance at this meeting will be the Committee members, the Manager or Coach in question and the person bringing the action. At this meeting, the person asking for disciplinary action must present their case. The Manager or Coach in question will then be allowed to present their case. After all sides have been heard, the Disciplinary Committee will meet in a closed session and make a final decision regarding discipline.

## **4.1 DISCIPLINARY APPEALS**

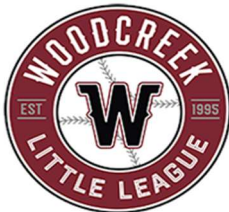
If the Manager, Coach, or player disagrees with the discipline proposed by the Disciplinary Committee, s/he may request to appeal the matter to the Board. Such a request shall be forwarded in writing (e-mail acceptable) to the WLL President. If such a request is submitted, the Board shall meet as soon as practical in closed session. The only people in attendance at this meeting will be the Board members, the Manager, Coach, or player in question and the person bringing the action. At this time, the Manager, Coach, or player in question will be allowed to present their case. After all sides have been heard, the Board will meet privately and make a final decision regarding discipline.

## **4.2 PLAYER AGENTS**

WLL's Board has a Player Agent for each age group/division. They serve to provide assurance of fairness in player evaluations, selections, practice and game administration, safety issues, and act as a liaison for players, parents and Managers/Coaches to the WLL Board.

## **4.3 ROSTER ADMINISTRATION**

WLL's Registrar and Player Agents are responsible for the structuring and administration of divisional team rosters. Rosters for T-Ball and Farm division teams may have up to 13 players. While T-Ball and Farm have no minimum play rules, WLL instructs Managers to include all available players in each game. Rosters for Minors through Seniors division teams may have 12-15 players. The Manager is responsible



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for complying with Little League minimum play rules in Minors through Seniors. In the event that a Manager's failure to comply is deemed intentional, the offending Manager will be suspended from the next scheduled game. Initial drafts will be held to 12 players per roster in Minors through Seniors, unless registration numbers allow for a deviation to a team's roster in the division. Minors through Seniors rosters may be increased up to 15 by the appropriate Player Agent, Registrar and President. Special appeals may be approved by the Board. Prior to presenting for Board approval, any release and replacement of a player must first have reason(s) reviewed and confirmed by the Player Agent and President. Teams have seven days from release of player to move a lower division player up. Managers and Coaches are not permitted to contact the potential player/family in regards to moving up, the Player Agent will contact the family. If a player or his/her parent indicates at sign-ups, tryouts, or during the season that they are not interested in moving up to a higher age division, the player is ineligible to be brought up for the remainder of the season. Teams are not required to attempt to pull up a player unless their roster size is less than 11 players.

## **5.1 DRAFT PROCEDURES/TEAM FORMATION**

The following procedures are the intended rules and procedures for team formation and drafts. There may be cases where the board of directors revise these or make determinations on a case by case basis. Any deviation will be documented along with reasoning provided and made available to the District Administrator and/or Little League International.

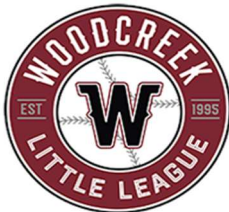
### **Team formation for TBall and Farm Divisions:**

Team formations for TBall and Farm Divisions will be completed by the Player Agent for the divisions in conjunction with the Registrar. Player Agents may use special requests from parents so that players can play with friends or based on school they attend.

### **Team Formation for Minors and Above Divisions (Minors (AA, AAA), Majors, 50/70, Juniors, Seniors):**

#### **A. Draft Preparation**

- Woodcreek Little League will make a determination as to how many teams will be in each division. The President, Vice President, Registrar and Division Player agents will work together based on enrollments and capacity.
- The number of players available to be drafted for each division by age is outlined below in the **D. Draft Age Details** section below. Details will be communicated to the managers prior to starting the draft.
- Once manager selections have been made and approved, the manager of the team may select a coach. The manager will declare the coach within 24 hours prior to the draft to the player agent.



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- A manager who is not able to attend the draft, may ask the identified coach to fill in for him as long as this is approved by draft facilitators which are the President, Vice President, Registrar and Division Player agent or other authorized representative by the draft facilitators.
- Only 1 person may attend the draft for each team.
- No cell phone useage or any other form of electronics may be used during the draft by participants.
- Order of the draft will be randomly assigned by blind draw or similar method performed by the division player agent or designated board member in conjunction with at least 2 witnesses.
- Any other draft rules determined by draft facilitator group will be addressed prior to starting the draft.

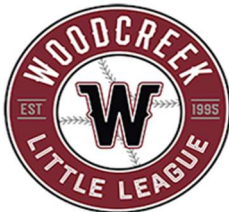
## **B. Rules for Managers / Coach Related to the Draft and Team Formation**

The goal of the draft is to create teams that are as balanced as possible within each division. We want the drafts to operate in a way that teams are not preselected, with the exception of protected picks. Managers of teams either before, during or after the draft agree to the follow these operating procedures. Any violation of any of these situations or other like situations, may result is disciplinary action that may include removal of volunteer status or disqualification of future volunteer opportunities. These situations include, but are not limited to:

- Managers shall not discuss who they plan to pick in the draft other than announcing protected coach.
- Managers shall not engage in any activity to intimidate another manager from selecting an available player. For example, telling others that a specific player would rather play with their team or any other practice considered to influence a pick.
- Claiming that since they have previously coached a player, that they should be on a certain team.
- Player draft position shall never be shared with anyone or discussed outside of the draft room. This includes taking a picture of the draft board as team rosters will be sent out by the registrar.
- Claiming players will quit if they are not on certain teams.
- Trying to influence or negotiate arrangements in the time leading up to the draft.
- Making promises to parents that their child will be on a specific team.

## **C. Draft Procedures**

- Age Divisions will be followed as outlined in section **6.2 Age Divisions** of the bylaws.
- Each division will have a “Draft Pool”, which is made up of players who have attended the skill evaluation.



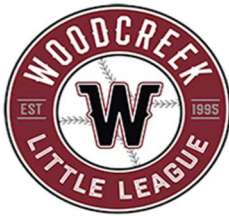
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- Players who do not participate in the skill evaluation and are not excused will be considered “Hat Picks” for their registered division or moved to the division based on age exceptions in **6.2 Age Divisions** of the bylaws.
- Players who want to be considered as part of “Draft Pool”, but are not able to attend the evaluation must contact the league to be excused from the evaluation.
- The draft facilitators will make determination if an absence is considered excused. An excused absence may include, but not limited to the following:
  - Illness,
  - Family emergency,
  - Religious or faith-based activities.
- Drafts will be a serpentine style draft, meaning the draft order will reverse in each round.
- Round 1 of the draft will be the Managers son/daughter.
- Protected Coaches son(s)/daughter(s), will participate in tryouts/skill evaluation and will be evaluated by the managers in the division along with the draft facilitators.
- Managers evaluation and placement will use the entire player pool as well as take into account the size of the division (For example, a division with 9 teams will only have 9 players ranked in each round and include their own player)
- Prior to the start of the draft the protected coaches son(s)/daughter(s), will have a draft position assigned to them based upon the evaluation of all the managers in the division as well as the draft facilitators. The draft facilitators will assign a draft position to the player based on the draft positions of the managers. Draft facilitator decision is final and not open to appeal. Players will be placed on the draft board before the start of the draft and is the pick for that manager in the specific round.
- Once a protected coach is announced, they are not able to change this selection once draft round is determined.
- Siblings of coach or manager protected players will be automatically drafted with the next available pick for that team. Coach or manager with multiple children will default to the youngest as the first pick of the siblings.
- To balance the talent level across the teams, a protected coach pick child who is deemed as a 1<sup>st</sup> or 2<sup>nd</sup> round pick the manager will forfeit his pick for the corresponding round but will get a supplemental pick as follows:





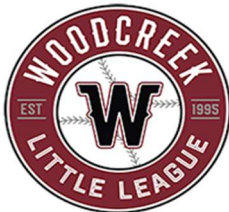
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	<u>Team A</u>	<u>Team B</u>	<u>Team C</u>	<u>*Team D</u>
<u>Round 1</u>	<u>Manager Child</u>	<u>Manager Child</u>	<u>Manager Child</u>	<u>Manager Child</u>
<u>Round 2</u>	<u>Coach Child</u>	<u>Open Pick</u>	<u>Open Pick</u>	<u>Open Pick</u>
<u>Round 3</u>	<u>Forfeit Pick</u> (supplemental after 3 <sup>rd</sup> )	<u>Coach Child</u>	<u>Open Pick</u>	<u>Open Pick</u>
<u>Round 4</u>	<u>Open Pick</u>	<u>Open Pick</u>	<u>Coach Child</u>	<u>Open Pick</u> (supplemental after 4 <sup>th</sup> )
<u>Round 5</u>	<u>Open Pick</u>	<u>Open Pick</u>	<u>Open Pick</u>	<u>Open Pick</u>
<i>*Team D does not have a protected coach pick</i>				
<i>If multiple teams have supplemental picks, these will be selected in the draft order of that round.</i>				

- Siblings of all other players in the division are considered tied together unless the parents have agreed to have them split up. This means that the sibling is automatically drafted with the teams next pick, unless it's determined that the youngest sibling is the exception age for the division and may be taken at the option of the manager. If the manager does not pick that player with their next pick the player is automatically moved down to the lower division.
- In the event that siblings are still in the draft pool when there are an equal number of draft rounds as siblings (for example, 2 siblings available and 2 rounds of draft remain), A team will be required to select the first sibling in the upcoming round followed by the second sibling in the following round. In the event the first sibling is not selected by the last pick in the round, the last team to pick will automatically take both siblings as their remaining picks.
  - A manager selecting siblings as their last 2 scheduled picks, will have the option after the last round of the draft to select a player from the remaining "Draft Pool" of players who weren't selected and set to be moved to the lower division "Draft Pool" if there are remaining players in the "Draft Pool" and the "Draft Facilitators" approve.
- Players who were designated as hat picks will make up the remaining draft picks in the final round or however many picks remain. For example, 5 hat picks in the draft then the last 5 picks will be randomly placed as those picks.
- After the draft is completed, managers may trade players with other teams if approved by the draft coordinator(s). Drafts will be permitted if they are determined balanced by the draft facilitators.



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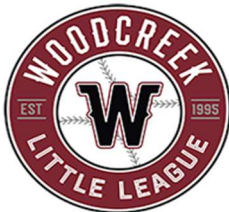
- A manager may also pause the draft in a given round if they would like to attempt to trade for the player who was selected prior to the managers pick. This will be at the discretion of the draft facilitators.
- It may not be possible to have each team with the same numbers of players. The goal will be to make these as even as possible with no team having more or less than 1 player than any other team in the division.
- Unless there is a special circumstance, and approved by the draft facilitators, the roster is final when the managers leave the draft room.

## D. Draft Age Details

- For the **Juniors division**, All registered players will be included in the draft and will be selected to a team in the division.
- For the **Majors division**, Since all 12-year-old players (excluding safety issues) must play, teams will have “free” picks of all eligible players until the time in the draft when the amount of 12 year olds equals the amount of remaining draft picks. All remaining players are moved to the Minors AAA division “Draft Pool”. These players will be eligible to be called up throughout the remainder of the season (See example below)
- For the **Minors AAA (8,9,10,11) division**, Since all 10-11 year-old players (excluding safety issues) must play teams will have “free” picks of all eligible players until the time in the draft when the amount of 10/11 year olds equals the amount of remaining draft picks. (See example below)
- For the **Minors AA (7,8,9) division**, no players will be pushed to the Farm division unless it is a 7 year old who has not participated in the tryout/skill evaluation.

### **Example of age limitations for drafts.**

The division will have 10 teams of 12 for a total of 120 players. There are 100 12 year olds and 30 10/11 year olds. This would mean as soon as 20 10/11 year olds are drafted, which includes protected manager/coach picks, no more 10/11 year old players can be drafted. The 10 remaining will be placed in the AAA draft.



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These players will be eligible to be drafted during the season if a vacancy becomes available on a roster in the division in which they tried out for.

## **5.3 TEAM NAME ASSIGNMENT**

Team names will be determined by the Player Agent, whether it is done by assigning teams or by hat pick. Managers returning to the same division have first pick of the team they had the prior spring season assuming that team is still available through our uniform supplier. If not available, the impacted managers will be randomly selected by the player agent to select a team from the available teams.

## **5.4 UNIFORMS**

WLL supplies a team jersey and hat for each player during the season, which is the official uniform to be worn during games. The style may differ based on the division. Since WLL gets their jerseys and hats from a third party, there may be times where certain team's uniforms are different than the others based on availability at the time of ordering. Managers will not request certain changes or upgrades for their individual teams. All teams will wear the league assigned uniforms for all games. Only exception would be special occasions ie. Pink week A player who is moved to another roster during the season will be supplied a uniform by WLL. WLL may provide uniform as other situations arise as approved by the president and the equipment manager. Individual teams are not permitted to alter the league supplied uniform, but may alter hats with player name or number.

## **5.5 ADDITIONAL/SUPPLEMENTAL TEAM APPAREL**

Any manager/team that requests their parents/players to purchase additional/supplemental team apparel, may not force the parents/player to do so. Any parent/player that expresses a hardship for such apparel should be given the opportunity to have such apparel purchased by the manager requesting the apparel. This excludes pant, belt and sock color which the team manager will communicate to the parents.

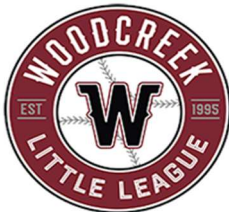
## **5.6 PAYMENT ADMINISTRATION**

WLL charges a reasonable participation fee as a parent's obligation to assure the operational continuity of the Local League. WLL offers scholarships and scheduled payment opportunities to assist families who cannot pay in advance. Such options are the responsibility of the parents to request from and approved by the League President or Registrar.

### ***Refunds Spring Season:***

- 1st calendar day before 1st scheduled tryout: last day for Full Refund
- 1st Day of Tryouts – Sunday before draft week: 50% of your registration fee
- Monday of Draft week – before the 1st scheduled game : 25% of your registration fee\*
- After first scheduled game: NO REFUNDS

*\*(this is to minimize the disruption of player loss due to not being drafted to the team/division the player had hoped for)*



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## **Refund Fall Season:**

- 7 days prior to the first scheduled game: last day for Full Refund
- After first scheduled game: NO REFUNDS

*WLL reserves the right to offer a different refund policy in the event of Force Majeure. Examples: but not limited to natural disaster, global pandemic, local epidemic, fire, riots, hazardous contamination, earthquake, explosion, local/state lock down and any other "acts of God".*

Registrar or President has discretion to make exceptions on a case by case basis.

## **5.7 COMPETITION SEASONS**

The spring and fall ball programs are separate seasons. The spring playing season may be split in half (1<sup>ST</sup> & 2<sup>ND</sup> Half) by one scheduled week to allow for rain make up games. Player agents will announce the official start of the 2<sup>nd</sup> half. The spring playing season is WLL's competitive season for Minor divisions and above.

No Woodcreek Little League team (spring season, fall season or TOC's) is permitted to scrimmage against any non-roster Woodcreek Little League player of the current year, unless the player is a roster player from a league and division that Woodcreek Little League has a current Inter-League agreement with, that has been approved by Little League International or the District Administrator from District 54.

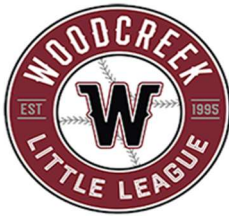
## **6.1 SAFETY ADMINISTRATION**

WLL updates its Safety Plan each year. Managers and Coaches will be presented with the information at the Managers & Coaches training. The Plan is also available on the WLL Web site. In addition to their own compliance, it is the responsibility of each Manager to ensure all Coaches understand and comply with the WLL Safety Plan. Accident report forms are available at the snack bar or on the website and must be routed to the Safety Officer and Player Agent within 24 hours of injury, whether the injury occurs in practice or play. Anytime a player is out under physician's orders, a full physician's release is required for the player to return (releases for limited participation will not be accepted). A copy of the physician's release must be provided to the Manager of the injured player, the Safety Officer and the respective division's Player Agent before the player can participate in any games or practices.

## **6.2 AGE DIVISIONS**

**T-Ball Division:** Instructional division for player ages 4-6. Player must be age 4 by August 31<sup>st</sup> the year of playing season. No scores or league standings are maintained. A tee will be used for the entire season.

**Minor (Farm Division):** Instructional division for player ages 7-8. (EXCEPTION: Players who are league age 6 are permitted to advance to Farm after participation in T-Ball for at least one spring season if



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space allows, or if the child played fall T-Ball and the parent is willing to manage a team, the player agent may elect to move a child up.) Players age 6 whose parents are managing or coaching will be given priority. No scores or league standings are maintained. Coach pitch / tee will be used for the entire season.

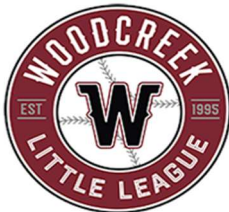
**Minor A Division:** Currently WLL does not offer an A Division.

**Minor AA Division:** Instructional division for player ages 8-9 (EXCEPTION: Players who are league age 7 are permitted to advance to Minor AA after participation in the Farm Division for at least one spring season and who are drafted after attending tryouts). Players are drafted to teams based on a pre-season tryout. The Minor AA Division is an instructional level, operated under a competitive format, consisting of players with lower pre-season tryout evaluations and/or players who have been identified as “safety risk” players. The primary difference in Minor AA, from Minor AAA, is that coaches may be on the field during the 1st half and provide skills development for players during the game and there are no regular season standings. Any player missing tryouts who is league age 9 will automatically be placed in the Minor AA. Minor AAA may obtain injury/replacement players from Minor AA during the season (refer to Roster Administration for further guidance). All players age 7, including protected for the draft, meaning they are preselected picks, will be evaluated during the skill assessment/tryout by the president, vice president, division player agent, and/or coordinator to determine if player is at the level required to play in the division.

**Minor AAA Division:** Instructional, yet competitive division for player ages 9-11 (EXCEPTION: Players who are league age 8 are permitted to attempt to advance to Minor AAA, after attending tryouts and if drafted.) Regular season standings will be kept. Players are usually drafted to teams based on a pre-season tryout. Any player missing tryouts who is league age 10 or 11 will automatically be placed in the Minor AAA.

Majors may obtain injury/replacement players from Minor AAA during the season. Players age 8 who are marked as protected for the draft, meaning they are preselected picks, will be evaluated during the skill assessment/tryout by the president, vice president, division player agent, and/or coordinator to determine if player is at the level required to play in the division.

**Major Division:** Competitive division for player ages 10-12 (EXCEPTION: Players who are league age 10 are permitted to attempt to advance to Majors, after attending tryouts and if drafted). Scores and standings are posted. Players age 12 shall be selected in the Majors draft, unless approval is obtained from District 54, Regulation V(a) Waiver, for his/her placement in one of the Minor divisions. All Players who are league age 11 are eligible to be drafted or "called up" to Majors (EXCEPTION: A Player age 11 can declare PRIOR to tryouts that s/he is not eligible for Majors by enrolling in the Minor AAA division). Not all Players age 11 or 10 will be drafted into Majors. Once drafted into Majors, a Player age 11 or 10 CANNOT refuse to play Majors and play in Minor AAA. If a Player age 11 or 10 is ineligible for Majors or refuses a "call up" to Majors, they will not be eligible for All-Star Try Outs. Players age 10 who are marked as protected for the draft, meaning they are preselected picks, will be evaluated during the skill



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assessment/tryout by the president, vice president, division player agent, and/or coordinator to determine if player is at the level required to play in the division.

**50/70 Division:** Not Currently offered. Competitive division for players age 11-13. Scores and standings are posted. The 50/70 division will redraft each year and players will be placed on teams based on a pre-season tryout. Players playing 50/70 may not play in any other division with WLL. Players age 13 shall be selected in the 50/70 draft, unless approval is obtained from District 54, Regulation V(a) Waiver, for his/her placement in the Major division. All Players who are league age 12 & 11 are eligible may register to be drafted or "called up" to 50/70 (EXCEPTION: A Player age 11 or 12 can declare PRIOR to tryouts that s/he is not eligible for 50/70). Not all Players age 12 or 11 registering for 50-70 will be drafted into 50/70. Once drafted into 50/70, a Player age 12 or 11 CANNOT refuse to play 50/70, and play in Majors or Minor AAA. If a Player age 12 or 11 is ineligible for 50/70 or refuses a "call up" to 50/70, they will not be eligible for All-Star Try Outs.

**Junior Division:** Competitive division for players age 13-14. Scores and standings are posted. The Juniors division will redraft each year and players may be placed on teams based on a pre-season tryout. Players playing High School baseball will be equally distributed across all teams. (For example, if there are 6 Junior teams and 12 players are in the draft that made the high school team, no team can take more than 2 High School players.)

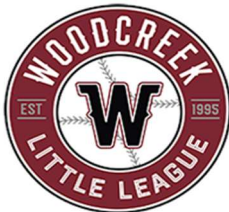
**Senior Division:** Competitive division for players age 14-16. Scores and standings are posted. The Senior division will redraft each year and players may be placed on teams based on a pre-season tryout. Typically, there is not more than one team in Seniors. If the number of signups for Seniors falls between more than one team and not enough for a 2<sup>nd</sup> team, the WLL board will look to combine players from WLL and other leagues to create a 2<sup>nd</sup> team. If there are not enough players for one team, we will look to combine with other leagues in our area.

**Big League Division:** Currently WLL does not offer a Big League Division.

**Challenger League Division:** Player ages 6-18. INSTRUCTION AND COMPETITIVE LEAGUE for players with physical handicaps. Interested players should contact the WLL President or District 54 for more information.

**Inter-League Play:** WLL may enter into inter-league competitions with other leagues. In doing so, the Board will confirm with the division's Managers how the Inter-League play affects WLL competition.

For the AA, AAA, and Majors divisions. Players who are not able to attend a skill evaluation, will be handled based on what is in the above sections for each division. Situations may arise where an exception may be appropriate. Determination will be made by the President, VP, Registrar and Player Agent.



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## **7.1 TOURNAMENT PLAY**

### **Minor AA Division Fun Festival**

At the end of the season, a tournament format week may be conducted for all Minor AA teams to gain tournament experience. Bracket seeding will be random draw and not based on regular season standings. During the tournament week, pitch counts, and scores will be tracked and recorded online at the end of each game. All other Local League Rules will remain in effect.

### **Minor AAA Division Fun Festival**

At the end of the season, a tournament format week may be conducted for all teams not participating in District TOC to gain tournament experience. Bracket seeding will be random draw and not based on regular season standings. During the tournament, all Local League Rules will remain in effect.

### **Majors Division Fun Festival**

At the end of the season, a ~~single-elimination~~ tournament format week may be conducted for all teams not participating in District TOC to gain tournament experience. During the tournament, all Local League Rules will remain in effect.

### **Fun Festival Home/ Away Team and Team Duties**

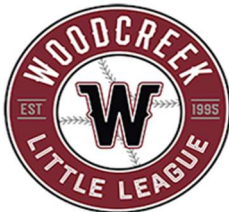
Home and Away will be determined at random by the player agent for each division. This should be communicated as soon as the fun fest schedule has been published. Additionally, the player agent will communicate which team has the responsibility for Score keeping, Scoreboard operation, Parent in charge/Game Coordinator duties, and other required duties for the game.

### **Fun Festival Brackets**

The Vice -President will present to the board the bracket structure and seeding method for each division prior to the start of the tournament. The amount of teams, field availability, and other circumstances may determine the structure of the tournament in each division.

### **Tournament of Champions (TOC)**

At the end of the season, a single-elimination tournament for District 54 Leagues will be conducted for Majors, 50/70, and Juniors only. WLL will send two teams from Majors, one from 50/70, and one from Juniors, as long as there are enough players for each team to field a team. The competing team's Manager/Coaches continue with the team through TOC and cannot be substituted without prior WLL Board approval. It is highly recommended that any player not able to participate in the TOC inform their manager as soon as possible. Any manager who is unable to participate, or who has players unable to participate must inform the Board of Directors as soon as possible. The inability to fill a full team may result in the Board of Directors sending the next team in the WLL standings of that division.



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## **8.1 All Stars**

At the end of the season, there is a double-elimination tournament for District 54 Leagues (applies ONLY to player ages 9-16). WLL will submit one team per division/age group. ***The All-Star Manager for each team is responsible for declaring a roster size of 12 to 14 players.*** A declaration by the manager regarding the roster size shall be submitted to the Player Agent prior to the team being announced. AAA, Major, 50/70, Junior, Senior, and Big League Managers shall participate in the All Star selection process for those division's teams unless a valid reason is provided to the Board. Unexcused no shows are grounds for disciplinary action in the following season.

### **All-Star Manager Selection Process**

All Star Managers will be selected by the Board's Manager and Coach Selection Committee. Applications shall be completed by all Manager candidates. Manager interviews may be requested by the Committee prior to final selection. The Manager will be selected by the Board's Manager and Coach Selection Committee and approved by the Board prior to May 31<sup>st</sup> of that year. Selection should take into account current position, any prior disciplinary actions, teaching ability, etc. Coaches shall not be selected until after the team has been announced. Managers will formally select coaches after the teams have been formed and announced. Managers and Coaches must have been present for a minimum of 60% of regular season games and practices to be considered by the Selection Committee.

### **Eligibility of Managers/Coaches shall be as follows**

- Major (11-12), 50/70 (11-13), Junior (13-14), Senior (14-16), Big League (15-18) Teams – Candidates must be a Manager or Coach from the respective division..
- 10 11 Year Old Team – Candidates may be any manager or coach from Majors or Minors.
- 9-10 Year Old Team – Candidates may be any manager or coach from Majors or Minors.

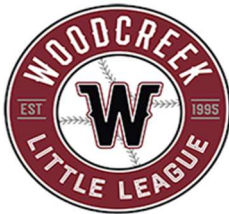
All potential managers must be in good standing with the league as determined by the Board of Directors.

## **8.2 Player selections shall be as follows**

Parents will be required to sign a confirmation of players availability for the tournaments based on the dates of the all tournaments once published by Little League. This will also include availability for practices, scrimmages, and games. Players with conflicts in any round of tournaments dates, are subject to board approval.

- Major (11-12), 50/70 (11-13), Junior (13-14), Senior (14-16), Big League (15-18) Teams
  - If a player is injured or cannot play, the substitute player must be approved by the Board and cannot be selected from any other All Star team.
  - Majors (league age 12 years old ONLY), 50/70, Junior, Senior & Big League: six of the players





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will be selected by popular vote of the players within the respective division. The other six players will be selected by majority vote of the Managers from that division, with the Player Agent being the tiebreaker if needed. 1-2 Players additional selected by the All Star Manager if using 13 or 14 player roster.

➤ 11 Year Old Team

- The 11-year-old All Star Player Selection Committee will consist of the President, Manager of the 11 year old All Star team, the AAA & Major Player Agent, and the Managers from AAA & Majors Division.
- All 11 year olds (league age) in the majors will be invited to the tryouts. 11 year olds (league age) in the Minor AAA Division may be invited to tryouts if his/her manager submits such a request in writing and it is approved by the Board. All participants must attend ~~each day~~ every portion of the All Star tryouts unless approved by the Board 72 hours prior to tryouts.
- If a player is injured or cannot play, the substitute player cannot be selected from either the 8-10 year old or Major All Star teams.
- Twelve of the players will be selected from tryouts by the 11 year old All Star Player Selection Committee.
- One or two additional players may be selected by the 11 Year Old All Star Manager (only if there is a 13 or 14 player roster).

➤ 9-10 Year Old Team

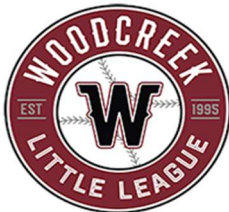
- The 9-10-Year-Old All Star Player Selection Committee will consist of the President, Manager of the 9-10's All Star team, AAA & Majors Player Agent, and the Managers from AAA
- All 10's in the majors will be invited to the tryouts. Each AAA Manager can submit up to two players that will be automatically invited to the tryout (additional invites can be requested, if in writing and approved by board). No AA players will be invited to the tryout. All participants must attend every portion of the All Star tryouts unless approved by the Board, 72 hours prior to tryouts.
- Twelve of the players will be selected from tryouts by the All Star Player Selection Committee.
- One or two additional players may be selected by the 9-10-Year-Old All Star Manager (only if there is a 13 or 14 player roster).

## **9.1 T-Ball Division Guidelines**

**The rules for the Tee Ball Division are defined in the Little League Handbook Official Regulations and Playing Rules, except for the following Local League Rules:**

### **General**

Games should be limited to 1 hour or 2 complete innings, whichever occurs first. No scores or standings



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will be kept. Home Team is responsible for providing the league issued game balls for all games. Only softened T-ball balls are allowed during games or practices. Home team uses the 3rd base dugout and the visiting team uses the 1st base dugout.

## Defense

- Maximum of (11) eleven defensive players should be on the field. This means players may occasionally have to sit on the bench. Play consists of six standard defensive positions in the infield: pitcher, catcher, first base, second base, third base, and shortstop. All other players shall play in the outfield. All outfielders should be positioned in the grass. The pitcher should be positioned within the dirt of the pitching mound, not down the runway or on the grass in front of the dirt of the pitching mound.
- Coaches are encouraged to position themselves in the field to assist their players.

## Offense

- Every player on the team will be placed in the batting order. Every player will bat in a continuous order during their half of the inning. It is required to rotate the batting order every game.
- For the 1<sup>st</sup> half of the season, all batters will be allowed to stay on base, even if they are thrown out. When batters are called out during the 2<sup>nd</sup> half of the season, they are out and must go back to the dugout, entire lineup will still get to bat.
- Base running will be base to base. Runners should not keep running on errors. However, if the batter hits the ball well enough, the player is free to keep running as long as the base ahead is not taken by another base runner.
- Sliding is not allowed.
- One coach from the offensive team should be positioned at home plate to assist the batter.
- During the 1<sup>st</sup> half the last batter is encourage to run all the way home to either be tagged out or score. During the 2<sup>nd</sup> half the last batter will travel as far as they can until they are out.

## Skill Positions

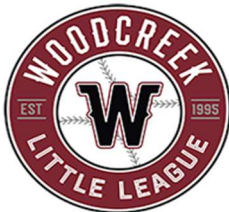
All players must get the opportunity to play all positions during the year. However, managers should avoid playing players at positions beyond their skill level (e.g. if a child has difficulty defending himself from a thrown or batted ball, managers should place the child in positions which will minimize the safety risk).

## Speeding Up the Game

Have line-ups prepared before the game to ensure transitions from offense to defense is done quickly. Assign coaches and/or team parents to work in the dugout. (Remember - all helpers must have a volunteer application on file.) Team parents, coaches, etc. can help by telling the kids where they will be playing in the field, getting the next batter ready to hit, helping the catcher put on his gear, etc., to keeping the game moving. Manager should also avoid having the catcher as one of the last 4 batters in the batting line-up.

## Fairness

Players must get the opportunity to play an infield position at least once during each game. Give every



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player an opportunity to play pitcher, catcher, and first base during the season. Make sure you rotate the players that have to sit out an inning on defense. No player shall have to sit twice before every other player has sat at least once. Under normal circumstances, there should never be a lone player on the bench.

For example, if you have 10 Tballers then all 10 should be on the field, but if you have 11 Tballers, 9 should be on the field and 2 on the bench, not 10 on the field and 1 on the bench. This way no player is singled out.

## **10.1 Minor Farm Division Guidelines**

**The rules for the Minor Division are defined in the Little League Handbook Official Regulations and Playing Rules, except for the following Local League Rules:**

### **General**

Games should be limited to 1 hour 30 minutes. No scores or standings will be kept. Coach pitch / Tee will be used for the first half of the season. Second half of the season will be coach pitch with no use of the tee. -Home team uses the 3rd base dugout and the visiting team uses the 1st base dugout.

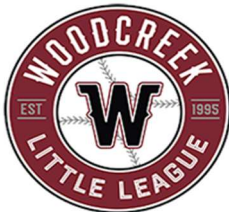
**1<sup>st</sup> Half** – Coach pitch / Tee

### **Defense**

- Maximum of (10) Ten defensive players on the field. Additional players will have to sit on the bench.
- Play normal defensive positions in the infield (Pitcher, Catcher, 1B, 2B, SS, and 3B). The extra player will play in the outfield. All outfielders should be positioned in the grass.
- Teams short of 9 players ~~or~~ can borrow defensive players from the other team.
- No player should have to sit twice before every other player has sat at least once.
- Managers must rotate positions at least every other inning and keep records. Each player must play at least one inning in an infield position within the first two innings.
- When Coach is pitching, he should be within the circle of the mound and the pitcher should be positioned within a couple feet of the pitching mound (EXAMPLE: One foot on the mound & one foot on the grass).
- Coaches are encouraged to position themselves in the field to assist their players. However, Coaches must not position themselves behind or to the side of home plate.
- Catcher will wear full gear for all games (even when coach pitch is in effect), practice, and pitcher warm-ups. Full gear includes a regulation catcher's glove, a mask with throat protector, shin & knee guards, regulation chest protector, and protective cup.

### **Offense**

- All Players on a team will bat in order. No Substitutions (Exception: Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to



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improve the speed of play.)

- The offensive team will get three outs or five runs per inning, whichever comes first.
- Bunting is not allowed.
- Sliding is not allowed.
- Runners can only advance on a batted ball; no stealing allowed.

## Pitching

- During the 1<sup>st</sup> half of the season, Coach will pitch or a tee will be used.
- Coaches will pitch to their own players.
- Each batter will get a maximum of five pitches to hit the ball. After the batter has reached the pitch limit, a tee will be used.
- **Coach Pitching Tips**
  - Coach must pitch from within the circle of the mound (not on the grass or in the runway)
  - Throw directly overhand using a four seam grip (ball does not move as much)
  - Use a slow, deliberate delivery (easier for batter to pick up the ball)
  - If possible, pitch from the knee. (easier for batter to pick up the ball)
  - Have more than a few balls in a bag or bucket on the mound. (so you're not waiting for a ball)

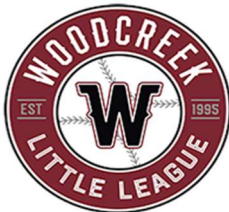
**2<sup>nd</sup> Half** - Coach will pitch all innings, no tee will be used during the games.

## Defense

- Maximum of (10) Ten defensive players on the field. Additional players will have to sit on the bench.
- Play normal defensive positions in the infield (Pitcher, Catcher, 1B, 2B, SS, and 3B). The extra player will play in the outfield. All outfielders should be positioned in the grass.
- Teams short of 9 players ~~or~~ can borrow defensive players from the other team.
- No player should have to sit twice before every other player has sat at least once.
- Managers must rotate positions at least every other inning and keep records. Each player must play at least one inning in an infield position within the first two innings.
- When Coach is pitching, he should be within the circle of the mound and the pitcher should be positioned within a couple feet of the pitching mound (EXAMPLE: One foot on the mound & one foot on the grass).
- Coaches are encouraged to position themselves in the field to assist their players. However, Coaches must not position themselves behind or to the side of home plate.
- Catcher will wear full gear for all games (even when coach pitch is in effect), practice, and pitcher warm-ups. Full gear includes a regulation catcher's glove, a mask with throat protector, shin & knee guards, regulation chest protector, and protective cup.

## Offense

- All Players on a team will bat in order. No Substitutions (Exception: Manager is highly



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encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play.)

- The offensive team will get three outs or five runs per inning, whichever comes first.
- Bunting is not allowed.
- Sliding is not allowed.
- Runners can only advance on a batted ball; no stealing allowed.

## Pitching

- During the 2<sup>nd</sup> half of the season, Coach will pitch. (no batting tee should be used)
- Coaches will pitch to their own players.
- Each batter will get a maximum of six pitches to hit the ball. If the batter reaches the pitch limit, he/she is out. No at bat can end on a foul ball.
- **Coach Pitching Tips**
  - Coach must pitch from within the circle of the mound (not on the grass or in the runway)
  - Throw directly overhand using a four seam grip (ball does not move as much)
  - Use a slow, deliberate delivery (easier for batter to pick up the ball)
  - If possible, pitch from the knee. (easier for batter to pick up the ball)
  - Have more than a few balls in a bag or bucket on the mound. (so you're not waiting for a ball)

## Skill Positions

- All players must get the opportunity to play all positions during the year. However, managers should avoid playing players at positions beyond their skill level (e.g. if a child has difficulty defending himself from a thrown or batted ball, managers should place the child in positions which will minimize the safety risk).

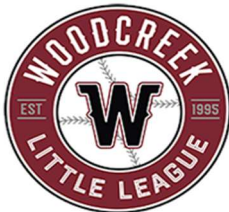
## Speeding Up the Game

- Have line-ups prepared before the game to ensure transitions from offense to defense can be done quickly. Assign a coach and/or team parent to work in the dugout. Team parents, coaches, etc. can help by telling the kids where they will be playing in the field, getting the next batter ready to hit, and helping the catcher put on his gear. (Remember - all helpers must have a volunteer application on file).

## Fairness

- Line-ups should be rearranged so all players get roughly the same number of at bats during the year. Avoid having the same players continually placed last in the line-up. One approach is to start your first game with the line-up based on jersey number. If player number 6 makes the last out of the game, player number 7 will bat first the next game. Rotate which players will sit out. No player should have to sit twice before every other player has sat at least once.

## 11.1 Minor A Division Guidelines



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Currently WLL does not offer an A Division

## **12.1 Minor AA Division**

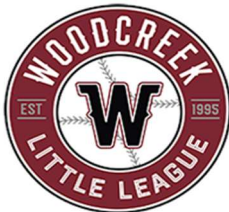
### **General**

- Games are typically six innings. No new inning can be started after 1 hour 50 minutes. Play will end after the next full complete inning. Managers or Coaches will agree upon the official start time of the game for the purpose of starting a new inning.
- The home team will use the 3<sup>rd</sup> base dugout and will supply the game balls.
- Teams should keep score; however, no standings will be kept.
- During the 1<sup>st</sup> half of the season, Coach will pitch first 2 innings; players will pitch last 2 or more innings.
- During the 1<sup>st</sup> half of the season runners can only advance on a batted ball; no stealing allowed.
- During the 2<sup>nd</sup> half of the season, players will pitch the entire game.
- During the 2<sup>nd</sup> half of the season, players may advance one base only, to 2<sup>nd</sup> or 3<sup>rd</sup> not home plate on a passed ball thrown from either a fielder, or the pitcher or catcher. Player may only advance from 3<sup>rd</sup> to home on batted ball, or a play being made on them or another base runner.
- During the 2<sup>nd</sup> half of the season play is stopped when the pitcher has control of the ball and on any part of the dirt mound.
- A maximum of three adults (Manager plus two registered coaches) will be permitted in the dugout. One adult must be in the dugout at all times.
- Forfeits will not be made up. Managers may not cancel games. They must go through the Player Agent for any issues (e.g. not enough players due to school activities, etc.).
- Parents wishing to sit players for disciplinary reasons are asked to work with the Manager and the Player Agent.

### **1st Half – Coach / Player Pitch**

### **Defense**

- Maximum of nine defensive players on the field. Additional players will have to sit on the bench.
- When Coach is pitching, the pitcher should be positioned within a couple feet of the pitching mound (EXAMPLE: One foot on the mound & one foot on the grass).
- No player should have to sit twice before every other player has sat at least once.
- Managers must rotate all positions except for the pitcher and catcher at least every other inning and keep records.
- Each player must play at least one inning in an infield position within the first four innings.
- Teams short of nine players can borrow defensive players from the other team.
- Coaches may be on the field to assist players. However, Coaches must not position themselves behind or to the side of home plate.
- Catcher will wear full gear for all games (even when coach pitch is in effect), practice, and



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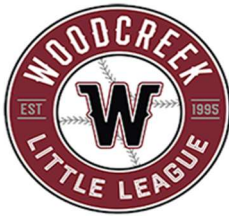


pitcher warm-ups. Full gear includes a regulation catcher's glove, a mask with throat protector, shin & knee guards, regulation chest protector, and a protective cup.

- Play is dead when the Pitcher has the ball and has both feet in the pitching circle.

## Pitching

- **Coach Pitching Tips**
  - Coach must pitch from the front of the mound
  - Throw directly overhand using a four seam grip (ball does not move as much)
  - Use a slow, deliberate delivery (easier for batter to pick up the ball)
  - Pitch from the knee or standing.
  - Have more than a few balls in a bag/bucket on the mound. (to limit waiting for a ball)
- **Managing Player Pitching**
  - Please have players demonstrate pitching ability in practice before a game.
  - Must Adhere to LLI Pitch Count Rules with the following two exceptions:
    - No player will pitch more than 30 pitches in one inning & 50 pitches total regardless of age.
    - If a player reaches pitch count limit during an at bat, the player may complete the at bat, then must be removed from the mound.
  - If the pitcher hits two batters during an inning, the pitcher must be removed from the mound and the coach will pitch the remainder of the inning, The hit batter will receive 3 pitches from the coach unless injured and can't return to the batters box.
  - If the pitcher walks a batter during an inning:
    - After every ball four, the coach will assume the count and throw the number of strikes remaining. If the batter does not reach base on one of these pitches, regardless of the quality of the pitch, batter is out. No at bat can end on a foul ball. The coach assumes the count and may only deliver two pitches (two strikes remaining). If the batter is walked on a 3-2 count, the coach may only deliver one pitch.
    - For example, a pitcher delivers ball four on a 3-1 count. The coach assumes the count and may only deliver two pitches (two strikes remaining). If the batter is walked on a 3-2 count, the coach may only deliver one pitch.
  - If not the second hit by pitch, the pitcher returns to the mound to pitch to the next batter.
  - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
  - Any player who has played the position of catcher in four (4) or more innings in a game is ineligible to pitch on that calendar day.
  - A player who plays the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility



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to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

- The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Managers must report pitch counts and catchers (including jersey number and last name) within 24 hours from the end of the game. Failure to track pitch counts, or knowingly violate pitch count rules will lead to disciplinary action.

## Offense

- All Players on a team will bat in order. No Substitutions (Exception: Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play.)
- The offensive team will get three outs or five runs per inning, whichever comes first.
- Coaches will pitch to their own players. Coaches cannot walk the batter. Each batter will get 4 pitches or 3 strikes, but no at bat can end on a foul ball. If pitch limit is reached, the batter is out.
- No bunting allowed.
- Feet first sliding is allowed.
- Runners can only advance on a batted ball; no stealing allowed.
- If the batter hits the ball into the outfield, batter may advance at his own risk up to 3<sup>rd</sup> base. (No in the park home runs.)

**2<sup>nd</sup> Half** - Players will pitch complete game.

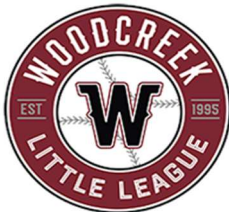
## Defense

- Maximum of nine defensive players on the field. Additional players will have to sit on the bench.
- When Coach is pitching, the pitcher should be positioned within a couple feet of the pitching mound (EXAMPLE: One foot on the mound & one foot on the grass).
- No player should have to sit twice before every other player has sat at least once.
- Managers must rotate all positions except for the pitcher and catcher at least every other inning and keep records.
- Each player must play at least one inning in an infield position within the first four innings.
- Teams short of nine players can borrow defensive players from the other team.
- No Coaches on the field, except for Volunteer Umpire.
- Catcher will wear full gear for all games (even when coach pitch is in effect), practice, and pitcher warm-ups. Full gear includes a regulation catcher's glove, a mask with throat protector, shin & knee guards, regulation chest protector, and a protective cup.
- Play is dead when the Pitcher has the ball and has both feet in the pitching circle.

## Pitching

- Players will pitch the entire game.
- ***Managing Player Pitching***





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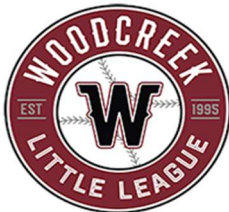
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- Please have players demonstrate pitching ability in practice before a game.
- Must Adhere to LLI Pitch Count Rules with the following two exceptions:
  - No player will pitch more than 30 pitches in one inning & 50 pitches total regardless of age.
  - If a player reaches pitch count limit during an at bat, the player may complete the at bat, then must be removed from the mound.
- **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- **Any player who has played the position of catcher in four or more innings in a game is ineligible to pitch on that calendar day.**
- **A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.**
- If the pitcher hits two batters during an inning, the pitcher must be removed from the mound and the coach will pitch the remainder of the inning. The hit batter will receive 3 pitches from the coach unless injured and can't return to the batters box.
- If the pitching team walks a batter during an inning:
  - After every ball four, the coach will assume the count and throw the number of strikes remaining. If the batter does not reach base on one of these pitches, regardless of the quality of the pitch, batter is out. No at bat can end on a foul ball.
  - For example, a pitcher delivers ball four on a 3-1 count. The coach assumes the count and may only deliver two pitches (two strikes remaining). If the batter is walked on a 3-2 count, the coach may only deliver one pitch.
- The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Manager must report pitch counts and catchers (including jersey number and last name) within 24 hours from the end of the game. Failure to track pitch counts, or knowingly violate pitch count rules will lead to disciplinary action.

## Offense

- All Players on a team will bat in order. No Substitutions (Exception: Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play.)
- The offensive team will get three outs or five runs per inning, whichever comes first.
- Coaches will pitch to their own players. Coaches cannot walk the batter. Maximum of 4 pitches or 3 strikes per batter. If pitch limit is reached, the batter is out.
- No bunting allowed.
- Feet first sliding is allowed.



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- Players may advance one base only, to 2<sup>nd</sup> or 3<sup>rd</sup> not home plate on a passed ball thrown from either a fielder, or the pitcher or catcher. Player may only advance from 3<sup>rd</sup> to home on batted ball, , or a play being made on them or another base runner.
- Play is stopped when the pitcher has control of the ball and and in the circle of the pitchers mound.
- If the batter hits the ball into the outfield, batter may advance at his own risk up to 3<sup>rd</sup> base. (No inside the park home runs.)

## Skill Positions

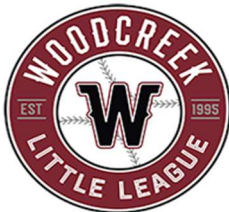
- Managers must allow players the opportunity to play all positions. However, managers should avoid playing players at positions beyond their skill level (e.g. if a child has difficulty defending himself from a thrown or batted ball, managers should place the child in positions which will minimize the safety risk).

## Fairness

- Rotate which players will sit out. No player may sit twice before every other player has sat at least once.
- All players must play at least one inning in the infield.
- On Field 2, if the sun is in the batter's face, it will be the Umpires and Managers discretion to stop play until it is safe to resume.

## Umpiring

- **Volunteer Umpires:** The Manager of each team will select one representative (e.g. Manager, Coach, or Parent) to call balls and strikes from behind the mound when their team is at bat. The Volunteer Umpire is the final call on safe/out calls on the bases.
- **Junior Umpires:** During the 2<sup>nd</sup> half of the season and Fun Fest, AA may utilize Junior Umpires.
  - Junior Umpires are usually players in the 13-16 year old age range. They must have certification training on basic skills and positioning. They are to be treated with respect and good conduct throughout the season. Manager/Coach ejections by a Junior Umpire will be handled more critically than older divisions using contracted umpiring associations.
  - Minor AA Division baseball is instructional and the Junior Umpires should also be allowed the opportunity to learn.
  - If Junior Umpires are utilized, A Game Coordinator must be utilized.
- **Game Coordinator/Parent in Charge (when a junior Umpire is present):** The Manager of the visiting team will select one representative who is not a manager or coach of either team as an intermediary between both Managers and the Junior Umpires. The Managers will take all disputed calls to the Game Coordinator who will relay the information to the Junior Umpire(s). The Game Coordinator will not influence the decisions of the Junior Umpire.



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## **13.1 Minor AAA Division Guidelines**

*Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g. unauthorized equipment, pitch count, etc.).*

### **General**

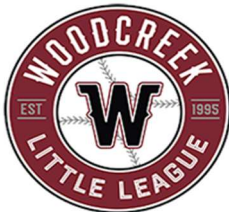
- Games are typically six innings. No new inning can be started after 1 hour 50 minutes. Play will end after the next full complete inning. Tie games may continue as long as no new inning is started after 1 hour and 50 minutes.
- The home team will use the 3<sup>rd</sup> base dugout and will supply the game balls.
- The umpire/Junior umpire or designated official for the game will determine the official start time of the game for the purpose of starting a new inning.
- The Manager of the home team will provide an official Scorekeeper to keep score in an official scorebook.
- The Manager of the visiting team will provide a Game Coordinator/Parent In Charge who must be at the game site at all times and seated in a location convenient to both Managers.
- If one team is leading by fifteen runs after the 3<sup>rd</sup> inning, eleven or more runs after the 4<sup>th</sup> inning, or trails by six or more runs after the 5<sup>th</sup> inning, the game will be called.
- Managers are not allowed to extend game past the run rule. Once the run rule is reached, the game must end immediately, including during the middle of an inning.
- Forfeits will not be made up. Managers cannot cancel games. They must go through Player Agent for any issues (e.g. not enough players due to school activities, etc.).
- A maximum of three adults (Manager plus two registered coaches) will be permitted in the dugout. One adult must be in the dugout at all times.
- Parents wishing to sit players for disciplinary reasons are asked to work with the Manager and the Player Agent.

### **Defense**

- Every attempt must be made to ensure equal playing time for all players. Each player must play at least one inning in an infield position except for the pitcher and catcher within the first 4 innings.
- No player shall sit twice before every other player has sat at least once.
- Teams short of nine players can borrow defensive players from the other team.
- Play is dead when the Pitcher has the ball and has both feet in the pitching circle.
- NO Coaches on the field, (except for Volunteer Umpire & base Coaches).

### **Pitching**

- Must Adhere to LLI Pitch Count Rules.
- If the Pitcher hits three batters during the game, the Pitcher must be removed from the mound.
- The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Manager must report pitch counts, catchers (including jersey number and last name) and score within 24 hours from the end of the game. Failure to track pitch counts, or



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knowingly violate pitch count rules will lead to disciplinary action.

## Offense

- All Players on a team will bat in order. No Substitutions (Exception: Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play.)
- The offensive team is limited to five runs per inning.
- Runners may advance at their own risk on any ball in play.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Refer to Little League handbook for exceptions and penalty.

## Fairness

- Managers must rotate which players will sit out. No player except the pitcher and catcher shall have to sit twice before every other player has sat at least once.
- On Field 2, if the sun is in the batter's face, it will be the Umpires and Managers discretion to stop play until it is safe to resume.

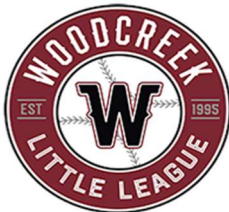
## Umpiring

- **Volunteer Umpires:** The Manager of the fielding team will select one representative (e.g. Manager, Coach, or Parent) to call balls and strikes from behind the mound if no official umpire is present. The Volunteer Umpire is the final call on safe/out calls on the bases.
- **Junior Umpires:** Junior Umpires are usually players in the 13-16 year old age range. They must have certification training on basic skills and positioning. They are to be treated with respect and good conduct throughout the season. Manager/Coach ejections by a Junior Umpire will be handled more critically than older divisions using contracted umpiring associations.
- Minor AAA Division baseball is instructional and the Junior Umpires should also be allowed the opportunity to learn.
- **Game Coordinator/Parent in Charge (when a junior Umpire is present):** The Manager of the visiting team will select one representative who is not a manager or coach of either team as an intermediary between the both Managers and the Junior Umpires. The Managers will take all disputed calls to the Game Coordinator who will relay the information to the Junior Umpire(s). The Game Coordinator will not influence the decisions of the Junior Umpire.

## 14.1 Major Division Guidelines

*Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g. unauthorized equipment, pitch count, etc.).*

The rules for the Major Division are defined in the Little League Handbook Official Regulations and Playing Rules, except for the following Local League Rules:



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## General

Games are typically six innings. No new inning can be started after 1 hour 50 minutes. Play will end after the next full complete inning. The umpire/Junior umpire or designated official for the game will determine the official start time of the game for the purpose of starting a new inning.

A maximum of three adults (Manager plus two registered coaches) will be permitted in the dugout. One adult must be in the dugout at all times.

## Offense

- All Players on a team will bat in a Continuous Batting Order. Each player is required to bat in his/her respective spot in the batting order.
- The Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play when there are 2 outs.
- If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her time at bat without penalty.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Refer to Little League handbook for exceptions and penalty.

## Defense

- A player may be entered and/or re-entered defensively in the game at any time.
- Pitchers once removed from the mound, may not return as pitchers.
- All players must play two consecutive innings in the field.

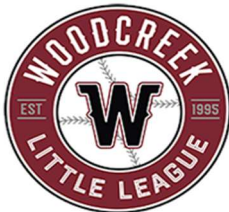
## Pitching

- Must Adhere to LLI Pitch Count Rules.
- The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Manager must report pitch counts, catchers (including jersey number and last name) and score within 24 hours from the end of the game. Failure to track pitch counts, or knowingly violate pitch count rules will lead to disciplinary action.

**District TOC Representatives:** The overall winner of the Regular Season will be declared the League Champion and receive the "A Team" berth in the District TOC. 2<sup>nd</sup> place finisher will be the "B Team" representative. In the event of a tie, the board will determine the tie breaker rules.

## 15.1 50/70 (Intermediate) Division Guidelines

*Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g. unauthorized equipment, pitch count, etc.).*



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The rules for the 50/70 (Intermediate) Division are defined in the Little League Handbook Official Regulations and Playing Rules, except for the following Local League Rules:

## **General**

Games are typically six innings. No new inning can be started after 1 hour 50 minutes. Play will end after the next full complete inning. Games will not be played at the Mahany baseball complex due to field size restrictions.

**District TOC Representatives:** The overall winner of the Regular Season will be declared the League Champion and receive the berth in the District TOC.

## **16.1 Juniors/Seniors Division Guidelines**

*Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g. unauthorized equipment, pitch count, etc.).*

The rules for the Juniors/Seniors Division are defined in the Little League Handbook Official Regulations and Playing Rules, except for the following Local League Rules:

## **General**

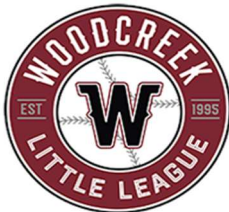
Games are typically seven innings. No new inning can be started after 2 hour 15 minutes. Play will end after the next full complete inning.

A maximum of three adults (Manager plus two registered coaches) will be permitted in the dugout. One adult must be in the dugout at all times.

## **Offense**

- All Players on a team will bat in a Continuous Batting Order. Each player is required to bat in his/her respective spot in the batting order.
- The Manager is highly encouraged to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play.
- If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her time at bat without penalty.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Refer to Little League handbook for exceptions and penalty.

## **Defense**



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- A player may be entered and/or re-entered defensively in the game at any time.
- Pitchers once removed from the mound, may not return as pitchers.
- All players must play two consecutive innings in the field.

## Pitching

- Must Adhere to LLI Pitch Count Rules.
- The Manager is responsible for having the Players' pitch counts tracked and needs to adhere to all pitch count rules. Manager must report pitch counts, catchers (including jersey number and last name) and score within 24 hours from the end of the game. Failure to track pitch counts, or knowingly violate pitch count rules will lead to disciplinary action.

**District TOC Representatives:** The overall winner of the Regular Season will be declared the League Champion and receive the berth in the District TOC.

## 17.1 FIELD PREPARATION

It is the home team's responsibility to set up the field before the games. This includes installing bases, painting lines, checking the field for foreign objects, holes, etc.

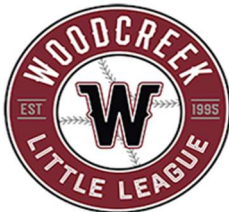
It is the visiting team's responsibility to clean up the field after the games. This includes picking up trash left by players and fans, dragging, raking, put away bases, locking storage box, etc. If last game of the day, the visiting team is responsible for putting away paint equipment, frames, turning off the field scoreboard & locking shed.

## How to Drag/Prep & Paint a Field

### Steps to Drag/Prep

To do the job properly, you need 1-2 assistants and the following:

- Drag & Prep Tools
  - Screen Drag(s)
  - Rake(s)
  - Appropriate Breakaway Bases
- Remove all bases and debris from the infield and pitching mound areas.
- Place "L" Screens in designated areas outside the field of play.
- Screen drag the infield dirt, **staying at least three inches away from the grass edge**. This prevents damage by contact and dirt from being packed into the sprinkler heads.
- Hand rake pitcher mound, batters boxes, catcher's area, base paths in the three inch edges not dragged and around the bases themselves to level out low areas. **Always rake away from grass edges** to minimize build-up of ridges.
- Water down dirt areas if time allows before the game.
- Install bases and check anchoring for safety.



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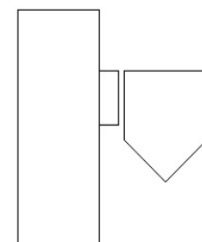


- Inspect the infield and grass area for glass and hazards.
- Close all exterior gates.

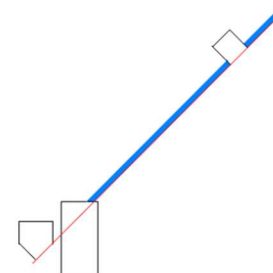
## Steps to Paint

To do the job properly, you need 1-2 assistants and the following:

- Painting Tools
  - Paint
  - String
  - Batter's Box Template (small one for Tball-Majors, larger one for Jrs/Srs)
  - Hose with spray nozzle



- **WET THE FIELD! IN ORDER FOR THE PAINT TO WORK, THE FIELD MUST BE DAMP.**
- Place the batter's box template flush against home plate, as shown right. Make sure the extended portion of the template is lined up with the front of the plate.
- With your finger or pointed object, trace the batter's box using the inside portion of the template. Do not trace the extending portion - it is only there for lining up the template.
- Remove the template and flip the template over and repeat the previous steps for the other side of the plate.
- **SHAKE THE PAINT CAN WELL. PLACE IT UPSIDE DOWN IN THE STRIPER AND MAKE SURE IT IS SECURED ON PROPERLY.**
- Make sure the tip of the can is set at a 45 degree turn from the line you are painting.
- First paint the batters boxes
- Put in the first and third bottom portions of the bases.
- Run a string from the pointed back end of home plate out past first base and all the way to the outfield grass. The string should line up against the bag on the foul line side.
- Using the string as a guide, start the paint line on the front border of the batter's box. Make sure the paint line is to the inside of the string. Remember, the foul line is in fair territory. In the diagram shown right, the string is red, the paint line is blue.
- Once you get the painter to the base, you can either pick it up to get over the bag, or you can remove the bag.
- Repeat for the other baseline.
- When the above steps are completed return all equipment to the proper storage area.

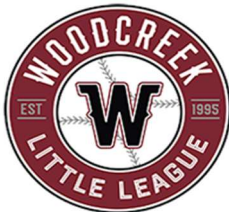


## Steps to Drag/Cleanup

To do the job properly, you need 1-2 assistants and the following:

- Drag & Prep Tools





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- Screen Drag(s)
- Rake(s)
- Hose with spray nozzle
- Remove bases and debris from the infield and pitching mound areas and replace base-peg covers.
- Place “L” Screens in designated areas outside the field of play.
- Screen drag the infield dirt, **staying at least three inches away from the grass edge**. This prevents damage by contact and dirt from being packed into the sprinkler heads. Replace drags to their appropriate location, **DO NOT LEAVE THEM ON THE FIELD**.
- Hand rake pitcher mound, batters boxes, catcher’s area, base paths in the three inch edges not dragged and around the bases themselves to level out low areas. **Always rake away from grass edges** to minimize build-up of ridges.
- Water down dirt areas. If you are the last game of the night, water down the high traffic areas well to compact the dirt back down.
- Return all gear to the Knaack box, pain shed or snack bar.
- Turn off the scoreboard switch for your field and lock the box up.
- Lock the Knaack box on your field.
- If you are the last game of the night on one of the small fields, lock the umpire Knaack box at field 3.
- Clean up your dugout and stands.
- Close all exterior gates.
- Report any broken items or concerns to your Player Agent.

***Failure to leave the facility secured, equipment stored, sheds and knaack boxes locked will be grounds for disciplinary action, up to and including suspension!***

## **18.1 FIELD STATUS PROCEDURE:**

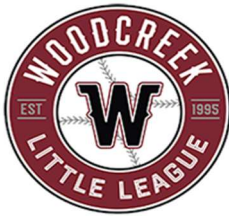
The City of Roseville updates their Field Status every weekday around 3pm. You can check the status here:

[https://www.roseville.ca.us/government/departments/parks/parks\\_places/field\\_conditions](https://www.roseville.ca.us/government/departments/parks/parks_places/field_conditions)

If a field is marked closed by the City, DO NOT USE.

If a Field is marked Re-Inspect, any board member, manager or coach can re-inspect. You must follow the City of Roseville’s Inclement Weather Policy when re-inspecting the fields (see section 19.1 Field Closure Information).

Once a board member, manager or coach decides a field is open or closed, they MUST email the player agent of their division, the field director and the assistant field director AND CC the President and Information Officer.



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All email addresses can be found here: <https://woodcreeklittleleague.com/content/2150/Meet-the-Board>

Player Agent shall email all the other player agents who must forward the information to all managers in their respective division.

The Information Officer will update the website and make a Facebook post.

## **19.1 FIELD CLOSURE INFORMATION:**

The City of Roseville reserves the right to cancel or suspend outdoor facility or field use permits for games, practices and other uses whenever field conditions could result in injury to players or damage to the fields. Permits may also be canceled when the health and safety of participants are threatened due to impending conditions, including but not limited to, heavy rains, smog alerts, or pesticide application

The following information is the City and School Districts policy regarding the use of fields in wet conditions. This policy and described procedures apply to all sports and activities taking place on a grass field, turf area, or infield.

### **Baseball and Softball In-fields – Brick Dust**

Infields will be deemed unsafe/unplayable when any of the following conditions are present:

- Standing water within the base paths
- Your feet are slipping as you walk through the infield
- The depth of your foot print is greater than 1 inch
- When any of the above conditions are present within the pitching area.

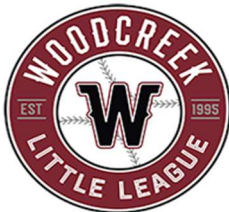
### **Soccer, Utility, Baseball and Softball Out-Fields – Turf**

Outfields and turf area will be deemed unsafe/unplayable when any of the following conditions are present:

- Standing water within the majority of a single playing position (positions will be determined based on user group).
- Your feet are suctioned to the ground as you walk within the majority of a single playing position
- Your footprints are filling with water in the majority of a single playing position
- The depth of your foot print is greater than 2 inches in the majority of a single playing position.
- Grass can be dislodged from the parks easily by play

### **USER GROUPS RESPONSIBILITY**

- If it has rained within the preceding 24 hours, groups using public fields must check the City website - Parks and Recreation webpage (see “Field Conditions”) to receive updated information on field playability. Generally, only same day information will be provided, except in the case of extreme conditions or scheduled maintenance. City staff will make a determination of field conditions. The determinations/decisions are not negotiable.



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- The city may also declare some fields subject to re-evaluation. These fields can be evaluated by the individual user group at game time for playability. The user group must use the same playability criteria used by City staff.
- In the event the field conditions on the City website has not been updated (or is unavailable), groups are expected to make educated and responsible decisions regarding field condition playability, keeping in mind the current and future quality of turf facilities. Decisions regarding playability must be made using the above criteria for field playability.
- Groups failing to follow the guidelines of this policy will be subject to cancellation of existing reservations as well as loss of future use. Fields considered too wet and/or muddy by city staff will be monitored for misuse.

**Field Closure due to heat:** WLL requires all league activity to be canceled if the temperature is 105 degrees Fahrenheit or more. Temperatures that are between 99-104 degrees warrant a reduction in exertion and allow for more frequent breaks to hydrate and cool off during league activity.

**Field Closure due to poor air quality:** WLL, along with the recommendation of the city of Roseville's Youth Sports Coalition, will close all fields when the Air Quality Index reached 101 PM2.5 concentration for the monitoring site located in Roseville CA listed at N. Sunrise/Douglas. WLL will use the website [Sparetheair.com](http://Sparetheair.com) when deciding to close the fields due to air quality. In the event that other sources are available, The Secretary/Safety Officer may purpose to revise the source by proposal which will be voted upon and majority approved by the board. This does not allow for changing the index threshold prescribed above, unless revised by local public health authorities.

**Additional Closure info:** Managers/Coaches have the right to cancel practice anytime they feel there is a safety risk of any kind or for personal reasons. Any cancellation of a practice or game must be relayed to the appropriate Player Agent via email by the manager who has canceled said practice or game, along with the reason for it.

## **21.0 REVISIONS OF THE WLL BYLAWS**

These bylaws have been voted on and approved as is by the Woodcreek Little League Board of directors for use during the Spring and Fall 2024 seasons. They will remain in force for the entirety of the Spring and Fall Seasons.

The board may vote to temporarily amend a bylaw in the event of an act or God, a safety concern, or other like situation.

Any ambiguity or situation not addressed in the bylaws or with Little League International Rules and Regulations, will be resolved by majority vote of the board of directors.

Any statements included that conflict with Little League International Rules and Regulations shall be superceded by Little League International Rules and Regulations