

Southwest Ada Little League

By-laws and Local Rules

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Southwest Ada Little League
By-Laws and Local Rules

I. PREAMBLE

- A.** Southwest Ada Little League (“SWADALL”) by-laws and rules are intended to define and outline local operating procedures.
- B.** If any conflict arises between these rules and Little League International rules and regulations, Little League International rules and regulations will take precedence.
- C.** SWADALL is part of Idaho District 2. If any conflict arises between SWADALL rules and any District 2 interleague rule, Idaho District 2 interleague rule takes precedence.
- D.** All Idaho District 2 Interleague rules will be followed for each division (except as listed below) with no modification.
- E.** The Idaho District 2 Thrown Bat and Physical Contact policies will be strictly enforced.

II. LEAGUE OPERATIONS

- A.** The meeting notes from regularly scheduled monthly Board Meetings are available for public review.
- B. Financial Holdings:** The President shall be the account holder for the league’s bank account(s) and the Treasurer shall be an authorized user on all accounts.
 - 1.** The President and Treasurer will be issued a debit/credit card by the financial institution to be used for league purchases.
 - 2.** If the Board of Directors deems it appropriate for any other Board Member to hold a debit/credit card issued by the league’s financial institution, it must be approved by a majority vote of the Board of Directors present at a meeting.
- C. Expense Policy:** To conduct the business matters of the league, designated Board Members will need to make purchases on behalf of the league.
 - 1.** Only Board Members with pre-approval by the Board of Directors are authorized to make purchases for the league.
 - 2.** Any pre-approved purchases made by a Board Member may seek reimbursement for the purchase. To seek reimbursement, a receipt of purchase shall be submitted to the Treasurer, with a written summary of what was purchased and for what purpose. The Treasurer shall issue a full reimbursement for the purchase. The Treasurer shall be responsible for keeping detailed records of all expenditures and reimbursements.
- D. Selection of Coaches**
 - 1.** The coaching coordinator shall identify, interview and assign head coaches and assistant coaches (when available) to all teams for the league.
 - 2.** The coaching coordinator shall submit a list of recommended head coaches and assistant coaches (when available) to the Board of Directors.
 - 3.** The coaching coordinator may offer feedback to the Board of Directors in support or denial of coaches.
 - 4.** The Board of Directors shall vote to approve or reject any coach.
 - 5.** Only those persons that have been approved by a majority vote of the Board of Directors present at the meeting shall be allowed to coach in the league.

E. Waitlist

1. Upon the closing of registration, players can enroll on the waiting list integrated in the website registration.
2. Payment is not due unless a roster spot becomes available.
3. Waitlisted players may be offered placement in chronological order of registration, by a majority vote of the Board of Directors.
4. A Board Member will notify a waitlisted player when a roster position becomes available.
5. Players shall have 48 hours to accept the roster offer and complete their enrollment, including payment of all fees.
6. Failure to respond within the allotted time may result in forfeiture of the offer and advancement to the next player on the waitlist.
7. The Board of Directors reserves the right to verify eligibility prior to activating any waitlisted player.
8. **Non-Drafted Divisions**
 - a) Prior to the first practice, players may be added to a roster in a Non-Drafted Division if:
 - (1) The team roster has not reached the maximum roster limit established by the League,
 - (2) There is a jersey available for the player; and
 - (3) The player has completed all registration requirements.
 - b) Once practices begin, additions to rosters in Non-Drafted Divisions are permitted only if a roster spot becomes available and approval from the head coach.
9. **DRAFTED DIVISIONS**
 - a) Prior to the commencement of the draft, players may be added to the pool of eligible players only if there are sufficient coaches to accommodate the number of teams needed.
 - b) Following the completion of the draft, team rosters shall be considered final.
 - c) Players shall only be admitted from the waitlist to a Drafted Division if:
 - (1) A currently enrolled player officially withdraws from the League;
 - (2) There are less than 12 players on the roster;
 - (3) The head coach agrees to a player being added; and
 - (4) A majority vote approving the added player by the Board of Directors.
 - b) Replacement players shall be assigned by the League in the order of which players registered to the waiting list.
 - c) Under no circumstances shall a coach in a Drafted Division choose which player to add to their team after the draft.

III. LOCAL RULES

- A.** SWADALL rules will be followed without modification. Any request for modification of these rules shall be made in writing to the President, Vice President, and UIC of the Board of Directors. Amending these rules requires consideration by the Board of Directors and approval by a majority vote of the Board of Directors present at the time of discussion of the amendment(s).
- B.** If any two teams from different divisions play a scheduled game, the rules of the lower division shall apply.
- C.** Teams at all divisions are required to wear the League provided uniform during games. Teams are allowed to add names to the back of the jersey at the team's expense. Managers and coaches are required to wear proper attire (team shirt/jersey). All approved uniforms for managers and coaches will be provided by the League. Any deviation to this uniform policy must be approved by the Board of Directors.
- D.** The following policies apply to all games on all fields:
1. No use of tobacco (including electronic cigarettes)
 2. No use of alcohol
 3. No pets
- E. Field Maintenance**
1. The home team is responsible for setting up the field prior to games.
 2. The away team is responsible for cleaning up the field, putting away equipment, and ensuring sheds are locked after games.
 3. All teams are responsible for setting up and cleaning up fields before and after each practice. The last team on the field is responsible for ensuring the sheds are locked before leaving the premises.
- F. Batting Practice:** No batting practice with baseballs or softballs by any player at any unprotected location before a game. Batting practice may only occur in established batting cages designed for such purpose or on the field with whiffle, foam, or flight restricted balls.
- G. Youth Umpires:** Youth are encouraged to umpire games with the following required parameters:
1. Youth umpires shall attend a rules clinic and mechanics clinic approved by the Umpire in Chief.
 2. Youth umpires shall be approved by the Umpire in Chief. The Umpire in Chief can revoke approval of a youth umpire at any time during the season.
 3. Youth ages 14-17 may umpire in any position (plate or base) in the following age divisions:
 - a) The minimum age to umpire Minors and Majors level games is 14.
 - b) The minimum age to umpire Intermediate level games is 15.
 - c) The minimum age to umpire Junior or Senior level games is 17.
 4. Youth ages 12 and older may base umpire in a Minors level game, with permission from the Umpire in Chief.
 5. Youth ages 13 and older may base umpire in a Minors or Majors level game, with permission from the Umpire in Chief.
 6. No more than one youth umpiring in a game, unless approved by the Umpire in Chief.
- H. Make-up Games:** SWADALL will not be responsible for rescheduling any games. Any rescheduled games shall be scheduled between the affected teams.

I. Practice Locations: Practices may occur at any public park, school within Kuna School District, West Ada School District, Boise School District, or SWADALL facility.

J. **Walk-up Music**

1. Coaches may permit walk-up music for players as they approach their at-bat only.
2. Music must be turned off once the batter has one foot in the batter's box.
3. Music in between innings may be played by the team on defense and must be turned off prior to the pitcher's last warm up pitch.
4. The speaker must be positioned near your team's dugout and directed toward it.
5. Please use discretion when selecting music and controlling volume. There will be zero tolerance for foul language, sexual content, racial slurs, or vulgarity.
6. The Board of Directors have the discretion over the volume and appropriateness of the music. Maintaining a family-friendly environment is the utmost priority.
7. If a member of the Board of Directors deems the use of music to be inappropriate, the team will lose their music privileges for the duration of the game. Repeat violations may result in the inability to play walk-up music for the duration of the season.

IV. **CODE OF CONDUCT**

A. SWADALL expects the highest degree of sportsmanship from its members. The following Code of Conduct has been implemented to better promote fairness, teamwork, good citizenship, sportsmanship, responsibility, and respect among the members of SWADALL. The following rules will be strictly enforced:

1. Verbal abuse of an official, coach, player, or spectator, including obscene gestures, will not be tolerated.
2. Baseball/Softball is a game of interpretations, and as a result, disputes will occur from time to time. However, it is important that players learn respect. All disputes that are taken up with the umpire will be handled in a civil manner. **Only coaches** may initiate such discussions with an umpire. The coach(es) shall conduct themselves with decorum and once the umpire has made his/her final ruling, the coach(es) shall make no further field protest.
3. Coaches will refrain from complaining about perceived bad calls to players and spectators.
4. All discussions will be held in conversational tones. Under no circumstances shall a coach, spectator, or player yell at an umpire, coach, spectator, or player. The lone exception to this rule is when a coach or player shouts to another coach or teammate during an active play.
5. Profanity is expressly forbidden at all times.
6. Physical abuse of any kind will result in immediate expulsion from the fields. Anyone expelled for this reason may not participate in any SWADALL activity until the SWADALL Disciplinary Board convenes and permits the person to return.

B. Any parent, spectator, coach, manager, umpire, league official, or player found in violation of these rules at any game or practice can be removed from the field at the discretion of an umpire or SWADALL Board Member.

- C. Anyone removed from the field by an umpire or SWADALL Board Member must leave all fields and access roads to fields.
- D. Violations of this code should be brought to the attention of the Board of Directors, who will ensure compliance or appropriate corrective actions to ensure a healthy playing environment for all participants. All reported violations will be subject to review and corrective action decided by the Board of Directors or Disciplinary Board.
- E. Any member that has a concern or complaint, should maintain the highest degree of sportsmanship on the field and respectfully address the issue with the league president, vice president, and/or UIC.

V. DISCIPLINARY BOARD

- A. The Disciplinary Board of Directors has been established to ensure a timely and efficient response to disciplinary issues.
- B. The Disciplinary Board will make decisions on disciplinary or administrative actions that need immediate response, where postponement of such actions threaten the safety or welfare of any individual or entity. Such actions are subject to review at the next monthly Board of Directors meeting.
- C. The Disciplinary Board of Directors consists of the following persons:
 - 1. League President
 - 2. League Vice Presidents
 - 3. Umpire In Chief
 - 4. Player Agent
 - 5. Coaching Coordinator
 - 6. The League Secretary shall be present at any disciplinary board meetings to record minutes and serve as a tiebreaker if only an even number of board members is present.
- D. Any person subject to disciplinary review shall be notified of such meeting, informed of the general nature of the charges, and given an opportunity to appear at the meeting to answer such charges.
- E. Protest Committee: Committee shall be made up of all board members EXCEPT the UIC and President.

VI. BASEBALL DIVISIONS OF PLAY

- A. **Undrafted Divisions**
 - 1. **Co-ed T-Ball**
 - a) Teams shall consist of players who are league age four (4), five (5) and six (6).
 - b) Teams shall be formed by the Player Agent.
 - c) Coach Request and/or buddy request will be considered.
 - d) Attending school or zoned school will be considered in forming teams.
 - e) SWADALL will schedule all games for each team.
 - f) All scheduled games will be played at the scheduled location.
 - g) No new inning shall begin after one hour.
 - h) The entire roster plays defensively.

- i) The bases must be 50 feet apart.
- j) Managers and coaches are responsible for umpiring, if necessary.
- k) Defensive coaches should be in the field with the players but cannot touch a live ball.
- l) An offensive coach can assist the batter in getting into the stance and in practice swings.
- m) There are no strikeouts in T-Ball.
- n) If an overthrow goes out of bounds because of an attempted play at a base, whether or not the ball technically stays live or stays in fair territory, a player may only advance one base.
- o) If the Board of Directors determines there are sufficient players registered to make two divisions, there will be two T-Ball divisions.
 - (1) The divisions of Co-ed T-Ball may be known as T-Ball 1 and T-Ball 2.
 - (2) The Player Agent will use their best judgment to place players into a division, while taking into consideration prior Little League experience, player or coach request, and other factors. If any issues of team placement arise, teams are subject to review and approval by a majority vote of the Board of Directors present at a meeting.

2. T-Ball 1 shall consist of players that are league ages four (4) or five (5).

- a) Limited to two (2) activities per week.
- b) Game or practice is considered one activity.
- c) Prior to games starting, each team may practice twice per week.
- d) Batting/Outs:
 - (1) A team bats until they bat through the entire roster.
 - (2) Runners are removed from base if a baseball out occurs, but no out is recorded.
 - (3) All batters and runners that advance on a hit ball and are out shall return to the bench.
 - (4) Outs are not recorded, and the side is only retired once all batters have hit.
- e) If the ball is in the infield and the fielders have abandoned making a play at a base, runners cannot advance.
- f) Soft Toss:
 - (1) Soft toss shall be defined as a coach underhand throwing to a player from behind the side of the batter's box. No coach may soft toss from the field of play.
 - (2) Players that demonstrate the ability, in practice, to hit a soft toss may be thrown (4) soft tosses during an inning.
 - (3) If the ball is not hit after (4) attempts the ball shall be placed on the tee for the remainder of the game.

3. T-Ball 2 shall consist of players that are league ages five (5) or six (6).

- a) Limited to three (3) activities per week.
- b) Game or practice is considered one activity.
- c) Prior to games starting, each team may practice three times per week.
- d) Batting/Outs:
 - (1) All players in attendance for the game will bat in a continuous batting order.
 - (2) 3 outs (made from regular baseball outs) or batting through the order will retire the half inning. The on-deck batter will bat first in the next inning.
 - (3) Runners are removed from base if a baseball out occurs and an out is recorded.
 - (4) All batters and runners that advance on a hit ball and are out shall return to the bench.
- e) Soft Toss:
 - (1) Players that demonstrate the ability, in practice, to hit a soft toss may be thrown (4) soft tosses during an inning.
 - (2) If the ball is not hit after (4) attempts, the ball shall be placed on the tee for the remainder of the game.
 - (3) Soft toss in T-Ball 2 is an underhand throw to a player from the side of the batter's box or a throw from the field of play.

4. Prep-Minor

- a) Teams shall consist of players who are league age six (6) (with Little League or Cal Ripkin T-Ball experience and approval by majority vote of the Board of Directors), seven (7), and eight (8). Any request for a player outside these league ages to play in this division must be approved by the Board of Directors.
- b) Limited to (3) activities per week.
- c) Game or practice is considered one activity.
- d) Teams shall be formed by the Player Agent.
- e) Coach Request and/or buddy request will be considered.
- f) Attending school (or zoned school) will be considered in forming teams.
- g) Field preparation and team warm-up should start 30 minutes prior to the game start time.
- h) All scheduled games shall be played at the scheduled location.
- i) No new inning shall begin after 1 hour.
- j) Managers shall play all players defensively.
- k) Only (6) infielders, including pitcher and catcher, are allowed.
- l) Non-coaching staff is not allowed on the field without the proper background check.
- m) Batting

- (1) All players in attendance for the game will bat in a continuous batting order.
- (2) 3 outs (made from regular baseball outs) or batting through the order will retire the half inning. The on-deck batter will bat first in the next inning.
- (3) Each batter will receive as many as (4) hittable pitches to attempt to hit the ball. If after 4 hittable pitches, the batter hasn't hit the ball, the batter is retired but no out is recorded.
- (4) Coaches are allowed to give no more than (2) soft tosses to those players that strike out in two CONSECUTIVE at bats. Soft toss will be given AFTER the second strike out. The process will reset at the third at bat.
- (5) Strike outs do not count as recorded outs.
- (6) A batter may not advance more than (2) bases on a hit ball.
- (7) A ball hit over the fence is a homerun and the batter SHALL run the bases accordingly.
- (8) The last batter of each inning is played as a regular out and may only advance to second base.

n) Pitching

- (1) All pitches will be thrown by a pitching machine unless electricity is unavailable. A coach of the offensive team SHALL operate the pitching machine. The pitching distance (front of rubber to back of plate) shall be 40 ft. If electricity is not available, a coach of the offensive team may pitch to the batter from the same pitching distance.
- (2) If there is contact, or other interference, of a hit ball by the coach acting as pitcher (or the pitching machine) before a defensive player touches it is considered a "dead ball". Batter will be allowed only to advance to first base. All other runners may advance one base.
- (3) The player in the pitcher position SHALL be stationed to the first base or third base side of the pitcher, directly beside or farther back of the pitcher.

o) Stealing/Running

- (1) When a coach acting as pitcher is in possession of the ball, base runners shall not leave the bases until the pitched ball has been delivered and the batter has hit the ball.
- (2) Runners may only advance on a hit ball.
- (3) Stealing is not permitted.
- (4) Runners may not advance on a fielding/throwing error.

p) Substitutes

- (1) Each player is required to bat in his/her respective spot in the batting order.

(2) Players that leave the game are skipped with no penalty assessed.

(3) A player may be entered and/or re-entered defensively without it changing the batting order.

B. Drafted Divisions

1. Assessment

a) All players wanting to be drafted must participate in a skills assessment prior to the teams being formed. Any request for players younger than league age 8 to play in a drafted division must be approved by the Board of Directors.

b) All team managers must be present at the skills assessment.

c) Assistant coaches may attend the assessment.

d) Complete privacy and security shall be afforded to each player.

e) Assessment results should not be shared with anyone outside of the SWADALL Board.

f) Assessment results shall not be told to any player.

g) For safety reasons, the Board, based on a recommendation from the Player Agent and after an assessment, may move players to lower-level divisions.

2. Draft

a) All players will be re-drafted prior to the spring season.

b) The manager may select and protect one assistant coach prior to the player draft.

c) Assistant coaches may attend the draft.

d) Teams shall consist of a minimum of eleven (11) roster spots.

e) A "snake" draft shall be used with team managers drawing numbers to determine the picking order.

(1) The highest age division shall draft first. All players shall be drafted based on manager preference.

(2) Players league age 14-16 must play in the Senior Division.

(3) Players league age 13 may be drafted to the Senior Division, if there is roster availability after all league age 14-16 players have been drafted.

(4) Players league age 13 that are not drafted to a Senior Division team, shall play in the Intermediate Division.

(5) Players league age 12 that are not drafted to an Intermediate Division Team, shall play in the Major Division.

(6) Players league age 11, 10, and 9, that are not drafted to a Major Division Team, shall be drafted to the Minor Division.

(7) If there are sufficient players to have AAA and AA divisions, players league age 11 shall play in the AAA division or above (baseball only).

(8) Players league age 9 that do not wish to play in a drafted division, may only move to a lower division with approval from the Board of Directors.

3. Trading

- a) Managers may only trade a drafted player on the same calendar day as the draft.
- b) All trades must be agreed upon by both teams' managers and approved by the Player Agent.
- c) Players may only be traded in the division in which they were drafted.
- d) All trades must be player for player only. (Example: Two players from Team A could not be traded for one player on team B.)

4. Playing Time

- a) A player shall play no less than 6 consecutive outs per game, per Little League International rules.
- b) All players in attendance for the game shall bat in continuous batting order.
- c) Each player is required to bat in his/her respective spot in the batting order.
- d) Players that leave the game are skipped with no penalty assessed.
- e) A player may be entered and/or re-entered defensively without it changing the batting order.
- f) Pitchers, once removed from the mound, are not allowed to return to the pitching position.

5. Mercy Rule

- a) Little League mercy rule 4.10(e) will apply.
- b) The game will end if a team is winning by more than 15 runs after 3 innings.
- c) The game will end if a team is winning by more than 10 runs after 4 innings.

6. AA Minors

- a) Teams shall consist of players who are league age eight (8), nine (9), and ten (10)), and that have not been drafted in a higher division.
- b) Players that are league age eight (8) may play in this division only after assessing and being drafted to a team.
- c) Teams shall be formed by a player draft done by the team managers.
- d) Draft shall follow rules outlined above.
- e) Limited to (4) activities per week.
- f) Game or practice is considered one activity.
- g) All scheduled games shall be played at the scheduled location.
- h) Field preparation and team warm-up should start at least 30 minutes before scheduled game start time.

- i) No new inning shall start after 1 hour and 45 minutes.
- j) If an inning is not completed by 2 hours from the start of the game, the game may be continued until the inning is complete, at the discretion of the umpire.
- k) The home plate umpire has responsibility for calling the game in the event of darkness or weather.
- l) The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team takes infield for 10 minutes, 15 minutes before game time.
- m) Managers will play nine (9) players defensively.
- n) No defensive manager or coach is allowed outside of the dugout during game play.
- o) Offensive managers and coaches are not allowed to be in fair territory during game play.
- p) Only (5) runs may score per half inning until the last inning.
- q) No maximum runs scored limit rule applies to the last full inning.
- r) Pitching
 - (1) All pitches shall be thrown from 46' distance.
 - (2) Pitchers once removed from the mound are not allowed to return to the pitching position.
- s) Stealing
 - (1) Runner(s) may advance one (1) base on an overthrow or passed ball at the risk of being put out (two bases if ball is thrown out of play).
 - (2) Runner(s) may not leave the base until the ball has crossed the front of home plate.
 - (3) Runner on third base may not steal home plate unless a play is made on any runner.
- t) End of Season Tournament
 - (1) Teams will be placed in the tournament bracket based on seeding from regular season intra-league games.
 - (2) Tournament format will be double elimination.

7. AAA Minors

- a) The same rules of AA apply to AAA, except for the following:
- b) Stealing
 - (1) Runners may take as many bases as desired and may steal home.
 - (2) Runner may not leave the base until the ball has crossed the front of home plate.
- c) End of Season Tournament
 - (1) Teams will be placed in the tournament bracket based on seeding from regular season intra-league games.
 - (2) Tournament format will be double elimination.

8. Majors

- a) Teams shall consist of players who are league age, nine (9), ten (10), eleven (11), and twelve (12).
- b) Teams shall be formed by a player draft done by the team managers.
- c) Draft shall follow rules outlined in Section VI(B)2 above.
- d) Both inter-league and intra-league games will be played.
- e) Limited to (4) activities per week.
- f) Game or practice is considered one activity.
- g) All scheduled games shall be played at the scheduled location at the scheduled start time.
- h) Field preparation and team warm-up must start at least 30 minutes before scheduled game start time. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team takes infield for 10 minutes, 15 minutes before game time.
- i) No new inning shall start after 1 hour and 45 minutes.
- j) The home plate umpire has responsibility for calling the game in the event of darkness or weather.
- k) Pitching:
 - (1) All pitches shall be thrown from 46' distance.
 - (2) Pitchers once removed from the mound are not allowed to return to the pitching position.
- l) Stealing:
 - (1) Runners may take as many bases as desired and may steal home plate.
 - (2) Runner may not leave the base until the ball has crossed the front of home plate.
- m) End of Season Tournament:
 - (1) Teams will be placed in the tournament bracket based on seeding from regular season intra-league games.
 - (2) Tournament format will be double elimination.

9. Intermediate

- a) Teams shall consist of players who are league age eleven (11), twelve (12), and (13) that have not been drafted in the Juniors player draft.
- b) Teams shall be formed by a player draft done by the team managers.
- c) Draft shall follow rules outlined in Section VI(B)2 above.
- d) Both inter-league and intra-league games shall be played.
- e) Limited to (4) activities per week.
- f) Game or practice is considered one activity.
- g) All scheduled games shall be played at the scheduled location at the scheduled start time.
- h) Field preparation and team warm-up must start at least 30 minutes before scheduled game start time. The home team takes infield for 10 minutes, 25 minutes before game time. The visiting team takes infield for 10 minutes, 15 minutes before game time.
- i) Games will be 7 innings.

- j) Games will have no stop time; however, darkness may be a factor during weeknight games.
 - (1) The home plate umpire has responsibility for calling the game in the event of darkness or weather.
- k) For all inter-league games, the Baseball Little League Official Regulations shall govern.
- l) End of Season Tournament: Tournament to be decided by District 2

10. Juniors/Seniors

- a) Teams shall consist of players who are league age fourteen (14), fifteen (15), and sixteen (16), and may include players league age (13) if there is availability on the roster.
- b) Teams shall be formed by a player draft done by the team managers, if more than one team is deemed appropriate by the Player Agent.
- c) Draft shall follow rules outlined above.
- d) Limited to (4) activities per week.
- e) Game or practice is considered one activity.
- f) All scheduled games will be played at the scheduled location at the scheduled start time.
- g) Baseball Little League Official Regulations shall govern.

VII. SOFTBALL

A. Rookie Softball

- 1. Teams shall consist of players who are league age six (6) with prior t-ball experience, seven (7), and eight (8).
- 2. Teams shall be formed by the Player Agent.
- 3. Coach Request and/or buddy request will be considered.
- 4. Attending School will be considered.
- 5. Teams may play both intra-league and inter-league games.
- 6. Limited to (3) activities per week.
- 7. Game or practice is considered one activity.
- 8. All scheduled games shall be played at the scheduled location.
- 9. Non-coaching staff is not allowed on the field without the proper background check.

B. Minors Softball

- 1. Teams shall consist of players who are league age eight (8), nine (9), ten (10) and eleven (11).
- 2. Teams shall be formed by a player draft done by the team managers.
- 3. Draft shall follow the same format as the baseball draft detailed above, with the following exceptions:
 - a) Players league age twelve (12) may play in Minors if the Board of Directors deems it a safety risk for a player to play in a higher division.
 - b) Players league age eleven (11) may play in AA Minors if the Board of Directors deems it a safety risk for a player to play in a higher division.
- 4. Teams will play both intra-league and inter-league games.

5. Limited to (4) activities per week.
6. Game or practice is considered an activity. All scheduled games will be played at the scheduled location.
7. End of Season Tournament: SWADALL will participate in the District 2 end of season tournament.

C. Majors Softball

1. Teams may consist of players who are league age nine (9), ten (10), eleven (11), and twelve (12).
2. Teams shall be formed by a player draft done by the team managers.
3. Draft shall follow the same format as the baseball draft in Section VI(B)2.
4. Limited to (4) activities per week.
5. Game or practice is considered an activity.
6. End of Season Tournament: SWADALL will participate in the District 2 end of season tournament, to be determined by District 2.

D. Juniors/Seniors Softball

1. Teams shall consist of players who are league age thirteen (13), fourteen (14), fifteen (15) and sixteen (16).
2. Players league age 12 may be drafted to the Junior/Senior Division, if there is roster availability.
3. Teams shall be formed by a player draft done by the team managers.
4. Draft shall follow the same format as the baseball draft in Section VI(B)2.
5. Teams will play both intra-league and inter-league games.
6. Limited to (4) activities per week.
7. Game or practice is considered an activity.

VIII. ALL-STAR TOURNAMENT TEAM SELECTION

A. Selection of Coaches

1. Coaches must have been an assistant coach or head coach during the current regular season and a member in good standing.
2. Any member may nominate a regular season coach to the Board of Directors to be an All-Star Tournament Team coach.
3. Coaches may accept or reject a nomination to be an All-Star Tournament Team coach.
4. Coaches will be determined by a majority vote of the Board of Directors.

B. Player Criteria

1. Eligibility: Players shall meet the eligibility criteria set forth by Little League International.
2. Availability: A player's inability to practice with the team and/or attend games will be a consideration for player selection of an all-star team.
3. Ability: Players will be assessed at an all-star team tryout, to be held as soon as allowable pursuant Little League rules.

C. Practice

1. All practices will be determined by the coach of the respective team.