



West Seattle Little League By-Laws

By West Seattle Little League League Id: 0447-07-09

West Seattle Little League (WSLL) Bylaws

These bylaws and local rules are **in addition** to regular Little League rules to reflect the playing rules, conduct, safety conditions, special field conditions, All-Star selection and other league management issues. If a situation is not discussed herein, it shall be consistent with the Little League International (LLI) Regulations and Rules.

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WSLL GENERAL INFORMATION

Mission Statement

The purpose of West Seattle Little League (WSLL) is to assist youth in developing the qualities of discipline, teamwork, courage and loyalty. The Little League Baseball and Softball program is designed to develop superior citizens rather than superior athletes.

Volunteering

WSLL is a 100% volunteer-run organization. Only under certain circumstances does the league pay for services - this is typically when we don't have individuals in the community with the requisite skills for a particular job. Every parent and/or guardian with a player in the league is expected to participate and give their time/talents so we can provide our children a great experience. Participation is needed and volunteering opportunities include the following:

- WSLI Board of Directors
- Manager or Coach
- Field Maintenance Crew
- Team Parent
- Umpire
- Scorekeepers
- Snack Shack Crew
- All-Star Tournament Volunteers
- General Volunteers

All volunteers who have any interaction with players must submit an annual Volunteer application and agree to the Little League International's (LLI) background check process. Ensuring our children's protection is a fundamental requirement of WSLI.

WSLL Board of Directors

The Board of Directors is elected annually by the General Members of the community. General Members consist of the previous years' Board Members, Managers, Coaches, Umpires and Team Parents. The current president calls for a General WSLI Community meeting every year on the 3rd Wednesday of September. Nomination Forms and Election Ballots are e-mailed out in the following time frame:

1. 1st Wednesday of September: Notice of General Meeting and Nomination Forms are sent out to Community Members. Nomination Deadline is the following Tuesday at 5 pm.
2. 2nd Wednesday of September: Election Ballots are sent out to General Members. Election Ballots are due by the following Wednesday at 5 pm.



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3. 3rd Wednesday of September: Election results are shared with membership at the General Meeting.

The Board Positions are:

Required Board Roles per LLI

- President
- Vice President
- Secretary
- Treasurer
- Player Agents
- Coaching Director
- Safety Officer

Additional WSLL Board Roles

- Vice President of Softball
- Maintenance Directors
- Marketing/Public Relations Director
- Umpire in Chief
- Concessions Director
- Volunteer Director
- Equipment Director
- Uniform Director
- Fundraising/Sponsorship Director
- Scheduling Director

CODE OF CONDUCT

West Seattle Little League's (WSLL) Code of Conduct is for Parents, Players, Managers/Coaches, and Umpires. It is provided to ensure all participants understand and practice principles of behavior that support the purpose of Little League baseball as identified by Headquarters National Little League Baseball, Williamsport, Pennsylvania:

Little League is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship and fair play.

In light of this, the following Code of Conduct is designed to instill and maintain the highest level of sportsmanship, integrity, fairness and professionalism in the WSLL program. All Parents, Players and Managers/Coaches accept responsibility for adhering to the Code of Conduct upon registration into WSLL.



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Players Code of Conduct:

- Remember to HAVE FUN!
- Present exemplary behavior during all WSLI related activities.
- Display and encourage sportsmanship at all times.
- Demonstrate respect to Managers, Coaches, Umpires and other players at all times.
- Respect the Umpires and their authority during games.
- Will not use tobacco, drugs, alcohol or offensive language while involved in/around WSLI activities.

WSLI will not tolerate the following behaviors:

- Negative interactions with coaches, spectators & players
- Harassment of umpires (including arguing balls and strikes)
- Verbal or physical altercations with coaches, players, or spectators
- Hazing or organized chanting or "cheering" directed at opposing teams or players.
- Abusive language, equipment throwing or other violent or unsportsmanlike behavior

Player Code of Conduct Violation Consequences:

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action levied by the WSLI Executive Board or Code of Conduct Committee who will conduct an investigation on any and all code of conduct violations, and will recommend one of the following consequences to the full board, followed by a vote from the full Board to determine the final consequence. Consequences could include, but **are not limited to** the following:

- **Warning:** Verbal Warning is issued from WSLI President to offender, no note in file. Simple warning to change behavior. Such examples of behavior receiving this consequence include but are not limited to arguing balls and strikes, yelling or heckling another player or coach for any reason, or throwing an object (other than a baseball/softball for playing purposes) at the direction of a player, coach or umpire.
- **Ejection:** Any such action will result in ejection from the game and removal from the WSLI field areas. In severe instances, the offending party will be immediately ejected. *Note: The umpire and coaches will report such ejections to the board President who will notify the VP-Baseball or VP- Softball.* Such examples of behavior receiving this consequence include but are not limited to placing hands on another player, coach, or umpire in an aggressive or inappropriate manner, using vulgar or inappropriate language during any practice or game, or the use of tobacco/alcohol.



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- **Suspension:** Unsportsmanlike behavior which results in a game ejection carries with it another automatic additional one game suspension. For a second game ejection there will be an automatic three game suspension and for a third game ejection, the individual will receive a season ending suspension. If any of the such examples of behavior including but not limited to placing hands on another player, coach, or umpire in an aggressive or inappropriate manner, using vulgar or inappropriate language during any practice or game, or the use of tobacco/alcohol continue the player will be asked to leave the team and will not be permitted to participate in future seasons.

WSLL reserves the right to decline or block any player from returning in future seasons if the player is suspended during a previous season.

I agree to comply with WSLC Code of Conduct and will accept the suggested Consequence determined by WSLC Board.

Parent/Guardian/Spectator Code of Conduct:

- Remember that the children are here to HAVE FUN!
- Provide positive support, care, respect and encouragement for all children participants, coaches, umpires and other parents.
- Present exemplary behavior during all WSLC activities, remembering that all Managers, Coaches, and most umpires are volunteers.
- Respect the Umpires and their authority during games.
- Questions/concerns/considerations will be directed to the coach or manager the day after the game in an atmosphere conducive to problem solving and NOT during or immediately following games.
- Refrain from coaching my child or other players during games.
- Respect the schedules of WSLC by having children arrive on time for practices and games or notify your coach if they cannot attend.
- Return all WSLC equipment (jerseys, pants, team baseball equipment) in a timely manner following the end of the season.
- Will not use tobacco, drugs, alcohol or offensive language while involved in/around WSLC activities.

WSLL will not tolerate the following behaviors:

- Negative interactions with coaches, spectators & players.
- Questioning of umpire "judgment" calls and harassment of umpires (including arguing balls and strikes).
- Verbal or physical altercations with coaches, players, or spectators.
- Abusive language, violent or unsportsmanlike behavior by parents.



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- Hazing or organized chanting or “cheering” directed at opposing teams or players.

Parent/Guardian/Spectator Code of Conduct Violation Consequences

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action levied by the WSLLE Executive Board or Code of Conduct Committee who will conduct an investigation on any and all code of conduct violations, and will recommend one of the following consequences to the full board, followed by a vote from the full Board to determine the final consequence. Consequences could include, but **are not limited to** the following:

- **Warning:** Verbal Warning is issued from WSLLE President to offender, no note in file. Simple warning to change behavior. Such examples of behavior receiving this consequence include but are not limited to arguing balls and strikes, yelling or heckling another player or coach for any reason, or throwing an object (other than a baseball/softball for playing purposes) at the direction of a player, coach or umpire.
- **Ejection:** Any such action will result in ejection from the game and removal from the WSLLE field areas. In severe instances, the offending party will be immediately ejected. *Note: The umpire and coaches will report such ejections to the board President who will notify the VP-Baseball or VP- Softball.* Such examples of behavior receiving this consequence include but are not limited to placing hands on another player, coach, or umpire in an aggressive or inappropriate manner, using vulgar or inappropriate language during any practice or game, or the use of tobacco/alcohol.
- **Suspension:** Unsportsmanlike behavior which results in a game ejection carries with it another automatic additional one game suspension. For a second game ejection there will be an automatic three game suspension and for a third game ejection, the individual will receive a season ending suspension. If any of the such examples of behavior including but not limited to placing hands on another player, coach, or umpire in an aggressive or inappropriate manner, using vulgar or inappropriate language during any practice or game, or the use of tobacco/alcohol continue the parent/guardian/spectator will be asked to leave the field/facility and will not be permitted to attend any future WSLLE sanctioned activities.

I agree to comply with WSLLE Code of Conduct and will accept the suggested Consequence determined by WSLLE Board.



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Managers/Coaches Code of Conduct:

- Remember that the children, coaches, umpires, and spectators are here to HAVE FUN!
- Place the emotional and physical well-being of players at the top of your priorities.
- Emphasize and foster a team atmosphere and not individual achievements.
- Lead by example with good sportsmanship, positive attitude and respect for players, teammates, coaches, umpires and parents.
- Present exemplary behavior during all WSLI related activities.
- Comply with established game, League and National Little League rules.
- Organize practices that are fun, challenging and develop skills for ALL players.
- Managers will make every effort to draft the best available player in order to create a level playing field.
- Respect that all rulings by an umpire on the field are final. Get back to the game, DO NOT continue to discuss the matter.
- Help maintain a clean and safe playing environment including adherence to all guidelines outlined in our current safety plans.
- Will not use tobacco, drugs, alcohol or offensive language while involved in/around WSLI activities.

WSLI will not tolerate the following behaviors:

- Negative interactions with other coaches, spectators & players.
- Challenging of umpire "judgment" calls and harassment of umpires (including arguing balls and strikes).
- Verbal or physical altercations with coaches, players, or spectators.
- Abusive language, violent or unsportsmanlike behavior by managers/coaches.
- Hazing or organized chanting or "cheering" directed at opposing teams or players.

Manager/Coach Interaction With Umpires:

- **No challenge of an umpire's final ruling,** Coaches may not challenge an umpire's final ruling during a game and may not confront an umpire after the game, whether on or off the field. There are no exceptions to this rule. Any violation of this standard by a coach will be considered unsportsmanlike conduct and a violation of this Code of Conduct.
- Coaches should be prepared to mitigate any challenge to an umpire's final ruling by reminding anyone present of this Code of Conduct and the expectations for fan, coach, and player behavior at WSLI.
- Coaches and other adults are reminded that calls sometimes do not go your way and part of the youth baseball and softball experience is accepting those calls with grace and sportsmanship. Calls that you do not like, correct or mistaken, are one more teaching



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moment with these young athletes and we are reminded to model good sportsmanship in all of our interactions with players.

- Coaches who believe an individual umpire is lacking in skills or knowledge or is acting in a biased manner are not permitted to offer instruction or advice, constructive or otherwise, but should report their concern to either the league board or the Umpire in Chief after the game. WSLL will follow-up with the umpire to investigate or provide guidance.
- **To check on an injured player**, a coach should immediately move onto the playing field after calling for a time out to assist the injured player.

Manager/Coach Code of Conduct Violation Consequences

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action levied by the WSLL Executive Board or Code of Conduct Committee who will conduct an investigation on any and all code of conduct violations, and will recommend one of the following consequences to the full board, followed by a vote from the full Board to determine the final consequence. Consequences could include, **but are not limited to** the following:

- **Warning:** Verbal Warning is issued from WSLL President to offender, no note in file. Simple warning to change behavior. Such examples of behavior receiving this consequence include but are not limited to arguing balls and strikes, yelling or heckling another player, coach, umpire or spectator for any reason, or throwing an object (other than a baseball/softball for playing purposes) at the direction of a player, coach, spectator, or umpire.
- **Ejection:** Any such action will result in ejection from the game and removal from the WSLL field areas. In severe instances, the offending party will be immediately ejected. *Note: The umpire and coaches will report such ejections to the board President who will notify the VP-Baseball or VP- Softball.* Such examples of behavior receiving this consequence include but are not limited to placing hands on another player, coach, spectator, or umpire in an aggressive or inappropriate manner, using vulgar or inappropriate language during any practice or game, or the use of tobacco/alcohol.
- **Suspension:** Unsportsmanlike behavior which results in a game ejection carries with it another automatic additional one game suspension. For a second game ejection there will be an automatic three game suspension and for a third game ejection, the individual will receive a season ending suspension. If any of the such examples of behavior including but not limited to placing hands on another player, coach, spectator, or umpire in an aggressive or inappropriate manner, using vulgar or inappropriate language during any practice or game, or the use of tobacco/alcohol continue the manager/coach will be asked to leave the team and will not be permitted to participate in future seasons.



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WSLL reserves the right to decline or block any coach/manager from returning in future seasons if the coach/manager is suspended during a previous season.

I agree to comply with WSLL Code of Conduct and will accept the suggested Consequence determined by WSLL Board.

Umpire Code of Conduct:

- Remember that the children, coaches, and spectators are here to HAVE FUN!
- Place the emotional and physical well-being of players at the top of your priorities.
- Lead by example with good sportsmanship, positive attitude and respect for players, coaches, and parents.
- Present exemplary behavior during all WSLL related activities.
- Comply with established game, League and National Little League rules.
- Help maintain a clean and safe playing environment including adherence to all guidelines outlined in our current safety plans.
- Will not use tobacco, drugs, alcohol or offensive language while involved in/around WSLL activities.

WSLL will not tolerate the following behaviors:

- Negative interactions with coaches, spectators & players.
- Verbal or physical altercations with coaches, players, or spectators.
- Abusive language, violent or unsportsmanlike behavior.
- Hazing or organized chanting or "cheering" directed at opposing teams or players.

Umpire Code of Conduct Violation Consequences

I also agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action levied by the WSLL Executive Board or Code of Conduct Committee who will conduct an investigation on any and all code of conduct violations, and will recommend one of the following consequences to the full board, followed by a vote from the full Board to determine the final consequence. Consequences could include, **but are not limited to** the following:

- **Warning:** Verbal Warning is issued from WSLL President to offender, no note in file. Simple warning to change behavior. Such examples of behavior receiving this consequence include but are not limited to making disparaging or inappropriate comments to another player, coach or spectator for any reason, or throwing an object



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(other than a baseball/softball for playing purposes) at the direction of a player, coach or umpire.

- **Ejection:** Any such action will result in ejection from the game and removal from the WSLL field areas. In severe instances, the offending party will be immediately ejected. *Note: The umpire and coaches will report such ejections to the board President who will notify the VP-Baseball or VP- Softball.* Such examples of behavior receiving this consequence include but are not limited to placing hands on another player, coach, or spectator in an aggressive or inappropriate manner, using vulgar language during any game, or the use of tobacco/alcohol.
- **Suspension:** Unsportsmanlike behavior which results in a game ejection carries with it another automatic additional one game suspension. For a second game ejection there will be an automatic three game suspension and for a third game ejection, the individual will receive a season ending suspension. If any of the such examples of behavior including but not limited to placing hands on another player, coach, or spectator in an aggressive or inappropriate manner, using vulgar or inappropriate language during any game, or the use of tobacco/alcohol continue the umpire will be asked to leave WSLL and will not be permitted to participate in future seasons.

WSLL reserves the right to decline or block any umpire from returning in future seasons if the umpire is suspended during a previous season.

I agree to comply with WSLL Code of Conduct and will accept the suggested Consequence determined by WSLL Board.

INVESTIGATION PROCESS FOR CLAIMS OF VIOLATIONS TO CODE OF CONDUCT

The President will:

1. Encourage the involved parties to speak directly before a formal complaint is filed.
2. Speak with the person reporting the claim - request any supporting documents if available.
3. Notify the Executive Board or supervising person regarding the situation.
4. Speak with the person accused of the claim in order to explain the allegations and obtain his or her response.
5. Review all supporting documents and board policies regarding the claim.
6. Interview third party witnesses.
7. Share all findings with Executive Board



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8. Executive Board decides on the type of claim; if it is a warning, ejection, suspension, or that no infraction has taken place according to league policies.
9. Follow up with the person reporting the claim explaining responses.
10. Assist in resolution/provide recommendation to the situation.
11. If the claim is against the League or the above process did not lead to resolution then the district and regional representative and legal counsel will be advised and take all further steps.

WSLL PROGRAMS & FEES

WSLL runs the following baseball and softball divisions. Being able to field team(s) within any division is dependent upon having sufficient player registration, volunteer Managers and Coaches. All references with regard to age are the "league age" of the player in accordance with the current Little League International rulebook applicable for that division.

Baseball Program

- 1) **TEE BALL DIVISION** operates as a program for league age 4- and 5-year-old players under Little League Tee Ball Rules and Regulations.
- 2) **COACH PITCH DIVISION** operates as a program for league age 6- and 7-year-old players under Little League Baseball Rules and Regulations.
- 3) **ROOKIE DIVISION** operates as a program for league age 8-year-old players under Little League Baseball Rules and Regulations.
- 4) **MINOR DIVISION** operates as a minor league program for league age 9- and 10-year-old players under Little League Baseball Rules and Regulations. Players who are league age 8, 11 and 12 years old may be assessed for Minors based upon the skill level of the player as discussed by a parent/guardian with a Manager, Coach or Player Agent.
- 5) **MAJORS DIVISION** operates as a major league program for league age 11- and 12-year-old players under Little League Baseball Rules and Regulations. Players who are league age 10-year-old may be assessed for Majors based upon the skill level of the player as discussed by a parent/guardian with a Manager, Coach or Player Agent.



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- 6) **50/70-INTERMEDIATE DIVISION** operates as a major league program for league age 13-year-old players under the Intermediate Division Little League Baseball Rules and Regulations.
- 7) **JUNIORS DIVISION** operates as a program for league age 13- and 14-year-old players in accordance with Junior League Baseball Rules and Regulations.
- 8) **SENIOR DIVISION** operates as a program for league age 15- and 16-year-old players in accordance with Senior League Baseball Rules and Regulations.

Softball Program

- 1) **AA ROOKIE DIVISION** operates as a program for league age 7- and 8-year-old players under Little League Baseball Rules and Regulations.
- 2) **AAA MINOR DIVISION** operates as a minor league program for league age 9- and 10-year-old players under Little League Baseball Rules and Regulations. Players who are league age 8, 11 and 12 years old may be assessed for AAA Minors based upon the skill level of the player as discussed by a parent/guardian with a Manager, Coach or Player Agent.
- 3) **MAJORS DIVISION** operates as a major league program for league age 11- and 12-year-old players under Little League Baseball Rules and Regulations. Players who are league age 10-year-old may be assessed for Majors based upon the skill level of the player as discussed by a parent/guardian with a Manager, Coach or Player Agent.
- 4) **JUNIORS DIVISION** operates as a program for league age 12- through 14-year-old players in accordance with Junior League Baseball Rules and Regulations.
- 5) **SENIOR DIVISION** operates as a program for league age 13- through 16-year-old players in accordance with Senior League Baseball Rules and Regulations.

Player Fees and Refund Policy

Annual player registration fees are reviewed and set each year by a vote by the WSLI Board of Directors (Board).

All player fees are due at the time of registration unless prior arrangement and approval is made. A refund will be granted until the first regular season game of the season. After the



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start of the season, refunds will need Player Agent approval and may be at a reduced rate. The league will charge the amount invoiced to WSL by the online registration system or bank for any NSF check returned unpaid.

Scholarships

Scholarships, partial and full, are available to families upon request. It is WSL's policy to never turn away a player because of an inability to pay the registration fees. WSL requests that a family pay what they can afford, and the league will waive the remainder of the fee.

TEAM FORMATION

Manager and Coaches

Appointment of Managers to teams are done by the WSL Executive Board and the Director of Coaching. The appointment is subject to Board approval. Manager selection of coaching staff is also subject to Board approval.

Players

All eligible players, as defined by Little League rules, shall make up the player pool.

Tee Ball, Coach Pitch, and AA Rookies Softball Player Assignment

Tee Ball players will be placed on Tee Ball teams by the Tee Ball Player Agent. Coach Pitch players will be placed on teams by the Coach Pitch Player Agent. Softball AA Rookies players will be placed on teams by the Softball Lower Player Agent. If necessary, Player Agents will consult with the League President. When possible, players will be placed on teams according to the school they attend and/or by parent request and/or a Manager's request. Teams will be dissolved at the end of each season.

Rookies Baseball, Minors, Majors and Higher Divisions Player Assignment

All Rookies Baseball, Minors, Majors and Higher Divisions players are subject to the draft and subsequent post-draft team assignment process as outlined below.

All Softball AAA Minors, Majors, and Higher Divisions players are subject to the draft and subsequent post-draft team assignment process as outlined below.

All players within each division will return to the player pool at the end of the season and will be subject to the draft at the start of each subsequent season. Players will not be "franchised" or



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“held-over” to play on the same team from one season to the next. Therefore, the annual draft gives the opportunity to infuse new players and diverse player experience across teams.

Note: Assessments and drafts only occur if there are sufficient player registrations, volunteer Managers and Coaches to form more than two teams in a division.

Assessments

Rookies Baseball, Minors, and Majors divisions hold separate assessments. Prior to assessments, all assigned Managers/Coaches from that division will provide a secret skill level rating (1=excellent; 2=good; 3=average; 4=below average) of the protected players which they have prior knowledge of. These ratings will be submitted to the division Player Agent who will consolidate and provide to an independent evaluator group the average rating for each protected player. This group will be made up of 3-5 independent evaluators who are adults with no vested interest in that particular division and have been assigned by the WSLI Board. At the end of assessments, this group will meet to apply a round-equivalent value to each protected kid. The protected rounds will be: one, three, five, and seven.

During assessments, Coaches and Managers will alert a Player Agent or the President immediately when a safety concern about a player playing at their age appropriate program is identified. The President and/or Director of coaching will decide on which program is correct and talk to the parents of the player at the assessment. Eligible players who are not at assessments will be draftable on the draft date for their division.

The Player Agent conducts the draft for each division following the assessment.

Draft Eligibility

To be eligible for the draft, a player must:

1. Be registered and have all required paperwork submitted and verified
2. Be in good financial standing with the league

Following the draft, managers may, if they desire, trade players until such a time as the players are notified of their team selection.

Draft Process

Each division holds a separate draft. Draft attendance is limited to the Player Agents, League President, applicable League Vice President based on division, Team Managers and named Coaches. If the President and/or Vice President are not available, they may designate another Board Member to attend.



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Prior to the start of the draft, Player Agent will:

- Confirm and announce all Coach declarations and assignments
- Confirm draft order which was determined at Coaches meeting
- Announce protected player's draft round
- Ask Managers and Coaches to share information about players who did not attend assessments
- Clarify any special considerations
- Announce which players have siblings in the same division and want to be on the same team
- Review draft rules and process

The draft will be conducted under the serpentine draft process. Round 1 starts with the team holding the first pick and continues down through the order until the last pick of Round 1 is made. Round 2 starts with the team having the last pick in Round 1 having the first pick in Round 2. Round 2 continues in reverse order until reaching the team that had the first pick of Round 1.

The order continues throughout the draft.

No team may pass their pick in any round in which they are eligible to draft.

The draft shall continue until all eligible players have been selected.

Sibling Rules

The Player Agent will contact the parents/guardians of siblings registered in the same division prior to the draft to ask if the parents/guardians would allow the siblings to be on separate teams. If the parent/guardian chooses separate teams for the siblings, then no sibling draft rule applies to each sibling and they may be drafted by any team and in any round during the draft. If the parent/guardian chooses to have the siblings play on the same team, then siblings MUST be chosen by the same team in consecutive rounds of the draft, no exceptions. This includes any protected (Manager/Coach/Team Parent) children as defined in the draft rules below. West Seattle Little League defines siblings as children sharing the same household address. Parents/Guardians must submit address verification documentation in accordance with Little League rules.

Draft Secrecy Rule

Players, and their parents, shall never be told the position in which they were drafted. Knowledge of the detailed draft order and when players are selected is **strictly confidential** and limited to those in attendance at the draft. If after due process, it is determined that a



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coach leaked confidential information about the draft, it will be considered a violation to the Code of Conduct and consequences will be given.

Rookies Protected Player Rules

An independent evaluation group will meet at the end of assessments to apply a round-equivalent value to each protected player.

The protected rounds will be: one, three, five, and seven.

If a team has two players in the same round, the second player must be drafted in consecutive rounds.

Example:

Team 1: Managers kid round 1 value, Assistant coach round 1 value; Protected players must be drafted in the first two rounds and this team's first pick from the draft board would be in the 3rd round.

Team 2: Managers kid round 3, Assistant coach round 1. Protected players must be drafted in rounds 1 and 3 and this team's first pick from the draft board would be in the 2nd round.

Team 3: Managers kid round 7, Assistant coach round 3. Protected players must be drafted in rounds 3 and 7 and this team's first pick from the draft board would be in the 1st round.

Managers have exclusive rights to their child in the protected round assigned by the independent evaluation group only. After that, that player is ineligible to be drafted by their parent's team.

Each manager may designate up to two coaches prior to the draft. The manager has exclusive rights to the eligible child(ren) of the designated coach(es) in the protected round(s) assigned by the independent evaluation group (if two coaches were designated) only. After that, those player(s) are ineligible to be drafted by their parent's team.

One of the designated coach positions may be used to designate a 'team-parent' instead of a coach. The same protection would apply for round 1 and round 2 (if applicable). All pre-draft designations of coaches/team-parents must be confirmed, and agreed to by the coach/team parent, prior to the draft.

Minors and Majors Protected Player Rules

An independent evaluation group will meet at the end of assessments to apply a round-equivalent value to each protected player.



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The protected rounds will be: one, three, five, and seven.

If a team has two players in the same round, the second player must be drafted in consecutive rounds.

Example:

Team 1: Managers kid round 1 value, Assistant coach round 1 value; Protected players would must be drafted in the first two rounds and this team's first pick from the draft board would be in the 3rd round.

Team 2: Managers kid round 3, Assistant coach round 1. Protected players must be drafted in rounds 1 and 3 and this team's first pick from the draft board would be in the 2nd round.

Team 3: Managers kid round 7, Assistant coach round 3. Protected players must be drafted in rounds 3 and 7 and this team's first pick from the draft board would be in the 1st round.

Managers have exclusive rights to their child in the protected round assigned by the independent evaluation group only. After that, that player is ineligible to be drafted by their parent's team.

Each manager may designate one coach prior to the draft. The manager has exclusive rights to the eligible child of the designated coach in the protected round assigned by the independent evaluation group only. After that, the player is ineligible to be drafted by their parent's team. All pre-draft designations of coaches must be confirmed, and agreed to by the coach, prior to the draft.

Majors and Minors Age Restrictions

No more than six players of the same age may be on a roster. The only exception is if the only players left in the draft are of that age. For example, if there are eight returning and drafted 11-year-olds on your team, no more 11-year-olds may be drafted unless only 11-year-olds remain in the draft. In no case should a team roster have more than eight league age 12-year-olds without an approved waiver to Regulation III(c).

Special Considerations

- If a manager or coach so chooses, the option on a son or daughter must be waived prior to assessments.
- When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.



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- Parents of players who become managers or coaches after their children have been selected to a team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to the requirements for trading.

Post-Draft Team Assignment

When all eligible players have been drafted, the draft is finalized. Any player who was not eligible for the draft for any reason, but becomes eligible after the draft has been finalized, that player will be randomly placed on a team. All teams within a division who have a deficit of players on their roster relative to other teams in their division will be entered into a random draw for that player. If all teams in that division have the same number of players on their roster, all teams will be entered into a random draw for that player. This process will continue until all registered players have been assigned to a team.

Manager requests for assignment of specific player(s) not eligible for the draft will not be granted by the Player Agent.

Trading

Trades may only occur after the draft has concluded at the draft location. The Player Agent will be available to discuss trades up to 20 minutes after the end of the draft. ALL TRADES SHALL BE MADE THROUGH THE PLAYER AGENT. The following restrictions also apply:

- Trades may only take place within the same division.
- All trades must be player for player only (Example: Two players from Team A could not be traded for one player from Team B.)
- Trades involving a player for draft choices are not permitted.

The Player Agent must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE PRESIDENT (or Executive Board delegate) and PLAYER AGENT FOR THE DIVISION.

Replacement of Player During the Season

If a player cannot complete the season, the Manager must notify the Player Agent within 48 hours. The Player Agent will contact the player and their family to determine whether the player will/cannot play and should be removed from the roster.

Once the Player Agent has determined the player's status they shall promptly notify the League President. The President will present the loss of the player to the Board by the quickest means possible, (Board Meeting, e-mail, and/or phone). If the Board approves the loss/removal of the player, the President shall send a communication of release to the player and the parents



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stating the player has been released from the Division League team and the league for a justifiable reason. This action creates a legal opening for a replacement on the team's roster.

The Player Agent may provide a replacement player if available. If no player is available a permanent roster replacement will not be provided and the team will utilize the Pool Player program when they will be short players.

Majors and Minors Pool Player Program

WSLL operates a Pool Player program for Majors and Minors divisions to minimize rescheduling of games due to player availability shortages. The Pool Player program is NOT intended to supplement a team's roster. The Pool for each division consists of players, currently playing within that division, who are willing to fill-in for teams that will be short of enough rostered players for a specific regular season game in accordance with Pool Player Rules.

Pool Player Rules

1. Pool Players may only be used when a team has nine, eight, seven or six players assigned to a team available to play a game. When nine players assigned to a team are available to play, the manager *may* elect to ask for one pool player. When eight players assigned to a team are available to play, the manager may elect to ask for two pool players. When seven players are assigned to a team, the manager will request two pool players. When six players are assigned to a team, the manager will request two pool players and take an out for the ninth batter.
2. A maximum of two Pool Players may be assigned to a team. If a team needs more than two Pool Players, the game should be rescheduled.
3. The Division's Player Agent will create and run the Pool Player program.
4. The Division's Player Agent will use the pool to assign players on a rotating basis to those teams that are short of players.
5. The Player Agent will make a "best effort" to allow teams to play their games.
6. Managers/Coaches do not have the right to randomly pick and choose players from the pool or otherwise. If a team selects a replacement player that is **not** part of the Pool Player program **and** assigned by the Player Agent to that team for that specific game, the game (whether played or not) will be counted as a forfeit per Little League rules for the team violating the League's Pool Player program rules.



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7. Pool Players assigned from the pool are not allowed to pitch.
8. Pool Players assigned from the pool are not allowed to catch.
9. If the addition of Pool Players makes a roster 10 players total, each Pool Player must sit out a minimum of two innings.
10. Pool Players will bat at the bottom of the batting order. If two pool players, then they will be assigned to the bottom of the batting order.
11. Minors and Majors players may only participate in the pool player program in their respective divisions. The Minors and Majors pool player program is established independently for each division.
12. Pool players who are called and arrive at the game site must be given the same minimum playing times as defined by the WSLM Minimum Playing Time Rules for Majors and Minors. In the event a player normally assigned to the team arrives at game time to complete the team's minimum roster, the Pool Player will play and must still be given the minimum playing time.
13. If a rostered player arrives to a game unexpectedly, that rostered player must be allowed to play in the game in addition to the Pool Player who has been assigned.
14. Any team that finds out at, or just before, game time they do not have enough players to play will be given 15 minutes grace for the league to try to obtain a Pool Player. If one is not found, the game should be rescheduled and for the benefit of those that arrived; an unofficial scrimmage may be played among the remaining players.

Procedure for Assigning Pool Players

1. Players will be added to the pool in a random drawing of names and placed in order with regular season team recorded along with their name.
2. As the Player Agent is notified of a shortage of players for an upcoming game, pool players will be contacted by the Player Agent on a rotating basis.

If a pool player is asked to participate in a game and is unable to do so on that date, that player will be bypassed and the next available pool player will be invited to participate.



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REGULAR SEASON GAME PROCEDURES & GUIDELINES - BASEBALL

Field Preparation and Decorum

Before Each Game

When playing at Bar-S or any other Seattle Parks field, the home team is responsible for field preparation before each game. These responsibilities include dragging the infield and chalking the lines. When there is no preceding game scheduled, the infields will be closed 30 minutes prior to the scheduled game start time to allow for field preparation and pre-game warm ups.

- Home team shall occupy 3rd base dugout
- Visiting team shall occupy 1st base dugout
- Home team shall bring necessary umpire equipment to the game (all field locations with exception of Bar-S).

Following Each Game

- Each team must clean out its own dugout and vacate the dugout as quickly as possible to enable the next game team enough time to set up.
- No post game team meetings should be held until the dugouts are cleared and cleaned out. Exceptions are made for the last game of the day on field.
- Home team drags the infield
- Home team drags the pitching mound and repairs any divots/holes on the mound or on the side of the pitching rubber.
- Last game of the day at Bar-S:
 - Home team stores bases in storage shed
 - Home team covers home plate and pitching mounds
 - Visiting team returns scoreboard equipment to the umpire shed
 - Two adults from the Home team, including manager, coach or other parent shall verify:
 - Dugouts are clear of trash and belongings left behind
 - Garbage is taken to the dumpsters
 - ALL Snack Shack volunteers have left and the Snack Shack is locked.
 - Shed Doors all locked
 - Restrooms locked
 - Bollards installed at the north and south entrances
 - Keys properly returned to appropriate lockboxes



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Field Decorum

All Managers, coaches and umpires shall remind their players that they are not to dig in any part of the field of play with their shoes. If they persist to dig, then they can be suspended for a game for disciplinary action.

Use of the Batting Cage prior to and during games.

The batting cage is the North Field Home Team's bullpen and shall be reserved for pitcher warm-ups during games. No batting practice may take place during games by any individual. As there is only one batting cage available at Bar-S, in order to be fair to all teams present, the batting cage may not be used 60 minutes prior to a game by either team playing on the North or South fields.

Time Limits

1. **Tee ball and Coach Pitch:** A normal game is 60 minutes from the scheduled start time or at least one inning, which is defined as one time through the batting order of eligible players.
2. **Rookies Division:** A normal game is six innings or 90 minutes from scheduled start time, whichever comes first. The two teams may agree to play for up to two hours if it is determined before the beginning of the game there is no game following their own. Managers can confirm field availability on the WSLL [website](#). Note that End of Season Tournament games do not have time limits.
3. **Minors and Majors Divisions:** A normal game is six innings. No time limit for games, unless the field is scheduled for another game that day. The game termination time will be determined at the plate meeting prior to the start of the game. Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play has been completed. In this case, the score from the previous game will carry over but the pitch count resets. Typical pitch count rules still apply. If the game is past the fourth inning and the game is called by the umpire for safety/weather reasons but has not yet reached a normal game ending sixth inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game. Note that End of Season Tournament games do not have time limits.
4. **50/70, Juniors, Seniors:** A normal game is seven innings. No time limit on games. Continuation of play at a later date will be necessary only if fewer than five innings (4 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fifth inning and the game is called by the umpire for safety/weather reasons, but has not yet



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reached a normal game ending seventh inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game.

REGULAR SEASON GAME PROCEDURES & GUIDELINES - SOFTBALL

Field Preparation and Decorum

Before Each Game

Home team is responsible for field preparation before each game. When there is no preceding game scheduled, the infields will be closed 30 minutes prior to the scheduled game start time to allow for field preparation and pre-game warm ups.

- Home team shall occupy 3rd base dugout
- Visiting team shall occupy 1st base dugout
- Home team shall bring necessary Umpire equipment to the game.

Following Each Game

- Each team must clean out its own dugout and vacate the dugout as quickly as possible to enable the next game team enough time to set up.
- No post game team meetings should be held until the dugouts are cleared and cleaned out. Exceptions are made for the last game of the day on field.

Time Limits

1. **AA Rookies Division:** A normal game is 90 minutes.
2. **AAA Minors Division:** A normal game is six innings or 120 minutes from scheduled start time, whichever comes first. Note that Minors End of Season Tournament games do not have time limits.
3. **Majors Division:** A normal game is six innings. No time limit for games, unless the field is scheduled for another game that day. The game termination time will be determined at the plate meeting prior to the start of the game. Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fourth inning and the game is called by the umpire for safety/weather reasons, but has not yet reached a normal game ending sixth inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game. Note that End of Season Tournament games do not have time limits.



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- Juniors, Seniors:** A normal game is seven innings. No time limit on games, unless the field is scheduled for another game that day. Continuation of play at a later date will be necessary only if fewer than five innings (4 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fifth inning and the game is called by the umpire for safety/weather reasons, but has not yet reached a normal game ending seventh inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game.

BASEBALL AND SOFTBALL SAFETY REGULATIONS AND SCOREKEEPING

Umpires

Teams are required to assist the league in the recruitment of umpires to officiate games. The District holds yearly rules and umpire clinics prior to the start of every season to help train those new to umpiring and to give a refresher to those who have umpired in the past. In addition, the WSLL Umpire-In-Chief is available to help with any questions or training needs.

The WSLL League Umpire-In-Chief will be the final authority on any open questions, differing opinions, as to how a Little League rule is to be interpreted and enforced in WSLL.

Differing opinions between umpires must be discussed **OFF** the field and **AFTER** the game.

Umpires are NOT to engage directly with spectators. Umpires do not need to field questions or defend their calls/rule-interpretations to spectators. Team Managers/Coaches are expected to help maintain decorum among their team's spectators/fans. If a spectator becomes overly disruptive, disrespectful and/or making inappropriate comments, the umpire should:

- 1) Call time
- 2) Call the Manager(s) out of the dugout for an on-field conference. This discussion should be private and away from the players and stands.
- 3) Umpire shall instruct the Manager to warn the spectator that if their comments/behavior continues they will be asked to leave the field
- 4) If the spectator continues to misbehave after receiving a warning, the Umpire shall again call time out. Players will be instructed to return to their dugouts. Umpire will inform the Manager that the game will remain suspended until the spectator leaves the stands and the area surrounding the field. Spectators that are ejected from games will be reported to the President and/or member of the Board of Directors. A disciplinary action may be initiated according to the processes outlined in these bylaws.



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Rookies, Majors, Minors and Upper Divisions: during the regular season, the home team is responsible for providing the home plate umpire and the visiting team is responsible for providing the field umpire. The plate umpire will act as the umpire-in-charge for the duration of the game. During the end of season tournament the league will assign umpires.

Junior Umpire Program

Junior umpires will be eligible to umpire in games who are at least one year older than the division's oldest age. i.e. League age 13 to umpire in Majors, Minors and below. Umpires will be considered Junior until their 18th birthday and covered by these guidelines.

Each Junior umpire will fill out the Little League volunteer application and sign the Code of Conduct.

Junior umpires will attend rules and mechanics clinics and training offered by the league for assessment by league officials.

All Junior umpires shall by default be assigned to Minors and Rookies division games until they are assessed and evaluated to participate at higher level play.

Junior umpires should be paired with adult umpires, if possible.

In the Rookies division, Junior umpires do not need to be paired with adult umpires and can be the only umpire on the field. If this is the case, a Game Coordinator will be assigned to the game whose responsibility it will be to manage and minimize conflict during the game. The Game Coordinator will attend the Home Plate pregame meeting, then be outside the fence and available for questions and problems. There will be NO tolerance for intimidating or abusive behavior towards the Junior umpire.

The Game Coordinator will NOT be the other umpire.

Normal game protocol shall be observed. No umpire may overrule the other in ANY circumstances. If the umpires conference regarding a call, the umpire that made the call shall have final authority and make that call.

Helmets will not be required for Junior umpires in the field, but a protective cup (for males) and hard shell catcher/umpire helmet with dangling throat guard shall be worn for umpires behind the plate. A protective cup is HIGHLY recommended for ALL male umpires – field or plate.

Junior umpire phone numbers will NOT be published to the general league membership. Contact will be limited to email unless the Junior umpire and their parent(s) allows phone contact. This is for the protection of the minor to avoid any potential harassment.



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As Little League is a volunteer organization, umpires in West Seattle Little League are not paid. In lieu of pay, however, Junior umpires will earn 2 community service hours from the league per game umpired. The sign off will come from the Game Coordinator, an Executive Board member, or the Umpire in Chief.

Protests

Protests are described in the LLI Baseball Rulebook. The Umpire and Managers are encouraged to resolve any potential protest immediately. If they cannot, a protest shall be filed in accordance with rule 4.19 in the Little League rule book.

- **Exception: Tee Ball, Coach Pitch, Rookies:** Formal protests are NOT allowed. Disagreements must be resolved on the field at the time of play. The Managers are encouraged to resolve the disagreements immediately. Letters describing an ongoing problem should be submitted to the League President.

Base Coaches

Base coaches will be provided by the team at bat as per Little League rule **4**. Two (2) adult base coaches are permitted at all times per rule **4.05**. Players who are base coaches must wear batting helmets.

Safety

All safety procedures as documented in the WSL's A Safety Awareness Program (ASAP) plan ("safety manual") shall be observed at all times. In addition, the following will also be observed:

1. All players involved in any pre-game batting practice must wear protective helmets.
2. At the last game of the day at Bar-S only, two adults from the home team on the North field (manager, coach, or parent) will stay with the concession stand ("snack shack") personnel until 'closing' to help ensure their security and safety.

Softball and Baseball Scorekeeping

Rookies: The home team is responsible for providing the official scorekeeper for the game. The official scorekeeper is responsible for tracking pitch counts for both the home and visiting team pitchers. Submission of score sheets to the league is NOT required since Win/Loss records and standings are not tracked for Rookies division.

Majors and Minors: The home team is responsible for providing the official scorekeeper. The home team will be the official scorer and will use the GameChanger app to score all games.



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Scorekeeping shall be done in accordance with LLI rules. Managers are encouraged to send people to the WSLI scorekeeping clinic.

Note (1): No official score is kept for Tee Ball, Coach Pitch, and Rookies divisions.

Note (2): Junior, Senior and 50/70 are required to notify the identified District Personnel to pass on the same information.

Note (3): Gamechanger access must be provided to the Player Agents at the End of Season tournament to verify All Star minimum regular season play.

Note (4): Scorebooks must be returned to WSLI and retained for 7 years.

Music

Music (or other loud and/or amplified sounds) shall not interfere with the game. To achieve this goal, the following rules must be followed:

1. At all times after the game begins and until the game is complete, the umpire has complete authority to stop or require a change in volume.
2. Music shall be free from explicit lyrics.
3. Music volume shall not interfere with the ability of the umpires to control the game.
4. Music volume shall not interfere with either team's ability to communicate with each other.
5. Music shall not be played while the ball is live, except when the batter is walking from the dugout to the batter's box (subject to approval by umpire).

PITCHING RULES - BASEBALL

Warming Up Pitchers

Any player warming up a pitcher must follow LLI rule 1.17.

If the catcher warming up the pitcher squats into a normal catcher position, they must wear a catcher's helmet and mask and use a catcher's mitt.

Pitching Counts, Eligibility and Days Rest

Pitching eligibility will be in accordance with Regulation VI of the official Regulations and Playing Rules of Little League Baseball.



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Pitch Counts

League Age	Pitches Allowed per Day
17-18	105
13-16	95
11-12	85
9-10	75
7-8	50

Note: If a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning.

Days Rest Requirements

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches in a day	Calendar Days Rest Required
66 or more pitches	Four (4)
51-65 pitches	Three (3)
36-50 pitches	Two (2)
21-35 pitches	One (1)
1-20 pitches	No days (0) rest required

Note: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch 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 of the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold they



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reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Example: A pitcher strikes out a batter on their 34th pitch. That pitcher may pitch to one more batter and still only require one (1) day of rest.

Example 2: A pitcher strikes out a batter on their 35th pitch. They pitch 1 pitch to the subsequent batter, who grounds out. That pitcher requires two (2) days of rest.

Pitching and Catching

A player who plays the position of catcher for three (3) innings or less, and then 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.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (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 pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches , and is not covered by the threshold exemption, the player may not play the position of catcher for the remainder of that day.

Pitching Restrictions for Minors (age 11) and Rookies divisions (age 9)

League age 11-year-olds playing in the Minors division, or league age 9 year olds playing in the Rookies division, will be limited to either 35 pitches or 3 consecutive defensive outs, whichever occurs first, per game.

PITCHING RULES - SOFTBALL

Warming Up Pitchers

Any player warming up a pitcher must follow LLI rule 1.17.



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If the catcher warming up the pitcher squats into a normal catcher position, the player must wear a catcher's helmet and mask and use a catcher's mitt.

Pitch Count, Eligibility and Days of Rest

Any player on the team roster may pitch.

Days of Rest Requirement

A player may pitch in a maximum of twelve (12) innings a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched an inning.

If a pitcher pitched in seven (7) or more innings	Player can pitch again on
Sunday	Tuesday
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday

Pitching Restrictions for AAA Minors 12-year-olds participating in Majors and Junior or Senior League.

A player who has attained a league age of twelve (12) is not eligible to pitch in the AAA Minor League. For a 12-year-old participating in the Major and Junior or Senior League Divisions as permitted under LLI Regulation IV(a), the pitching rules and regulations regarding days of rest that are pertinent to the division in which the player is used will apply to that game. Innings pitched previously in both divisions are taken into account when determining the eligibility of the pitcher for a particular game, with respect to days of rest and number of innings available.



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REGULAR SEASON WSLL LOCAL PLAYING GUIDELINES

Excessive Scoring

Fifteen, Ten, Eight Run Rule: LLI Rule 4.10 (e) is in effect in WSLL - If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede victory to the opponent.

For Baseball and Softball Majors, Minors and Rookies: A five run maximum per inning is imposed, which would complete the half inning. The five run limit will not apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect, as do any applicable time limitations.

Slug Bunt/Slash Bunt

Once a pitcher is set, a batter who shows bunt, must either attempt to bunt, or pull the bat back and not swing when the pitch is thrown. If a batter shows bunt, and then takes a full or partial swing, the batter is out, the ball is dead, no runners may advance. The batter may reset their stance on the pitch if the pitcher steps off the rubber or time is granted.

Uniforms

No uniforms, other than those approved by the League, are acceptable. West Seattle Little League will provide uniforms to all divisions of play. Uniforms provided may include: hat/visor jersey, pants (belts where applicable) and socks. The jerseys, pants, and belts are the property of West Seattle Little League and must be returned at the end of the season, unless otherwise permitted. The player keeps the hat/visor and socks. Any uniform that is not returned or is damaged in any way (except for normal wear and tear) will have to be paid for by the player.

Tee Ball Division Rules

- All defensive players should be used on the field. All infield positions shall be covered with remaining players being used in the outfield.
- All players should be rotated to all positions. No player can play the same infield position for more than one inning.



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- A continuous batting order will be used following rule 4.04 of the Little League rule book.
- All batters will hit off the tee as per Little League rules.
- Each batter will be allowed five (5) swings. To be called a hit, the ball must travel ten (10) feet. No bunting or walks are allowed.
- No infield fly rule.
- Last Batter rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning. An inning will end in one of the following two ways:
 1. If the last batter of the inning gets a fair hit, the base runners may cross home plate until a defensive player touches home plate with the ball in their possession;
 2. All present team members have batted and the last batter makes an out or doesn't get a hit.
- Though rare, games should be played with outs to encourage fielding. However, the half inning is only complete when the full roster has batted.
- Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND becomes under control of a defensive player. Any runner over halfway to the next base may continue to that base.
- If needed due to injury or illness, a pinch runner may be used. The pinch runner shall be the last recorded out.
- Managers and Coaches are allowed on the field.

Coach Pitch Division Rules

- All defensive players should be used on the field. All infield positions shall be covered with remaining players being used in the outfield.
- All players should be rotated to all positions. No player can play the same infield position for more than one inning.
- If a pitch hits a batter, batter may not take a base.
- No infield fly rule.
- Last Batter rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning.
 1. Though rare, games should be played with outs to encourage fielding. However, the half inning is only complete when the full roster has batted.
- Each player is given five swings or eight pitches, whichever comes first. If the ball is not placed in the field of play, the batter is out (NO EXCEPTIONS). No balls or strikes are called.
- A regulation baseball will be used for all games.
- Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND becomes under control of a defensive player. Any runner over halfway to the next base may continue to that base.



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- No bunting
- If needed due to injury or illness, a pinch runner may be used. The pinch runner shall be the player last recorded out.
- Managers and Coaches are allowed on the field.

Rookies Division Rules

Umpires

- Home team will provide an umpire for the game.
- The umpire shall call balls and strikes from a position near the pitcher, not behind home plate. No protective umpire gear is required.
- An umpire indicator to record strikes and balls will be furnished to the Manager of each team.

Scorekeeping and Standings

- The designated home team will assign a parent volunteer to be the game scorekeeper. Scorekeeper will track pitch counts and runs scored. Individual games will be scored and a winner/loser known. No standings will be kept. An end of season tournament will be held for Rookies Baseball only, seeding will be by random draw.

Protest and Conduct

- Absolutely NO protest will be acknowledged.
- No arguing of calls made by the umpires will be allowed. Teach the players and parents to accept an umpire's call.
- Only the Manager may address the umpire should help be needed on a ruling and there is confusion on a rule. A final decision will be made by the umpire and play will quickly continue.
- Managers will work together with their parent umpires so that a final decision is made quickly and quietly. All conversation will take place behind home plate or along the defensive team baseline never on the playing field.
- No profanity or disrespectful remarks from players, coaches or spectators toward any other player, coach or umpire will be tolerated. Managers will address their fans accordingly should they hear or see this conduct taking place.

Rookies Division - Baseball

Rookies Baseball Playing Rules

- No dropped 3rd strike is allowed.



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- No excessive taking bases. However, players are not limited to the number of bases they can take on a batted ball, before the ball is controlled by an infielder, who is in the infield with their hands-up, and time is called by the umpire.
 - After any infielder has control of the ball (on coaches honor/and umpire call) the play ends/dead ball. The runner shall go back to the prior base touched. The umpire shall make the final call.
- Only 1 base on an overthrow.
- Increase minimum play to 9 defensive outs minimum.
 - 6 of the 9 defensive outs must be consecutive.
- Player is not limited to the number of bases they can take on a batted ball, before the ball is controlled by an infielder, who is in the infield, and time is called by the umpire.
- No lead off or stealing of any base is allowed.
- All teams must have a 1st base and 3rd base coach; no other coaches are allowed on the field except for the batting team's coach-pitcher, and then only when that coach is pitching.
- The offensive coach-pitcher must stay off the field during player-pitches.
- Coach-pitcher allowed on field after the batter has had 4 kid pitches without a hit or strike out. The Coach-pitcher must run off field if the ball pitched is put in play by the batter. Any ball that hits a coach in play, will be considered live just as if it hit an umpire.
- 5 run max per inning. The five-run limit will not apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect, as do any applicable time limitations. The final inning must be determined prior to the start of the inning.
- Ten (10) run mercy rule after 4.5 or 5 innings.
- A continuous batting order will be used following rule 4.04 of the Little League rule book.
- 3 outs/switch sides. Strikeouts are outs. If the 7th pitch (or more) is a foul tip, batter will get 1 additional pitch. If the batter does not swing or swings and misses they are out.
- Batter will advance to first base when hit by player (non-strike) pitched ball.
- Defensive positioning: no more than 2 innings at the same position.
- Only 9 players on defense, players will be rotated and will not sit out more than one inning before rotating back onto the field. All players must be rotated out before a single player sits out a second time. All players will have to sit the bench at least once.
- A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an 'out' for each at bat.



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- Sliding (feet first only) is allowed for safety to avoid collisions. Runners who fail to slide and collide with a player “may” be called out at the umpire’s discretion. Sliding head first will result in an immediate out.
- No infield pre-game warm up, only in the outfield.
- No bunting
- Home team will be determined by the league schedule. Home team uses the 3rd base dugout, Visitor uses the 1st base dugout.
- No new inning can start after 1.5 hours unless there are no other teams following your game. Managers will decide if the game shall continue for one additional inning. If one Manager wants to continue and the other does not then the game will be over.
- Tie games: if the score is tied and Managers agree, then one additional inning can be played if no other game is scheduled following your game. If the score remains tied after that inning, the game is considered a tie.
- On defense, managers may substitute players at any time.
- On offense, managers cannot change the batting line up.

Rookies Baseball Pitching Rules

- A regulation baseball will be used for all games.
- Pitching – distance is 38’ for baseball.
 - Pitch count limits as defined by LLI under Minors rules and days-rest requirements are in effect for Rookies.
 - The batter gets up to 7 pitches including 4 pitches from the player pitcher and remaining pitches from the offensive coach.
 - i. If the coach throws a 7th pitch and the batter does not swing, or swings and does not make contact, the batter is out.
 - ii. Players playing pitcher must field the position to the side or rear of the coach pitcher, never in front. The pitcher must stay in that position without moving until the ball is released and crosses the plate.
- Coach’s three total pitches count towards strike outs.
 - Player pitcher’s count carries over to when the coach starts pitching.
 - If a player swings and misses on the last coach pitch they are out unless it is a foul ball. A batter can have as many coach pitches if they are fouled off.
 - There are no called strikes with a coach pitcher. If a player does not swing on the third coach pitch, the batter is out.
- The offensive team’s “coach-pitcher” is not allowed to coach/instruct the batter (adjusting stance or positioning, etc) or the runners. This is in an effort to keep up the pace of play.
- Coach will pitch from the 38’ distance for baseball. Coach may kneel or stand.



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- No walks.
- Observe Minor division pitch count rules outlined in the LLI Little rule book.
 - 7 and 8 year olds may only throw a maximum of 50 pitches per day. If the pitcher reaches the 50 pitch count in the middle of an at-bat, they may finish pitching to that batter and it will be recorded as having pitched only 50 pitches.
 - 9 year olds playing 'down' in the Rookie Division are limited to one inning or up to 35 pitches in a game. If the pitcher reaches the 35 pitch count in the middle of an at-bat, they may finish pitching to that batter and it will be recorded as having pitched only 35 pitches.
 - Mandatory days of rest for pitchers are defined by Little League and will be followed. (baseball only)
- Kid pitches no more than 2 innings per game. Next game; no pitching, (this will allow all players a chance to pitch). Managers are on the honor system.
- Every Player can pitch, unless that player / parents do not want the player to pitch. All players should be given an opportunity to pitch in a season.

AA Rookies Division - Softball

AA Rookies Softball Playing Rules

- Rookies Softball uses hybrid Player Pitch - *Coach Pitch rules as defined in Rookies Baseball Pitching Rules*
- A regulation 11" softball will be used for all games.
- Pitching distance will be 35'
- All defensive players should be used on the field. All infield positions shall be covered with remaining players being used in the outfield.
- All players should be rotated to all positions. No player can play the same infield position for more than one inning.
- If a pitch hits a batter, that batter may not take a base.
- No infield fly rule.
- The 5-run rule will be enforced in every inning but the last inning.
- An inning will end in one of the following four ways:
 1. Defensive teams records 3 outs
 2. If the last batter of the inning gets a fair hit, the base runners may cross home plate until a defensive player touches home plate with the ball in their possession;
 3. All present team members have batted and the last batter makes an out or doesn't get a hit.
 4. Once the team batting has scored five runs.
- When the batter receives 4 balls from the kid pitcher, an adult coach from the offensive team will be used to pitch the remainder of the strikes. If the coach hits



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their batter with a pitch, the batter will get another pitch in replacement. There will be no “mulligans” for poor pitches. Coaches should use their judgment wisely on who is pitching. If the batter fails to put the ball in play after 3 strikes the batter shall be called out.

- Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND comes under control of a defensive player. Any runner over halfway to the next base may continue to that base.
- No bunting.
- Bats must be no longer than 33”, not more than 2 1/4” diameter and printed with a BPF 1.20.
- All infielders are recommended to wear a facemask.
- If needed due to injury or illness, a pinch runner may be used. The pinch runner shall be the player last recorded out.
- Managers and Coaches are allowed on the field.

Minors Division Rules - Baseball and AAA Softball

WSLL Minimum Playing Time Rules - Minors

The Minors Division will follow the official regulation and playing rules as defined by [Little League International](#), with the following exceptions to Minimum Playing Times. These exceptions only apply to Regular Season games, and are an increase above the minimum playing times required by Little League International.

- Increase minimum play to 9 defensive outs minimum.
 - 6 of the 9 defensive outs must be consecutive.
- Both starters and substitutes may re-enter the game on defense
 - Note: A pitcher in baseball may not re-enter the game as a pitcher if removed but can re-enter the game as a pitcher in softball.
- Continuous batting order. Minor division games are played using continuous batting order per LLI rule 4.04 (NOTE 1).
- A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an ‘out’ for each at bat.

AAA Minors Softball Pitching and Batting Rules

- **Players use 11” softball**
- **Pitching rubber is 35 feet from home plate**
- There is no pitch count limit for pitchers
- All player pitch
- Individual games will be scored and a winner/loser known.



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- 3 outs/switch sides. Strikeouts are outs. No dropped 3rd strike.
- 5 runs max per inning. The five-run limit will not apply in the sixth or final inning or in any extra innings. The final inning must be determined prior to the start of the inning.
- Both starters and substitutes may re-enter the game for anyone on defense but remain in the same batting position.
- Stealing is allowed but only one base per pitch.

Majors Division Rules - Baseball and Softball

WSLL Minimum Playing Time Rules - Majors

The Majors Division will follow the official regulation and playing rules as defined by [Little League International](#), with the following exceptions to Minimum Playing Times, Substitutions, and Batting Order. These exceptions apply to Regular Season games only, and are an increase above the minimum playing times required by Little League International.

- The following changes apply to Regular season play only:
 - Increase minimum play to 9 defensive outs minimum.
 - 6 of the 9 defensive outs must be consecutive.
 - Both starters and substitutes may re-enter the game on defense
 - Note: a pitcher may not re-enter the game as a pitcher if removed.
 - Continuous batting order. All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.
 - A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an 'out' for each at bat.

Majors Softball Pitching and Batting Rules

- **Players use 12" softball**
- **Pitching rubber is 40 feet from home plate**
- There is no pitch count limit for pitchers
- All player pitch
- Individual games will be scored and a winner/loser known.
- 3 outs/switch sides. Strikeouts are outs. Dropped third strike is in effect.
- 5 runs max per inning. The five-run limit will not apply in the sixth or final inning or in any extra innings. The final inning must be determined prior to the start of the inning.
- Stealing is allowed for any base.



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Juniors Division Rules - Softball

WSLL Minimum Playing Time Rules - Juniors

The Majors Division will follow the official regulation and playing rules as defined by [Little League International](#), with the following exceptions to Minimum Playing Times, Substitutions, and Batting Order. These exceptions apply to Regular Season games only, and are an increase above the minimum playing times required by Little League International.

- The following changes apply to Regular season play only:
 - Increase minimum play to 9 defensive outs minimum.
 - 6 of the 9 defensive outs must be consecutive.
 - Both starters and substitutes may re-enter the game on defense
 - Note: a pitcher may not re-enter the game as a pitcher if removed.
 - Continuous batting order. All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.
 - A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an 'out' for each at bat.

Majors Softball Pitching and Batting Rules

- **Players use 12" softball**
- **Pitching rubber is 43 feet from home plate**
- There is no pitch count limit for pitchers
- All player pitch
- Individual games will be scored and a winner/loser known.
- 3 outs/switch sides. Strikeouts are outs. Dropped third strike is in effect.
- 5 runs max per inning. The five-run limit will not apply in the sixth or final inning or in any extra innings. The final inning must be determined prior to the start of the inning.

Stealing is allowed for any base. END OF SEASON (EOS) **TOURNAMENTS**

Rookies Division EOS

- No EOS tournament for AA Rookies Softball.
- Based on the number of teams in the division, the league will hold a double elimination EOS tournament to determine the Rookie division league champion
- The draw for seeding for the tournament will be randomly drawn.



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- Regular season rules, including pitch counts and 5-run per inning limits, apply for the end of season tournament.
 - A five run maximum per inning is imposed, which would complete the half inning. The five-run limit will not apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect. There are no time limits in effect.
- League supplied umpire(s) will be in place for all tournament games.

Minors Division Baseball and AAA Softball EOS

- The league will hold a double elimination end of season tournament to determine the league champions.
- The draw for seeding will be based on the results of the regular season standings. The tournament brackets will be taken from the Little League website, in accordance with the Little League Rulebook. Teams will be ordered based on:
 1. Win-Loss Record (0.5 wins for each tie)
 2. Head-to-head matchup results
 3. Runs allowed (all games)
 4. Runs allowed (only in head-to-head matchups)
- Pitch counts (baseball only), days rest (baseball only), and 5-run maximum for innings 1 through 5, apply for the end of season tournament.
 - A five run maximum per inning is imposed, which would complete the half inning. The five run limit will not apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect.
- Minimum playing time on defense will follow LLI rule 3.03(b). (6 consecutive out minimum)
- Continuous batting order is still in effect for EOS Tournament for Minors.
- There are no time limits in effect. All games must be regulation games as defined by LLI rules.
- The winner of the EOS Tournament will represent the League in the District 7 Tournament of Champions.

Majors Division Baseball and Softball EOS

- The League will hold a double elimination end of season tournament to determine the league champions for each division.
- The draw for seeding will be based on the results of the regular season standings. The tournament brackets will be taken from the Little League website, in accordance with the Little League Rulebook. Teams will be ordered based on:
 1. Win-Loss Record (0.5 wins for each tie)
 2. Head-to-head matchup results
 3. Runs allowed (all games)



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4. Runs allowed (only in head-to-head matchups)
- Teams may play two games in one day.
 - Pitch counts, days rest, and run limit [rules](#) apply.
 - The Majors Division will be played under LLI Tournament rules and playing time minimums with the following exceptions and clarifications:
 - Exception: "RS" baseballs may be used
 - LLI Tournament Rule 9 and 10 indicating continuous batting order
 - Minimum playing time on defense will follow LLI rule 3.03(b). (6 consecutive out minimum)
 - The winner of the EOS Tournament will represent the League in the District 7 Tournament of Champions.

Juniors Softball Division EOS

- The League will hold a double elimination end of season tournament to determine the league champions for each division.
- The draw for seeding will be based on the results of the regular season standings. The tournament brackets will be taken from the Little League website, in accordance with the Little League Rulebook. Teams will be ordered based on:
 1. Win-Loss Record (0.5 wins for each tie)
 2. Head-to-head matchup results
 3. Runs allowed (all games)
 4. Runs allowed (only in head-to-head matchups)
- Teams may play two games in one day.
- Pitch counts, days rest, and excessive scoring rules apply.
- The Junior Division will be played under LLI Tournament rules and playing time minimums with the following exceptions and clarifications:
 - Will follow LLI Tournament Rule 9 and 10 indicating continuous batting order.
 - Minimum playing time on defense will follow LLI rule 3.03(b). (6 consecutive out minimum)
- The winner of the EOS Tournament will represent the League in the District 7 Tournament of Champions.

All Divisions EOS Rules

- TIE GAME: When the completion of six innings and the score is tied, the following tiebreaker will be played to determine a winning team:
 - The seventh inning will be played as normal.
 - Starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.



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- Majors only - An eligible substitute or special pinch runner may be inserted for the runner.
- Each manager must declare ineligible pitchers (due to pitch count / days rest) as well as any pitchers who are limited to pitching just 1 inning at the plate meeting with the umpire prior to the game.
- The higher seed will be the home team until the championship game where the winners bracket team is the home team. In the event of a rematch, the loser bracket team will be the home team. game required.
- Reminder - Seeding is based on the draw outlined for each division above.

BASEBALL AND SOFTBALL-STARS

General Information

The League will follow the official regulation and playing rules as defined by [Little League International](#). The League will have the following All-Star teams for Baseball and Softball divisions as long as there are sufficient players to field a team:

- 8- to 10- Division - a 8/-9-10-year-old team referred to as the 10's
- 9- to 11- Division - a 9-10-11-year-old team referred to as the 11's
- Little League (Major) Division - a 10-11-12-year-old-team referred to as the 12's
- Junior League team (ages 12-14)
- Senior League team (ages 13-16)

If necessary, the age ranges for the upper division teams may overlap in accordance with Little League Rules and Regulations.

All eligible players in the Rookies , Minors and Majors, Intermediate, Juniors and Senior divisions will receive information regarding the West Seattle Little League All-Star process by mid-April from the All Star Committee. Information will come in the format of a league wide email introducing All-Stars and information will also be placed on the WSLL Website. Managers will be fully aware of the All-Star process and able to answer general questions regarding the process, however are not able to discuss nomination or selection of All-Star players before due process.

There are costs associated with All-Stars however scholarships are available.

All-Star Committee

The President shall recommend five to seven Board members to serve as All-Star Committee (ASC) representatives. Potential All-Star Managers will not be selected. The members will be approved by a vote of the full Board. The All Star Committee members will be posted on the West Seattle Little League website All-Star page for the duration of All-Star play.



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The ASC is responsible for:

- Establishing and communicating all deadlines and dates for All-Stars. The ASC shall reference State LL dates, District 7 dates, WSLI Bylaws and WSLI schedules in setting dates with the goal of having the player selection as late as possible in the season.
- Communication with the league regarding All-Stars.
- Facilitating All-Star Manager selection
- Facilitating All-Star Player selection
- Clarifying, resolving and/or escalating issues that arise during the course of All-Stars

The All-Star committee shall be selected at the March WSLI board meeting.

Manager and Coach Eligibility

All managers and coaches who have managed or coached in the appropriate division for at least one-half of the regularly scheduled current season games and have not been ejected or suspended due to a Code of Conduct violation in the current season are eligible to serve as an All-Star Team Manager. The All-Star Committee reserves the right to elect managers and/or coaches that did not manage or coach in the appropriate division for at least one-half of the regularly scheduled current season games if no manager/coach steps forward.

- Any Coach Pitch, Rookies, Minors or Majors Manager or Coach may be a 10's (8-9-10) All-Star Team Manager.
- Any Coach Pitch, Rookies, Minors or Majors Manager or Coach may be a 11's (9-10-11) All-Star Team Manager.
- Any Majors Manager or Coach may be a 12's - Little League (Majors) (10-11-12) All-Star Team Manager.
- Any Manager or Coach in the Junior, 50/70 Intermediate or Senior, may become an All-Star Manager in the division in which they coached during the regular season.

Candidates for All-Star Manager/Coach will be evaluated by the following criteria in no specific order of importance:

- Experience managing/coaching tournaments (e.g. All-Stars, end-of the year, outside WSLI), West Seattle Little League, and/or outside league teams.
- Game/rule knowledge and ability to teach fundamentals, positively motivate and bring out the best in every player.
- Sportsmanship and conduct throughout the season on and off the field.
- Ability to represent West Seattle Little League in a positive way.



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- Ability to assess the skill levels of players without bias toward their own child or current team players and to assign players to the appropriate positions to field the most competitive team.
- Ability to communicate positively with players, parents, league and district officials.
- Commitment to practice and game schedules throughout the district, state, regional, national and international levels.

Manager and Coach Selection

The President shall send out an email inviting all Managers and coaches eligible to submit a letter of interest in mid-April. Letters of interest shall then be sent to the President and All-Star Committee for review by a date set forth in the communication.

The ASC will facilitate the All-Star Manager selection process. All-Star Managers shall be selected by a vote of the regular season Minors Managers for the 10's (8-9-10) All-Star Team), Majors Managers for the 11's (9-10-11), 12's Little League (Majors) Division (10-11-12), and Juniors (12-13-14) All-Star Teams, as well as two to four umpires selected by the All-Star Committee. The number of umpires selected should ensure there is an odd number of total votes. (If even # of managers voting, then include 3 umpires. If odd # of managers voting, include 2 umpires.) In the event of a tie, or other unusual circumstances, the All-Star Committee has authority to make or validate all final decisions, using criteria as stated in the By-Laws.

The selected All-Star Managers will choose up to two Coaches from eligible Managers and Coaches for each of the 10's (8-9-10), 11's (9-10-11), 12's Little League (Majors) (10-11-12) and Junior's (12-13-14) teams who have also not been ejected or suspended due to a code of conduct violation in the current season. The All-Star Committee shall provide input, if required.

All-Star Managers shall be announced mid-May. Assistant coach(es) shall be announced no earlier than June 1st.

If an All-Star Manager/Coach replacement needs to occur during the tournament season, replacement Managers/Coaches need to be submitted to and approved by the President and All-Star Committee.

Player Eligibility

The President and/or ASC will solicit names of eligible players interested in participating in the All-Star process prior to the end of regular season play in early May. To be eligible for the All-Star selection, a player must meet the following criteria:



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- Players must have declared themselves interested in being considered for All-Stars through the process defined by the President and ASC no later than the deadline set.
- Players must meet current Little League International rules for All-Star eligibility: [What Parents Need to Know About All-Stars - Little League](#)
- Players must commit to being available for 100% of practices and tournament games, unless due to injury, illness, or other circumstances, with prior approval by the All-Star Manager.
- To be eligible for the Juniors Little League Division (12-13-14) All-Star team, a player must be playing in the Juniors Division.
- To be eligible for the 12's Little League (Majors) Division (10-11-12) All-Star team, a player must be playing in the Majors Division.
- To be eligible for the 10's (8-9-10) or 11's (9-10-11) All-Star teams, a player must be playing in the Minors or Majors Division.
 - Player parents have the ability to indicate whether their player is available to "play up" during the declaration process.

Player selections will be based on:

- **Character** – consistently demonstrating a spirit of fair play, integrity, adaptiveness, humility, confidence and perseverance whether winning or losing.
- **Leadership** – consistently demonstrating a positive attitude, hustle, cooperation, care for teammates on the field and in the dugout, and an overall commitment to the team.
- **Skills and Knowledge** – consistently demonstrating strong regular season on-field performance, ability to compete, experience at various positions, and skill with batting, fielding, baserunning and situational awareness.

Player Selection

Once eligible players have been compiled by the All-Star Committee, the selection will take place in three phases

- (1) Player Vote
- (2) Manager/Coach Vote
- (3) All-Star Manager Selection



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Player Vote:

Player ballots will be issued to players by the Player Agent. Ballots must be completed no later than the end of regular season play.

- Each player in the Juniors Division votes for their top three 14-year-olds to play on the 12-13-14 All-Star team. All eligible players will be included on the ballot.
- Each player in the Majors Division votes for their top three 12-year-olds to play on the 10-11-12 All-Star team. All eligible players will be included on the ballot.
- Each player in the Majors Division votes for their top three 11-year-olds to play on the 9-10-11 All-Star team. All eligible players will be included on the ballot.
- Each player in the Minors Division votes for their top three 10-year-olds to play on the 8-9-10 All-Star team. All eligible players will be included on the ballot.

Player Agents tabulate the ballots to identify the top three vote recipients for each All-Star team. Those three players are then awarded a spot on their respective All-Star Team.

- In case of a tie, the top two (2) players are awarded a spot on their respective All-Star team. The tied 3rd place candidates are voted on at the Managers/Coach All-Star voting meeting by ALL Managers/Coaches present. In the event of another tie, or other unusual circumstances, the All-Star Committee has authority to make or validate all final decisions, using criteria as stated in the By-Laws

Manager/Coach Vote and All-Star Manager Selection

Player Agents, with support from the All-Star Committee as necessary, will convene a meeting to complete the remainder of the player selection process. The attendees of the player selection meeting shall be:

- President
- Vice President of Softball or Baseball - depending on Division (or other board member appointed by the President)
- Lead Player Agent
- Majors Player Agent (for the 11s (9-10-11), 12s (10-11-12) and Juniors (12-13-14) selection)
- Minors Player Agent (for the 10s (8-9-10) selection)
- The Manager and one primary coach for each Majors and Juniors team (for the 11s (9-10-11), 12s (10-11-12) and Juniors (12-13-14) selection).
- The Manager and one primary coach for each Minors team (for the 10s (8-9-10) selection).



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- Named All-Star Coaches who are not included as an attendee as a regular season manager or primary coach may attend the player selection in a non-voting capacity.

In the event the Manager and/or the primary coach from a team is unable to attend and would like to either appoint a team representative, remote dial in, or vote by proxy, the All-Star Committee will consider the request on a case-by-case basis. (Team representatives need to be very familiar with the team)

The meeting will proceed as follows:

Little League (Majors) - 12s (10-11-12) Team

1. The Majors Player Agent will announce the three (3) players awarded a spot on the 12s (10-11-12) All-Star Team by the players. In case of a tie for the 3rd spot, the top two (2) players will be awarded a spot on the 12s All-Star Team. The tied 3rd place spot is voted on by the Majors Managers and Coaches.
2. Majors Managers and Coaches discuss and evaluate remaining eligible players.
3. Majors Managers and Coaches vote by paper ballot on all remaining eligible players.
4. The six (6) players receiving the most votes are awarded a spot on the team. In case of a tie, the top five (5) players will be awarded a spot on the 12s All-Star Team. The Managers and Coaches vote again on the tied players. The player with the most votes is awarded a spot on the 12s All-Star Team. If the tie persists, the player is selected by the All-Star Manager.
5. The All-Star Manager has the option of vetoing one player if they believe the player does not meet the criteria of Character, Leadership, Skills and Knowledge as stated in the All-Star selection process. The veto shall then be considered by the All-Star Committee. A decision must be made immediately as to not delay the selection process. This process is confidential, and information should not leave the room. Any participant to this process who is determined by the executive board to have shared any information regarding a veto is subject to disciplinary action as per the Code of Conduct violation consequences.
6. The All-Star Manager selects the additional players for the team from the remaining eligible players prior to the 11s (9-10-11) team selection beginning.
7. The Little League (Majors) 12s (10-11-12) All-Star team is formed and these players are removed from further consideration.

11s (9-10-11) Team

1. The Majors Player Agent will announce the three (3) players awarded a spot on the 11s (9-10-11) All-Star Team by the players. In case of a tie for the 3rd spot, the top two (2)



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players will be awarded a spot on the 11s All-Star team. The tied 3rd place spot is voted on by the Majors Managers and Coaches.

2. Majors Managers and Coaches discuss and evaluate remaining eligible players.
3. Majors Managers and Coaches vote by paper ballot on all remaining eligible players.
4. The six (6) players receiving the most votes are awarded a spot on the team. In case of a tie, the top five (5) players will be awarded a spot on the 11s All-Star Team. The Managers and Coaches vote again on the tied players. The player with the most votes is awarded a spot on the 11s All-Star Team. If the tie persists, the player is selected by the All-Star Manager.
5. The All-Star Manager has the option of vetoing one player if the Manager feels the player does not meet the criteria stated in the Bylaws, and the veto is confirmed by the All-Star Committee. This decision must take place immediately, so the next age group can begin its All-Star Selection process. This process is confidential, and information should not leave the room.
6. The All-Star Manager selects the additional players for the team from the remaining eligible players prior to the 10s (8-9-10) team selection beginning.
7. The 11s (9-10-11) All-Star team is formed and these players are removed from further consideration.

10s (8-9-10) Team

1. The Minors Player Agent will announce the three (3) players awarded a spot on the 10s (8-9-10) All-Star Team by the players. In case of a tie for the 3rd spot, the top two (2) players will be awarded a spot on the 10s All-Star team. The tied 3rd place spot is voted on by the Minors Managers and Coaches.
2. Minors Managers and Coaches discuss and evaluate remaining eligible players.
3. Minors Managers and Coaches vote by paper ballot on all remaining eligible players.
4. The six (6) players receiving the most votes are awarded a spot on the team. In case of a tie, the top five (5) players will be awarded a spot on the 10s All-Star Team. The Managers and Coaches vote again on the tied players. The player with the most votes is awarded a spot on the 10s All-Star Team. If the tie persists, the player is selected by the All-Star Manager.
5. The All-Star Manager has the option of vetoing one player if the Manager feels the player does not meet the criteria stated in the Bylaws, and the veto is confirmed by the All-Star Committee. This process is confidential, and information should not leave the room.
6. The All-Star Manager selects the additional players for the team from the remaining eligible players.
7. The 10s (8-9-10) All-Star team is formed and these players are removed from further consideration.



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Juniors and Senior League Teams

All players meeting minimum play requirements are eligible to be selected for the All-Star team. Teams will be formed based on invitation from All-Star manager. The All-Star manager will determine the roster size and players for All-Star team. If WSLI fields more than one team within a division of play, an All-Star tryout and team selection process will be followed.

Announcement & Commencement of All-Star Teams

In accordance with LLI rules, the release of names of players selected for the All-Star Teams will not be announced and practices will not start prior to June 1st.

All-Star Managers shall notify each player that was selected for their All-Star team. The All-Star Committee will send an email to the players who opted-in but were not selected. After all players who opted-in have been notified, the All-Star Committee will post all of the All-Star rosters on the website to inform the rest of the league.

If any All-Star Manager determines that, due to injury or absence, insufficient players are available, the manager can request additional players within Little League Tournament rules. Alternates or substitution players are to be selected from the available pool of All-Star nominees. The All-Star Manager will submit any alternates or substitution player selections to the All-Star committee for approval.

Prior to any tournament outside of Washington State, the parents/guardians shall determine an adult who is the player's Chaperone. The Chaperone then becomes a member of the All-Star Chaperone Committee and represents West Seattle Little League. The All-Star Chaperone Committee is only active for tournaments outside of Washington State.

Uniforms

All-Star Uniforms: Pants, belts, sleeves, jersey, socks and hat/visor will be provided by WSLI. Sweatshirts will be purchased at the discretion of the parents. The player will provide all other uniform/wearing apparel such as helmets and face masks. All-Star pants and belts provided by the league are the property of West Seattle Little League and must be returned to the Manager after the final team tournament game.