



2025 BYLAWS

Amended October 2025
WEST COVINA AMERICAN LITTLE LEAGUE

Mission Statement

Our mission is to provide an environment where kids feel safe to learn and enjoy the game of baseball.

BYLAWS 2025

West Covina American Little League

League ID # 405-19-13

Cortez Park
2441 E Cortez Street, West Covina, CA 91791

League President:
Emma Ousterhout
Website: www.wcall.org

SCOPE

These Bylaws are subject to and subordinate to the Official Little League Regulations and Playing Rules and the Little League Operating Manual.

STATEMENT OF PURPOSE

West Covina American Little League (WCALL) Local Rules are intended to assist managers, coaches, parents and players in understanding the bylaws and regulations, which have been adopted by the WCALL Board of Directors ("BOD") for the 2025 Little League Season. Adhering to these rules will facilitate the league's operations running smoothly. We have a proud tradition of past volunteer service to the young boys and girls in our community. The goal of the Board of Directors is to provide an environment that is both fair and safe and one that works toward building character and respect. With the assistance of our volunteers and parents, this tradition will continue for many years ahead!

These Local League Rules are designed only to list the WCALL bylaws and regulations. All other rules and regulations governing the operation of WCALL and the playing of the games are in accordance with two books published by the worldwide governing body of Little League baseball - the 2025 Official Little League Rulebook, Official Regulations, Playing Rules and Operating Policies. This is a supplement to the Operations Manual and Rule Book provided by Little League International. All WCALL Board Members, Managers, Coaches, Team Parents and Umpires should familiarize themselves with these rules and all supplements especially all new rules for the 2025 Season. Little League is now offering a free app with rules and regulations.

We strongly urge all parents, managers, and coaches to bear in mind that Little League is just one significant step in your child's growth as an athlete and individual. It's vital to maintain this perspective when interacting with both the players and the volunteers - including managers, coaches, board members, team parents, snack bar assistants, scorekeepers, and umpires - who dedicate their time and energy to make this League a source of pride for your family and community. Any amendments to the WCALL Bylaws must be approved by the Board.

VOLUNTEER REQUIREMENTS, ROLES & EXPECTATIONS

VOLUNTEER REQUIREMENTS: All volunteers must complete the following steps to ensure player safety and comply with league and state policies. WCALL Safety Officer will be compiling data and assisting volunteers through this process.

- Little League Volunteer Application in Sportsconnect
- Pass JDP Background Check (processed through Sports Connect by WCALL Safety Officer)
- Livescan (required by the State of California, volunteer may incur a processing fee-discretion of BOD)
- Diamond Leader Training
- Concussion Training
- Abuse Awareness Training
- Submit photo for badge processing

MANAGER ROLE: The head coach of a team responsible for overseeing practices, game strategies, and the overall development of players. The manager makes decisions during games and is the primary point of contact with parents and league officials.

- Must fulfill all the volunteer requirements listed above.
- Vetted and selected by Coaching Coordinator, Approved by BOD
- Spring Managers are evaluated for their ability to lead All-Star Teams and/or Tournament of Champions (TOC) during the regular practices, spring season games, sunday select practices, and/or tournaments
- Must adhere to the Manager's Code of Conduct
- Must follow the expectations set below

MANAGER EXPECTATIONS:

- Attend preseason workouts and clinics
- Be available to commit to a minimum 4 hours a week for practices
- Be available to commit to weekly games or have a coach fill in
- No suspensions at any point in WCALL history
- Commit to Umpiring (or assigning a parent in their team) to 2 games during the season (with no division conflict)
- Meet the \$900 team sponsorship by the due date (automatic playoff first game loss/no all star vote)
- Assist with Field Prep Requirements before/after games
- Attend all **required** manager meetings and trainings
- Attend Opening and Closing Ceremonies
- All managers may be required to lead Sunday practices and/or tournaments with a select team.
- Maintain and report accurate scorekeeping, including pitch count and scores, sign off at the end of each game
- Download the LL Rulebook app and ensure compliance with all updated 2025 rules, including ensuring that all equipment is legal and proper
- Report all incidents, including injuries, to the Safety Officer within 24 hours, regardless of severity

***Performance during the spring season, Sunday practices, and tournaments will be used to evaluate managers.**

COACH: Assists the manager with training, running practices, and guiding players during games. Coaches help develop the players' skills and support the manager with game decisions and player management.

- Must fulfill all the volunteer requirements listed above.
- Selected by each Manager, Approved by BOD, considering No suspensions at any point in WCALL history
- Spring Coaches are evaluated for their ability to lead All-Star Teams and/or TOC Tournament of Champions during the regular practices, spring season games, sunday select practices, and/or tournaments
- Must adhere to the Coach's Code of Conduct
- Must follow the expectations set below

COACH EXPECTATIONS:

- Assist the manager with a minimum 4 hours a week for practices
- Assist the manager with weekly games or fill in as manager when needed
- No suspensions at any point in WCALL history
- Assist with Field Prep Requirements before/after games
- Attend all **required** coach's meetings and trainings

TEAM PARENT: A volunteer responsible for coordinating communication between the team's parents and the manager. They often help organize team events, snacks, schedules, and any fundraising or social activities.

- Must fulfill all the volunteer requirements listed above.
- Must adhere to the Team Parent Code of Conduct
- Selected by the Team Manager, Approved by Team Parent Coordinator and President, considering No suspensions at any point in WCALL history

TEAM PARENT EXPECTATIONS:

- Be available at practices for parents to communicate and ask questions
- Be available at games, (rookie and farm will have dugout duty), team parents are not allowed inside dugouts for minor and above
- No suspensions at any point in WCALL history
- Assist in meeting the \$900 team sponsorship by the due date
- Assist with Maintaining the dugouts clean before/after games
- Attend all required team parent meetings and trainings
- Attend Opening and Closing Ceremonies, League Events

DIVISION COORDINATORS to be selected before Opening Day, they are not considered a BOD position.

UMPIRES will be contracted annually by the Umpire in Chief with the approval of the BOD, who will be responsible for their assignments and for their actions off the field. The Umpire in Chief will work in collaboration with the Vice President to ensure proper conduct, training and official League play in all divisions and enforce and maintain fairness and compliance with Little League Rules and Regulations along with WCALL Bylaws.

DISCIPLINE

Please consult WCALL Code of Conduct Policies for a detailed overview.

SUSPENSIONS

- A. Any person who is ejected from a game:
- Will automatically be suspended for a minimum of one (1) game for the first offense.**
 - Forfeit the privilege of managing or coaching for the second offense.
- **Note:** If a coach or manager is ejected from a game, the ejected manager/coach **should not** be replaced by another person residing outside the field boundaries.
 - An ejected or suspended Manager or Coach may not be in contact with his/her team in any manner (e.g., verbal, text, phone, etc.), nor sit in the stands.
 - The ejected Manager and/or Coach must remain at least 500 feet from the Playing Field at all times during the suspension.
 - Any Manager who intentionally advises his/her team to forfeit a game in an effort to conserve a pitcher(s) **will** be suspended for no less than one game for the first sustained violation.
 - Any Manager who uses another player from another league, team, or division to fill a roster position to play a league game **will** be suspended for no less than one game for the first sustained violation.
 - **All non-umpire ejections will be at the discretion of the EC. If suspension will be served, the manager will be notified within 48 hours of discussion. Safety concerns are Zero Tolerance.**

Any Manager who knowingly allows or encourages a player to use unauthorized Little League approved equipment **will** be immediately ejected from the game and **will** be suspended for no less than one game for the first sustained violation.

FINANCIAL RESPONSIBILITIES

- **Registration and Snack Bar Deposit fees are to be adjusted by the current BOD based on inflation.**
- **All WCALL participants are required to participate in WCALL Fundraisers.**
- **Additionally, as a team, WCALL participants are required to meet a \$900 sponsorship goal. The requirement may be levied by the acquisition of sponsors or pre-approved team fundraisers. All approvals will be made by the Sponsorship Coordinator.**

TEAM FUNDRAISERS

- A. All teams are encouraged to conduct team fundraisers in order to meet their sponsorship requirement. Once having met their team sponsorship requirement, teams are able to keep 70% of their profits over the cash goal of \$900 for special team purchases.
- B. Requests for additional Team Fundraisers are to be submitted to the **Sponsorship Coordinator for pre-approval** and must follow little league guidelines. .
- C. Fundraisers cannot conflict with items being sold in the snack bar (i.e., no burgers, nachos, drinks, etc.)
- D. The Sponsorship Coordinator will schedule any team fundraisers based on league event schedule.

SPONSORSHIP AND OVERAGES

Teams exceeding the \$900 Sponsorship Requirement

- A. Any team who exceeds the \$900 sponsorship requirement will be given the opportunity to utilize up to 70% of the sponsorship overage for special team purchases.
- B. All funds must be disbursed equally amongst the players **and cannot be used for alcoholic beverage purchases or gift card purchases.**
- C. **All funds must be pre-approved and recorded by the Treasurer** Any item that is not equally distributed (each player gets his own), personalized, or are single item purchases (i.e., Catcher's gear, left-handed gloves, bats, etc.) will become property of WCALL and is to be returned at the close of the season. Treasurer to keep records and report to BOD at the monthly meeting.
- D. **Deadline For Sponsorship Overages will be listed in the League Event Calendar. Any amount not used by the team will become part of WCALL General Fund.**
- E. Managers and Team Parents will be held accountable for reaching the \$900 team sponsorship, any team who does not meet the amount by the deadline posted will automatically incur a first game loss in playoffs. (Farm-Major), Rookie Managers should have 100% full team participation to host Rookie Day and Intermediate-Junior should have 100% full team participation to be entered into District Tournaments including TOC.

IN KIND DONATIONS

- A. Value of In-kind Donations will be assessed according to 80% of retail value at the time of donation (invoice required or comparison). To be submitted to the Sponsorship Coordinator and Treasurer.
- B. In-Kind Donations in the form of a service **will not automatically** make a team eligible for reimbursement if the \$900 requirement is not exceeded. No In-Kind donation can be used towards overages used for special purchases. **In-Kind donations to be pre-approved by the Sponsorship Coordinator and Treasurer.**
- C. Final reimbursement is to be at the discretion of the Treasurer

SNACK BAR DEPOSIT: All players' parents are required to complete **two (2.5 hour)** shifts, a total of 5 hours, in order to receive their Snack Bar Deposit refund. All parents must select their shifts by contacting our Concession Manager.

REFUNDS: West Covina American Little League incurs costs each season, including but not limited to utilities, groundskeeping, equipment purchases, uniforms, registration processing, and other year-round operating expenses. The WCALL refund policy is as follows and all requests **MUST** be submitted in writing to the Treasurer. Communication through managers/coaches/team parents/volunteers/social media will not be accepted. **Any refund to incur a \$25 processing fee.**

Refunds after Player Evaluations (Tryouts) will not be honored, no exceptions. The deadline for refunds will be posted on our website.

PLAYER EVALUATIONS

Player Skill Evaluations are necessary for allocating players into teams through a draft conducted by managers in the Farm, Minor, and Major Divisions. Managers are encouraged to have representatives present during both the main evaluation session and the makeup session. To assist in a fair evaluation of each player, the Player Agent and Coaching Coordinator will also participate in the process.

Player Skill Evaluations are not required for Rookie, Intermediate and Junior Divisions as teams will be assigned by the Player Agent.

PREPARING FOR EVALUATION

Players should prepare for evaluations by wearing the right gear, including a safety cup, baseball glove, and helmet, and bringing water. Managers should also come equipped with a lawn chair, clipboard, pen, and notes from the previous season to help with evaluations. A Skills Evaluation Ranking Sheet will be provided to managers with a list of candidates in their division, including their tryout number, league age, and rating columns.

EVALUATION DATE

Evaluation Sessions for Players are held in January, including the Main Evaluation Session and the Makeup Session. Depending on the Player Agent's discretion, extra one-on-one skill evaluation appointments may be scheduled.

EVALUATION DAY PROCESS

Every player will be given a bib with a tryout number and asked to verify their registration information. Additionally, each player will receive raffle fundraiser tickets. Once the bib is pinned to the back of the jersey, players will be asked to line up in the order of arrival and wait for further instructions from the coaches.

The evaluation process will focus on five distinct areas: batting, catching fly balls, fielding ground balls, throwing, and speed & agility. Each skill will be scored on a scale of 1-5, with 25 being the highest possible score. Sportsmanship and other factors will also be noted in the comments. When evaluating players, managers will review their scores and carefully consider the comments to help them make informed draft decisions. These evaluations also play a crucial role in calculating a player's overall average score.

MANAGER'S CHILDREN

For a fair and unbiased evaluation process, it is essential that managers' children participate in Player Skill Evaluations and are evaluated using the same standards as other players. This practice will assist managers in objectively ranking players and placing them in their appropriate round during the draft.

NO SHOWS

Every player must be evaluated. In order to guarantee an effective draft, every player must undergo an evaluation process. To facilitate this process, West Covina American Little League board has scheduled multiple evaluation days. As a parent or guardian, it is your responsibility to ensure that your player attends one of the evaluation opportunities, a make-up session, or schedule an appointment with the Player Agent. If a player is unable to attend any of these events, they will be classified as a "No Show." Please refer to WCALL Draft Procedures to understand how a player's draft selection may be affected if they fail to show up.

PETITION FOR ADVANCEMENT OF PLAYER

To ensure balanced, fair, and equitable play, all players must register for the division determined by their birth date. However, players are eligible to either petition to play up to the next higher division or play down to a lower division. The Player Agent reviews and approves all petitions, consults with the safety officer for input when necessary and makes the final decision.. It's important to note that the general policy is to never allow a player to skip a division. They may only petition to play up if they have already completed a season in the division they would otherwise be registered for. At any level with a Skills Evaluation, players scoring in the top tier of the next age level may be contacted and/or asked to consider the next level up, depending on circumstances. To ensure balanced teams for competitive play, the Player Agent may opt to bring up players from younger divisions to fill a roster. However, priority placement is given to players of the little league age for their defined division, and petitions are only considered if there is available space after priority placement for each division.

Petition to Play Up

In order for players to advance to a higher division, they must attend the evaluation for that division. This is a prerequisite for being considered eligible for the draft in the desired division. This policy only applies to players advancing to Farm, Minor and Major drafted divisions. If the Player Agent and Coaching Coordinator determine that a child may be at risk by participating in a specific division, they may be deemed ineligible for that division's draft. This policy is in place to prioritize the safety and well-being of all players. The Player Agent should discuss this matter with the player's parent or guardian before making a final decision. In such cases, the player will be placed in their designated division according to their Little League age. *Please note that Little League Age Nine (9) year olds are eligible to petition to play in the Major Division.*

Petition to Play Down

If a parent or guardian considers their child ineligible for their assigned division based on their little league age, the Player Agent will step in to determine the best division for that player based on their skills and ability. However, the league will not place a player in a division if it poses a safety risk for them and their teammates. The Player Agent will consult with the child's parent or guardian prior to declaring the child ineligible. In such cases, they would be assigned to a division based on their little league age. *Little League Age Seven (7) year olds can petition to play in the Rookie Division. Little League Age Ten (10) year olds can petition to play in the Farm Division. Little League Age Eleven (11) year olds can petition to play in the Minor Division.*

SEASON DRAFT PROCEDURES

PURPOSE

The purpose of the draft process is to establish a fair system that distributes players of similar skill levels among teams in Farm, Minor, and Major divisions. Draft Procedures do not apply to Rookie, Intermediate and Junior Divisions since teams will be assigned by the Player Agent. Drafts are conducted every Spring Season to create new teams. However, a Winterball draft may be conducted based on registration numbers, as determined by the Player Agent. Prior to the draft, managers are given the chance to assess each player's abilities and select the talent they wish to draft during the Player Evaluation Sessions. The Coaching Coordinator and Player Agent also provide support to managers in the evaluation and rating of each player. The ultimate objective is to establish well-balanced teams by fairly distributing talent among each division. The Player Agent oversees the draft process with the assistance of the Coaching Coordinator. If a dispute arises, the Player Agent's decisions are final with the support of the executive board in attendance. *The draft process is guided by Little League Operating Manual's Draft Process Plan A.*

TEAM REQUESTS

We do our best to accommodate requests for coaches, siblings, and friends in the Rookie Division Only, however, we cannot guarantee that all requests will be granted. Please submit any requests during registration. Please note that once the rosters have been released and uniforms have been ordered, players will not be able to switch teams. Unfortunately, we are unable to accommodate requests for specific teams, managers, coaches, or teammates in the Farm, Minor, Major, Intermediate and Junior divisions.

DRAFT ATTENDEES

All managers must attend the draft. If an unforeseen absence occurs, a representative must be selected to act as a substitute. Additionally, the Player Agent, Coaching Coordinator, and other vital Executive Committee Members are invited to attend. Board members with a vested interest in a division (such as managing, coaching or having a child playing in that division) must recuse themselves from board-related discussions pertaining to that division. However, manager's may participate in the draft process solely as their team's manager. If the Player Agent is in this situation, the Coaching Coordinator will oversee the draft process for that division. Players or parents are not allowed to attend the draft process under any circumstances.

DRAFT POOL CANDIDATES

Before the draft begins, all managers will receive a comprehensive list of the draft pool candidates, as well as a copy of the Player Agent and Coaching Coordinator's completed Skills Evaluation Ranking Sheet. We advise managers to come equipped with their own draft notes and completed Skills Evaluation Ranking Sheet to share with everyone in attendance.

DRAFT DAY

Draft occurs after all evaluations have been completed, typically the day following the last evaluation session. Attendees meet at Cortez Park (boardroom above snack bar) at the scheduled division time.

DRAFT METHOD

The managers will draft using the serpentine draft method, often referred to as "Snake" draft. *The draft process is guided by Little League Operating Manual's Draft Process Plan A.*

Here's how it works: In a six-team division, the draft order would be 1-2-3-4-5-6- 6-5-4-3-2-1-1-2-3-4-5-6, etc. Teams at each end of the order effectively have two consecutive picks straddling the end and beginning of consecutive rounds.

In other words, in a six-team division, the draft would begin with team one and end with team six. The draft order would then reverse, with team six beginning the next round, and team one ending it. This pattern continues until all positions have been filled. Teams at either end of the order have the advantage of two consecutive picks that straddle the beginning and end of consecutive rounds.

DRAFT ORDER & TEAM NAMES

The draft order is determined by a random selection process. At the beginning of the draft, each team manager draws a number from a hat, which determines their team's place in the draft. After the draft order is established, the selection of team names follows in reverse order, with the last pick receiving the privilege of choosing their team name first. (unless already determined prior to draft due to uniform vendor production schedule)

TEAM FORMATION

To ensure fairness and balance, Little League Rules dictate the minimum and maximum number of players a manager can choose based on the age groups. In the Major division, for example, no team can have more than eight players of Little League age twelve (12). If a Major Division manager surpasses the maximum number of twelve (12) year old players, the Player Agent will alert them during the draft and ask them to make selections to comply with the rule. Typically, teams should have a total of 12 or 13 players, depending on registration totals. The Player Agent will establish and communicate these rules before the draft begins.

PLAYER'S "OVERALL AVERAGE SCORE"

Each player will be assigned an "Overall Average Score". To determine each player's "Overall Average Score," we consider a variety of factors. We take an average of the player's rankings from the manager's Skills Evaluation Ranking Sheets and also consider their sportsmanship and other relevant factors. All managers in that division, along with the Player Agent and Coaching Coordinator, discuss and agree upon this score throughout the draft process. Utilizing this score will assist managers in selecting players of similar skill levels in each draft round.

MANAGER'S CHILD OR "PROTECTED PLAYER"

During the drafting process, a manager's child is safeguarded from being drafted by other managers. Managers are required to draft their children onto their team, assigning them to the appropriate round based on their Overall Average Score. The allocation process for a manager's child should take place at the start of the draft. No other player will receive draft protection, including the children of coaches, board members, or other volunteers.

***A manager's protected player only applies to children, grandchildren, or relatives of the immediate family. Any unrelated players will be at the discretion of the Player Agent and Executive Committee.*

NO SHOWS

Every player must be evaluated. In order to guarantee an effective draft, every player must undergo an evaluation process. To facilitate this process, West Covina American Little League board has scheduled multiple evaluation days. As a parent or guardian, it is your responsibility to ensure that your player attends one of the evaluation opportunities, a make-up session, or schedule an appointment with the Player Agent. If a player is

unable to attend any of these events, they will be classified as a "No Show." Players who are marked as a "No Show" will be drafted into teams in the following manner:

- **Returning Known WCALL Player:** In the event that a returning WCALL player is a "No Show" but their baseball skills and abilities are **known**, the Player Agent, Coaching Coordinator, and Managers must convene before the open draft begins to discuss the player's skills and abilities. If the majority of managers are aware of the player's capabilities, that player will be placed in the open draft and ranked solely by those managers who are knowledgeable about the player. Each of those players will receive an Overall Average Score and will be eligible for drafting by any manager during their respective round.
- **New Players To WCALL/Unknown:** At the conclusion of the open draft, any no-shows who are new to WCALL or unfamiliar to the Player Agent, Coaching Coordinator, or Managers will be chosen randomly through a blind draw process commonly referred to as "hat pick". The team that is expected to draft next will be assigned the player whose name is drawn first.

DRAFTING SIBLINGS

WCALL Bylaws permit siblings in the same division to play on the same team, unless their parent or guardian requests otherwise and the Player Agent approves the request. Additionally, when drafting a player who has a sibling in the division, the draft round for the second sibling will be determined by their Overall Average Score to ensure they're placed appropriately.

For instance, if a player is drafted in the 3rd round and has a sibling with an Overall Average Score of 2, their brother will occupy the appropriate round for that same team based on their rating.

TRADES

Once a player is drafted to a team, that player becomes the team's property, and unless traded, will remain on that team for the entirety of the spring season. **Trades will only be allowed in the draft room immediately following the draft, under no circumstances will trading be allowed once manager's leave the draft room.**

The Player Agent with assistance of the Coaching Coordinator will review and approve or deny each trade that is proposed. Trades can be made for a player picked in the same number round or one above or one below.

Example: Team Dodger has expressed interest in trading their round pick 3 to Team Angels. While other teams may also submit a request to trade for the same round pick, the final decision to accept or reject any offers rests solely with Team Angels. If they choose to accept an offer, they may trade for an equal round pick 3, or make a counteroffer with a round pick above or below (i.e. round pick 4 or round pick 2).

DRAFT DAY PROCESS

The draft process is designed to methodically select candidates to fill the Farm, Minor, and Major division teams.

The Player Agent will call the Draft to Order:

1. The draft order will be determined through a random draw.
2. Teams will choose their names in reverse draft order.
3. Protected Player: Manager's child(ren) will be placed based on agreed Overall Average Score.
4. The Player Agent will disclose any "sibling requests" and "petitions for advancement."
5. Known WCALL players who were a "No Show" will be discussed and assigned an Overall Average Score.
6. Throughout the draft process, a screen/board will display all remaining available players. Live draft selections will be visible to attendees in real time.
 - a. The team that was chosen first from the hat pick will be given a reasonable time to make their selection.

- b. In the event that no selection has been made within a reasonable time, the Player Agent and Coaching Coordinator will collaborate to guide the manager in selecting a player.
- 7. Managers make their selections by announcing the tryout number and the name of the player. Once a selection has been made, the Player Agent will repeat the tryout number and name to ensure accuracy.
- 8. All managers must select a player in every round until all players have been chosen.
- 9. New WCALL or Unknown Players who were marked as a "no show" will be chosen through a blind draw process "hat pick." The team expected to draft next will receive the first player drawn.
- 10. Start of Trade Proposals – *subject to no particular order*

CONFIDENTIALITY

The draft process maintains strict confidentiality, including the assessment of players, player draft order, and potential trades. All attendees are responsible for keeping the draft and its materials confidential. Once the draft is completed, all materials must be returned to the Player Agent. Please note that any violation of this policy by a Manager or their substitute may result in suspension.

POST DRAFT INFORMATION

PLAYER NOTIFICATION OF TEAM SELECTION

Once the draft is complete and the Player Agent confirms the rosters, the managers will be notified that they are permitted to contact the players on their teams. **Do not contact any drafted player until you are authorized in writing by the Player Agent.** Once the rosters are released and uniforms have been ordered, players will not be transferred.

TEAM ROSTERS, BACKGROUND CHECKS AND TRAINING

To enable the Safety Officer to perform background checks, we ask that all managers provide contact details (full name, phone number, and email) for their coaching staff once the draft is completed. In the event that this information is not available on draft day, it is the responsibility of managers to provide the Player Agent and Safety Officer with this data as soon as it becomes available in order to finalize the team roster. Please note, All Managers, Coaches, Volunteers and Team Parents **MUST** complete the Background Check, Concussion and Diamond Leader Training and review the Online Child Protection Information before any participation on the field. **Every manager must ensure that their entire coaching staff has been cleared by the Safety Officer before participating on the field. No exceptions!**

ITEMS ISSUED TO MANAGERS

Managers will be issued WCALL badges, safety kits, keys to the school practice field and Cortez Park field after completing mandatory training and passing a background check. Additionally, a comprehensive Manager's Team Binder complete with player emergency information and other pertinent information will be provided at the Managers Meeting on a date to be determined. Items will be issued by the Safety Officer, and it is the responsibility of each manager to return them during closing ceremonies.

MANDATORY BADGE WEARING POLICY

All coaches, managers, team parents and volunteers are required to wear their WCALL badges at all times during practices and games. There are no exceptions to this policy.

LATE REGISTRANT

There will be no late registrant players. Due to the draft process, players must be registered by the last day of registration posted on the league calendar.

COACHING STAFF ALLOWED PER TEAM

Farm, Minor, Major, Intermediate and Junior Division

One (1) Manager (Livescan fee covered by WCALL)

Two (2) Coaches (Livescan fee covered by WCALL)

No Volunteer (substitute coaches) limits (responsible for paying Livescan fee)

One (1) Team Parent (Livescan fee covered by WCALL)

Only One Manager and Two Coaches are allowed on the field and dugout during a game, Volunteer Coaches may fill in for a Manager or Coach as a replacement. (Team Parents are not allowed inside the dugout unless replacing a coach or manager).

Rookie Division

One (1) Manager (Livescan fee covered by WCALL)

Four (4) Coaches (Livescan fee covered by WCALL)

No Volunteer (substitute coaches) limits to Rookie Division (responsible for paying Livescan fee)

One (1) Team Parent (Livescan fee covered by WCALL)

Only One Manager, Four Coaches and One Team Parent are allowed on the field and dugout during a game, Volunteer Coaches may fill in for a Manager, Coach or Team Parent as a replacement.

Special Needs/Female Players:

- Special Needs Person – One (1) additional person (parent/grandparent) will be allowed on the team staff as long as they have passed a background check to attend to that player **only**. If the parent says the player has special needs the league will then request an IEP and make proper accommodations.
- Female Players - One (1) additional person (parent/grandparent) will be allowed on the team staff as long as they have passed a background check to attend to that player only.

PLAYER RELEASE AND REPLACEMENT

There may be a vacancy on a team due to a player's departure or an injury.

- **Player Departure:** Players may choose to withdraw from WCALL during the season due to various factors such as relocating, illness, quitting, family issues, or other personal circumstances.
- **Injury:** If a player is injured for an extended period, the Player Agent will consult with the Safety Officer and make the final decision on whether to replace the player. The decision to play with fewer team members is not the Manager's responsibility.

REPLACEMENT PROCESS

If a replacement player is needed, the manager must immediately inform the Player Agent and provide information about the vacancy. According to the Little League Operating Manual, the Player Agent is responsible for obtaining the official release of the player to be replaced, if they are leaving Little League, or confirmation of the injury date and duration. It's also important to include the Safety Officer in any communication that involves injured players.

When more than one vacancy occurs simultaneously, the Player Agent should prioritize replacement players based on the date and time of notification. To help with this process, the Player Agent will provide the Manager with a list of suitable players that prioritizes those on the Waiting List first (if any) and eligible candidates from Lower Divisions second. If a player is selected to move up to fill a vacancy, the Player Agent will inform the player's parent or guardian directly without seeking approval from their current manager. The decision lies with the player and their parent/guardian.

Manager's Responsibility Contacting Potential Replacement Player

In accordance with our Code of Conduct, Managers and Coaches are prohibited from contacting ***potential replacement players***, their families/guardians, or their current manager. All communication must be directed to and from the Player Agent, and any violation of this rule will be viewed as a significant breach of conduct.

PLAYER AND TEAM INFORMATION

TEAM ROSTERS

- A. All Junior, Intermediate, Major and Minor Division Team Rosters will have a least twelve (12) players on their roster as established by the League (registration permitting).
- B. Teams may have eleven (11) players on their roster if an injury occurs and players will return back prior to the end of season or Teams may carry thirteen (13) players.
- C. During Winterball season, teams may have 13-15 players on the roster.

In creating team rosters, it is important to remember Little League Regulation III. This Regulation provides the league with an outline in roster structure and formatting.

PLAYER AWARDS

Awards will be presented to the following:

- A. All members of the winning teams of each division after championship play will receive a trophy
- B. All members of the second-place teams of each division after championship play will receive a trophy
- C. All remaining players will receive a participation medal.
- D. Any other participation awards must be sanctioned and approved by the League.

TEAM & GAME REQUIREMENTS

SEASON LEAGUE PLAY

All divisions will play a minimum of twelve (12) regular season games, followed by a double-elimination playoff tournament to determine the division champions (Rookie division is exempt).

PRE-GAME WARM UP

- A. Teams will not be allowed on the infield until all of the field prep is completed and both managers have approved the field.
- B. Infield warm-up time is not guaranteed. The field will not be used for infield warm-ups, unless there are at least fifteen (15) minutes remaining prior to the next scheduled game, in the following manner and will be enforced by Board Member on Duty:
 - a. Each team will be restricted to one-half of the available time beginning with the visiting team- the time will be divided equally.
 - b. Teams should warm up outside the fences and be ready to play.
 - c. Managers can get their pitchers ready by having the pitchers and catchers warm up in the bullpen area
 - d. Pre-Game Hitting- Batting cages are not allowed for pre-game hitting or during another team's game.

FIELD MAINTENANCE

- A. It is the responsibility of BOTH team managers to prepare the field prior to taking infield warm-ups. The field preparations include the watering of dirt areas, raking/dragging the infield, chalking the lines and placement of bases (if applicable). These preparations should be completed 15 minutes before and after the game. It is crucial to adhere to this requirement without any exceptions, failure to do so will result in repercussions
 - a. **HOME TEAM: Handles chalking and watering pre-game**
 - b. **VISITING TEAM: Handles watering and raking/drag the infield and mound post-game**
- B. Immediately following each game, both teams in all divisions must patrol the playing field and their dugouts for debris, trash and personal property. Managers must ensure that no items are left behind and that dugouts and fields are ready for the next team to play. Please place any unclaimed leftover items in the lost and found bin inside the snack bar.

SCOREKEEPING

- A. Each team in the League should appoint: (Rookie/TeeBall Exempt)
 - a. A Scorekeeper
 - b. Pitch Count Recorder/Scoreboard Operator
- B. Only scorekeepers, announcers, working umpires and League Officials on League business are permitted in the scorekeeper's booth. Managers and Coaches are not permitted in the scorekeeper's booth unless on official business.
 - a. **HOME TEAM:** Scorekeepers are to be a responsible ADULT provided by Managers of the Home team.
 - b. **VISITING TEAM:** Pitch Count Recorder/Scoreboard Operators are to be a responsible ADULT provided by Managers of the Visiting team.

Note: Scorekeepers and Pitch Count Recorder/Scoreboard Operator are to be a responsible and trained ADULT Volunteer assigned by Managers, If no responsible/trained Adult volunteer is available, the Manager must appoint a team Coach to this position.

- C. The Umpire-in-Chief for the game **will** ensure these policies are enforced and the game starts on time. In addition, per Little League Rule 6.07

Note: "The umpire and the scorekeeper **should** not direct the attention of any person to the presence in the batter's box of an improper batter (a batter batting out of order)." Rule 6.07 is designed to require constant vigilance by the Players and Managers of both teams.

- D. **MANDATORY- REPORTING OF SCORES:** Upon finishing each game, the scorekeeper and pitch count recorder should obtain signatures on the scorebook and pitch count sheet from both managers to confirm the official results. Additionally, a photo of both team's scorekeeping and pitch count should be forwarded to the Scorekeeping Coordinator or Player Agent for recording game standings on WCALL website.

GAME RULES AND TIME LIMITS

GENERAL GAME RULES

Refer to the Little League Rule book for a comprehensive overview of official game rules. Per Little League Rulebook Regulation X(c), the league may be permitted to impose time limits on the games. **The following rules are the WCALL Bylaw adjusted rules for regular season play exclusively; Little League Rules must be adhered to for playoffs.**

- A. Please refer to the Little League Rulebook, Rule 8.00 for Pitcher and Catcher Rules and Limitations.
- B. Thrown or batted balls only be played in the areas provided. Fences and structures are excluded from use.
- C. **No Forfeits, follow the pool player policy. (with the exception of school events affecting half of the team) Teams will play no matter how many players, automatic loss, pitch count is considered.**
REWORD
- D. Uniformed players, managers, coaches, and umpires should be permitted within the confines of the playing field just prior to and during games. **Batboys and/or batgirls are not permitted at any level of play and are not covered by League insurance.**
- E. **Except for the batter, base-runners, and base coaches at first and third bases, all players should be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players should be on their benches or in the bullpen per Little League Regulation Baseball Regulation XIV and for the safety of our players.** (With the exception of one player for bat retrieval during play.
- F. Only volunteers who have cleared background checks and completed the proper training will be considered for dugout duty.
- G. The official game start time is considered the scheduled game time. The only exception would be the umpire being tardy, BOD discretion whether to adjust the game scheduled time.

Note: Due to League safety concerns and liability, parents, siblings, or other non-approved volunteers ARE NOT allowed on the playing field or dugout areas during a game. Any non-compliance with this Bylaw may result in the suspension of the Team's Manager. Managers and their appointed Coaches are responsible for the selection of their teams and for their actions on the field [Regulation 1(b)].

JUNIOR AND INTERMEDIATE DIVISION

Please refer to the Little League Rulebook for each of these Divisions.

MAJOR DIVISION

MAJOR TIME LIMITS

- A. **Drop Dead Time:** 2 hours and 15 minutes, (*exception: when the umpire calls last inning*)
- B. **No New Inning After:** 2 hours
- C. **Night games:** cannot continue past 10:00 PM
- D. **Minimum Innings:** 4 innings (unless drop dead time has been met or *umpire calls last inning*)
- E. **Maximum Innings:** 6 innings (unless a tie and drop dead time has not been met or *umpire calls last inning*)
- F. **A called game ends at the moment the umpire terminates play Per Little League Rulebook 4.00**
EXCEPTION: The umpire has the right to call "last inning" based on time. **No scores will be reverted due to an incomplete inning.**
- G. **Playoffs: 6 innings must be played outside of mercy, playoff games cannot end in a tie.**
Final Score is determined when the umpire has "called the game". All pitches thrown during the game count towards the pitch count. Per Little League Rulebook.

MAJOR RUN LIMITS/MERCY RULE

- A. **Run Limits:** Five (5) runs max per innings is not applicable in Major (all innings are open)
- B. **Mercy Rule:**
 - a. 15 run lead after 3 innings
 - b. 10 run lead after 4 innings
 - c. 8 run lead after 5 innings

MAJOR GAME RULES

- A. **Mandatory Play:** Teams should use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player will be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. At the manager's discretion in choosing to include player(s) into the lineup.
- B. **Pinch/Replacement Runner:** Pinch Runner used for catcher with 2 outs in the inning. Pinch Runner will be the last batter out
- C. **Ties:** Game can end in a tie
- D. **Restroom Break:** Player up to bat and in restroom is treated as an out - no pausing the game
- E. **Infield fly rule:** applies
- F. **Home plate:** Open all season and can be stolen
- G. **Coach Pitch:** Not Allowed
- H. **Drop Third Strike:** applies (including playoffs)

MINOR DIVISION

MINOR TIME LIMITS

- A. **Drop Dead Time:** 2 hours, (*exception: when the umpire calls last inning*)
- B. **No New Inning After:** 1 hour and 45 minutes
- C. **Night games:** cannot continue past 9:45 PM
- D. **Minimum Innings:** 4 innings (unless drop dead time has been met or umpire calls last inning)
- E. **Maximum Innings:** 6 innings (unless a tie and drop dead time has not been met or *umpire calls last inning*)
- F. **A called game ends at the moment the umpire terminates play Per Little League Rulebook 4.00**
EXCEPTION: The umpire has the right to call "last inning" based on time. **No scores will be reverted due to an incomplete inning.** **Playoffs: 4 innings must be played outside of mercy, playoff games cannot end in a tie.**
- G. **Final Score is determined when umpire has "called the game". All pitches thrown during the game count towards the pitch count, - Per Little League Rulebook.**

MINOR RUN LIMITS/MERCY RULE

- A. **Run Limits:** Five (5) runs max per innings first three innings and open at the start of the fourth (4) inning
- B. **Mercy Rule:**
 - a. 15 run lead after 3 innings
 - b. 10 run lead after 4 innings
 - c. 8 run lead after 5 innings

MINOR GAME RULES

- A. **Mandatory Play:** Teams should use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player will be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. At the manager's discretion in choosing to include player(s) into the lineup.
- B. **Pinch/Replacement Runner:** Pinch runner is only allowed when injury occurs replacement must be the last batter out
- C. **Ties:** Game can end in a tie
- D. **Restroom Break:** Player up to bat and in restroom is treated as an out - no pausing the game
- E. **Infield fly rule:** Does not apply
- F. **Home plate:** Open all season and can be stolen
- G. **Coach Pitch:** Not Allowed
- H. **Players above the age limit playing up in the Minor Division must adhere to Minor age guidelines.**
- I. **Drop Third Strike:** does not apply

FARM DIVISION

FARM TIME LIMITS

- A. **Drop Dead Time:** 1 hour and 30 minutes, (*exception: when the umpire calls last inning*)
- B. **No New Inning After:** 1 hour and 15 minutes
- C. **Night games:** cannot continue past 9:30 PM - not in previous bylaws so added this time
- D. **Minimum Innings:** 4 innings (unless time stop has been met or umpire calls last inning)
- E. **Maximum Innings:** 6 innings (unless a tie and hard stop has not been met or umpire calls last inning)
- F. **A called game ends at the moment the umpire terminates play Per Little League Rulebook 4.00**
EXCEPTION: The umpire has the right to call "last inning" based on time. **No scores will be reverted due to an incomplete inning.**
- G. Playoffs: 4 innings must be played outside of mercy, playoff games cannot end in a tie.
- H.

Final Score is determined when umpire has "called the game". All pitches thrown during the game count towards the pitch count- Per Little League Rulebook.

FARM RUN LIMITS/MERCY RULE

- A. **Run Limits:** Five (5) runs max per innings first three innings and open at the start of the fourth (4) inning
- B. **Mercy Rule:**
 - a. 15 run lead after 3 innings
 - b. 10 run lead after 4 innings
 - c. 8 run lead after 5 innings

FARM GAME RULES

- A. **Mandatory Play:** Teams should use a continuous batting order of all players on the team roster during the entire season. For any player arriving after a game has started, the player will be placed at the bottom of the batting order without penalty if his/her position in the batting order has been passed. This is not a batting out of order rule violation. At the manager's discretion in choosing to include player(s) into the lineup.
- B. **Pinch/Replacement Runner:** Pinch runner is only allowed when injury occurs, replacement must be the last batter out.
- C. **Ties:** Game can end in a tie
- D. **Restroom Break:** Player up to bat and in restroom is treated as an out - no pausing the game
- E. **Infield fly rule:** Not applicable in Farm Division
- F. **Home Plate:** Open after mid-point of the season and can be stolen
- G. **Coach Pitch:** Refer to the rules below
- H. **Drop Third Strike:** does not apply (including playoffs)

The use of a widened strike zone will be in effect for Farm Division Players in order to encourage batting development.

FARM: FIRST HALF OF SEASON: COACH PITCH ASSISTANCE RULES

Coach pitch assistance is allowed for the first half of the season; in accordance to the rules below. (exact transition date to be announced by Player Agent).

- A. If three strikes are not achieved during Kid Pitch, the pitch count will transition to Coach Pitch, with the strike count carrying over from Kid Pitch

- B. In case of four called balls during Kid Pitch, the coach will pitch a maximum of three pitches
- C. No walks are allowed the first half of the season during Coach Pitch (unless player is hit by Kid Pitch)

FARM: AFTER MID SEASON: PLAYER PITCHING RULES (KID PITCH)

- A. No coach pitch allowed in the second half of the season, only Kid Pitch.
- B. Farm pitchers must be of League age nine (9) or below.
- C. For safety reasons, ten (10) year old players cannot pitch in the Farm division.
- D. No pitcher can pitch more than three (3) innings per game.
- E. A batter will be called out if the third ball is missed.
- F. Foul balls on the third pitch do not count as the final pitch.
- G. Home plate is open and can be stolen

ROOKIE (TEE BALL) DIVISION

This division is strictly instructional!

ROOKIE TIME LIMITS

- A. **Drop Dead Time:** 1 hour (4 innings max or drop dead time)
- B. **No New Inning After:** 1 hour
- C. **Night Games Cannot Exceed Time of:** 8:00PM
- D. **Minimum Innings:** none
- E. **Maximum Innings:** 4 innings (unless hard stop has not been met)

ROOKIE: COACH POSITIONS AND RULES

- A. The Rookie Division Manager will be responsible for bringing a tee for games.
- B. Coaches or managers will make every effort to avoid all balls hit at them. They will also make an effort to avoid obstructing a fielder's throw or vision. If a batted ball hits a manager or coach, the ball becomes dead.
- C. Games must start on time. Managers should have teams ready to play in a timely manner.
- D. The Offensive team will have three (5) adult coaches permitted when their team is batting: one at first base, one at second base, one at third base, and one behind the catcher/plate.
- E. The defensive team can have three (5) coaches on the field. One (1) in the infield/pitcher, three (3) in the outfield and manager on the sidelines.
- F. Team Parents in the dugouts helping players.

ROOKIE: GAME RULES AND FIRST HALF OF SEASON:

- A. The Rookie Division **should** consist of league age Four (4) through Six (6) year old players.
- B. There will only be 12 players total per team in the Rookie Division. Consisting of 7 infielders and 5 outfielders.
- C. Mandatory Play: Teams should use a continuous batting order of all players on the team roster during the entire season. Every child on the Rookie roster **will** bat in a fixed preset batting lineup. One complete batting round of the number of players in the lineup for that day terminates or ends a half inning.
- D. Score is not kept.
- E. No outs in the Rookie Division for the first half of the season.
- F. There will be up to eight (8) attempts (5 off the coach pitch then 3 off the tee). If the ball has still not been hit in fair territory after eight (8) swings, the batter will automatically go to first base.
- G. Play can only be interrupted for an injury of a player.
- H. No defensive player may approach home plate closer than thirty (30) feet until after the ball is hit.
- I. The entire Rookie defensive team will be on the field each inning. There will be a maximum of seven (7) infielders allowed in the infield. The rest of the defensive players **will** be in the outfield.
- J. Rookie players cannot steal or bunt.
- K. Infield fly rule not applicable in Rookie Division

ROOKIE: AFTER MID SEASON- ADDITIONAL RULES:

- A. After mid-season, the traditional three outs/five run rule will be enforced.
- B. After mid-season, the Rookie Division will play traditional three out innings or bat the entire lineup. The defensive team must switch position players each inning. For the first three (3) innings, the game will be played with the traditional three (3) out innings or a scoring limit of five (5) runs.
- C. After mid-season, There will be up to five (5) attempts (3 off the coach pitch then 2 off the tee). If the ball has still not been hit in fair territory after five (5) swings, the batter is considered out.

*** The 3rd coach pitch can be fouled off as many times.*

RESCHEDULED GAMES AND POOL PLAYER POLICY

RESCHEDULING / RAINOUTS

Eight players must be present at the printed game time; if eight players are available the game should be played.

There are no forfeits. (regular season/playoffs)

- If the 9th player shows up, he will be added to the last spot of the lineup.
- If you start with nine, then if a player leaves early, you may continue to play with eight by simply skipping over the missing player without penalty when his/her turn comes up to bat.
- In the event a manager will not have eight players for a game they are to notify the Player Agent.
- There are no automatic forfeits due to not having enough players at game time.
- Games should only be rescheduled for weather, safety concerns, or other unforeseen events and will be done by the scheduler
- All rainouts will be rescheduled by the scheduler and teams notified within 48 hours
- Scheduler will review and schedule for the next available day.
- There will be no going back and forth between managers to check availability.
- Rescheduling of games will most often result in three games in one week.
- At times this may mean that a team will play back-to-back games.
- A missing manager is not a valid reason to reschedule a game.
- Manager must assign a coach or team parent to perform duties in their absence.

POOL PLAYER POLICY

What are "Pool Players"?

*In the event that a team is short on rostered players (8 minimum players) for a regular-season game within their respective division, a pool of players from existing regular-season teams will be available for extra games. These players have volunteered to participate when necessary. The league's Player Agent will manage and oversee the pool players. **These same rules will also apply to district interleague play.***

Please refer to Little League Rulebook Regulation V(c) for rules aside from our bylaws.

LOCAL RULES FOR POOL PLAYERS:

- ONLY the Player Agent has the authority to assign a pool player to a team, and managers and/or coaches cannot randomly select players from the pool.
- Limit of 3 pool players per team.

STEPS FOR MANAGERS TO OBTAIN A POOL PLAYER:

1. Determine that you are in need of a player to abide by Little League Rule Book, Rule 4.17 which states that a game may not be continued with less than nine (9) players on each team.
2. Contact the Player Agent and ask for a Pool Player with a minimum of 24-hour notice.

POOL PLAYERS OBTAINED IMPROPERLY:

- A. If a manager obtains a Pool Player improperly, the Player Agent will determine if that manager will be suspended for his/her next regularly scheduled game.
- B. Any Pool Player that is not obtained properly should be considered an ineligible player and the opposing manager can protest the game based on that. (Little League Rule Book, Rule 4.19)

POST SEASON COMPETITION

Competitions only occur during the Spring Baseball Season

PLAYOFFS

At the conclusion of the regular season, WCALL will conduct a double-elimination playoff tournament for the Farm, Minor, Major, Intermediate, and Junior Divisions to determine division champions. The champions of the Minor, Major, and Intermediate Divisions shall represent WCALL in the District 19 Tournament of Champions (TOC). These playoffs shall be exclusive to WCALL teams and shall provide a competitive conclusion to the regular season. The playoff schedule and format shall be determined by the League Scheduler in coordination with the BOD.

TOURNAMENT OF CHAMPIONS (TOC)

Every Spring Season, the WCALL BOD decides whether to participate in All-Star and Tournament of Champion (TOC) tournaments. If approved, the league applies and pays the required fees to enter.

Playoff champion teams from the Minor, Major, Intermediate, and/or Junior divisions will represent WCALL in the District 19 Tournament of Champions (TOC). These teams will proudly wear their regular season uniforms, showcasing their achievement and unity as they compete against other District 19 leagues, such as Azusa, La Puente, Pacific Coast, West Covina National, Baldwin Park American, BP Eastside or BP National. This is only a district level tournament.

TOC teams consist of the same player roster, one (1) Manager, one (1) Team Parent and a maximum of two (2) Coaches from the regular season team unless a violation of the Code of Conduct or Expectations occurs. In such cases, the Executive Committee will appoint a replacement.

At the conclusion of the tournament, the District 19 TOC champions will be crowned and awarded a championship banner to celebrate their accomplishment. Additionally, if WCALL takes the championship title, a custom metal plaque featuring the team roster will be created and displayed above our snack bar as a lasting tribute to their dedication, teamwork, and success.

ALL-STAR SEASON

The All-Star season is a post-regular season competition where top players (ages 8 and above) are selected to represent the league in District 19, Sectional, Regional, and potentially State tournaments. Teams are formed by age groups, including 8U (District only), 10U, 11U, 12U, Intermediate, and Junior divisions. If advancing past State level, the Little League, 50/70 and Junior teams may represent WCALL at the Little League World Series.

Selected managers and coaches guide the teams through the competition, aiming for success at each level. At the conclusion of each tournament, the champion teams are crowned and awarded a championship banner to celebrate their accomplishment. Additionally, if WCALL takes a championship title, a custom metal plaque featuring the team roster will be created and displayed above our snack bar as a lasting tribute to their dedication, teamwork, and success.

There are additional fees for uniforms and tournament-related expenses for players selected.

ALL-STAR DRAFT PROCESS

PURPOSE

The purpose of the All-Star Draft process is to equitably choose high-performing players from the regular season roster to represent West Covina American Little League. To decide on the players representing each team in the upcoming tournaments, division managers will rank their players from the regular season roster. Voting is conducted to ensure a fair and merit-based selection of players, emphasizing transparency, optimizing talent, and encouraging collaboration among team leaders.

ATTENDEES

Managers must attend the draft meetings for their respective age groups. If an unforeseen absence occurs, a representative must be selected to act as a substitute. Additionally, the Player Agent, Coaching Coordinator, and other vital Executive Committee Members are invited to attend. Board members with a vested interest in a division (such as managing, coaching or having a child playing in that division) must recuse themselves from board-related discussions pertaining to that division.

The Player Agent will oversee the All Star Draft. If a conflict arises for that division, the order of interim support will be as follows: Coaching Coordinator, VP and Division Director.

Players or parents are not allowed to attend the all star draft process under any circumstances.

ROSTER SELECTION

- A. **There will be No Manager Selection (aka Coach's Pick). The roster will consist of only drafted players.**
- B. The roster selection will be voted on by the managers of the respective age groups.
 - a. Managers will evaluate 14 players per team and select the top 11-12 to form the official roster. Only the final 11-12 players will be publicly announced by Little League approved deadline, while the remaining players will be designated as alternates to address any potential eligibility issues.
 - b. After notifying all selected players, the alternates will be included on the 14-player list. Their names will remain confidential and may be used as permanent replacements during tournaments, subject to the discretion of the Executive Committee (EC). **The inclusion of alternates on the roster is also subject to approval by District 19.**

PLAYER ELIGIBILITY

Please refer to the Little League Rulebook for updated All-Star player eligibility requirements. Players must meet Little League's residency and/or school attendance, or waiver criteria to be eligible for tournament play. Players must participate in eight regular season games before the start of Tournament Play. BOD may waive the minimum participation requirement due to illness or injury. **In order for a player to be eligible to represent WCALL and participate in All-Star and/or Select Team, the guardian(s) must have satisfied ALL financial WCALL obligations AND have completed their obligatory Snack Bar Duty or have surrendered their Snack Bar Deposit to the General WCALL Fund.**

CONFIDENTIALITY

The draft process maintains strict confidentiality. All attendees are responsible for keeping the draft and its materials confidential. Please note that any violation of this policy by a Manager or their substitute may result in suspension. Little League requires all star rosters be released by their approved date.

ALL-STAR TEAM, MANAGER & COACHES SELECTION

All-Star Teams will consist of one (1) Manager, maximum of two (2) Coaches and (1) Team Parent. Manager selects their two Coaches and one Team Parent pending approval from the EC, they MUST be from the respective age groups and have adhered to their Code of Conduct and Expectations.

JUNIOR ALL STAR TEAM

- A. **Team Selection:** One 12–14 year old All Star Team (to consist primarily of 13–14 year old players from the Junior Division. **Note:** *The BOD reserves the right to limit the Junior All–Star Team to 14 year olds only.*
- B. **Managers Attending Draft for this team:** All Managers in the Junior Division.
- C. **Manager Selection:** The Player Agent, Coaching Coordinator, and Vice President will select the most suitable candidate to lead the 12-14 year old All-Star Team, ensuring they align with the Code of Conduct and the expectations set for Managers and Coaches.
- D. **Coach Selection:** The selected Manager may select two (2) coaches for their All-Star Team with EC approval. Coaches must be from the respective age group and have adhered to Coaches Code of Conduct and Expectations.
- E. **Highest Level of possible play:** Little League World Series

INTERMEDIATE ALL STAR 50/70 TEAM

- A. **Team Selection:** One 11-13 year old All Star Team (to consist primarily of 11-13 year old players from the Intermediate Division **Note:** *The BOD reserves the right to limit the Intermediate All–Star Team to 13 year olds only.*
- B. **Managers Attending Draft for this team:** All Managers in the Intermediate Division.
- C. **Manager Selection:** The Player Agent, Coaching Coordinator, and Vice President will select the most suitable candidate to lead the 11-13 year old All-Star Team, ensuring they align with the Code of Conduct and the expectations set for Managers and Coaches.
- D. **Coach Selection:** The selected Manager may select two (2) coaches for their All-Star Team with EC approval. Coaches must be from the respective age group and have adhered to Coaches Code of Conduct and Expectations.
- E. **Highest Level of possible play:** Little League World Series

12U ALL STAR TEAM (10-11-12 YEAR OLD) aka “LITTLE LEAGUE TEAM” or “MAJOR TEAM”

- A. **Team Selection:** One 10–12 year old All–Star Team (to consist primarily of 12 year old players from the Major Division) **Note:** *The BOD reserves the right to limit the Little League All–Star Team to 12 year olds only.*
- B. **Managers Attending Draft for this team:** All Managers in the Major Division.
- C. **Manager Selection:** The Player Agent, Coaching Coordinator, and Vice President will select the most suitable candidate to lead the 10-12 year old All-Star Team, ensuring they align with the Code of Conduct and the expectations set for Managers and Coaches.
- D. **Coach Selection:** The selected Manager may select two (2) coaches for their All-Star Team with EC approval. Coaches must be from the respective age group and have adhered to Coaches Code of Conduct and Expectations.
- E. **Highest Level of possible play:** Little League World Series

11U ALL STAR TEAM (9-10-11 YEAR OLD)

- A. **Team Selection:** One 9–11 year old All–Star Team will consist of players from the Minor and Major Divisions. **Note:** The BOD reserves the right to limit 9–11 All–Star Team to 11 year olds only.
- B. **Managers Attending Draft for this team:** All Managers in the Major Division.
- C. **Manager Selection:** The Player Agent, Coaching Coordinator, and Vice President will select the most suitable candidate to lead the 9-11 year old All-Star Team, ensuring they align with the Code of Conduct and the expectations set for Managers and Coaches.
- D. **Coach Selection:** The selected Manager may select two (2) coaches for their All-Star Team with EC approval. Coaches must be from the respective age group and have adhered to Coaches Code of Conduct and Expectations.
- E. **Highest Level of possible play:** State Level

10U ALL STAR TEAM (8-9-10 YEAR OLD)

- A. **Team Selection:** One 8–10 year old All–Star Team will consist of players from the Minor and Major Divisions.
- B. **Managers Attending Draft for this team:** All Managers in the Minor Division and any Manager with an eligible player in their team from the Major Division.
- C. **Manager Selection:** The Player Agent, Coaching Coordinator, and Vice President will select the most suitable candidate to lead the 8-10 year old All-Star Team, ensuring they align with the Code of Conduct and the expectations set for Managers and Coaches.
- D. **Coach Selection:** The selected Manager may select two (2) coaches for their All-Star Team with EC approval. Coaches must be from the respective age group and have adhered to Coaches Code of Conduct and Expectations.
- E. **Highest Level of possible play:** State Level

8U ALL STAR TEAM (6-7-8 YEAR OLD) aka “SELECT” (DISTRICT 19 TOURNAMENT)

- A. **Team Selection:** 6–7–8 year–old Select Team, Player Eligibility Requirements are different from those tournaments above. Please refer to District 19 guidelines.
- B. **Managers Attending Draft for this team:** All Managers in the Farm Division and any Manager with an eligible player in their team from the Minor Division.
- C. **Manager Selection:** The Player Agent, Coaching Coordinator, and Vice President will select the most suitable candidate to lead the 6-8 year old Select Team, ensuring they align with the Code of Conduct and the expectations set for Managers and Coaches.
- D. **Coach Selection:** The selected Manager may select two (2) coaches for their All-Star Team with EC approval. Coaches must be from the respective age group and have adhered to Coaches Code of Conduct and Expectations.
- E. **Highest Level of possible play:** District Level