



2026 BYLAWS

Amended November 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 2026

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

The West Covina American Little League (WCALL) Bylaws and Local Rules are intended to assist managers, coaches, parents, and players in understanding the policies, rules, and regulations adopted by the WCALL Board of Directors (BOD) for the 2026 Little League season. Adherence to these rules helps ensure that league operations run smoothly and consistently.

WCALL has a long-standing tradition of volunteer service dedicated to the youth of our community. The goal of the Board of Directors is to provide a program that is fair, safe, and respectful, while fostering character development, sportsmanship, and teamwork. With the continued support of our volunteers and families, this tradition will remain strong for years to come.

These Local League Rules are intended to outline WCALL-specific bylaws and regulations only. All other rules governing league operations and game play are defined by publications issued by Little League International, including the 2026 Official Little League Rulebook, Official Regulations, Playing Rules, and Operating Policies. This document serves as a supplement to those materials.

All WCALL Board Members, Managers, Coaches, Team Parents, and Umpires are expected to familiarize themselves with these bylaws, all official Little League publications, and any rule changes introduced for the 2026 season. Little League International also provides a free mobile application containing current rules and regulations for reference.

We strongly encourage all parents, managers, and coaches to remember that Little League represents one important step in a child's overall development as both an athlete and an individual. Maintaining this perspective is essential when interacting with players and the many volunteers—managers, coaches, board members, team parents, snack bar workers, scorekeepers, and umpires—who generously give their time to support the league and our community.

Any amendments to the WCALL Bylaws must be reviewed and approved by the WCALL Board of Directors on an annual basis.

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 when help is needed
- Be available to commit to a minimum 4 hours a week for practices or have a coach fill in
- Be available to commit to weekly games or have a coach fill in
- No suspensions at any point in WCALL history. All matters will be reviewed, with any prior issues taken into consideration.
- Commit to Umpiring (or assigning a parent in their team) to 2 games during the season (with no division conflict)
- Teams are encouraged to reach a \$900 sponsorship goal by the posted deadline. Teams that do not meet the goal may be ineligible for special events, such as playoffs or recognitions.
- Assist with Field Prep Requirements before and after games
- Attend all **required** manager meetings and trainings
- Attend Opening and Closing Ceremonies or have a coach fill in
- 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 rules, including ensuring that all equipment is legal and proper
- Report all incidents, including injuries, to the Safety Officer within 24 hours, regardless of the severity
- Responsible for evaluating and selecting 12 All-Star candidates from their division.

Performance during the season 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. All matters will be reviewed, with any prior issues taken into consideration.
- Assist with Field Prep Requirements before and 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 divisions
- No suspensions at any point in WCALL history. All matters will be reviewed, with any prior issues taken into consideration.
- Assist in meeting the \$900 team sponsorship by the due date
- Assist with Maintaining the dugouts clean before and after games
- Attend all **required** team parent meetings and trainings

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 POLICY

PURPOSE

This section ensures that all managers, coaches, board members, volunteers, parents, and players uphold the values of teamwork, community, inclusion, fun, and integrity as outlined in the WCALL Constitution. Any behavior inconsistent with these values or detrimental to the league, players, or Little League Baseball is subject to disciplinary action.

AUTHORITY

The Board has the authority, by a two-thirds vote, to discipline, suspend, or terminate the membership or volunteer status of any individual—including managers, coaches, or Board Members—whose conduct violates these Bylaws, the League's Code of Conduct, or Little League regulations. The Executive Board (EB) may issue temporary suspensions in urgent safety-related matters until the full Board can review the case.

DISCIPLINARY ACTIONS

Disciplinary measures include, but are not limited to:

- Verbal Warning: For minor first-time infractions.
- Written Warning: Documented notice of violation and required corrective action.
- Game Suspension: One (1) or more game suspensions for violations such as ejections or unsportsmanlike conduct.
- Probation: Conditional participation subject to behavior improvement.
- Removal or Termination: Permanent removal from league positions or membership for serious or repeated violations.

The level of discipline will correspond to the severity of the offense and any prior history of violations.

AUTOMATIC SUSPENSIONS AND EJECTIONS

- First Ejection: Automatic minimum one (1)-game suspension.
- Second Ejection: Immediate removal from managing or coaching duties for the remainder of the season.
- Ejected individuals must be at least 500 feet from the playing field and may not communicate with their team by any means during the suspension.
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.
- Using ineligible players, unauthorized equipment, or knowingly violating Little League rules will result in immediate suspension pending review by the EB. 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.

Safety and respect for players, umpires, and volunteers remain zero-tolerance priorities.

CONDUCT STANDARDS

All participants are expected to:

- Demonstrate sportsmanship and respect toward umpires, players, coaches, officials, and spectators.
- Refrain from aggressive behavior, verbal abuse, threats, or inappropriate language at any time.
- Avoid consumption or possession of alcohol, drugs, or tobacco on league property.
- Sign and Adhere to WCALL's Code of Conduct and all training requirements. Violations of these standards constitute grounds for disciplinary action by the BOD.

DISCIPLINARY PROCEDURE

1. Complaint Filing
 - Any member may submit a written complaint to the President or Safety Officer within seven (7) days of the incident.
 - The complaint must describe the event and identify witnesses or evidence.
2. Preliminary Review
 - The President and Safety Officer conduct an initial fact-finding within five (5) business days to determine if further action is warranted.
3. Hearing and Notice
 - If discipline is deemed necessary, the individual will receive written notice of the charges and hearing date.
 - The member has the right to attend, present evidence, and call witnesses.
4. Board Determination
 - The Board will review all evidence and vote on disciplinary action.
 - A two-thirds majority of those present is required for suspension or termination.
5. Documentation
 - All disciplinary actions must be documented and filed by the Secretary and Safety Officer for record keeping.

APPEAL PROCESS

- A player, coach, or Board Member may file a written appeal within seven (7) days of receiving the disciplinary decision.
- The Appeals Committee—three (3) impartial Board Members not involved in the original decision—shall:
 - Review the appeal within five (5) business days.
 - Conduct a hearing if necessary.
 - Issue a final ruling within seven (7) business days.
- The Appeals Committee's decision is final and binding.

ZERO-TOLERANCE PROVISIONS

Immediate suspension and possible removal will apply to any member who:

- Engages in physical altercations or threatening behavior.
- Uses profanity or aggressive language toward umpires, players, parents, or Board Members.
- Displays discriminatory conduct based on race, gender, religion, or disability.
- Harasses or retaliates against anyone involved in a disciplinary investigation.

RECORD KEEPING AND CONFIDENTIALITY

All disciplinary records and appeal rulings will be kept confidential and maintained by the Secretary and Safety Officer for at least five (5) years. Summaries of final decisions may be shared with Little League District 19 or Little League International for compliance purposes.

FINANCIAL RESPONSIBILITIES

REFUND POLICY

WCALL incurs year-round operating expenses that are non-refundable once committed, such as utilities, field maintenance, equipment, uniforms, and registration processing fees. For this reason, **all refund requests must be submitted in writing to the Treasurer only**; requests made through other board members, managers, coaches, team parents, volunteers, or social media will not be accepted. Approved refunds are subject to a \$25 processing fee. Requests submitted after player evaluations will be reviewed case by case at the discretion of the Executive Board. Refund deadlines will be posted on the WCALL website.

FAMILY PARTICIPATION

WCALL relies on family participation to operate a successful and affordable season. There are three (3) required areas of participation: Snack Bar Support, League Fundraisers, and Team Sponsorships.

**May be adjusted by the Board of Directors each season based on current operating costs and inflation.*

SNACK BAR SUPPORT

The Snack Bar Deposit is pre-paid during registration which helps ensure the snack bar is fully staffed throughout the season. Families with three (3) or more registered players are required to pay only two Snack Bar deposits; the deposit for the third player is waived. A buyout option or approved alternative may be used to satisfy this requirement with prior Board approval.

- **Each player is required to complete two (2) snack bar shifts of 2.5 hours each (total of 5 hours) to receive their Snack Bar Deposit refund.**
- **Parents may opt out of working and forgo their deposit.**
- Snack bar shifts must be selected at the beginning of the season as instructed by the Team Parent.
- The Concession Manager oversees all snack bar scheduling.

LEAGUE FUNDRAISERS

WCALL League fundraisers support the many expenses required to operate a quality program while keeping registration costs affordable for families.

- **All players are required to participate in league fundraisers.**
- **Players who do not meet fundraising expectations may be ineligible for special events.**
- League fundraisers will be announced at the beginning of each season.
- The Fundraising Coordinator oversees all fundraising activities.

TEAM SPONSORSHIPS

Team sponsorships are WCALL's primary source of financial support and help offset registration costs and league expenses. **Teams are encouraged to meet a \$900 Team Sponsorship Goal through one of these three (3) ways: business sponsorships, pre-approved in-kind donations, and/or pre-approved team fundraisers.**

- Once a team meets the \$900 goal, they may keep 70% of any profit earned beyond \$900 for approved team purchases through the Give-Back Program. Some exclusions apply, refer to program details below.
- Teams that do not meet the \$900 Team Sponsorship Goal may be ineligible for special events such as playoffs and recognitions.
- The Sponsorship Coordinator with assistance of the Treasurer will oversee all sponsorship activities.

1. Business or Private Sponsors

Business or Private sponsorships are monetary donations made in exchange for advertising. Sponsors may select from available park or digital sponsorship packages as listed in the Sponsor Form.

- All sponsors must align with Little League standards.
- All sponsorship monetary donations qualify for the Give-Back Program. (more details below)
- Sponsorship packages include either park signage or digital advertising through livestream service.
- All sponsorship forms and payments must be submitted to the Sponsorship Coordinator and/or Treasurer.**
- Sponsorship Payments must be made by check or digital transfer only. No cash is accepted.**
- Checks payable to:
West Covina American Little League
Tax ID: 95-3930215

2. In-Kind Donations

In-kind donations are non-monetary contributions, such as goods or services, that may be applied toward a team's sponsorship goal.

- In-kind donations are valued at 80% of fair retail value at the time of donation. Documentation is required and must be submitted to the Treasurer.**
- All in-kind donation forms must be submitted to the Sponsorship Coordinator and the Treasurer.
- All in-kind donations will be pre-approved by the Sponsorship Coordinator and the Treasurer.
- In-kind donations may be applied toward meeting the \$900 Team Sponsorship Goal but they do not qualify for the Give-Back reimbursement. Refer to the Give-Back Program details below.

3. Team Fundraisers

Team fundraisers are pre-approved activities organized by teams to raise funds toward their \$900 team sponsorship goal.

- All team fundraisers must be submitted to the Sponsorship Coordinator.
- All team fundraisers will be pre-approved by the Sponsorship and Fundraising Coordinators.
- Team fundraisers may not conflict with items sold in the snack bar (e.g., burgers, nachos, drinks) and cannot conflict with the league event calendar.

GIVE-BACK PROGRAM

Once a team satisfies the \$900 Team Sponsorship Goal, the team may be eligible to participate in the Give-Back Program.

The Give-Back Program allows eligible teams to receive reimbursement equal to 70% of monetary sponsorship funds raised in excess of \$900, subject to the conditions outlined below. Reimbursement is issued only after approved expense receipts are submitted.

Eligibility

1. Only monetary sponsorships raised beyond the \$900 Team Sponsorship Goal are eligible for Give-Back reimbursement.
2. In-kind sponsorships may be applied toward meeting the \$900 sponsorship requirement but are not eligible for Give-Back reimbursement.
3. The maximum reimbursement available is 70% of qualifying monetary sponsorship funds raised over \$900.

Reimbursement Conditions

1. Reimbursements are limited to player-focused team expenses used equally among all players (e.g., end-of-season celebrations, team merchandise, or similar team activities).
2. Expense receipts must not include alcohol or gift cards.
3. All receipts must be submitted to the Treasurer by the deadline listed in the League Calendar.
4. The Treasurer will review sponsorship contributions and submitted receipts to confirm eligibility prior to issuing any reimbursement.
5. Any sponsorship funds not reimbursed or claimed in accordance with this program shall revert to the WCALL General Fund.

Examples

Monetary Sponsorships Only: A team raises \$1,400 in monetary sponsorships. The first \$900 satisfies the sponsorship requirement. The remaining \$500 is eligible for the Give-Back Program, allowing a reimbursement of up to \$350 (70%).

Combination of In-Kind and Monetary Sponsorships: A team receives \$900 in approved in-kind donations and \$800 in monetary sponsorships. The sponsorship requirement is satisfied through the in-kind donations. The \$800 monetary sponsorship is eligible for the Give-Back Program, allowing a reimbursement of up to \$560 (70%).

In-Kind Sponsorships Only: A team receives \$1,100 in approved in-kind donations. While the sponsorship requirement is met, no portion qualifies for Give-Back reimbursement because no monetary sponsorships were received.

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 registration time stamp 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. Within each draft, team names will be assigned according to manager seniority from a pre-determined team list pre-approved by the Board.

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.

PROTECTED PLAYERS

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 board members, other volunteers and those of coaches (**unless there is a coaches option in place**).

Coaches Option: The coaches option may only be used if applied uniformly to all managers within a division. If any manager declines the coaches option, it cannot be used in that division. When a coaches option is used, player ranking will be determined by the Player Agent to ensure fairness. The coaches option must be limited to one of the two designated primary "dugout" coaches and must adhere to Coaches Code of Conduct and Expectations set forth by the Board.

A manager's or coach'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.

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.

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 Championship 1st place teams from playoffs will receive a Team Trophy (Farm-Major)
- B. All players of the winning teams of each division after championship play will receive a trophy
- C. All players of the second-place teams of each division after championship play will receive a trophy
- D. All remaining players will receive a participation medal.
- E. Any other participation awards must be sanctioned and approved by the League.

POST DRAFT INFORMATION

PLAYER NOTIFICATION OF TEAM SELECTION

After the draft is completed and rosters are confirmed by the Player Agent, managers will be authorized to contact players on their teams. **Managers must contact their teams within 48 hours of receiving their rosters. If a family cannot be reached, the Player Agent must be notified.** No drafted player may be contacted prior to authorization by the Player Agent. Once rosters are released and uniforms are ordered, player transfers will not be permitted.

CLEARANCE AND TRAININGS

All managers, coaches, team parents, and volunteers must complete a background check, Livescan, and any required training before participating on the field. **Managers are responsible for ensuring their entire staff is cleared by the Safety Officer. No exceptions.**

COACHING STAFF

Managers must provide the Player Agent and Safety Officer with full contact information (name, phone number, and email) of their coaching staff and team parent following the draft. If not available on draft day, this information must be submitted as soon as possible. Please refer to coaching staff allowed based on division.

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)

Additional Volunteers (substitute coaches are 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.

ITEMS ISSUED TO MANAGERS

Upon completion of required clearance and training, managers will be issued WCALL badges, safety kits, and keys to practice and game fields. A Manager's Team Binder containing player emergency and team information will be distributed at the Managers Meeting by the Coaching Coordinator. All issued items must be returned at Closing Ceremonies.

MANDATORY BADGE WEARING POLICY

All managers, coaches, team parents, and volunteers must wear their WCALL badge around their necks at all practices and games. Badges must be worn visibly and accessible to umpires, board members, and volunteers. No exceptions.

LATE REGISTRANT

Late registrations will not be accepted. Players must be registered by the final registration deadline listed on the league calendar due to the draft process. Rookies may be exempt.

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.

TEAM & GAME REQUIREMENTS

SEASON LEAGUE PLAY

All divisions will play a minimum of twelve (12) regular season games, followed by a double-elimination special event “playoff tournament” to determine the division champions (Rookie division is exempt). Playoff tournaments are not required but encouraged.

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 off 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 and Team Parents 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 or Team Parent must appoint a team Coach to this position or they will forfeit the game after a 15 minute grace period.

- 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 Scheduler 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 the majority of the team) Teams will play no matter how many players, automatic loss, pitch count is considered.**
- 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, livescan 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 shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules.
- B. **Pinch/Replacement Runner:** With two (2) outs in the inning, a courtesy runner may be used for the catcher for pace-of-play purposes and shall be the last batter who made an out. If a runner is injured and unable to continue, the injured runner shall be replaced by the last batter who made an out and shall be removed from the game.
- 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 the 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 shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules.
- B. **Pinch/Replacement Runner:** With two (2) outs in the inning, a courtesy runner may be used for the catcher for pace-of-play purposes and shall be the last batter who made an out. If a runner is injured and unable to continue, the injured runner shall be replaced by the last batter who made an out and shall be removed from the game.
- 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 the 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 shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules.
- B. **Pinch/Replacement Runner:** With two (2) outs in the inning, a courtesy runner may be used for the catcher for pace-of-play purposes and shall be the last batter who made an out. If a runner is injured and unable to continue, the injured runner shall be replaced by the last batter who made an out and shall be removed from the game.
- 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 shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules. One complete batting round of the number of players in the lineup for that day terminates or ends a half inning.
- D. Scorekeeping is not required for the first half of the season.
- 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.*
- D. Scorekeeping is encouraged as training for the next division up.

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 pending field availability.
- The 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.
- The 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 Season

PLAYOFFS

At the conclusion of the spring season, WCALL may conduct a double-elimination Special Event-Playoff Tournament for the Farm, Minor, Major, Intermediate, and Junior Divisions to determine division champions. These playoffs shall be exclusive to WCALL teams and shall provide a competitive conclusion to the regular season. At the conclusion of the tournament, the champion team will be awarded a team trophy to celebrate their accomplishment. The playoff schedule and format shall be determined by the League Scheduler in coordination with the BOD.

In addition, the champion teams of the Minor, Major, and Intermediate Divisions may represent WCALL in the District 19 Tournament of Champions (TOC).

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.

ALL-STAR 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.

ALL-STAR ROSTER SELECTION

- A. There will be No Manager Selection (aka Manager's Pick). The roster will consist of only drafted players.
- B. The All Star Roster selection will be voted on by the managers of the respective age groups. Managers will evaluate all players in their age group and select the top 12 to form the official roster. Any potential eligibility concerns regarding players will be addressed by making replacements as necessary. This will be determined solely by the manager's selection votes, based on the positions that need to be filled.

ALL-STAR PLAYER ELIGIBILITY

All-Star eligibility is governed by the Little League Rulebook, including residency, school attendance, and any applicable waiver requirements. WCALL has established the following additional requirements for roster consideration and participation in All-Star and/or Select Team:

- Players must participate in at least 75% of regular-season games. The Board of Directors may waive this participation requirement in cases of illness or injury.
- All financial obligations to WCALL must be fully satisfied.
- Required Snack Bar Duty must be completed or the Snack Bar Deposit submitted to the General Fund.
- All-Star players and their guardian(s) must sign and comply with the All-Star Commitment Letter. Failure to comply with the All-Star guidelines set forth in the Commitment Letter may result in removal from the All-Star roster by the manager, with approval from the Selection Committee.

** The Player Agent and/or President will oversee All-Star Eligibility Requirements and Removals.

ALL STAR 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, rosters cannot be announced prior.**

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