



## Othello Little League

League Id:315323

### Othello Little League (OLL) Bylaws

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

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## **OLL General Information**

### **Mission Statement**

The objective of the Local League is to positively impact youth and communities by using the power of baseball and/or softball to teach life lessons and build stronger individuals and neighborhoods. The League shall be operated by the **City of Othello Parks & Recreation Department**, in alignment with public service and community recreation values. **Little League Baseball is designed to develop superior citizens rather than superior athletes.**

### **Parent and Guardian Participation**

To ensure a positive and enriching experience for all players, every parent and/or guardian of a registered Othello Little League (OLL) player is expected to actively participate and contribute their time and talents to league activities. The success of our programs depends on strong community involvement and volunteer support.

Participation is not only encouraged but essential, and volunteering opportunities include, but are not limited to, the following roles:

- **Serving on the OLL Board of Directors**
- **Acting as a Manager or Coach**
- **Serving as a Team Parent**
- **Volunteering as an Umpire**
- **Assisting during All-Star Tournament Events**
- **Representing families as an OLL Parent Representative**
- **Supporting coaches as an OLL Coach Representative**
- **Tournament scorekeepers**

Parents and guardians are expected to support the league by selecting at least one area in which they can contribute each season.

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

### **OLL Board of Directors**

The Board of Directors shall be the managing authority of the Local League and shall operate under the oversight of the **City of Othello Parks & Recreation Department**.

- The Board shall consist of a minimum of 7 and no more than 15 members.
- **City-appointed Officers** include:



- **President** – Othello Parks & Recreation Coordinator
- **Vice President** – Assistant Parks & Recreation Coordinator
- **Treasurer** – Finance Director or Deputy Finance Clerk
- **Secretary** – Any City employee volunteer approved by the Parks & Recreation Department
- **Volunteer-elected roles** (must be approved by the city):
  - Player Agent
  - Safety Officer
  - Coaching Coordinator

#### Required Board Roles per LLI, Additional OLL Board Roles

- President - Valerie Hernandez
- Vice President- Elena Mendoza
- Secretary- Jezlenn Valdez
- Treasurer- Spencer Williams
- Player Agent- Rudy Ochoa II
- Coaching Representative-
- Safety Officer - Valerie Hernandez

- Co-Field Maintenance Directors- Robin Adolphsen
- Marketing/Communications Director
- Umpire in Chief-
- Division Managers (4)
- ALL Stars Coordinator
- Uniform Director- Valerie Hernandez
- Snack Shack Director - Jackee Carlson

#### OLL PROGRAMS & FEES Programs

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

- 1) **T-BALL DIVISION** operates as a program for league age 4, 5, and 6-year-old players. under Little League T-Ball Rules and Regulations.
- 2) **COACH PITCH DIVISION** operates as a program for league age 6, 7, and 8 year old players under Little League Minor League Baseball Rules and Regulations.
- 3) **MINOR DIVISION** operates as a minor league program for league-age 9 and 10-year-old players under Little League Baseball Rules and Regulations. Players who are league age 8, 11, and 12 years old may be assessed for Minors based on the skill level of the player as discussed by a parent/guardian with a Manager, Coach, or Player Agent.
- 4) **MAJOR DIVISION** operates as a major league program for league-age 11 and 12-year-old players under Little League Baseball Rules and Regulations. Players who are league age 10-year-olds may be assessed for Majors based upon the skill level of the player as discussed by a parent/guardian with a Manager, Coach, or Player Agent. If at any time there are not enough players to fill two teams to play league games ages 9-10, you pass assessments and are deemed at a level safe enough to play may move up to play during league.



## **Player Fees and Refund Policy**

Annual player registration fees are reviewed and set each year by the approved City of Othello Parks & Recreation's most current Fee Schedule Resolution.

All player fees are due at the time of registration. After tryouts are completed, teams will be formed, and no refunds will be granted. The league will charge the amount invoiced to OLL by the online registration system or bank for any NSF check returned unpaid.

Sometimes things do not go as planned. Othello Parks & Recreation reserves the right to cancel, reschedule or combine program activities. If Parks & Recreation cancels a program, participants will be notified by phone and email provided on the registration. A full refund will be issued. Refunds are issued from the City Finance Department within approximately 15 to 30 days.

## **TEAM FORMATION**

### **Managers and Coaches**

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

### **Players**

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

### **T-Ball and Coach Pitch Player Assignment**

T-Ball players will be placed on T-Ball teams by the Parks and Recreation department. Coach Pitch players will be placed on teams by the Parks and Recreation department and the Coach Pitch Player Agent if available. If necessary, Player Agents will consult with the League President. When possible but not guaranteed, players will be placed on teams according to age and/or by parent request and/or a Coach's request. Teams will be dissolved at the end of each season.

**Minors, Majors, and Higher Divisions Player Assignment** All Minors, Majors, and Higher Divisions players are subject to the draft and subsequent post-draft team assignment process as outlined below. All players within each division will return to the player pool at the end of the season and will be subject to the draft at the start of each subsequent season.

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

## **Assessments**

### **1 Separate Assessments:**

Prior to each season, player assessments shall be conducted to evaluate and distinguish players within the Minors and Majors divisions, which may be held concurrently but assessed separately by division.

### **2 Safety Concerns During Assessments:**

If a Coach or Manager identifies a safety concern regarding a player's ability to participate in their age-appropriate division, they must immediately notify the Player Agent or League President during the assessment. The President and/or Director of Coaching will evaluate the concern and determine the



appropriate division for the player. The decision will be communicated to the player's parent(s) or guardian(s) during or immediately following the assessment.

### **3 Draft Eligibility and Process:**

Players who are eligible but unable to attend assessments will remain draftable on the draft date for their division.

The Player Agent shall conduct the draft for each division after the completion of assessments, in accordance with Little League International rules and local league policy.

### **4 Alternative Draft Procedure:**

If assessments cannot be scheduled or completed for any reason, team assignments will be made using data from the previous year's assessments and input from coaches and the Player Agent.

### **Season Draft Eligibility**

To be eligible for the draft, a player must:

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

### **Policy on Division Movement Acceptance**

Participation in league season games at the assigned or requested Division League level constitutes formal acceptance of a division move if made by the OLL board, Coaches' request due to safety, or the League President. By allowing a child to compete on a League team, the parent/guardian acknowledges and agrees to the reassignment. Once the player has participated in any official season game within the new division, the division move is considered confirmed and final.

### **Draft Process**

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

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

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

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

The order continues throughout the draft.

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

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



### **Sibling Rules**

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

### **Draft Secrecy Rule**

Players and their parents shall never be told the position in which they were drafted. Knowledge of the detailed draft order and when players are selected is strictly confidential and limited to those in attendance at the draft.

### **Special Considerations**

- If a manager or coach so chooses the option on a son or daughter may be waived.
- When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
- Parents of players who become managers or coaches after their children have been selected for a team may not automatically claim their sons or daughters but may trade for them at the proper time, subject to the requirements for trading.

### **Post-Draft Team Assignment**

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

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

### **Trading**

ALL TRADES SHALL BE MADE THROUGH THE PARKS AND RECREATION DEPARTMENT AND CONCLUDED BEFORE ORDERING UNIFORMS. The following restrictions also apply:

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



### **Replacement of a Player During the Season**

If a player cannot complete the season, the Coach or Manager must notify the Parks & Recreation Department within 48 hours. The Player Agent will follow up with the family to confirm the player's status. If the player is unable to return, the Player Agent will inform the League President, who will issue a formal release to the player and their parents. This creates an official roster vacancy. A replacement may be assigned by the Player Agent if available; if not, the team will rely on the Pool Player program.

### **Majors and Minors Pool Player Program**

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

### **Pool Player Rules**

1. Pool Players may only be used when a team has nine, eight, or seven players assigned to a team available to play a game. When nine players assigned to a team are available to play, the manager may elect to ask for one pool player. When eight players assigned to a team are available to play, the manager may elect to ask for two pool players. When seven players are assigned to a team, the manager will request two pool players.
2. A maximum of two Pool Players may be assigned to a team. If a team needs more than two Pool Players, the game should be rescheduled.
3. The Division's Manager and Player Agent will create and run the Pool Player program.
4. The Division's Manager and Player Agent will use the pool to assign players on a rotating basis to those teams that are short of players.
5. The Division Manager will make a "best effort" to allow teams to play their games.
6. Managers/Coaches do not have the right to randomly pick and choose players from the pool or otherwise. If a team selects a replacement player that is not part of the Pool Player program and is assigned by the Player Agent to that team for that specific game, the game (whether played or not) will be counted as a forfeit per Little League rules for the team violating the League's Pool Player program rules.
7. Pool Players assigned from the pool are not allowed to pitch.
8. Pool Players assigned from the pool are not allowed to catch.
9. Pool Players will bat at the bottom of the batting order, if two pool players, then they will be assigned to the batting order in alphabetical order.
10. Minors, and Majors players may only participate in the pool player program in their respective division. The Minors, and Majors pool player program is established independently for each division.
11. Pool players who are called and arrive at the game site must be given the same minimum playing times as defined by the OLL Minimum Playing Time Rules for Majors and Minors. In the event a player normally assigned to the team arrives at game time to complete the team's minimum roster, the Pool Player will play and must still be given the minimum playing time.
12. If a rostered player arrives at a game unexpectedly, that rostered player must be allowed to play in the game in addition to the Pool Player who has been assigned.



13. Any team that finds out at, or just before, the game time, they do not have enough players to play, will be given 15 minutes' grace for the league to try to obtain a Pool Player. If one is not found, the game should be rescheduled for the benefit of those who arrived; an unofficial scrimmage may be played among the remaining players.

#### **Procedure for Assigning Pool Players**

1. Players will be added to the pool in a random drawing of names and placed in order with regular-season team-assigned records, along with their names.
2. As the player Agent is notified of a shortage of players for an upcoming game, pool players will be contacted by the Player Agent on a rotating basis.
3. If a pool player is asked to participate in a game and is unable to do so on that date, that player will be bypassed, and the next available pool player will be invited to participate.

### **REGULAR SEASON GAME PROCEDURES, GUIDELINES & RULES**

#### **Field Preparation & Decorum**

##### **Before Each Game**

When playing, Public Works Department is responsible for field preparation each game day. These responsibilities include dragging the infield and chalking the lines. When there is no preceding game scheduled, the infield will be closed 30 minutes prior to the scheduled game start time to allow for pre-game warm-ups.

- Home team shall occupy 3rd base dugout
- Visiting team shall occupy 1st base dugout

##### **Following Each Game**

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

##### **U.S. Flag**

A flag shall be displayed for the season.

##### **Field Decorum**

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

##### **Time Limits**

1. T-ball: A normal game is **3 innings or 40 minutes** from the scheduled start time, whichever comes first. An inning is defined as one time through the batting order of eligible players on both teams. In Othello Little League, T-ball will not play more than 60 minutes.





2. Coach Pitch: A normal game is **five innings or 90 minutes** from the scheduled start time, whichever comes first. An inning is defined as **3 outs, 5 runs**, or one time through the batting order of eligible players.
3. Minors & Major Division: A normal game is **six innings. No time limit for games, unless the field is scheduled for another game that day.** The game termination time will be determined at the plate meeting prior to the start of the game. Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play have been completed. If the game is past the fourth inning and the game is called by the umpire for safety/weather reasons but has not yet reached a normal game ending sixth inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game. Note that End of Season Tournament games do not have time limits.
4. 50/70, Juniors, Seniors: A normal game is seven innings. No time limit on games. Continuation of play at a later date will be necessary only if fewer than five innings (4 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fifth inning and the game is called by the umpire for safety/weather reasons, but has not yet reached a normal game ending seventh inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game.

### Excessive Scoring

Fifteen and Ten Run Rule: LLI Rule 4.10 (e) is in effect in OLL- If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs, or more, the manager of the team with the least runs shall concede victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, and the manager of the team with the least runs shall concede victory to the opponent. For Minors: A five-run maximum per inning is imposed, which would complete the half inning. The five-run limit will not apply in the sixth or final inning or in any extra innings; however, the fifteen and ten-run rule remains in effect, as do any applicable time limitations.

### Umpires

Teams are required to assist the league in the recruitment of umpires to officiate games. The District holds yearly rules and umpire clinics prior to the start of every season to help train those new to the umpire position and to give a refresher to those who have umpired in the past. In addition, the District 5 Umpire-In-Chief is available to help with any questions or training needs.

The District 5 Umpire-In-Chief will be the final authority on any open questions or differing opinions as to how a baseball or Little League rule is to be interpreted and enforced in OLL.

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

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

- 1) Call time



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

### **Jr Umpire Program**

Junior umpires are defined as: Any youth that is older than Little League age 12 (according to the league age determining calendar). Junior umpires will be eligible to umpire in games that they are at least one year older than the division's oldest age. i.e. League age 13 to umpire in Majors, Minors and below.

Umpires will be considered Junior until their 18th birthday and covered by these guidelines.

Each Junior umpire will fill out the Little League volunteer application and sign the Code of Conduct. Junior umpires will attend rules and mechanics clinics and training offered by the league for assessment by league officials.

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

Junior umpires should be paired with adult umpires if possible.

**There will be a Game Coordinator assigned to the game whose responsibility will be to manage and minimize conflict during the game. The Game Coordinator will attend the Home Plate pregame meeting, then be outside the fence and available for questions and problems. There will be NO tolerance for intimidating or abusive behavior towards the Junior umpire.**

The Game Coordinator will NOT be the other umpire.

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

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

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

### **Scorekeeping**

**T-Ball & Machine Pitch:** Does not keep official score or need scorebooks. In T-Ball, every player gets a chance at bat, and every player gets to run home. In Machine Pitch, an assistant coach or manager will



need to keep track of outs and runs, but an official score for the game is not kept. Each Team will keep track of its lineups.

**Majors and Minors:** The home team is responsible for providing the official scorekeeper. The home team's scorebook will be the official game score-keeping book. Scorekeeping shall be done in accordance with LLI rules. Managers are encouraged to send people to the district's scorekeeping clinic. After the game, the score sheet must be reviewed and signed by the umpire. The League Information officer will keep records of the game scores.

All Managers, and the home team is required to report and post score and pitching record (including pitch count for each pitcher) on Team Reach within 24 hours of game completion.

- **Note (1):** Junior, Senior, and Big-League Baseball are required to notify the identified District Personnel to pass on the same information.
- **Note (2):** Scorebooks must be submitted to the Player Agent at the end of Season tournament to verify All-Star minimum regular season play.
- **Note (3):** Scorebooks must be returned to OLL and retained for 7 years.

## Pitching Guidelines

### Warming Up Pitchers

Any player warming up a pitcher must follow LLI rule 1.17. If the catcher warming up the pitcher squats into a normal catcher position, he/she must wear a catcher's helmet and mask and use a catcher's mitt.

### Pitching Counts, Eligibility & Days Rest

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

### Pitch Counts

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

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



## Days' Rest Requirements

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

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

**Note:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: (1) that batter reaches base, (2) that batter is retired, or (3) the third out is made to complete the half-inning of the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed, or the game is completed before delivering a pitch to another batter.

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

Example 2: A pitcher strikes out a batter on his/her 35th pitch. He or she pitches 1 pitch to the subsequent batter, who grounds out. That pitcher requires two (2) days of rest.

## Pitching & Catching

A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

**NOTE:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that the pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches and is not covered by the threshold exemption, the player may not play the position of catcher for the remainder of that day.

**Pitching Restrictions for Minors** League age 9-11year olds playing in Minors or below will be limited to either 35 pitches or 3 consecutive defensive outs, whichever occurs first, per game.

## Slug Bunt/Slash Bunt

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



## **Base Coaches**

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

## **Safety**

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

1. All players involved in any pre-game batting practice must wear protective helmets.

## **Uniforms**

No uniforms, other than those approved by the League, are acceptable. Othello Little League will provide uniforms to all divisions of play. Uniforms provided may include: hat, jersey, and socks.

## **ALL-STAR UNIFORM**

No uniforms, other than those approved by the League, are acceptable. Othello Little League will inform parents and coaches that there is a Jersey fee. The uniform may include: hat & jersey. Teams may fundraise to purchase uniforms. The jersey and hat are required to be purchased from OLL. The All-Star Manager may choose to order their uniforms with prior approval of OLL. OLL will provide the LL uniform patch.

## **REGULAR SEASON OLL LOCAL PLAYING GUIDELINES**

### **Tee Ball**

- All defensive players should be used on the field. All infield positions shall be covered with the remaining players being used in the outfield.
- All players should be rotated to all positions. No player can play the same infield position for more than one inning. Except for 1st base (Coach discretion for safety)
- A continuous batting order will be used following rule 4.04 of the Little League rule book.
- All batters will hit off the tee as per Little League rules.
- Each batter will be allowed five (5) swings. To be called a hit, the ball must travel ten (10) feet. No bunting or walks are allowed.
- No infield fly rule.
- Last Batter rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning. An inning will end in one of the following two ways:
  - If the last batter of the inning gets a fair hit, the base runners may cross home plate until a defensive player touches home plate with the ball in his/her possession.
  - All present team members have batted, and the last batter makes an out or doesn't get a hit.
- Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND becomes under the control of a defensive player. Any runner over halfway to the next base may continue that base.
- If needed due to injury or illness, a pinch runner may be used. He/She shall be the last recorded out.
- Managers and Coaches are allowed on the field.



### **Coach Pitch**

- All defensive players should be used on the field. All infield positions shall be covered with remaining players being used in the outfield.
- All players should be rotated to all positions. No player can play the same infield position for more than one inning. Except for first base at the coach's discretion for safety
- If a pitch hits a batter, the batter may not take a base.
- No infield fly rule.
- Last Batter rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning.
- An inning will end in one of the following three ways:
  - Defensive teams record 3 outs
  - If the last batter of the inning gets a fair hit, the base runners may cross home plate until a defensive player touches home plate with the ball in his/her possession;
  - All present team members have batted and the last batter makes an out or doesn't get a hit.
- Each player is given five swings or seven pitches, whichever comes first. If the ball is not placed in the field of play, the batter is out (NO EXCEPTIONS).
- A regulation baseball will be used for all games.
- Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND becomes under the control of a defensive player. Any runner over halfway to the next base may continue to that base.
- No bunting
- If needed due to injury or illness, a pinch runner may be used. He/She shall be the last recorded out.
- Managers and Coaches are allowed on the field.

### **Umpires**

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

### **Scorekeeping and Standings**

The designated home team will assign a parent volunteer to be the game scorekeeper. Scorekeeper will track pitch counts and runs scored. Individual games will be scored and a winner/loser known. No standings will be kept.

### **OLL Minimum Playing Time Rules - Minors**

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

- Increase minimum play to 6 defensive outs minimum. 1.6 defensive outs must be consecutive.



- Both starters and substitutes may re-enter the game on defense  
Note: A pitcher may not re-enter the game as a pitcher if removed.
- Minor division games are played using continuous batting order per LLI rule 4.04 (NOTE 1).

### **OLL Minimum Playing Time Rules - Majors**

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

- The following changes apply to Regular season play only:
  - o Increase minimum play to 6 defensive outs minimum.
    - 6 defensive outs must be consecutive.
  - o Both starters and substitutes may re-enter the game on defense
    - Note: a pitcher may not re-enter the game as a pitcher if removed.
- All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.

### **END OF SEASON (EOS) Procedure**

#### **Minors & Majors Division EOS**

- 2025 All star tryouts will be May 15, 2025.
- All coaches will recommend athletes to attend tryout.  
This does not mean they are automatically on an All-Star Team. This means they are being considered.
- A minimum of 1 payer is **recommended** from each team not required.
- The Coordinator will email parents of all players in the Minors and Majors divisions to inform them that any player who has participated in at least 8 league games, is available for the tournament dates, and is willing to take on the financial responsibility for travel, lodging, and related expenses is encouraged to try out for the All-Star team.

The All-Stars coordinator will schedule a draft meeting date

- Selected All-Stars coaches will make final draft decisions based on nominations.
- The DRAFT winners of the EOS All-Stars selection will represent the League in the District 5 Tournament of Champions.

### **Othello Little League (OLL) Code of Conduct**

The OLL Code of Conduct applies to **players, parents, coaches, managers, and umpires**. It supports Little League's mission to provide a healthy, fun, and respectful environment for youth, promoting teamwork, sportsmanship, and citizenship.

#### **General Purpose**

Little League is about providing youth with a positive athletic experience and developing life values like leadership, teamwork, and respect.

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#### **Players Code of Conduct**

- Have fun!



- Show good behavior in all OLL activities.
  - Be a good sport—win or lose.
  - Always respect coaches, umpires, teammates, and opponents.
  - Listen to and respect umpire decisions.
  - No use of tobacco, drugs, alcohol, or offensive language.
- 

### Parents Code of Conduct

- Remember: it's about the kids having fun.
- Support all players, coaches, umpires, and other parents with respect and encouragement.
- Model good behavior—everyone's a volunteer.
- Respect umpires' authority.
- Address concerns calmly with the coach **the day after** the game.
- Don't coach from the sidelines.
- Get players to games/practices on time; notify coaches if absent.
- Help keep the field clean and follow all safety/COVID-19 guidelines.
- Return all equipment after the season.
- No use of tobacco, drugs, alcohol, or offensive language.

### Parent Violations and Consequences

- **Minor offense:** Verbal warning from OLL President.
  - **Major offenses** (decided by the OLL Board):
    1. Written warning only.
    2. One-game suspension.
    3. Banned from attending games/practices for repeated issues.
- 

### Managers/Coaches Code of Conduct

- Prioritize kids' fun, emotional and physical well-being.
- Emphasize team effort over individual success.
- Lead with sportsmanship and respect.
- Always follow League and Little League rules.
- Plan fun, skill-building practices for all.
- Draft fairly to create balanced teams.
- Respect umpire decisions—no arguing.
- Keep the environment safe and clean; follow all safety plans.
- No use of tobacco, drugs, alcohol, or offensive language.

### Coach/Manager Violations and Consequences

- Incidents are reviewed by the OLL Board and Director of Coaching:
  - **Minor offense:** Verbal warning.
  - **Major offense:**
    1. Verbal and written warning.
    2. One-game suspension + meeting with team to acknowledge conduct.
    3. Removal from coaching duties (can't attend games/practices).
      - A second major offense results in automatic removal.





- Offenses carry over year to year.

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### **Equity and Inclusion Complaint Process**

Handled by the Equity and Inclusion Director if applicable or President:

1. Encourage direct discussion between parties (if appropriate).
2. Speak with the complainant and gather documents.
3. Notify the Executive Board.
4. Interview the accused.
5. Review documents and policies.
6. Interview witnesses.
7. Present findings to the Board.
8. Board determines if the issue is a violation.
9. Follow up with the complainant.
10. Offer resolution and recommendations.
11. If unresolved or involving the League itself, escalate to district or legal counsel.

## **ALL-STARS**

### **General Information**

The League will have the following All-Star teams for baseball divisions if there are sufficient players to field a team:

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

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

All eligible players in the Minors and Majors, Intermediate, Juniors, and Senior divisions will receive information regarding the Othello Little League All-Star process by mid-April from the President.

Information will come in the format of a league-wide email introducing All-Stars, and information will also be placed on the OLL Website. Managers will be fully aware of the All-Star process and able to answer general questions regarding the process; however, they are not able to discuss the nomination or selection of All-Star players before the due process.

### **All-Star Committee**

The Parks & Recreation department will gather all required documentation for all stars.

The ASC is responsible for:

- Establishing and communicating all deadlines and dates for All-Stars. The ASC shall reference State LL dates, District 5 dates, OLL Bylaws, and OLL schedules in setting dates with the goal of having the player selection as late as possible in the season.
- Communication with the league regarding All-Stars.



- Facilitating All-Star Manager selection
- Facilitating All-Star Player selection
- Clarifying, resolving and/or escalating issues that arise during the course of All-Stars

The Parks & Recreation Department welcomes any volunteer 18 years of age or older who is willing to complete a background check to be part of the All-Star committee.

### **Manager and Coach Eligibility**

All managers and coaches who have managed or coached in the appropriate division for at least one-half of the regularly scheduled current season games are eligible to serve as an All-Star Team Manager. The All-Star Committee reserves the right to elect managers and/or coaches that do not meet the 50% requirements if no manager/coach steps forward or the only choice is a manager/coach not in good standing with the league.

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

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

- Experience managing/coaching tournaments (e.g., All-Stars, end-of-the-year, outside OLL), Othello Little League, and/or outside league teams.
- Game/rule knowledge and ability to teach fundamentals, positively motivate, and bring out the best in every player.
- Sportsmanship and conduct throughout the season on and off the field.
- Ability to represent Othello Little League in a positive way.
- Ability to assess the skill levels of players without bias towards own child or current team players and to assign players to the appropriate positions to field the most competitive team.
- Ability to communicate positively with players, parents, league, and district officials.
- Commitment to practice and game schedules throughout the district, state, regional, national, and international levels.

### **Manager and Coach Selection**

The President shall have a mandatory coach meeting or send out an email inviting all Managers and coaches eligible to submit a letter of interest in mid-season. Letters of interest shall then be sent to the President and All-Star Committee for review by a date outlined in the communication.

The ASC will facilitate the All-Star Manager selection process. All-Star Managers shall be selected by a vote of the regular season Minor League Managers for the 10's (8-9-10) All-Star Team and Majors Managers for the 11's (10-11) and 12's Little League (Majors) Division (11-12) All-Star Teams, as well as



two to four umpires selected by the All-Star Committee. The number of umpires selected should ensure there is an odd number of total votes. (If an even # of managers are voting, then include 3 umpires. If an odd # of managers voting, including 2-4 umpires.) In the event of a tie or other unusual circumstances, the All-Star Committee has the authority to make or validate all final decisions, using criteria as stated in the By-Laws.

The selected All-Star Managers will choose up to two Coaches from eligible Managers and Coaches for each of the 10's (8-9-10), 11's (10-11), and 12's Little League (Majors) (11-12) teams.

The All-Star Committee shall provide input if required.

All-Star Managers and Coaches shall be selected and announced in late May.

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

### **All-Star Player Eligibility**

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

- Players must have declared themselves interested in being considered for All-Stars through the process defined by the President and ASC, no later than the deadline set.
- Players must meet the current Little League International rules for All-Star eligibility.
- **PLAYER IS REQUIRED TO ATTEND THE TRYOUT TO BE ELIGIBLE TO BE DRAFTED.**
- The team must have played **at least 12 regular-season games by the end of the season**
- Players must have participated in **a minimum of 8 games by the end of the season**

### **All-Star Tryout Exception Policy**

In the event that a player is unable to attend the scheduled All-Star tryout due to a verified **medical reason, medical emergency, religious observance, or prior family commitment**, the player may still be considered for selection through an alternative evaluation process.

To be eligible for this exception:

#### **1. Notification and Documentation:**

- The player's parent or guardian must notify the league or appropriate coordinator in writing as soon as possible, preferably **prior to the tryout date**.
- Acceptable documentation or explanation must be provided:
  - For medical reasons or emergencies: a note from a licensed healthcare provider or a written explanation of the situation.
  - For religious observances: a letter from a recognized religious authority or a written explanation.
  - For prior family commitments: a written explanation of the conflict provided in advance.

#### **2. Coach Evaluation:**

- The player must receive a formal evaluation and written recommendation from their current season head coach.
- The evaluation must reflect the player's performance, skill level, attitude, and sportsmanship throughout the season.



### **3. Evaluation Review:**

- The submitted coach evaluation will be reviewed by the All-Star selection committee or designated evaluators.
- The committee will determine if the evaluation meets the standards required to qualify as a substitute for the in-person tryout.

This policy ensures that all players are given fair and equitable consideration for All-Star selection while maintaining the integrity of the evaluation process.

### **Players must meet the age requirements for their division:**

**10s Division:** Ages 8–9-10

**11s Division:** Ages 10–11

- Must be able to commit to the full All-Star season and tournament play

Player selections will be based on:

- Teamwork
- Attitude – both player and parents
- Sportsmanship – both players and parents
- Regular season on-field performance
- Previous All-Star experience
- Baseball Skills and Ability
- Commitment to OLL – both players and parents

### **Player Selection**

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

1. All-Star Manager Selection
2. Tryouts
3. Manager/Coach Evaluation
4. Manager/Coach Vote

### **Manager/Coach Vote and All-Star Manager Selection:**

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

- President/Vice President (or other board member appointed by the President)
- Lead Player Agent
- Majors Player Agent (for the 11s (10-11) and 12s (11-12) selection)
- Minors Player Agent (for the 10s (8-9-10) selection)
- The Manager and one primary coach for each Major's team (for the 11s (10-11) and 12s (11-12) selection).
- The Manager and one primary coach for each Minor's team (for the 10s (8-9-10) selection).



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

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

### **The All-Star draft meetings will proceed as follows:**

#### **Little League (Majors) - 12s (11-12) Team**

1. Majors Managers and Coaches discuss and evaluate remaining eligible players.
2. One player from each team will be automatically selected for the All-Star Team.
3. If a coach deems their players not ready for All-Stars due to safety or developmental concerns, that team's automatic selection will be forfeited, and the All-Star coaching staff will select a replacement from the pool of eligible players.
4. The remaining roster spots will be drafted by the All-Star coaching staff.
5. In the event of a tie during any selection process, the top player 1 vote-getters across all teams will be guaranteed a spot. Any ties for the remaining automatic selections will be resolved by a second vote from the Managers and Coaches. If a tie still remains after the second vote, the All-Star Manager will make the final decision.
6. The All-Star Manager has the option of vetoing one player if they believe the player does not meet the criteria stated in the Bylaws and the veto is confirmed by the All-Star Committee. This decision must take place immediately, so the next age group can begin its process. This process is confidential, and information should not leave the room.
7. The Little League (Majors) 12s (10-11-12) All-Star team is formed, and these players are removed from further consideration.

#### **Player Movement & Team Fulfillment**

In the event that a team cannot meet the minimum roster requirement due to a shortage of eligible players, the following procedure shall apply:

- A **10-year-old player** may be moved up to the next division **only if all of the following conditions are met:**
  - The player meets **all standard eligibility requirements** for the league.
  - The player **participated in tryouts** for the higher division.
  - The player receives a **recommendation from either a coach or the Player Agent** confirming that they are capable of safely and competitively fulfilling the role at the higher level.

This move must be approved by the **League President or Board**, and priority will be given to preserving player safety, development, and competitive balance.

#### **11s (10-11) Team**

1. Major division Managers and Coaches discuss and evaluate remaining eligible players.
2. One player from each team will be automatically selected for the All-Star Team.



3. If a coach deems their players not ready for All-Stars due to safety or developmental concerns, that team's automatic selection will be forfeited, and the All-Star coaching staff will select a replacement from the pool of eligible players.
4. The remaining roster spots will be drafted by the All-Star coaching staff.
5. In the event of a tie during any selection process, the top player 1 vote-getters across all teams will be guaranteed a spot. Any ties for the remaining automatic selections will be resolved by a second vote from the Managers and Coaches. If a tie still remains after the second vote, the All-Star Manager will make the final decision.
6. The All-Star Manager has the option of vetoing one player if they believe the player does not meet the criteria stated in the Bylaws and the veto is confirmed by the All-Star Committee. This decision must take place immediately, so the next age group can begin its process. This process is confidential, and information should not leave the room.
7. The intermediate 11s (10-11) All-Star team is formed, and these players are removed from further consideration.

### **Player Movement & Team Fulfillment**

In the event that a team cannot meet the minimum roster requirement due to a shortage of eligible players, the following procedure shall apply:

- **A 9-year-old player** may be moved up to the next division **only if all of the following conditions are met:**
  - The player meets **all standard eligibility requirements** for the league.
  - The player **participated in tryouts** for the higher division.
  - The player receives a **recommendation from either a coach or the Player Agent** confirming that they are capable of safely and competitively fulfilling the role at the higher level.

This move must be approved by the **League President or Board**, and priority will be given to preserving player safety, development, and competitive balance.

### **10s (8-9-10) Team**

1. Minor Managers and Coaches discuss and evaluate remaining eligible players.
2. One player from each team will be automatically selected for the All-Star Team.
3. If a coach deems their players not ready for All-Stars due to safety or developmental concerns, that team's automatic selection will be forfeited, and the All-Star coaching staff will select a replacement from the pool of eligible players.
4. The remaining roster spots will be drafted by the All-Star coaching staff.
5. In the event of a tie during any selection process, the top player 1 vote-getters across all teams will be guaranteed a spot. Any ties for the remaining automatic selections will be resolved by a second vote from the Managers and Coaches. If a tie still remains after the second vote, the All-Star Manager will make the final decision.
6. The All-Star Manager has the option of vetoing one player if they believe the player does not meet the criteria stated in the Bylaws and the veto is confirmed by the All-Star Committee. This decision must take place immediately, so the next age group can begin its process. This process is confidential, and information should not leave the room.



### **Juniors and Senior League Teams**

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

### **Announcement & Commencement of All-Star Teams**

In accordance with LLI rules, the release of names of players selected for the All-Star Teams will not be announced and practices will not start prior to **June 1st**. All-Star Managers shall notify each player who was selected for their All-Star team. The All-Star Committee will post all the All-Star rosters on the website after selected players have been notified to inform the rest of the league.

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

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

### **All-Star Uniforms**

All-Star Uniforms: jersey and hat are required to be purchased from OLL. The All-Star Manager may choose to order their uniforms with prior approval of OLL. OLL will provide the LL uniform patch.

**These Bylaws were adopted and voted in by the Othello Little League  
board of directors on  
April 4,2025**

\_\_\_\_\_  
President Date

\_\_\_\_\_  
Vice President Date

\_\_\_\_\_  
Treasurer Date

\_\_\_\_\_  
Secretary Date