



Local League Rules for West Sacramento Little League

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## Table of Contents

Mission .....	3
Purpose of Local League By-Laws.....	3
Registration .....	3
Work Deposits .....	4
Manager Selection .....	4
Team Volunteers .....	5
Roles of Managers.....	5
Roles of Assistant Coaches .....	6
Roles of Team Parents.....	6
Roles of Scorekeepers .....	7
Special Requests .....	8
Assessments .....	8
Draft .....	9
Sons and Daughters of Managers Option.....	9
Brothers and Sisters Option.....	10
Minimum Play.....	10
Batting Order .....	10
Substitutions .....	10
Weather and Game Postponement .....	10
Code of Conduct .....	12
Code of Conduct Violations .....	12
Player Pool.....	13
Best Overall Record .....	14
Tie Breaker Policy .....	14
Division Rules.....	15
T-Ball: (League Ages 4-5) .....	15
Rookie: (League Ages 5-6) .....	16
A (Single A): (League Ages 6-8) .....	17
Pitching Machine Rules .....	18
AA (Double A): (League Ages 7-9) .....	19
Possible Pitching Situations .....	20
AAA (Triple A): (League Ages 8-11) .....	22
Majors: (League Ages 10-12) .....	23
Intermediate (50/70): (League Ages 12-13) .....	25
Juniors (League Ages 13-14) .....	26
Seniors (League Ages 14-16) .....	27
All-Star Eligibility and Selection.....	28
All-Star Player Selection Process.....	29
All-Star Manager Selection Process.....	29

## Mission

West Sacramento Little League (WSLL) was founded in 1953 and first chartered by Little League International (LLI) in 1954. WSLL aims to establish the values of good sportsmanship, integrity, honesty, loyalty, courage, and respect for authority in the children of our community. By doing so, we aspire to nurture well-adjusted, stronger, and happier individuals who will evolve into good, decent, healthy, and trustworthy citizens.

## Purpose of Local League By-Laws

In accordance with the LLI Official Regulations, Playing Rules, and Operating Policies, hereinafter referred to as "the Little League Rulebook," it is required that each local little league develop a manual that outlines the code of conduct, registration, fees, local playing rules, drafts, operating procedures, the All-Star selection process and various other policies. Collectively these documents are known as WSLL by-laws. These by-laws are only intended to address those issues that are not covered or are presented as optional in the Little League Rulebook. No by-law may conflict with the Little League Rulebook.

The Board of Directors (BOD) have the authority to make changes to these documents and procedures. These documents only require BOD consent without the Regular Membership approval. The BOD shall strive to have any changes to these documents approved and in effect no later than 30 days prior to opening day. The BOD reserves the right to enact changes with board approval so long as said changes do not drastically change the rules of the game mid-season, to not inadvertently interfere with competition, standings, or other critical aspects to the outcome of the season (e.g., standings, tournament eligibility, etc.).

## Registration

Registration from the regular season begins at the beginning of October each year and closes the following year in January. Each year the BOD shall determine the registration fee and work deposit amount. Registration costs cover the uniforms, city fees, insurance, and team equipment (i.e. bats, helmets, baseballs). Players are responsible for providing their own pants, belts, socks, shoes, and mitts.

Registration is completed through WSLL's website ([westsacll.org](http://westsacll.org)) through SportsConnect. This platform provides a streamlined and efficient way for players, volunteers, and their families to sign up for the season. SportsConnect allows parents to easily create accounts, register players, and pay fees securely. The system ensures that all required information, including player details, emergency contacts, and documentation are submitted accurately and on time. Documentation submitted through the registration process includes proof of age (i.e. a birth certificate or official document that verifies the player's age), proof of residency (i.e. utility bill or school enrollment form) *or* a school enrollment form, medical release form, and the volunteer application for each manager, coach, team parent, or board member that registers.

Full refunds are permitted through January 31. After January 31, all requests must be submitted to the league's President to be reviewed on a case-by-case basis.

## Work Deposits

Work deposits are collected to encourage family participation within WSL's baseball program and to ensure the smooth operation of games, events, and league activities through volunteer support. All families are required to pay a work deposit of \$200 at the beginning of each season through the registration process. The work deposit will be refunded only if the family completes a minimum of **five (5) volunteer hours** throughout the season. These hours must be fulfilled through approved volunteer activities as determined by the league.

Volunteer opportunities will be provided by the league and may include, but are not limited to:

- Field maintenance days
- Snack Bar support
- Event organization and coordination
- Scorekeeping or other team-related activities (i.e. team parent)
- Managing or assistant coaching with practices and games
- Board or committee participation

All volunteer hours must be logged and tracked through the official volunteer tracking system. Families should sign in and out for each volunteer activity. Only families that have met the volunteer hour requirement will be eligible for a refund of the work deposit. If volunteer hours are completed through field maintenance days, snack bar shifts, or events, work deposit refunds will be provided within 30 days. All other refund requests will be reviewed at the end of the season, to ensure managers, coaches, scorekeepers, team parents, and board members participate all season long. Refunds will be issued within 45 days of the conclusion of the season and the manager's return of the team's equipment bag. Work deposit refunds may only be requested up to 75 days after the conclusion of the season.

Families are encouraged to complete their hours early in the season to avoid any issues with meeting the volunteer requirements by the end of season. Families who do not fulfill the minimum volunteer hour requirement will forfeit their work deposit. The deposit will not be refunded, and the family will be considered non-compliant with the league's volunteer obligations.

In cases of extenuating circumstances, such as family emergencies or illness, exceptions to the volunteer hour requirement may be considered on a case-by-case basis. Families should contact the league as early as possible to discuss accommodations.

## Manager Selection

For the AAA and Majors divisions, a manager selection process will be utilized to ensure that qualified individuals are chosen to lead teams. Registered managers will be emailed and contacted to submit an application answering questions about their experience in coaching. The Executive Committee within the BOD will review each candidate's qualifications, including prior coaching or playing experience, knowledge of the game, and ability to work with children. The committee will make the final decision, considering leadership qualities, experience, and coaching philosophy through a blind vote and approve the managers selected. After approval, the managers are contacted and expected to attend assessments and the draft. Prior to the season, selected managers

will attend a coaching clinic to review league rules, coaching tips, safety protocols, and other guidelines too. This process ensures that the managers are qualified, capable, and ready to foster a positive and safe experience for all players involved.

## Team Volunteers

As part of Little League's Child Protection Program, WSLL must conduct background checks on all volunteers who provide regular service to the league and/or have repetitive access to or contact with players. As a condition of service within the league, all team volunteers, excluding scorekeepers, are required to be registered in SportsConnect at [westsacll.org](http://westsacll.org) for their specific volunteer role. It is required for all managers, assistant coaches, team parents, and board members to complete a Little League Volunteer Application within SportsConnect, complete an annual background check through JD Palatine, complete a fingerprint-based background check (i.e. Live Scan) under the league's assigned ORI number, and complete the Abuse Awareness Training course through Little League University. These requirements are tracked and managed by the league's Safety Officer and are necessary for work deposits to be refunded.

## Roles of Managers

The role of a manager is multifaceted, combining leadership, instruction, and organizational responsibilities. Here are the key aspects of the manager's role:

- 1. Team Leadership:** The manager is responsible for creating a positive, supportive team environment. They help foster teamwork, sportsmanship, and personal development among the players.
- 2. Skill Development:** The manager coaches players on the fundamentals of the game—hitting, pitching, fielding, and base running. They identify strengths and areas for improvement, providing individual and group instruction.
- 3. Game Strategy:** During games, the manager makes decisions on positions, batting order, and in-game strategy (e.g., when to steal a base, shift infielders, or make a pitching change). They must manage player substitutions and rotations, ensuring everyone gets playing time.
- 4. Safety and Well-Being:** Ensuring the physical and emotional safety of the players is paramount. This includes maintaining safe playing conditions, monitoring players' health, and managing any potential injuries.
- 5. Communication:** The manager communicates with parents, players, and assistant coaches. This involves organizing practices, sharing schedules, and keeping everyone informed of team updates.
- 6. Discipline and Motivation:** The manager sets expectations for behavior and performance, addressing issues like attitude, effort, or sportsmanship. They also motivate players to stay engaged and give their best effort.
- 7. Administrative Tasks:** The manager may handle some administrative tasks, like keeping

track of player attendance, submitting game reports, and making sure the equipment is in good condition.

Overall, the manager's role is not just to win games but to ensure that the players develop as athletes and individuals in a fun, educational environment.

## Roles of Assistant Coaches

The role of an assistant coach is to support the manager in running the team and ensure players have a positive, productive experience. Their responsibilities can vary depending on the needs of the team but generally include:

- 1. Supporting Skill Development:** The assistant coach helps the head coach teach players the fundamentals of baseball, such as proper fielding, batting, pitching, and base running techniques. They may work with small groups during practices, focusing on specific skills.
- 2. Game-Day Assistance:** During games, the assistant coach helps with player positioning, makes sure players are ready to go when it's their turn, and assists with in-game decisions (such as substitutions or managing player rotations). They may also help with managing the dugout, keeping players focused and encouraging good sportsmanship.
- 3. Player Motivation and Mentorship:** Assistant coaches often provide positive reinforcement to players, helping to keep them motivated and confident. They may work closely with individual players who need extra attention or guidance.
- 4. Safety and Supervision:** Assistant coaches help ensure the players' safety by overseeing warm-ups, monitoring for any injuries, and ensuring proper equipment is used. They may also assist in ensuring players are following safety protocols during games and practices.
- 5. Administrative Support:** Depending on the team, assistant coaches may help with logistical tasks like organizing drills, setting up equipment, or communicating with parents. They may also help maintain team records, such as attendance or player performance.
- 6. Helping with Team Culture:** Like the manager, assistant coaches help set the tone for the team's culture, encouraging good sportsmanship, teamwork, and respect for the game.

In short, the assistant coach is a crucial support figure in the team, helping to implement the head coach's strategy and ensuring that players are learning, having fun, and staying safe throughout the season.

## Roles of Team Parents

The role of a team parent is largely administrative and supportive, serving as a liaison between the coaches and the parents. They help with various organizational tasks to ensure the season runs smoothly and that both players and coaches have the support they need. Here are the main responsibilities:

- 1. Communication Hub:** The team parent is often the primary point of contact for communication between the coaching staff and parents. They help relay information about practice schedules, game times, cancellations, and other important updates.
- 2. Assisting Coaches:** While not directly involved in coaching, the team parent steps in to assist the coaches with organization in the dugout and battling line ups. They may assist with making sure all players have what they need to participate in the game or in the battling line up (e.g., helmets, bats, or safety gear). **Note:** In the AA division, the team parent also serves as the pitch counter. The pitch count binders are stored in the Memorial Park Snack Bar or the storage shed at Alyce Norman Park.
- 3. Encouraging Sportsmanship and Team Spirit:** The team parent can help maintain a positive and supportive atmosphere for both players and families, promoting good sportsmanship and fostering a sense of community within the team.
- 4. Organizing Team Events:** They help coordinate team-building activities such as post-game snacks, team parties, or end-of-season celebrations.

Overall, the team parent plays an essential role in helping create a smooth, organized, and supportive environment for both players and coaches, allowing the coaching staff to focus more on the game while taking care of the logistical aspects of the season.

## Roles of Scorekeepers

The role of a scorekeeper is to accurately track and record the game's statistics, ensuring that the official score and key details are documented for both teams. A scorekeeper should be a person familiar with the game of baseball and be willing to capture the game honestly and ethically. Here are the primary responsibilities:

- 1. Recording the Score:** The scorekeeper of the Visitors Team keeps track of the running score via the scoreboard for each team throughout the game. This includes noting runs scored, innings played, and any changes to the score as the game progresses.
- 2. Tracking Player Stats:** The scorekeeper of the Home Team records individual player statistics such as hits, runs, strikeouts, walks, errors, and other key performance metrics. This helps coaches analyze player performance and serves as an official record of the game.
- 3. Keeping Track of Batting Order:** The scorekeeper of the Home Team monitors the batting order and ensures that players bat in the correct sequence. They also track the number of at-bats each player has and may note any substitutions made during the game.
- 4. Recording Pitches and Pitch Count:** The scorekeeper of the Visitors Team tracks the pitch count for each pitcher to ensure they stay within the league's rules regarding pitch limits and rest periods. This is especially important to protect young players' arms and adhere to Little League regulations. The pitch count binders are stored in the Memorial Park Snack Bar or the storage shed at Alyce Norman Park.

**5. Reporting Game Information:** After the game, the scorekeeper of the Home Team may be tasked with reporting the final score, stats, and any important details (such as pitcher usage or significant plays) to the league's official records, coaches, or team parents.

**6. Assisting with Game Flow:** While not directly involved in coaching or officiating, the scorekeeper of the Home Team helps keep the game moving smoothly by staying on top of statistics and ensuring the game's score is clear and up to date. They may also help with timing or game interruptions (such as rain delays). The Home Team's scorekeeper should record the start time as announced by the umpire each game in the event a "hard stop" to the game is necessary.

The scorekeeper's role is essential for ensuring that **accurate** records are kept, not only for the sake of the current game but for tracking player progress over the course of the season. They play a critical role in maintaining the integrity and organization of the game and helping to determine which players may qualify to play in the All-Star season.

## Special Requests

There will be no requests for specific coaches or for players to be placed on the same team as friends accepted. This policy is designed to ensure fairness, maintain competitive balance, and uphold the integrity of the team formation process. Teams are created based on approved draft methods described in the *Draft* section of these by-laws. While we understand the desire for players to team up with friends or specific coaches, this rule ensures that all participants have an equal opportunity to grow and contribute in a fair and unbiased environment. Requests to place siblings on the same team will be honored during the draft process across all divisions, provided that both players meet the appropriate league age requirements for that division.

## Assessments

Assessments are held to evaluate the skills and abilities of players registered to play in the AAA, Majors, Intermediate (50/70), Junior, and Senior divisions before teams are drafted each season. These assessments provide managers with a fair and objective way to gauge a player's strengths in areas such as batting, fielding, throwing, and base running. During the assessments, players will participate in a series of drills designed to showcase their proficiency in various aspects of the game. The purpose of these evaluations is to ensure that when teams are drafted, they are balanced and competitive, helping coaches assign players to appropriate skill levels. While assessments can be nerve-wracking for younger players, they are meant to be supportive and are conducted in a positive, low-pressure environment to promote learning and growth. If your child is unable to participate due to injury, please inform the league's Player Agent. The player is still required to check-in at the assessment day but does not have to participate in the evaluation. It is required for players to attend assessments to be eligible for the All-Star selection process.

All managers are expected to attend to be able to assess players within their division. No assistant coaches are allowed to be present in the assessment area as they are chosen after the draft. A minimum of two board members or third-party volunteers with high baseball IQ will be designated

to rank all players and determine safety concerns for all players too. Managers will be provided with a list of the assistant coaches registered for the upcoming season, GameChanger statistics from the previous season for all returning players, if available, and a list of the previous season's All-Star players to aid in their draft decisions.

## Draft

The Little League Rulebook's Draft Plan B is the approved draft method for selecting teams for the AAA, Majors, Intermediate (50/70), Junior, and Senior divisions, aiming to create balanced and competitive rosters, to help avoid the formation of "stacked" teams. It encourages managers to select a variety of players, rather than relying on previous team performance or relationships. In this system, players are assessed based on their skills in areas such as hitting, fielding, and pitching, and then ranked or categorized into different skill levels. After the evaluations, only managers participate in a draft where they select players for their teams, based on the draft rotation. This ensures that each manager has the opportunity to build a team that reflects a balanced mix of skill levels, with the goal of maintaining fairness and competitiveness across all teams. The process fosters a more even playing field and provides all players with the opportunity to develop and contribute, regardless of their skill level.

The draft will be a combination of all returning and eligible players together, but any newly eligible player selections will be cut off when the remaining number of roster spots equals the number of returning players yet to be drafted. All players not selected in the draft will be moved down to the next division. All 12-year-olds must be drafted to the Majors division unless deemed a safety concern.

The draft order will be determined by the managers randomly drawing numbers to determine who gets to pick the first player and the order after that. The rotation will follow a "snake draft" style, meaning the draft order reverses each round, with the manager that picked last in one round being first in the next. The draft order will be reversed when it comes to selecting practice fields after the player draft, meaning the manager that picked last in the draft order will pick first. Players shall never be told the position in which they were drafted. Once the draft ends, managers are not permitted to contact their players for 72 hours or until an official roster is provided by the league's Player Agent. This period is designated for immediate trade requests. All trade requests must be submitted in writing and approved by the league's Player Agent.

The Little League Rulebook's Draft Plan C is the approved draft method used for the AA, Single A, Rookie, and Tee Ball divisions. Teams are system-generated through SportsConnect to allow players to be evenly assigned to teams by age since most players in these divisions are just starting to learn the game of baseball. Managers in these divisions can request **two** team volunteers they want to work through the registration process. If no assistant coaches are requested, they will be randomly assigned based on the assistant coaches registered or later determined when recruiting coaches to assist.

## Sons and Daughters of Managers Option

When the manager of the team has a son or daughter eligible to be drafted, they may use the

“Sons/Daughters of Managers” option to draft their child to the team. This option must be submitted to the league’s Player Agent at least 48 hours before the draft begins. The manager must exercise this option before a specified round as depicted in the Little League Rulebook, which depends on the division and league age of the player. Failure to exercise the option in or before the specified round results in their child becoming eligible to be drafted by any other team.

## Brothers and Sisters Option

The “Brother/Sister Option” is available when there are two or more siblings eligible to be drafted. After the first sibling is drafted, the manager of that team automatically has the option to draft the brother or sister of that player on the team’s next turn in the draft. If the manager does not exercise the Brother/Sister Option on their next turn, the sibling becomes available to be drafted by any other team.

## Minimum Play

The minimum required play for all players is 6 defensive outs and 1 at bat. If a player’s time is cut short due to unintentional circumstances, then their minimum playing time from the previous game must be made up at next game. They must start at the next game, and they are to complete the previous games’ minimum play first, then immediately play the current games minimum play in succession. Every player should get to play at least one-half of all the games in which they participate.

## Batting Order

Continuous batting order is mandatory for AAA divisions and below. For these divisions, when a child is injured, becomes ill, or is unable to continue playing for whatever reason, the batter will be skipped with no penalty for the missed batter as the missed batter cannot be substituted out.

The batting order for Majors, Intermediate (50/70), Junior, and Senior divisions, may be the list of current defensive players (and the designated hitter in Senior division), or continuous batting order.

## Substitutions

For AAA and divisions below, Rule 4.04 of the Little League Rulebook indicates the batting order shall be followed throughout the game unless a player is substituted for another. However, a player may be entered and/or re-entered defensively in the game anytime provided the requirements of their mandatory play have been met.

For the Majors, Intermediate (50/70), Junior, and Senior divisions, Rule 3.03 of the Little League Rulebook governing substitutions and re-entry of starters. The rule prohibits the re-entry of starting players into the game until their substitute has completed one time at bat and has played defensively for six consecutive outs.

## Weather and Game Postponement

The safety of our players, team volunteers, and spectators is our top priority. Games may be postponed or delayed due to inclement weather, including rain, lightning, extreme heat, or other

hazardous conditions. The league's President and Safety Officer are responsible for deciding if the playing field is not considered a safe playing environment. After consulting with the league's Safety Officer and Chief Umpire, only the President has the authority to cancel or suspend a game. If there is a conflict of interest for the Safety Officer and the Chief Umpire, the President will make the determination without the consultation. Once a game starts, the Chief Umpire has the authority to delegate his responsibility to the game umpires.

1. **Rain and Wet Field Conditions:** If a game has started and it begins to sprinkle lightly, the game will be delayed for a maximum of 20 minutes. If the rain does not stop, then the game will be considered postponed and rescheduled. The game will only continue to be played under the following conditions:

- The playing field is safe
- There is no standing water at all on the playing field
- The base paths and areas around the bases are safe for running
- The pitcher's mound is safe from slippery conditions
- The baseball is not being continually wiped due to water and/or mud, which could possibly cause unusually errant pitches or throws that may cause injury to the players

If it is determined that the game cannot be continued because of one of the conditions listed above or because it begins to rain consistently, then the game will be delayed for a maximum of 20 minutes up to a maximum of 2 times during the game.

2. **Lightning or Severe Weather:** Play will be immediately suspended if lightning is observed, or thunder is heard. All participants must seek shelter. A minimum of 30 minutes will be required after the last lightning strike or thunderclap before play can resume.
3. **Extreme Heat:** Games may be postponed or rescheduled if extreme heat poses a risk to players' health and safety. Hydration breaks may also be implemented during games if conditions are warranted.

Team managers and parents will be notified of game postponements via email, through the league's communication platform SportsConnect at least 1 hour prior to the scheduled start time, if possible. Managers are responsible for touching base with parents to make sure they are notified. Updates will also be posted on the league's website and social media channels. It is our goal to do our best to communicate any changes to a team's schedule as soon as possible.

The league's Player Agent will diligently work to reschedule as many games as possible throughout the season, starting with the Majors division and working down each division, considering field availability and league schedules. When rescheduling games, the league's Player Agent must do it on the earliest day that satisfies the following requirements:

1. Field availability
2. No less than two days' rest
3. Only two games within a Monday through Saturday schedule, if possible. Three games will be allowed if necessary, assuming two days' rest can still be accommodated for both teams

Any deviation must be coordinated by the league's Player Agent and agreed upon by both managers of the postponed game. There is no requirement for making up games for the AA, A, Rookie, or Tee Ball divisions, however, if both managers desire to do so, they may coordinate with the league's Coaching Coordinator to schedule any make up games. No other rescheduling of games will be allowed with the exception of rainouts.

## Code of Conduct

WSLL recognizes that the essential traits of sportsmanship are best developed and fostered through practical experience. Through this approach, parents, managers, coaches, and players can illustrate and learn the values of honor, respect, integrity, and citizenship. Therefore, it is essential for all parents, managers, and coaches to adhere to WSLL's Code of Conduct. The Code of Conduct for parents, managers, coaches, and players can be found on our website at [westsacll.org](http://westsacll.org). Failure to comply with these contracts may lead to disciplinary action outlined below.

## Code of Conduct Violations

WSLL reserves the right to issue disciplinary action to any parents, managers, coaches, and players found in violation of the WSLL Code of Conduct. Violations may include, but are not limited to, unsportsmanlike behavior, use of inappropriate language, or confrontations with coaches, officials, or spectators.

Any ejection of a parent, manager, coach, or player will result in a BOD inquiry or investigation. All ejections **must** be reported to the league's Player Agent, Coaching Coordinator, and the President by the team manager. The report must specify the events resulting in the removal from the field of the manager, coach, or player in question by both team's managers. Managers, coaches, or players exhibiting negative behavior may be required to appear before the Executive Committee or the BOD to explain their actions.

Discipline shall generally follow a progressive approach, based on the nature and severity of the violation:

**1. First Violation – Verbal Warning**

The parent or guardian will receive a verbal warning outlining the inappropriate conduct and the expectations for future behavior.

**2. Second Violation – Written Warning**

A written notice will be issued documenting the violation and advising that further misconduct may result in suspension from league activities.

**3. Third Violation – Temporary Suspension**

The parent or guardian may be suspended from attending games and/or practices for a specified period.

**4. Severe or Repeated Violations – Permanent Removal**

In cases of serious misconduct or continued violations, the WSLL BOD may vote to permanently remove the parent or guardian from league activities. If necessary, this action may include removal of the associated player(s).

The WSLL BOD reserves the right to impose immediate or elevated disciplinary action at any step when the severity of the conduct warrants such action.

## Player Pool

A pool of participants will be established from the current season's AAA, Majors, Intermediate (50/70), and Junior division teams, consisting of players who are willing to engage in additional games throughout the regular season. The player pool will comprise players from their respective divisions who have been evaluated as competent. This is used when teams face a shortage of rostered players that would result in a forfeit for a regular season game. A team may not use more than two pool players at a time. If more than two players are needed, the game will be declared a forfeit.

The league's Player Agent will create and run the pool for each division. Each team within the AAA, Majors, Intermediate (50/70), and Junior divisions must identify at least two players willing to participate in the pool player program. If a team does not provide at least two players to participate, the team itself would not be allowed to use the player pool. The league's Player Agent shall have each pool player listed for each division in random order at the beginning of the season and contact the pool players in that order. If a player denies the request to be a pool player and/or the parent does not respond, then that player moves back to the bottom of the list. If the Player Agent is unable to pull a player from that division's list, then the Player Agent will contact the pool players from one division below as long as they are within the appropriate league age (e.g., a request for a Junior division team can only be filled with a pool player from the Junior or Intermediate (50/70) divisions' lists. It cannot be filled with a pool player from the Majors division's list since they are not within league age). Managers and assistant coaches will not have the right to randomly pick and choose players from the pool.

Steps to obtain a pool player:

1. A manager identifies that their team requires an additional player or two to play the minimum required players for a future game.
2. The manager will contact the league's Player Agent and request one or two pool players needed to make a minimum of 8 players on their team with a maximum of 9 players. As a courtesy, WSLL asks managers to give as much notice as possible for the Player Agent to obtain a pool player for assignment.
3. The Player Agent will contact and assign pool player(s) to the team, starting with the player pool list for that division and moving to the list for the division below, if needed. The Player Agent must contact with the player's parents to get consent before the player is allowed to participate in the game requested.
4. The Player Agent will notify the manager of the pool player(s) for the game requested.

Except for regular season scheduled games, players drawn from the pool are required to play in the outfield and are not permitted to pitch or catch. Pool players are required to bat once, last in the order, and play at least 9 consecutive defensive outs. The only exception to the last at bat is if a rostered player arrives late to the game, then that late player will be placed last in the batting order. If other players are available to play defense due to rostered players showing up unexpectedly, the pool player(s) must still play 9 consecutive defensive outs.

If the Player Agent is unable to assign a player due to lack of time or players, the game will result in a forfeit and not be rescheduled. Violation of the rule may be cause for protest by the opposing

manager. Managers should not reach out to pool players themselves. Any pool player that is not properly obtained will be considered an ineligible player and will result in a forfeit of the game.

## Best Overall Record

When determining which teams will move forward to the Tournament of Champions, the best overall record for each team in the AAA and Majors divisions will be the winner of the season. This is determined by the number of ties (if any) multiplied by .5, added to the number of wins. The winning percentage is divided by the total number of games played and multiply by 100. The winning percentage found in GameChanger does not factor in ties, so it is not used to determine the best overall record.

### Example:

Wins	Losses	Ties	Percentage
9	4	2	66.67%

Two tied games multiplied by .5 equals 1, 1 plus 9 wins equals 10, 10 divided by 15 total games played equals .6667, .6667 multiplied by 100 equals 66.67% winning percentage.

## Tie Breaker Policy

In the event of a two-way tie for the best overall record, a single playoff game will be conducted to determine the division winner. The playoff game cannot end in a tie. A 7<sup>th</sup> inning will be played if the game is tied at the end of the 6<sup>th</sup> inning. If after the 7<sup>th</sup> inning the game is still tied, then a runner will be placed on second base to begin each half-inning.

In the event of a three-way tie for the best overall record, a playoff game will be organized between two teams to decide the division winner. The method for determining these two teams is as follows:

- **Round 1:** The runs allowed by the tied teams will be assessed. The two teams that have allowed the fewest runs will proceed to a playoff game to determine the division winner.
- **Round 2:** If the runs allowed are tied, the runs scored by the teams will be evaluated. The team with the highest runs scored against the other will qualify for the playoff game to determine the division winner.
- **Round 3:** A single playoff game will be held to declare the winner.

*Example: Team A, B, and C all have 6-4 records.*

*Round 1: Team A, B, and C are tied for season record so we will count runs allowed against each other for the season.*

*Team A allowed 10 runs against teams B and C.*

*Team B allowed 26 runs against Teams A and C.*

*Team C allowed 26 runs against Teams A and B.*

*Team A advances to the single game playoff round. Teams B and C move to tie breaker round 2.*

*Round 2: Team B and C are tied for runs allowed so we will count runs scored against each other for*

*the season.*

*Team B scored 15 runs against Team C.*

*Team C scored 14 runs against Team B.*

*Team B advances to the single game playoff round.*

*Team C is awarded 3<sup>rd</sup> place for division.*

*Round 3: Team A and Team B play a single playoff game will be held to declare the winner.*

## Division Rules

### T-Ball: (League Ages 4-5)

1. No scorekeeping. Please inform all fans not to keep score and to not discuss the score with the players.
2. It is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 2 game balls for all games too.
3. It is the Visitor Team's responsibility to close down the field after the game. This includes picking up trash left by players and fans. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.
4. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat.
5. Playing Rules:
  - a. Outs will not count.
  - b. There is no coach or player pitching allowed in Tee-ball. The tee must be used for each player at bat.
  - c. Continuous batting order rule is required.
  - d. Each team should bat 50% of their lineup each inning, meaning each child will have at least 2 at bats per game (with most games going 4 innings).
  - e. Last batter clears the bases.
6. It is encouraged for teams to play at least four (4) innings. A one-and-a-half-hour time limit is appropriate, regardless of the number of innings played. The team managers should agree upon a good stopping point after the Home Team has batted.
7. The players should be rotated among the defensive positions every inning. Please do not put your best players at pitcher, first, and second base all the time. Spread the action around so that all the players can play in the infield and the outfield.
8. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.

9. Helmets must be worn by each batter and runner on base. Face masks are recommended for all players but are not mandatory.
10. The maximum number of volunteers per Tee-Ball team includes one team manager, three assistant coaches, and one team parent.

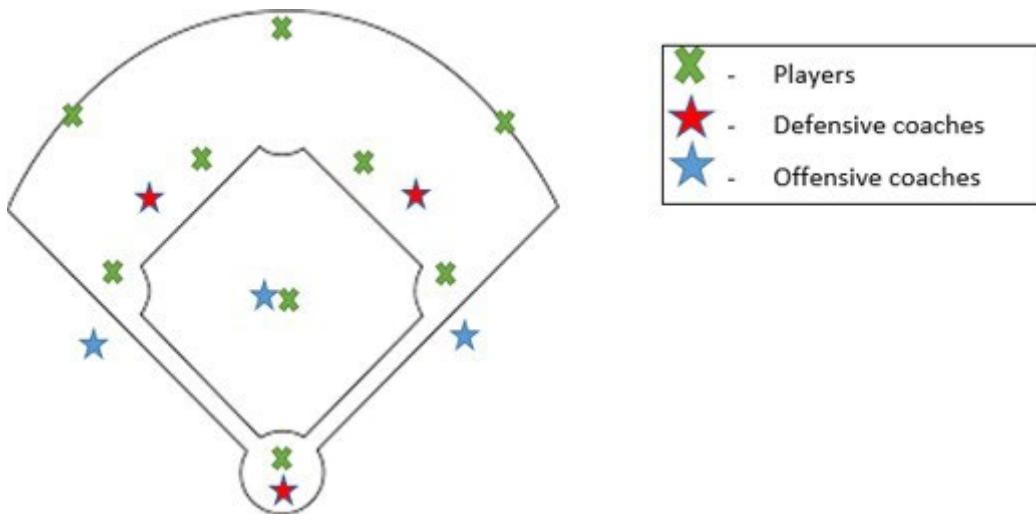
## Rookie: (League Ages 5-6)

1. No scorekeeping. Please inform all fans not to keep score and to not discuss the score with the players.
2. It is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 2 game balls for all games too.
3. It is the Visitor Team's responsibility to close down the field after the game. This includes picking up trash left by players and fans.
4. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.
5. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat.
6. Playing Rules:
  - a. Outs will not count.
  - b. Coaches will softly toss the baseball up to 4 pitches per at bat to each player. This can be done either under or over handed, at the judgment of the coach. The coach is recommended to take a "baseball knee" somewhere between home plate and pitcher's mound to deliver the pitch.
  - c. If none of the 4 tossed baseballs are put into play, a tee should be used to complete the at-bat.
  - d. Continuous batting order rule is required.
  - e. Each team should bat 50% of their lineup each inning, meaning each child will have at least 2 at bats per game (with most games going 4 innings).
  - f. Last batter clears the bases.
7. It is encouraged for teams to play at least four (4) innings. A one-and-a-half-hour time limit is appropriate, regardless of the number of innings played. The team managers should agree upon a good stopping point after the Home Team has batted.
8. The players should be rotated among the defensive positions every inning. Please do not put your best players at pitcher, first, and second base all the time. Spread the action around so that all the players can play in the infield and the outfield.
9. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.
10. Helmets must be worn by each batter and runner on base. Face masks are recommended for all players but are not mandatory.

11. The maximum number of volunteers per Rookie team includes one team manager, three assistant coaches, and one team parent.

## A (Single A): (League Ages 6-8)

1. No scorekeeping. Please inform all fans not to keep score and to not discuss the score with the players.
2. It is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 2 game balls for all games too.
3. It is the Visitor Team's responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
4. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.
5. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
6. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat.
7. Each team is permitted to have a maximum of 10 defensive players on the field simultaneously, with the stipulation that the 10th player must be positioned in the outfield, resulting in a total of four outfielders (as shown in the picture below).



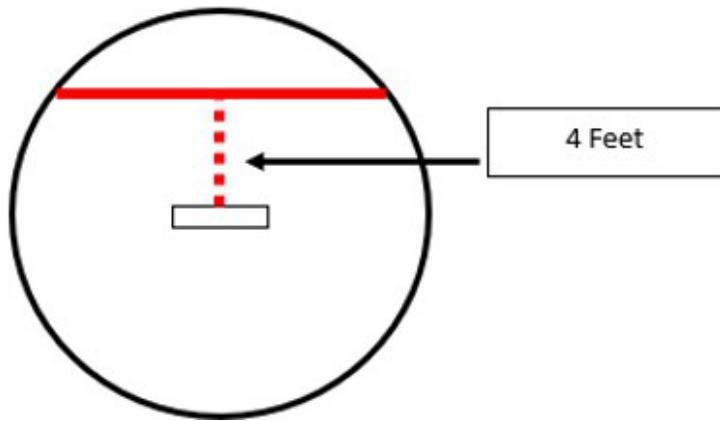
8. A pitching machine will be utilized to pitch the balls to the batter. See pitching machine rules below. For only the first half of the season's scheduled games, a tee may be utilized to complete an at bat where none of the 5 pitched balls were put into play. At the beginning of

the second half of the season's scheduled games, the batting tee will not be used, and the player will be out if they are not able to put the ball in play after 5 pitches.

9. When a defensive out is made, as determined by the coaches present on the field, the runner who is declared out must return to the dugout rather than remain on the bases. Outs are counted, with a maximum of three outs allowed per half-inning, or the team may bat seven players, depending on which condition is met first. A strikeout is classified as an out.
10. The batting order is continuous and resumes following the last batter of the previous inning.
11. Players may only advance only one base at a time and are not permitted to advance on an overthrow. The only exception to this rule is if a ball in play reaches the outfield and gets past the outfielder (not by error).
12. Outfielders are mandated to position themselves at least 10 feet behind the infield dirt.
13. The last batter of each inning will be treated like any other batter, adhering to the same base running rules. There will be no allowance for the last batter to run around all the bases, a practice commonly seen in Tee-ball and Rookie divisions.
14. It is encouraged for teams to play at least four (4) innings. A one-and-a-half-hour time limit is appropriate, regardless of the number of innings played. The team managers should agree upon a good stopping point after the Home Team has batted.
15. The players should be rotated among the defensive positions every inning. Please do not put your best players at pitcher, first, and second base all the time. Spread the action around so that all the players can play in the infield and the outfield.
16. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.
17. Helmets must be worn by each batter and runner on base. Face masks are recommended for all players but are not mandatory.
18. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups regardless of position.
19. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.

## Pitching Machine Rules

1. The pitching machine used should be "The Blue Flame" pitching machine purchased the league.
2. The coach will operate and feed the pitching machine. The coach should hold 3 balls on the mound to keep the pace of the game moving. The balls must be kept off the playing field and preferably in the coach's baseball glove. The balls will be retrieved by either the backstop coach or the catcher but should be thrown back by the catcher to the coach acting as the pitcher.
3. A line will be chalked extending four (4) feet both ways from the pitching rubber. The player in the pitcher position must stay behind this line until contact is made.



4. The pitching machine must be kept in the same location with no major changes unless both coaches agree. The standard pitching machine settings are listed below and may be adjusted as necessary.
  - Power Level – 2
  - Release Block – 3
  - Micro Adjust – 4
  - Location of pitching machine is on edge of mound cut out.
5. Prior to the pitch, the coach will count out loud, “pitch one,” “pitch two,” “pitch three,” etc. to keep track of the number of pitches. Five pitches are allowed per player at bat. If the player fouls off the last pitch, it is played as a foul ball, and the player continues to get another pitch until they miss or put the ball in play.
6. Any batted ball hitting the machine is dead and the batter and all runners are awarded one base.
7. The maximum number of volunteers per Single A team includes one team manager, three assistant coaches, and one team parent.

## AA (Double A): (League Ages 7-9)

1. No scorekeeping. Please inform all fans not to keep score and to not discuss the score with the players.
2. It is the Home Team’s responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 2 game balls for all games too.
3. It is the Visitor Team’s responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
4. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.

5. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
6. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat.
7. There is no stealing or no advancing on passed balls.
8. Players may only advance only one base at a time and are not permitted to advance on an overthrow. The only exception to this rule is if a ball in play reaches the outfield and gets past the outfielder (not by error).
9. The baseball standard of having a player pitch to a batter begins at this level of play. If the pitcher throws 4 balls to a batter, a manager or coach will be allowed to finish the remaining strikes to the batter. The number of pitches thrown will be determined by the number of strikes remaining. All pitches to batter are considered strikes.

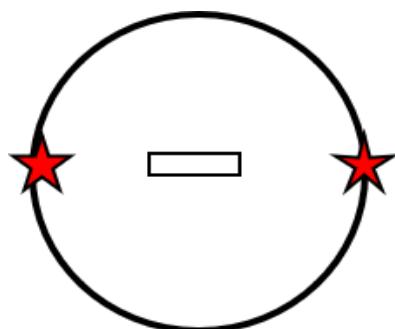
## Possible Pitching Situations

Count is 4-0: The batter has 3 remaining strikes; the coach will have 3 pitches unless the batter fouls off the 3<sup>rd</sup> pitch. If the batter fouls off the 3<sup>rd</sup> pitch, continue until the ball is put into play or a ball/strike is thrown.

Count is 4-1: The batter has 2 remaining strikes; the coach will have 2 pitches unless the batter fouls off the 2<sup>nd</sup> pitch. If the batter fouls off the 2<sup>nd</sup> pitch, continue until the ball is put into play or a ball/strike is thrown.

Count is 4-2: The batter has 1 remaining strike; the coach will have 1 pitch unless the batter fouls off the pitch. If the batter fouls off the pitch, continue until the ball is put into play or a ball/strike is thrown.

- a) Coaches will pitch with an overhand motion. Coaches may be on a knee or standing but they must have their back foot within 3 feet of the of the rubber when delivering a pitch.
- b) During coach pitching, the player will take a position to the side of the mound, even with the pitching rubber, and keeping at least one foot on the pitching mound dirt. The player pitcher can decide either side of the mound to stand during coach pitching. See the diagram below.



10. Players may advance (doubles, triples, etc.) when the ball is live in the outfield. However, once the ball is in the infield and in the control of a defensive player, all runners stop advancing (i.e., runners may not try to "draw a throw" by an infielder with the ball to attempt to advance). The runner needs to be more than halfway to the next base when the ball is controlled in the infield. If not, they must go back to the proceeding base.
11. A new inning will not begin after 1 hour and 45 minutes on weekend games. The game will end after the final out of the Home Team's inning after the 1 hour and 45 minutes cut off time.
12. The continuous batting order rule is in effect. All players on the team must bat.
13. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups regardless of position.
14. The Visiting Team will supply the pitch counter. The pitch count must be recorded in the pitch count divisional binder. The pitch count binders are stored in the Memorial Park Snack Bar or the storage shed at Alyce Norman Park.
15. All games will have a limit of five (5) runs per half inning. (If a team has 4 runs scored and a ball is hit over the fence, all runs on base will score on that play). The play ends after the 5<sup>th</sup> run. These runs should be discreetly kept by the manager in order to abide by the 5-run rule but should not be disclosed to players and parents and wins and losses should not be discussed.
16. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.
17. There is a maximum of four (4) background checked volunteers allowed in the dugout or on the field and there are no non-players (i.e. siblings) allowed in the dugouts during the games. No defensive coaches are allowed on the field.
18. The defensive team will designate a coach from their team to be the umpire (stands at pitcher's mound). The Strike zone shall be defined as chalk line to chalk line and armpits to knees as the goal is player development and not strikeouts. Please see the diagram below:



19. The maximum number of volunteers per Double A team includes one team manager, three assistant coaches, and one team parent, who also does pitch count.

## AAA (Triple A): (League Ages 8-11)

1. It is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 3 game balls for all games too.
2. It is the Visitor Team's responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
3. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to the Little League Rulebook.
4. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
5. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat.
6. Runners may steal home on throws back to the pitcher or overthrows to the pitcher. Runners on third may advance at their own risk once the catcher releases the ball.
7. All games will consist of five (5) runs per half inning. (If a team has 4 runs scored and a ball is hit over the fence, all runs in base will score on that play.) All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark. The game will go 6 innings or until time limitations have been met.
8. If the Home Team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the Home Team is the winner. If the Home Team is down at the 2-hour mark, then the score will revert to the last completed full inning.
9. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. The manager will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.
10. Alterations or modifications made to any bat used in the game will not be permitted. This includes, but is not limited to choke-knobs and choke-up assists.
11. The 10-run rule is not enforced by WSLL during local league play. This is to allow a complete game to be played and to allow for the WSLL minimum play policy. However, in

the spirit of sportsmanship and respect, the leading team's manager will go from station to station with no bases advanced on errors or passed balls and the scoreboard should be turned off.

12. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups, regardless of position.
13. Any jewelry worn by a player that poses harm to injury will be subject to removal. Jewelry that alerts medical personnel to a specific condition is permissible. Eye black is permitted.
14. There is a maximum of three (3) background checked volunteers allowed in the dugout and there are no non-players (i.e. siblings) allowed in the dugouts during the games.
15. The Home Team supplies the scorekeeper, and the Visiting Team supplies the pitch counter. See the Roles of Scorekeepers section for specific responsibilities of each team.
16. If at the official start time of the game and a team lacks eight (8) players, even after trying to utilize the player pool, and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be scored in GameChanger. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team for the scrimmage, if desired.
17. All other Minor League rules from the Little League Rulebook shall apply.
18. The maximum number of volunteers per Triple A team includes one team manager, two assistant coaches, and two scorekeepers.

## Majors: (League Ages 10-12)

1. It is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 3 game balls for all games too.
2. It is the Visitor Team's responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
3. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.
4. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to the Little League Rulebook.
5. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
6. There is no on deck circle. The next batter must have their helmet on behind the dugout

screen, and they may not have a bat in hand until it is their turn to bat.

7. There will be no more than 8 players of any single age group on any Major division team (10/11/12).
8. All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark. The game will go 6 innings or until time limitations have been met.
9. If the Home Team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the Home Team is the winner. If the Home Team is down at the 2-hour mark, then the score will revert to the last completed full inning.
10. Rule 6.05 is in effect. Players may advance to first base on a third strike that is not caught in flight by the catcher and is the "dropped 3rd strike" rule.
11. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. The manager will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.
12. Alterations or modifications made to any bat used in the game will not be permitted.  
This includes, but is not limited to choke-knobs and choke-up assists.
13. The 10-run rule is not enforced by WSLL during local league play. This is to allow a complete game to be played and to allow for the WSLL minimum play policy. However, in the spirit of sportsmanship and respect, the leading team's manager will go from station to station with no bases advanced on errors or passed balls and the scoreboard should be turned off.
14. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups, regardless of position.
15. Any jewelry worn by a player that poses harm to injury will be subject to removal. Jewelry that alerts medical personnel to a specific condition is permissible. Eye black is permitted.
16. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players (i.e. siblings) allowed in the dugouts during the games.
17. The Home Team supplies the scorekeeper, and the Visiting Team supplies the pitch counter.  
See the Roles of Scorekeepers section for specific responsibilities of each team.
18. If at the official start time of the game and a team lacks eight (8) players, even after trying to utilize the player pool, and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be scored in GameChanger. Pitch counting is required and will impact player eligibility for future

games. The team with extra players may contribute players to their opponent's team for the scrimmage, if desired.

19. All other Major League rules from the Little League Rulebook shall apply.
20. The maximum number of volunteers per Major team includes one team manager, two assistant coaches, and two scorekeepers.

## Intermediate (50/70): (League Ages 12-13)

1. When playing other local leagues within District 6, it is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. The Home Team is responsible for providing 3 game balls for all games too.
2. When playing other WSLL teams, it is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 3 game balls for all games too.
3. When playing other WSLL teams, it is the Visitor Team's responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
4. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.
5. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to the Little League Rulebook.
6. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
7. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat. The game will go 6 innings or until time limitations have been met.
8. Alterations or modifications made to any bat used in the game will not be permitted. This includes, but is not limited to choke-knobs and choke-up assists.
9. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups, regardless of position.
10. Any jewelry worn by a player that poses harm to injury will be subject to removal. Jewelry that alerts medical personnel to a specific condition is permissible. Eye black is permitted.
11. There is a maximum of three (3) background checked volunteers allowed in the dugout

or on the field and there are no non-players (i.e. siblings) allowed in the dugouts during the games.

12. If at the official start time of the game and a team lacks eight (8) players, even after trying to utilize the player pool, and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be scored in GameChanger. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team for the scrimmage, if desired.
13. All other Intermediate (50/70) League rules from the Little League Rulebook shall apply. When playing other local leagues within the district, the Interdistrict Rules for District 6 shall apply.
14. The maximum number of volunteers per Intermediate (50/70) team includes one team manager, two assistant coaches, and two scorekeepers.

## Juniors: (League Ages 13-14)

1. When playing other local leagues within District 6, it is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. The Home Team is responsible for providing 3 game balls for all games too.
2. When playing other WSLL teams, it is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 3 game balls for all games too.
3. When playing other WSLL teams, it is the Visitor Team's responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
4. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.
5. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to the Little League Rulebook.
6. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
7. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat. The game will go 6 innings or until time limitations have been met.
8. Alterations or modifications made to any bat used in the game will not be permitted.

This includes, but is not limited to choke-knobs and choke-up assists.

8. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups, regardless of position.
9. Any jewelry worn by a player that poses harm to injury will be subject to removal. Jewelry that alerts medical personnel to a specific condition is permissible. Eye black is permitted.
10. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players (i.e. siblings) allowed in the dugouts during the games.
11. If at the official start time of the game and a team lacks eight (8) players, even after trying to utilize the player pool, and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be scored in GameChanger. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team for the scrimmage, if desired.
12. All other Junior League rules from the Little League Rulebook shall apply. When playing other local leagues within the district, the Interdistrict Rules for District 6 shall apply.
13. The maximum number of volunteers per Junior team includes one team manager, two assistant coaches, and two scorekeepers.

## Seniors: (League Ages 14-16)

1. When playing other local leagues within District 6, it is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. The Home Team is responsible for providing 3 game balls for all games too.
2. When playing other WSLL teams, it is the Home Team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.). The field must be set up 30 minutes before game time. The Home Team is responsible for providing 3 game balls for all games too.
3. When playing other WSLL teams, it is the Visitor Team's responsibility to close down the field after the game. This includes picking up bases, dragging the field and picking up trash left by players and fans. Do not drag the field before watering as this creates too much dust for the neighbors.
4. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to the Little League Rulebook.
5. The Home Team uses the 3<sup>rd</sup> base dugout, and the Visitor Team uses the 1<sup>st</sup> base dugout.

6. Each team is allowed 10 minutes of infield practice prior to the game with the Visitor Team taking the field first, 20 minutes prior to the start of the game.
7. There is no on deck circle. The next batter must have their helmet on behind the dugout screen, and they may not have a bat in hand until it is their turn to bat. The game will go 6 innings or until time limitations have been met.
8. Alterations or modifications made to any bat used in the game will not be permitted. This includes, but is not limited to choke-knobs and choke-up assists.
9. All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups, regardless of position.
10. Any jewelry worn by a player that poses harm to injury will be subject to removal. Jewelry that alerts medical personnel to a specific condition is permissible. Eye black is permitted.
11. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players (i.e. siblings) allowed in the dugouts during the games.
12. If at the official start time of the game and a team lacks eight (8) players, even after trying to utilize the player pool, and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be scored in GameChanger. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team for the scrimmage, if desired.
13. All other Senior League rules from the Little League Rulebook shall apply. When playing other local leagues within the district, the Interdistrict Rules for District 6 shall apply.
14. The maximum number of volunteers per Senior team includes one team manager, two assistant coaches, and two scorekeepers.

## All-Star Eligibility and Selection

All-Star selections are intended to be fair, rewarding players who are dedicated to their team, committed to the league, and displaying a strong work ethic and positive attitude on and off the field. To be eligible for All-Star selection, players must meet specific criteria, including attending a minimum number of regular-season games, participating in required assessments, and demonstrating good sportsmanship throughout the season. A player must meet the following requirements:

1. Attend assessments before the regular season
2. Attend at least 70% of scheduled league games during the regular season
3. Uphold commitment to the Player Code of Conduct
4. No disqualifying disciplinary action
5. To make the 11U or 12U All-Star team, the player must be in the Majors division

6. Available for practices and tournaments through August of the same year (i.e. no major scheduling conflicts or family vacations)

Regular season registration costs do not cover the All-Star season. Each year the BOD shall determine the registration fee for the All-Star season. Registration costs cover the uniforms, tournament fees, and insurance. Players are responsible for providing their own pants, belts, socks, shoes, and mitts.

Additionally, players and their families must adhere to the league's deadlines and provide necessary documentation, such as proof of age and residency, to verify eligibility. Players who miss deadlines may forfeit their All-Star eligibility.

## All-Star Player Selection Process

At the end of the regular season, the league's Player Agent will schedule a time for managers from each team to meet and collectively select the best players based on performance, skill and athleticism, attitude, coachability, and availability. If a manager is unable to attend the manager may select one assistant coach from their team to attend in the manager's place. No regular season or All-Star assistant coaches are permitted to attend the All-Star selection process otherwise.

Prior to the meeting, the statistics gathered from regular season games in GameChanger will be shared with the managers for the purpose of the All-Star selection process. The statistics shared will not be shared with the parents as the GameChanger Premium subscription services give access to the information. The majority of the selection process is based on each manager's assessment of a player's performance.

The team selections start with the oldest age group down to the youngest age group. Each team must have a minimum of 12 players and no more than 14 players. Each team may select up to two alternate players to play in the instance of an injury or scheduling conflict. The alternate players names must not be revealed unless permitted by the league's Player Agent or President. Any other changes to an All-Star team must first be discussed with the league's Player Agent and President prior to implementing a player or coach change and must be done before the All-Star tournaments begin.

Players should never be told the position in which they were selected. The confidentiality of the All-Star selection is taken seriously by the league and should never be discussed outside of the All-Star selection meeting.

## All-Star Manager Selection Process

Only regular season managers and assistant coaches will have the opportunity to apply to become an All-Star manager for the All-Star season and represent WSLL for their desired age division.

Managers will be emailed and contacted to submit an application answering questions about their experience in coaching and the two assistant coaches they would like to work with. Managers with any disqualifying disciplinary action will not be eligible to apply. The BOD will review each candidate's qualifications, including prior coaching or playing experience, knowledge of the game,

and ability to work with children. The BOD will make the final decision, considering leadership qualities, experience, and coaching philosophy through a blind vote and approve each of the managers and assistant coaches selected.