



2025-2026

HAWTHORNE NATIONAL WISEBURN
LITTLE LEAGUE REGULAR SEASON
BYLAWS

Adopted: January 27, 2026

Record of Revisions

| Rev No. | Description | Date Adopted by HNWLL Board of Directors |
|----------------|---|---|
| 0 | Comprehensive review and update of bylaws for 2023-2024. Includes updates to introduction/general league policy, division-specific rules, and overall administrative/language edits. | 12/5/2023 |
| 1 | Comprehensive review and update of bylaws for 2024-2025. Includes updates to add volunteer roles, guidelines for substitute players, revisions to division-specific rules, removal of softball divisions and Juniors baseball, revisions to internal playoffs & post-season tournaments, and overall administrative/language edits. | 12/10/2024 |
| 2 | Update Sections 4.3.14, 4.4.14, and 4.5.15 to reference Section 5.1. Updates to Sections 5.1 Internal Playoffs & Postseason and 5.2 All-Stars | 2/25/2025 |
| 3 | Update Section 5.2 to revise alternate selection process for 10U All-Stars. | 3/19/2025 |
| 4 | Comprehensive review and update of bylaws for 2025-2026 operating year. Includes updates to disciplinary policy, volunteer roles/fulfillment, division-specific rules, removal of 50/70 division rules, revisions to internal playoffs and tournament play, and revisions to the all-star selection process. | 1/27/2026 |

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1 Introduction

Hawthorne National Wiseburn Little League (HNWLL) has adopted local rules (“bylaws”), which are intended to supplement the rules set forth by Little League Baseball. If a rule is not listed in these bylaws, refer to the most up-to-date version of Little League’s *Official Regulations, Playing Rules, and Operating Policies*. (<https://www.littleleague.org/playing-rules/rules-regulations-policies/>) HNWLL Board of Directors must approve any changes to these bylaws.

1.1 League Fiscal and Operational Year

HNWLL’s fiscal and operational year runs from October 1 through September 30 of the following year. Board Elections are held in June and the elected board is seated on October 1.

1.2 Spring Season

Spring is HNWLL’s largest season/program and includes baseball programs for Rookie Ball (T-Ball and Single A), Double A, Triple A, and Majors (League Age 4-12). The Spring Season typically runs from the first weekend in March to on or around the first weekend in June, pending timing of the District 37 Tournament of Champions and All-Star Tournaments. The regular season for divisions participating in Tournament Play may be shorter than younger divisions who do not participate in Tournament Play.

1.2.1 Timing

The following timing should be targeted for the Spring Season:

- November 1 (of the prior year): Open Early Bird Registration (if offering)
- November 15 (of the prior year): Open Spring Registration
- December 31 (of the prior year): Close Spring Registration
- Early January: Player Evaluations
- February 1: Internal Deadline for Spring Rosters

- Early February: Coach and Volunteer Meet and Greet, Bylaws Review
- 3rd or 4th Weekend in February: Community Field Cleanup/Maintenance Day
- Last week in February: First practices
- First weekend in March: Opening Weekend (including Opening Ceremony)

1.2.2 Field Usage

During the Spring Season, HNWLL typically has priority for usage of the following fields for practices and games:

- Hollyglen Elementary School
- Wiseburn Middle School Baseball Field
- Da Vinci Connect North Field (at Del Aire Park, adjacent to Da Vinci Connect)

Typically one weekday per week at Hollyglen Elementary School is offered to AYSO for them to conduct practices.

HNWLL also shares usage of the Aviation Elementary School field during the Spring season with Wiseburn Aviation Girls Softball (WAGS). WAGS has priority for usage of the softball field at Wiseburn Middle School.

1.2.3 Scheduling

Scheduling for practices and games should be done in collaboration with WAGS and WUSD to ensure fields are available at the specified times. Practices and games are typically not allowed during school events (such as Back to School Night, Rock Around the Block, Open House, etc).

While younger divisions primarily play intraleague games (Wiseburn vs. Wiseburn), older divisions, such as Majors, may occasionally play interleague games against other local leagues. The league scheduler and division directors should work together to schedule those games with other leagues in advance of the Spring season. Triple A and Majors can do interleague games if the league scheduler and division director opt to do so.

1.3 Fall Season

Fall is a developmental season focused on skills rather than competition. Baseball programs are offered for Double A, Triple A, and Majors. (League Age 7-12).

The season is typically 8 weeks in length, running from early September to early November. In addition to practices and games, HNWLL works with Dodgers Training Academy (DTA) to offer an optional eight-week program at their facility (separate registration), and also offers additional clinics during the season.

If volunteers are available to run it, a “Sunday Sandlot” program for players League Age 4-6 may also be offered, and is typically a 4-week program consisting of skills drills and a scrimmage game at each session.

1.3.1 Timing

The following timing should be targeted for the Fall Season:

- July 15 or earlier: Open registration
- 3rd or 4th week in August: Close Registration (target last Friday before school starts)
- Mid-September: First Games + DTA Start
- 2nd weekend in November: Final games of the season

1.3.2 Field Usage

Field availability is limited in Fall as AYSO has priority over the fields. Typically, HNWLL is given one weekday and one weekend day to use the fields for practices and games. Historically this has typically been Wednesday and Sunday but is subject to change based on discussions with AYSO each year.

1.3.3 Scheduling

Scheduling for practices and games should be done in collaboration with WAGS and WUSD to ensure fields are available at the specified times. Practices and games typically not allowed during school events (such as Back to School Night, Rock Around the Block, etc).

Games during fall will be primarily interleague, against other local leagues. District 37 will provide assistance with scheduling games in Fall, but HNWLL may also schedule games outside of District 37.

2 Code of Conduct

As part of these bylaws, HNWLL includes a Code of Conduct for all members of our league, including players, parents, managers, coaches, board members, umpires, and other volunteers. The purpose of this code is to ensure that Little League is a positive, safe, and rewarding experience for everyone. All members accept responsibility for adhering to this code. This code is enforceable during all league-related activities and HNWLL reserves the right to enforce this code as it relates to participant behavior off the field (e.g., on social media). Any HNWLL member who violates this code may be subject to disciplinary action. While this code defines certain conduct that may result in disciplinary action, it is not exhaustive.

2.1 League Conduct Policies

1. Members will become familiar with and adhere to HNWLL bylaws and Little League rules, regulations, and policies.
2. Members will treat other players, parents, managers, coaches, board members, umpires, and volunteers with courtesy and respect.
3. Members will emphasize skill development, team play, and sportsmanship over winning.
4. Members will respect coaching decisions. Concerns regarding players or coaching should be addressed away from the game in an atmosphere conducive to problem solving.
5. Members will support and participate in league activities, including volunteer opportunities, fundraising, and special events.
6. Members will respect league facilities and assist in keeping the grounds clean.
7. Members will respect league equipment and return all equipment immediately upon completion of the season.

8. Members will refrain from using tobacco and nicotine products (including e-cigarettes and vape pens), alcohol, or illegal drugs anywhere on or near the fields.
9. Members will not engage in or tolerate bullying, intimidation, or retaliation of any kind. Any such incident should be reported to a board member immediately.
10. Members will not suggest, threaten, initiate, or participate in physical violence toward any other league member or visiting player, parent, manager, coach, league official, umpire, or spectator at any time for any reason.
11. Members will refrain from the following:
 - a. Arguing with umpires or other game officials
 - b. Unsportsmanlike conduct (e.g., trash-talking, taunting, heckling)
 - c. Causing unwarranted disruptions to the game
 - d. Throwing bats, helmets, gloves, or other equipment
 - e. Discrimination based on race, color, national origin, religion, sex, age, disability, or any other protected class
 - f. Using profane, obscene, or vulgar language
 - g. Gambling on any play or outcome of any game
 - h. Sexually explicit or suggestive behavior or gestures

2.2 Disciplinary Action

If a member is in violation of the Code of Conduct, they may be subject to ejection or other disciplinary action by the Board of Directors.

2.2.1 Ejection

1. A member may be ejected from a game or asked to leave a practice, activity, or event by either an umpire who is officiating a game or a HNWLL board member.
2. Anyone who is ejected or asked to leave must do so immediately without further incident; failure to do so may result in additional disciplinary action and/or removal by law enforcement.

3. Anyone who is ejected or asked to leave can't attend the next game and may be subject to additional disciplinary action by the Board of Directors (see Section 2.2.2).
4. Any ejection will be formally documented via email.
5. Any parent who is ejected during the course of a game will result in the associated team's manager being ejected as well.

2.2.2 Other Disciplinary Action

1. Please see Appendix A for the Discipline Policy, which outlines the process for reporting potential Code of Conduct violations and actions the Board will take to investigate potential Code of Conduct violations.

3 General Policies

3.1 Volunteer Responsibilities

The League relies heavily on volunteers to run its programs. Beginning in Spring 2025, all families must provide a volunteer deposit, which will be returned for them if they either complete a team volunteer role (as outlined below) or volunteer for snack stand shifts and/or league events.

3.1.1 Head Coach / Team Manager

Head Coach / Team Managers are the main figurehead for their respective team during the course of the season. It is not expected that Head Coaches will run practices, games, and team communication without support. Any head coach that feels as though they do not have the support that they need during league related events should contact the Division Director or the Board of Directors immediately.

Responsibilities include:

- Communicate team-related topics to the team as a whole, to parents, team staff, other teams in the division or league, the division director, or to league board members.
- Attend player evaluations at the start of the season (Double A and older).
- Complete roster finalization and final trades during the team selection process (Double A and older).
- Coordinate and set expectations for practice routines.
- Coordinate roles and responsibilities of assistant coaches.
- Set lineups and positions for games.
- Adjust lineups and positions for games as necessary, communicate said changes to the umpire and the other team.
- Mound visits to the pitcher's mound during games.
- Ensuring all players are using Little League approved equipment (USA stamped bats, etc.).
- Team discussion before / after games.
- Individual player communication and encouragement during the season.
- Maintain team binder for tournaments and playoffs (Triple A and older).

- Attend district wide TOC rules meeting (Triple A and older).

3.1.2 Assistant Coach

Assistant Coaches play a pivotal role in ensuring practices and games run as smoothly as possible. Ideally each team will have three (3) Assistant Coaches.

Assistant Coaches will do the following:

- Assist the Head Coach during practices and games as decided by the head coach or the collective team coaching staff.
- Work with the Head Coach to ensure lineups and position decisions are made with fairness, fun and safety in mind.
- Take on Head Coach responsibilities in the absence of the Head Coach during practices, games, or league related events.
- Individual player communication and encouragement during league-related events.

3.1.3 Team Parent

Team Parents assist as needed with communications, coordination, and scheduling as follows:

- Send practice and game reminders as needed
- Organize snack schedule
- Send reminders about league events, including picture day and end of season
- Collect ticket orders/payment for Dodger Day
- Collect money and purchase coach gifts
- Organize team parties

Team Parents may also provide game day support, including providing lineup forms to coaches and scorekeeper, assisting in the dugout, and knowing locations of first aid kits at the field.

3.1.4 Scorekeeper

For baseball divisions Double A and older, each team must have a scorekeeper. The scorekeeper is responsible for scoring the game using the Gamechanger App. No scorekeeper is required for T-Ball and Single A Baseball. The Home Team is responsible for keeping the official score, so their recorded score and pitch counts will be the official record. Both scorekeepers should communicate with each other regularly throughout the game to confirm accuracy.

3.1.5 Field Preparation

Each team will provide at least one Field Preparation volunteer to help setup and cleanup the field. *Note: this role is only for the Double A Division and older, as field preparation for Single A and T-Ball is minimal.*

Field Setup

Both teams are responsible for field setup, as applicable to the field:

1. Drag, wet, and line the field
2. Retrieve necessary equipment from storage (e.g., game balls, scorekeeper's table)
3. Set up appropriate bases
4. Set up portable fence (first game of the day)

Field Cleanup

Both teams are responsible for cleaning and clearing out their respective dugout after every game.

Both teams are responsible for field cleanup, as applicable to the field:

1. Drag and wet the field
2. Return equipment to storage
3. Remove and store bases, return base plugs
4. Take down portable fence (last game of the day)

3.1.6 Snack Stand Volunteer and League Events

1. Those who do not volunteer for a team role can volunteer for shifts at the Snack Stand or league events to get back their volunteer deposit.

2. Volunteers must report to the snack stand or event at their scheduled shift time.
3. Volunteers must be at least 16 years old.
4. The snack stand must have at least one adult volunteer (18+) at all times.

3.2 Game Time Guidelines

1. Each team must fulfill its pre-game responsibilities prior to the scheduled game time. Game starts may be delayed until ALL pre-game requirements are completed. Delayed games will not be allowed to make up the time on the back end.
2. Managers and coaches must be mindful of their allotted time slot and respect teams playing afterwards. All games should end on time.
3. If an umpire fails to observe established game time limits, managers and coaches are to contact the Board Member on duty to address the issue with the umpire. The game will not be interrupted; it will continue, and any information will be brought to the Board Member on duty's attention.

3.3 Split Season Rules

1. For some divisions, the season will be split into two "halves" and teams will adhere to "first half" and "second half" rules. This is to promote player development.
2. The second weekend in April is considered the halfway point of the season.

3.4 Umpires

1. The League will provide umpires for regular season and internal playoff games for divisions Double A and older.
2. For Double-A baseball and above, one (1) umpire is required per game.
3. The umpire may call balls and strikes from behind the pitcher's mound or from behind home plate, if wearing a mask.

4. Junior age umpires (ages 13-17) are allowed for Double-A baseball; when there is a junior umpire, the Board Member on duty does not need to occupy the field of play but must be present to provide rulings.
5. All game calls made by an umpire stand; there will be no reversal of calls for ball/strike, fair/foul, or safe/out.
6. The decision of a Board Member on duty may take precedence only as it relates to length of game and specific division rules as set forth in these bylaws.

3.5 Substitute Players

1. In the event that a team (Double A and above) is missing players from their approved roster and cannot field a team, the Head Coach may either borrow a defensive player from the opposing team or may be able to call upon substitute players in order to ensure that the game can be played.
2. A substitute player is any player that participates in a game in which they are not a part of the Player Agent approved roster for either team.
3. If borrowing a defensive player from the opposing team, the borrowed defensive player will be chosen by the opposing team's coach. It is recommended that the opposing team loan a different defensive player for each inning. Borrowed defensive players will remain with their original team when batting.
4. If borrowing from the opposing team is not an option, the Head Coach may request a substitute player. Substitute players may be from the division of the team requesting the player, and they may also be from the division below the requesting team, as long as the division Player Agent approves the request. This will ensure that the substitution will not put the player at exceptional risk on the field due to his / her abilities.
5. Substitute players may NOT be from a division above the team requesting the substitute. For example, an 11 year old playing in Majors cannot be a substitute for a Triple A (10U) team. This is for safety concerns for the younger players.

6. Substitute players must play outfield only on defense, and will be asked to bat last in the batting order. This ensures that rostered players get the most playing time during the game.
7. If a team finds that they are chronically short players, they can request an addition to their roster via the division player agent. Such a request will need to be approved by the player agent collective.

4 Division Specific Rules

4.1 T-Ball (League Age 4-5)

4.1.1 Objectives

The objectives of T-ball are to teach the game of baseball and establish fundamental skills in a fun playing environment. Specific goals for t-ball players are to: develop a level swing and hit from a tee, learn the bases and practice running to first, learn the locations of defensive positions, and develop proper catching and throwing techniques.

4.1.2 Practice

T-ball practice will be limited to 30 minutes prior to game time; T-ball teams will not practice during the week.

4.1.3 Game Time Limits

Teams should begin practice at the time indicated on the schedule, with the game to follow after 30 minutes.

Field time will be one hour total, including practice and game.

4.1.4 Minimum Number of Players

Teams should play with the players they have available; there is no minimum.

4.1.5 Mandatory Playing Time

All players will hit and play in the field each inning.

4.1.6 Offense/Hitting

1. Teams will bat through the lineup to give all players the opportunity to bat each inning; managers should keep the same batting order during any one game.

2. Over the season, the batting order should change such that every player has an opportunity to bat first and last (example: Game 1—players bat in jersey number order 1-10, Game 2—players bat in jersey number order 2-10 and the player with jersey number 1 bats last).
3. Once all players have had the opportunity to bat first and last, the batting order for any remaining games is left to the manager's discretion.
4. Except for the last batter, players are limited to a double base hit.

4.1.7 Offense/Defense Change

No outs will be counted; teams will change from offense to defense after batting through the lineup.

4.1.8 Base Running

1. The distance between bases is approximately 40 feet.
2. Runners will remain on base, even if the result of the play is an out.
3. No base may be taken on an overthrow.
4. Sliding is NOT allowed.

4.1.9 Defense/Fielding

1. All players will play defense each inning. Players should be evenly distributed throughout the field.
2. Cones should be placed on the field to mark fielding positions.
3. Players must have equal opportunity to play ALL fielding positions. It is recommended that if a player played infield during inning one, they should play outfield during inning two.
4. Players may be moved to any position after any inning.

4.1.10 Pitching

All players will hit from a tee; **no live pitching is allowed.**

4.1.11 Adults on the Field

Adults are allowed on the field to help coach players; however, the number of adults from each team should be limited as follows:

1. A maximum of four (4) offensive coaches: first, second, and third base coaches, who may assist with baserunning and a home plate coach, who may assist batters.
2. A maximum of (4) defensive coaches: infield between first and second base, infield between second and third base, and two positioned in the outfield.

4.1.12 Umpire

Not Applicable

4.1.13 Scorekeeping

Not Applicable

4.1.14 Standings and Tournament Play

Not Applicable

4.2 Single-A Baseball (League Age 5-6)

4.2.1 Objectives

The objectives of single-A are to teach the game of baseball and build upon fundamental skills. Specific goals for single-A players are to: develop an ability to hit live pitches, learn base running technique (e.g., run through first, follow base coach instructions), practice defensive position responsibilities (e.g., throw to closest forced base, back up neighboring positions), demonstrate proper catching and throwing techniques.

4.2.2 Practice

Practice will be limited to once per week.

4.2.3 Game Time Limits

1. Teams should begin warmup at the time indicated on the schedule, with the game to follow for 30 minutes.
2. Field time limit will be one hour and 30 minutes total, including warmup and game.

4.2.4 Minimum Number of Players

Teams should play with the players they have available; there is no minimum.

4.2.5 Mandatory Playing Time

All players will hit and play in the field each inning.

4.2.6 Offense/Hitting

1. Teams will bat through the lineup to give all players the opportunity to bat each inning; managers should keep the same batting order during any one game.
2. Over the season, the batting order should change such that every player has an opportunity to bat first and last (example: Game 1: players bat in jersey number order 1 – 10, Game 2: players bat in jersey number order 2-10 and the player with jersey number 1 bats last).
3. Once all players have had the opportunity to bat first and last, the batting order for any remaining games is left to the manager's discretion.
4. During the first half of the season, players are limited to a double base hit. In the second half of the season, players will have no restrictions on the type of hit (i.e., triples and home runs are allowed).
5. Once both teams bat twice through their entire lineups, the game will be considered complete.

4.2.7 Offense/Defense Change

1. During the first half of the season, no outs will be counted; teams will change from offense to defense after batting through the lineup.
2. In the second half of the season, outs will be enforced, but the entire line up will still bat.

4.2.8 Pitching

1. Each player will receive up to five (5) pitches from the designated coach pitcher; if there is no hit, the player will hit from the tee. If the fifth coach pitch is a foul tip, the player may receive an additional pitch.
2. Coach pitcher should have a bucket of balls ready to pitch.

4.2.9 Base Running

1. The distance between bases is no more than 50 feet.
2. During the first half of the season, runners will remain on base, even if the result of the play is an out. In the second half of the season, a player must return to the dugout if the result of the play is an out.
3. Only one base may be taken on an overthrow.
4. Feet-first sliding is permitted; head-first sliding is NOT permitted.

4.2.10 Defense/Fielding

1. All players will play defense each inning.
2. Five (5) infielders are permitted (pitcher position, first base, second base, third base, shortstop). Remaining players should be evenly distributed in the outfield.
3. During the first half of the season, cones may be placed on the field to mark fielding positions. In the second half of the season, games should be played without cones.
4. Players must have equal opportunity to play ALL fielding positions. It is recommended that if a player played infield during inning one, they should play outfield during inning two.
5. Players may be moved to any position after any inning.

4.2.11 Adults on the Field

Adults are allowed on the field to help coach players; however, the number of adults from each team is limited as follows:

1. A maximum of four (4) offensive coaches: first and third base coaches, pitcher, and catcher.
2. A maximum of four (4) defensive coaches: infield between first and second base, infield between second and third base, and two positioned in the outfield.

4.2.12 Umpire

Not Applicable

4.2.13 Scorekeeping

Not Applicable

4.2.14 Standings and Tournament Play

Not Applicable

4.3 Double-A Baseball (AA) (League Age 7-8)

4.3.1 Objectives

The objective of Double-A (AA) baseball is to expand players' skill sets and provide faster-paced play with more action. The AA level is a bridge to prepare players for the transition to the Triple-A level and beyond.

Coaches should encourage players to try all positions, and make decisions that are not solely focused on winning games. The regular season record will not be taken into consideration for the end of season tournament. The AA division has safety, skill development, and fun as top priorities. These guidelines are to ensure participants of all skill levels enjoy the game.

4.3.2 Practice

Practice will be limited to twice per week.

4.3.3 Game Time Limits

1. Four (4) innings maximum.
2. No new inning will begin after one hour and 45 minutes. The maximum game time limit is two hours.
3. In the event of a tie, the game will be counted as a tie in the standings.
4. Open innings are not permitted in regular season games.

4.3.4 Minimum Number of Players

1. During intraleague games (Wiseburn vs. Wiseburn), teams will need a minimum of seven players at game time to be allowed to play.

2. If a team does not have enough players, coaches may request substitute players as outlined in Section 3.5.

4.3.5 Mandatory Playing Time

1. Each player must play a minimum of two complete defensive innings or six defensive outs.
2. Players may NOT sit out two consecutive defensive innings.
3. All players must play at least one defensive inning in the infield, and one defensive inning in the outfield.

4.3.6 Offense/Hitting

1. Every player must bat in a continuous batting order.
2. Bunting is allowed. A batter may attempt to bunt until the second strike without penalty. If a bunt attempt occurs on a third strike pitch, the ball must land in fair territory or the batter is called out.
3. The infield fly rule will not be called.

4.3.7 Offense/Defense Change

1. Teams will change from offense to defense after three (3) outs or five (5) runs scored.
2. If more than five runs are scored due to an ongoing play, only five runs will be recorded in the scorebook.

4.3.8 Pitching

1. The game will begin with pitching coming from the Blue Flame pitching machine. The machine will be used until the entire batting order has had an opportunity to hit off of the machine.
2. After the entire lineup has batted off of the pitching machine, the remainder of the game will be kid pitch.
3. **Kid Pitch Rules**
 - a. Kid-pitchers must pitch from 40 feet.

- b. It is recommended that the pitching rotation move from the oldest to youngest players to ensure that the oldest players, who are the most likely to move to the next division, have had the opportunity to pitch.
- c. Coaches should provide an opportunity for pitchers to face live batters in practice prior to pitching in a game. During the first weeks of the season, it is recommended to hold at least one practice that is dedicated to pitching, including throwing against live batters. Bullpen sessions should be thrown once a week in practice to ensure everyone gets non-game practice as a pitcher and a catcher.
- d. Kids will pitch from the mound provided at each field. The distance from the back of home plate to the front of the pitching rubber will be measured to be 40 feet. This may be new and uncomfortable for a number of kids pitching, and that is to be expected. The goal is to get the kids used to pitching from a mound, which they will be required to do as they move to the higher divisions.
- e. After four balls, the batter will be thrown pitches from the pitching machine. The strike count will carry over to the machine pitch, meaning if a batter already had two strikes when the machine is introduced, they still have two strikes on first pitch of the machine. Batters do not walk in this situation, they either put the ball in play via a hit or they strike out. This encourages kids to swing the bat and put the ball in play in order to get on base.
- f. If a batter is hit by a pitch, the batter will advance to first base. This is not a flexible rule, a hit batter must take their base.
- g. A batter is considered hit by a pitch whether the ball hits them in the air or off of the ground. If a batter commits to a swing and is hit while swinging, it is counted as a strike.
- h. Do-over pitches are not permitted.
- i. A player may pitch a maximum of 50 pitches or two complete innings, whichever comes first.
- j. Pitchers may not be removed in the middle of an inning except under the following circumstances:
 - i. the pitcher hits three batters in a single inning.
 - ii. the pitcher has hit a total of 4 batters in the game.

- iii. the pitcher is injured/unable to continue, or
- iv. the pitcher has reached the maximum pitch count (50)
- k. Little League rules for pitch count limits will be in effect (<https://www.littleleague.org/playing-rules/pitch-count/>)
 - i. Pitch count limit of 50 pitches per day for 7-8 year olds
 - ii. Required days rest based on total pitch count in-game:
 - 1. 1-20 pitches: 0 calendar days rest
 - 2. 21-35 pitches: 1 calendar day of rest
 - 3. 36-50: 2 calendar days of rest

4. Machine Pitch Rules

- a. Pitching machines will be used at the beginning of the game, until the entire team lineup has batted off of the machine once.
- b. The pitching machine must be set up at 40-44 feet from home plate.
- c. Balls and strikes will be counted by the umpire just as if a kid was pitching.
- d. There will be no walks, however counting pitches as balls allows flexibility in adjusting the machine mid at bat and reduces the chance of an at bat ending on a "bad" pitch by the machine.

4.3.9 Base Running

- 1. Stealing is NOT permitted.
- 2. Advancing on passed balls is not permitted when the runner is on first base. Advancing on passed balls is only permitted in the following circumstances:
 - a. The advancing runner is on second base, advancing to third.
 - b. Only during machine pitch play.
 - c. Catchers will be encouraged to retrieve the ball and attempt to throw the runner out at third base. The runner can be called out if a play is made.
- 3. There will be no runner advancement to home if there is an error on the play at third. As an example, the runner cannot run home if the catcher throws to third base and the ball rolls into the outfield.
- 4. Runners may NOT steal home at any time.

5. No lead offs. Runners may begin advancing to the next base upon bat contact with the ball. If a runner leaves the base early, the runner will be sent back to their previously occupied base after the play ends. If an out is recorded while the runner left early, the out will stand.
6. Runners will be permitted to advance one base on an overthrow from fielders making a play, but at their own risk of being tagged out. Runners may not advance again if there is a second overthrow/misplaced catch on the next attempt. Again, baserunners may only advance on an overthrow once per play.
7. The infield fly rule will NOT be called; balls that are bobbled/dropped/misplayed at an infield position are still live and runners may advance at their own risk.

4.3.10 Defense/Fielding

1. Ten defensive players will be allowed on the field at one time.
2. No more than six players are allowed in the infield. Up to four of the defensive players may be outfielders who are stationed on the outfield grass.
3. Infield and outfield playing time should be equitable for all players. Every player must play at least one inning of infield and one inning of outfield.
4. Free substitution of players will be allowed.
5. Per Little League rules, any player who has pitched more than 40 pitches cannot go into the position of catcher.
6. An infield play is over when an infield player gains full control of the baseball and is in the infield portion of the playing field.
 - a. Baserunners must stay at the base they are at once a play is over. If a baserunner is advancing when the play is considered over, then the base they go to will be determined by whether or not they were halfway to the next base when time was called. If the play is ended when the baserunner is more than halfway to the next base, they will advance to that base. If they are less than halfway, they will go back to the base they ran from. Lines will be painted on the basepaths in order to make this easier for the umpire to call.
7. If the ball is hit into the outfield, the play continues until a player in the infield has control of the ball.

8. If a baserunner has passed halfway to the next base before the ball is dead, the runner may continue to the base that they are advancing to.

4.3.11 Adults on the Field

1. One offensive coach is permitted to coach / machine pitch.
2. A maximum of two offensive base coaches are permitted.
3. Any other coaches or parents must stay in the dugout.
4. One defensive coach is allowed to be in the outfield to help instruct the kids.
5. Coaches on the field cannot touch the ball or any of the players during the game while the ball is in play. A coach may assist a batter with correcting their stance.
6. One adult coach or parent MUST remain in the dugout at ALL times.

4.3.12 Umpire

1. There should be an umpire provided by the League during all AA games. If not, then the following applies:
 - a. Both teams must provide an umpire for regular season games. The team on offense will provide the plate umpire and the team on defense team will provide the base umpire.
 - b. During kid pitch, the plate umpire may call balls and strikes from behind the pitcher's mound or from behind home plate, if wearing a mask.
 - c. Strike zone is at the discretion of the umpire, but recommendation is to widen the strike zone to pitches that are hittable. This is to promote batters to swing for contact and not wait for machine pitch.

4.3.13 Scorekeeping

1. Both teams will provide one scorekeeper per game.
2. The scorekeepers will keep track of outs, runs, and pitch count. The home team scorekeeper will be the official scorekeeper, so their recorded score and pitch counts will be the official record. Both scorekeepers should

communicate with each other regularly throughout the game to confirm accuracy.

3. Line-ups are due to scorekeepers at least 15 minutes before the scheduled start time.
4. The official scorekeeper must inform both coaches of the final score.
5. Both coaches are responsible for reporting the score.
6. Scorekeeping will be done using the GameChanger app.

4.3.14 Standings and Internal Playoffs

1. To ensure that coaches concentrate on player and team development during the regular season rather than the team's record, regular season standings will NOT be used to determine a season champion.
2. Teams will participate in an end-of-season internal playoff tournament. The tournament's purpose will be to create an exciting, competitive atmosphere for players to showcase the skills they've developed during the season.
3. See Section 5.1 for details about playoff format.

4.4 Triple-A Baseball (AAA) (League Age 9-10)

4.4.1 Objectives

The objectives of Triple-A (AAA) baseball are for players to sharpen their skills and to play in a more competitive setting. The AAA level prepares players for more advanced play at the Majors level.

4.4.2 Practice

Practice will be limited to once or twice per week.

4.4.3 Game Time Limits

1. Six innings maximum; (time dependent) three innings will be considered a complete game (2 ½ innings if home team is winning).
2. The final inning of the game will be open. Umpire must identify the final inning before it begins.

3. No new inning will begin after one hour and 45 minutes. The maximum game time limit is two hours.
4. If a game cannot be completed, the game may be continued at a date and time to be determined by the league scheduler, per field availability.
5. In the event of a tie, the game may continue if time allows; otherwise, it will be counted as a tie in the standings.

4.4.4 Minimum Number of Players

1. During intraleague games (Wiseburn vs. Wiseburn), teams will need a minimum of eight players at game time to be allowed to play.
2. If a team does not have enough players, coaches may request substitute players as outlined in Section 3.5.

4.4.5 Mandatory Playing Time

1. Each player must play a minimum of two complete defensive innings or six defensive outs.
2. Players may not sit out two consecutive defensive innings, unless tournament substitution rules are in effect.

4.4.6 Offense/Hitting

1. Every player must bat in a continuous batting order.
2. Bunting is allowed. A batter may attempt to bunt until the second strike without penalty. If a bunt attempt occurs on a third strike pitch, the ball must land in fair territory or the batter is called out.
3. The infield fly rule will be called at the umpire's discretion.

4.4.7 Offense/Defense Change

1. Teams will change from offense to defense after three outs or five runs scored.
2. If more than five runs are scored due to an ongoing play, only five runs will be recorded in the scorebook.
3. At the umpire's discretion, the final inning may be an open inning, in which there is no cap on the number of runs that may be scored.

4.4.8 Pitching

All regular Little League rules regarding pitcher pitch counts and mound visits will be in effect. (<https://www.littleleague.org/playing-rules/pitch-count/>) (<https://www.littleleague.org/university/articles/hey-blue-two-trips-and-youre-out/>)

4.4.9 Base Running

1. The infield fly rule will be called at the umpire's discretion.
2. Base runners may advance at their discretion once a pitch has been thrown and the ball has crossed home plate. Base runners leaving the base or trying to advance before the ball has crossed home plate may be called out at the discretion of the umpire.

4.4.10 Defense/Fielding

1. Except for pitchers, players may substitute in and out of any position; pitcher substitutions must follow pitching rules as established by Little League. (<https://www.littleleague.org/downloads/little-league-baseball-by-the-rules/>)
2. Coaches must announce all player changes to the umpire and scorekeeper.

4.4.11 Adults on the Field

1. A maximum of two offensive base coaches are permitted.
2. Any other coaches or parents must stay in the dugout.
3. One adult coach or parent MUST always remain in the dugout.
4. No more than three coaches are permissible in the dugout.

4.4.12 Umpire

If an umpire doesn't show up to the game five minutes after the designated start time, the game should start with one parent from each team calling balls and strikes for their players team until the umpire arrives.

4.4.13 Scorekeeping

1. Both teams will provide one scorekeeper per game.

2. The scorekeepers will keep track of outs, runs, and pitch count. The home team scorekeeper will be the official scorekeeper, so their recorded score and pitch counts will be the official record. Both scorekeepers should communicate with each other regularly throughout the game to confirm accuracy.
3. Line-ups are due to scorekeepers at least 15 minutes before the scheduled start time.
4. The official scorekeeper must inform both coaches of the final score.
5. Both coaches are responsible for reporting the score.
6. Scorekeeping will be done using the GameChanger app.

4.4.14 Standings and Internal Playoffs

1. An internal playoff tournament will conclude the regular season. See Section 5.1 for details about playoff format.
2. If an umpire doesn't show up to the game five minutes after the designated start time of a tournament game, the game will be postponed until an umpire can be sourced.

4.5 Majors Baseball (League Age 11-12)

4.5.1 Objectives

The objectives of Majors baseball are for players to refine their skills in a competitive setting and to prepare for advanced levels of play at the Intermediate 50/70 level.

4.5.2 Practice

Mandatory practice will be limited to twice per week. Optional practices limited to field availability.

4.5.3 Game Time Limits

1. Six innings maximum; (time dependent) four innings will be considered a complete game (3 ½ innings if the home team is winning).

2. The final inning of the game will be open. Umpire must identify the final inning before it begins.
3. No new inning will begin after one hour and 45 minutes. The maximum game time limit is two hours for regular season games.
4. If a game cannot be completed, the game will be continued at a date and time to be determined by the league scheduler, per field availability.
5. In the event of a tie, the game may continue if time allows; otherwise, it will be counted as a tie in the standings.

4.5.4 Minimum Number of Players

1. During intraleague games (Wiseburn vs. Wiseburn), teams will need a minimum of eight players at game time to be allowed to play.
2. If a team does not have enough players, coaches may request substitute players as outlined in Section 3.5.

4.5.5 Mandatory Playing Time

1. Each player must play a minimum of six consecutive defensive outs and bat in the continuous batting order submitted before the beginning of the game.
2. Players may not sit out two consecutive defensive innings, unless tournament substitution rules are in effect.

4.5.6 Offense/Hitting

1. Players will bat in a continuous batting order. All players on the team roster will be in the batting lineup.
2. There will be nine players in the batting order when tournament substitution rules are in effect. HNWLL will and/or District 37 will announce tournament substitution rules.
3. Bunting is allowed. A batter may attempt to bunt until the second strike without penalty. If a bunt attempt occurs on a third strike pitch, the ball must land in fair territory or the batter is called out.
4. The infield fly rule will be called at the umpire's discretion.

5. The “dropped” third strike rule is in use; a batter becomes a runner and may attempt to reach first base when the third strike is not caught, **provided first base is not occupied.**

4.5.7 Offense/Defense Change

1. Teams will change from offense to defense after three outs or five runs scored.
2. If more than five runs are scored due to an ongoing play, only five runs will be recorded in the scorebook.
3. At the umpire’s discretion, the final inning may be an open inning, in which there is no cap on the number of runs that may be scored.

4.5.8 Pitching

All regular Little League rules regarding pitchers, pitch counts, mound visits will be in effect. (<https://www.littleleague.org/playing-rules/pitch-count/>) (<https://www.littleleague.org/university/articles/hey-blue-two-trips-and-youre-out/>)

4.5.9 Base Running

1. The infield fly rule will be called at the umpire's discretion.

4.5.10 Defense/Fielding

1. Except for pitchers and catchers, players may substitute in and out of any position; pitcher substitutions must follow pitching rules as established by Little League. (<https://www.littleleague.org/downloads/little-league-baseball-by-the-rules/>)
2. Coaches must announce all player changes to the umpire and scorekeeper.

4.5.11 Adults on the Field

1. A maximum of two offensive base coaches are permitted.
2. Any other coaches or parents must stay in the dugout.
3. One adult coach or parent **MUST** always remain in the dugout.

4.5.12 Umpire

If an umpire doesn't show up to the game five minutes after the designated start time, the game should start with one parent from each team calling balls and strikes for their players team until the umpire arrives. The Away team scorekeeper is official and will have the final call until the umpire arrives.

4.5.13 Scorekeeping

1. Both teams will provide one scorekeeper per game.
2. The scorekeepers will keep track of outs, runs, and pitch count. The home team scorekeeper will be the official scorekeeper, so their recorded score and pitch counts will be the official record. Both scorekeepers should communicate with each other regularly throughout the game to confirm accuracy.
3. Line-ups are due to scorekeepers at least 15 minutes before the scheduled start time.
4. The official scorekeeper must inform both coaches of the final score.
5. Both coaches are responsible for reporting the score.
6. Scorekeeping will be done using the GameChanger app.

4.5.14 Standings and Internal Playoffs

1. An internal playoff tournament will conclude the regular season. See Section 5.1 for details about playoff format.
2. If an umpire doesn't show up to the game five minutes after the designated start time of a tournament game, the game will be postponed until an umpire can be sourced.
3. The Board of Directors will notify all coaches of the halfway point of the season.

5 Internal Playoffs & Postseason

5.1 Tournaments & Internal Playoffs

1. The HNWLL Board of Directors is the only entity that may authorize postseason and tournament play for Wiseburn Little League teams, including participation in the District 37 Tournament and All-Star Tournaments.
2. The Board of Directors will determine the number of teams and the criteria for sending teams to play in the postseason.
3. The rules and qualifications for postseason play are as follows:
 - a. AA Division
 - i. Standings will not have any impact on the end of season playoffs.
 - ii. Seeding for the end of season playoffs will be identified using double blind random selection.
 - iii. Home and away for each game are decided by coin toss prior to each game starting.
 - iv. Playoffs will be a double elimination tournament until a winner is declared.
 - b. AAA Division
 - i. The standings of the last regular season game against each team within the division will count towards the seeding placement in the final playoffs. As an example, Team 1's final regular season game against Team 2 will count, Team 1's final regular season game against Team 3 will count, etc..
 - ii. The following will be considered in order for seeding:
 1. Win / Loss Record
 2. Head to Head Win / Loss record (if necessary)
 3. Run differential (if necessary)
 - iii. Playoffs will consist of a 6 team double elimination bracket
 - iv. 1st and 2nd seed will receive a bye for the first playoff round
 - v. Home / Away will be determined by coin toss at the beginning of each game.

- c. Majors Division
 - i. The standings of the last regular season game against each team within the division will count towards the seeding placement in the final playoffs. As an example, Team 1's final regular season game against Team 2 will count, Team 1's final regular season game against Team 3 will count, etc..
 - ii. The following will be considered in order for seeding:
 - 1. Win / Loss Record
 - 2. Head to Head Win / Loss record (if necessary)
 - 3. Run differential (if necessary)
 - iii. Playoffs will consist of a 6-team double elimination bracket
 - iv. 1st and 2nd seed will get a bye for the first playoff round.
 - v. Home / Away will be determined by coin toss at the beginning of each game.
- 4. Internal Playoff Game Durations
 - a. Internal Playoff games may **not** be concluded via time limit. Innings in progress when the time limit is reached will be completed as follows:
 - i. A Double A playoff game consists of 4 innings, consisting of two innings of kid pitch and two innings of machine pitch. Games will only extend beyond 4 innings if the 4th inning ends in a tie.
 - ii. For Triple A and Majors playoff games, a complete game is 6 innings. Regardless of time remaining, games will not extend beyond 6 innings unless the 6th inning ends in a tie. No new inning can be started after 1 hour and 45 minutes. Any inning that has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.
 - b. Last innings will be "open". The Umpire and Team Managers must identify that the inning is the last and will be open prior to the top of the last inning starting. There will be no run limitation for either team for the final inning, and half innings will only be completed when 3 outs are recorded.
 - c. The game is over at the end of the last inning, regardless if there is any time remaining when the inning concludes. For example, if the last

inning is declared but ends up completing quickly, the game is over regardless of any remaining time / daylight / etc.

5.2 All-Stars

5.2.1 Number of Teams

The number of teams and divisions (ages 8-9-10, ages 9-10-11, ages 10-11-12, 50/70, etc.) will be based on the number of available players and will be determined by the Board of Directors prior to All-Star selections.

5.2.2 Manager Selection

Team Managers will be nominated via the player selection ballot. It will be acceptable to vote for one's self, as well as others. Managers must be nominated in order to be considered for the role of All-Star Manager. The All-Star Manager for each team will be voted on by the Board of Directors if there are multiple candidates nominated. All-Star managers are typically offered to regular season managers first, only branching out to other coaches if there aren't any managers that would like to be considered for the position.

5.2.3 Assistant Coach Selection

Assistant All-Star Coaches shall be nominated by the All-Star Manager and approved by the Board of Directors.

5.2.4 Player Selection

1. All Star selection is an age based selection process. No team is limited to players in any respective division. The District provides All Stars tournaments for the following age groups:
 - a. 10U
 - b. 11U
 - c. 12U
2. Players can be considered for the All Star program as long as they meet the following criteria:

- a. They played a minimum of Qty. 8 regular season games with a HNWLL team during the current Spring season
 - b. They meet one of the below additional criteria for eligibility:
 - i. They have an immediate family member with a residential address that is located within the league boundary.
 - ii. Attend a school with an address that is within the league boundary.
 - iii. Have played in the league continuously since they were either 8 years old or younger.
 - iv. Have an eligibility waiver from a current or previous season at HNWLL.
3. The Board of Directors shall vote upon and pass rules for All-Star player selection, as presented by the Player Agent or any other Board Member.
 4. A HNWLL board member who is deemed a “neutral party” must attend the All-Star selection meeting. A neutral party is defined as someone who does not have a child playing in the division being discussed during the meeting.
 5. The Player Agent shall oversee All-Star player selection based on criteria established by the Board of Directors.
 - a. Nomination Round
 - i. All nominations will be anonymous.
 - ii. Each Head Coach, Assistant Coach, and Player (Majors and AAA) can nominate up to five players from their team, and up to five players from other teams. Anyone with at least three nominations from this round will be in the pool of players eligible for the next round of voting.
 - iii. Coach nominations will be collected via Google forms, and Player nominations will be filled out via paper ballot.
 - b. Official Voting Round
 - i. Head Coaches will vote for a 12 person roster from the pool of players identified in the nomination round.
 - ii. The votes will be tallied and results shared with the Board of Directors.
 - iii. Head Coaches will then have a selection meeting in person to finalize the rosters. Head Coaches of the division that will

provide the majority of the players for each respective team will attend the meeting.

1. 10U Teams A and B will be determined by the AAA head coaches in conjunction with the AAA Player Agent
 2. 11U and 12U teams will be determined by Majors head coaches in conjunction with the Majors Player Agent
- iv. If a player is voted to participate unanimously by all division coaches, they will automatically have a roster slot reserved for them.
 - v. From that point, remaining slots will be discussed and decided upon openly by the group until all slots have been filled. Remaining slots should be filled via unanimous vote from all attending coaches.
 - vi. After rosters have been agreed upon by the head coaches and player agents, the rosters will be presented to the Board of Directors for approval.
 - vii. The Board will vote to approve the final selections. The Board is not voting on the rosters themselves, only that the nomination process was followed as presented within the Wiseburn Little League Bylaws.
- c. A Little League All-Star team roster must consist of 12 players per Little League rules. Wiseburn Little League All Star team rosters will consist of 12 players and 2 alternates.
 - i. Alternates across all divisions will be identified in order as “primary” and “secondary” alternates prior to the start of the All-Star program. In the event that an alternate is invited to join one of the teams, the primary alternate will be invited first and the secondary will be invited second. Alternates are not voted on specifically on the anonymous ballots, but will be selected in the selection meeting and will be decided upon by the end of that meeting.
 - ii. **10U** - There will be two All Star teams in this age bracket. 4 alternates will be selected for this age group, with both teams drawing from the same pool of alternates if necessary.

Alternates will be ranked 1-4, with the primary alternate being available to play for either team based on need. Alternates will receive jerseys and will be invited to practice with the team. They are allowed to play in scrimmage games. They can attend official tournament games, but will not be able to sit in the dugout unless they are on the 12 person roster.

- iii. **11U / 12U** - Alternates will receive uniforms and will be invited to practice with the team. They are allowed to play in scrimmage games. They can attend official tournament games, but will not be allowed to sit in the dugout. 12U alternates can be 12 and under in age, 11U alternates must be 11 years old or younger.

5.2.5 - 8U Select Team(s)

1. The 8U Select Team Tournament is a local tournament organized by board members of multiple leagues within Little League District 37.
2. Little League does not formally offer an 8U All-Star program, however this informal tournament was created to offer recognition and an exciting experience for kids in the 8U age group.
3. It is assumed that participating leagues will adhere to existing Little League rules regarding All-Star eligibility, specifically including tenure at the league, eligibility based on school or residential address, and the Little League age chart.
4. Wiseburn Little League will follow the All-Star bylaws above regarding Manager and Coach selection for the 8U Select Team.
5. For 8U select team rosters, head coaches will be asked to nominate up to 5 prospects from each of their respective teams. Prospects will attend a select team tryout, and the select team rosters will be determined by the head coaches. The league will field 2 teams if there are enough selections to warrant it.
6. Wiseburn will also adhere to the All-Star bylaws above in regards to alternate player selection.

7. 8U - Alternates will receive jerseys and will be invited to practice with the team. They can play in scrimmage games. They cannot play in tournament games. They can attend the games, but will not be able to sit in the dugout.

Appendix A - Discipline Policy for Parents, Guardians, Coaches, and Adult Volunteers

Section A1. Purpose

Wiseburn Little League (“the League”) is committed to providing a safe, positive, and respectful environment for all players, families, volunteers, and officials. This Discipline Policy establishes clear expectations for conduct and outlines procedures for addressing misconduct by parents, guardians, coaches, managers, and adult volunteers.

Section A2. Scope

This policy applies to all adults participating in League activities, including but not limited to practices, games, team meetings, League events, and communications (in person, electronic, or social media).

Section A3. Standards of Conduct

All adults are expected to:

1. Adhere to the League Code of Conduct presented in Section 2 of the Bylaws.
2. Demonstrate sportsmanship, respect, and courtesy at all times.
3. Support umpires, coaches, players, and League volunteers.
4. Refrain from:
 - a. Verbal or physical abuse.
 - b. Harassment, bullying, or intimidation.
 - c. Profanity, derogatory language, or threatening behavior.
 - d. Confrontations with umpires, coaches, players, or spectators.
 - e. Use of tobacco, alcohol, or illegal substances at League events.
 - f. Any conduct that jeopardizes the safety or wellbeing of players or the reputation of the League.

Section A4. Discipline Committee

A4.1 Composition

The Discipline Committee shall consist of three (3) to five (5) Board Members appointed annually by the League President and confirmed by the Board of Directors.

A4.2 Authority

The Discipline Committee is responsible for:

- Reviewing reported incidents of misconduct.
- Meeting with involved parties.
- Determining findings of fact.
- Recommending disciplinary action to the Board of Directors.

A4.3 Meetings

The Discipline Committee shall convene as needed and may meet in person or virtually. Meetings shall be confidential, except as required by law or Little League International policy.

Section A5. Reporting and Initial Response

1. Any alleged misconduct must be reported as soon as practicable by emailing **info@wiseburnlittleleague.com**. Reports may be submitted by coaches, umpires, parents/guardians, League volunteers, or community members.

To allow for a fair, timely, and thorough review, any complaint alleging a violation of the League's Code of Conduct should include, to the extent reasonably available, the following information:

- (a) The date and approximate time of the alleged violation;
- (b) The location, game, practice, event, or League-related activity where the alleged violation occurred;
- (c) The name(s) of the individual(s) involved and, if applicable, any witnesses;

- (d) The specific provision(s) of the Code of Conduct alleged to have been violated, if known; and
- (e) A description of the alleged incident or behavior.

Anonymous complaints may be reviewed at the discretion of the League; however, the absence of sufficient detail may limit the League's ability to investigate or take action.

2. Upon receipt, the report will be forwarded to the Discipline Committee Chair for review.
3. The League may take immediate interim measures—including removal from the field, dugout, or event—when safety, order, or the wellbeing of participants requires it.
4. Reported incidents will be formally referred to the Discipline Committee for investigation and follow-up.

Section A6. Investigation Process

A6.1 Notice

The Discipline Committee shall notify the individual(s) involved of the allegation and schedule a meeting to review the matter. All parties will be given the opportunity to provide their account.

A6.2 Review

The Committee may review written statements, witness accounts, video evidence (if available), and other relevant information.

A6.3 Recommendation

Upon concluding its review, the Discipline Committee shall prepare a written recommendation for the Board of Directors, outlining:

- The nature of the incident
- Findings of fact
- Recommendation for disciplinary action (if any)

Section A7. Range of Disciplinary Actions

The Board of Directors may take any of the following actions, depending on severity, prior history, and the best interests of the League:

1. Verbal Warning
2. Written Warning
3. Probation
4. Suspension
5. Season-Long Suspension
6. Expulsion from the League

Section A8. Board Review and Final Action

1. The Board of Directors shall review the Discipline Committee's written recommendation at the next scheduled Board meeting or, if necessary, at a special meeting.
2. The individual(s) under review may provide a written statement but may not be present during Board deliberations.
3. After discussion, the Board will determine and vote on the appropriate disciplinary action.
4. The League President (or designee) will provide written notice of the Board's decision within 7 days.

Section A9. Appeals

1. Individuals may submit a written appeal to the League President within 7 days of receiving notice of disciplinary action.
2. The Board of Directors will review the appeal and issue a final decision.
3. The Board's decision on appeal is final.

Section A10. Protection of Players

At all times, the wellbeing and safety of players shall be the primary consideration. If misconduct poses a potential risk to youth safety, the League may immediately suspend an individual pending review.

Section A11. Confidentiality

All proceedings, documentation, and disciplinary records shall be kept confidential except as required by law or Little League International.