

Luckie Waller Little League Bylaws

League ID: 4024217

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I. BOARD OF DIRECTORS VISION

In conjunction with the Objective of the Luckie Waller Little League Constitution Article II Sec 1 and 2, the board of directors has confirmed the following vision of success for our league:

- Foster a community based baseball program, serving recreational and competitive players alike
- Encourage a long career in sports
- Promote proper player pathing
- Empower coaches with resources; communicate well
- Target regular season competitive parity
- Strong All-Star team showings, aiming to win district with each team
- Grow membership by creating an awesome experience for players, families and volunteers

Abbreviations: LWLL = Luckie Waller Little League

II. OPERATIONAL PROCEDURES

Each local Little League Board of Directors (Board) should adopt its own Bylaws (also referred to as Local Rules or Ground Rules). For the purposes of this document, all further reference shall be as "Bylaws."

This document expires at the end of the fiscal year (September 30), and must be renewed by a majority vote of the Board annually. The renewal of the Bylaws should take place prior to player registration. Changes to this document require only Board consent, without the need of the general membership's approval; however, no changes are to be made by the board to the Bylaws after January 31st of the upcoming Spring season. No part of the Bylaws can conflict with or supersede any Little League rule, regulation, or policy. The Board retains the right to review and modify, by majority vote, these bylaws, if it is determined mid-season a modification would be in the best interest of the league.

A. INSURANCE:

The League will apply for the standard insurance from Little League International each year.

The league will apply for protection from theft (crime insurance policy).

All children who play Little League baseball and softball, as well as adults who serve as managers, coaches, designated parents who assist with practices and have been approved by the Board, umpires, official scorekeepers, and the Board of Directors are covered by Little League accident insurance. This insurance covers eligible participants while traveling directly, without delay, to and from the field as well as during practice sessions and games, as well as

other authorized league activities. Accident insurance coverage does not begin until after the league has submitted its charter and insurance application for the season.

B. REGISTRATION FEES:

Registration fees are based on the costs of operations of LWLL and are determined by the BOD. LWLL shall request annual registration fees and shall publish the fees prior to the date on which player registration begins.

Registration fees must be paid in full by April 1. If not paid in full by the specified date, players may not participate in the following year. There are many different opportunities for assistance with registration fees. See Section D, Fee Waiver.

C. PLAYER REGISTRATION:

The League will begin conducting online player registration in November and run through early March. All in-person registration dates will be decided on by December 1st. Registration dates will be advertised in the community (i.e. email and social media announcements, street signs, and on the league website) starting in November. To encourage registration during the regularly scheduled times, the Board may choose to offer Early Bird player registration rates up to a specific date, and then increase to regular rates after that date. While it is a general rule that no child that meets all registration requirements will be turned away from participating in LWLL, the Board reserves the right to make exceptions due to extenuating circumstances. A majority vote by the Board will be needed to deny a player's registration.

Individual player registration documents (i.e. proof of residency documents and registration forms) will be destroyed upon the completion of the regular/fall season to preserve families' privacy. Copies of birth certificates, and All-Star documents will be kept by league until the player is no longer playing.

D. FEE WAIVER:

It is the policy of LWLL and Little League Baseball®, that the inability to pay registration fees should not prevent a player from participating in the Little League Program. However, insufficient public donations and fundraising revenues require most leagues to set a reasonable fee to offset operating expenses for the season. The Board of Directors shall implement procedures and guidelines establishing eligibility for fee reduction.

Members who cannot afford to pay full registration fees must fill out the LWLL scholarship request form. At the BOD discretion, scholarships, partial scholarships, payment arrangements, or other options may be granted. The form should be submitted to the Treasurer. Once a need is determined, all applications will be brought to a vote by the BOD. A scholarship may consist of reduced fees and increased volunteer hours during the season at the snack bar. Nevertheless, a

minimum registration fee of \$100 must be paid for each player. However, applicants whose fees are reduced are still required to participate in fundraiser activities and volunteer hours, as those responsibilities are not waived.

E. PLAYER DIVISIONS:

Seniors Division	<p>League Age 15-16</p> <ul style="list-style-type: none"> • 13/14-year-old players may play up to Senior League if approved by the Board. Typical reason would be that player is at an advanced skill level. • Players are eligible for Seniors All-Star team
Juniors Division	<p>League Age 13-14</p> <ul style="list-style-type: none"> • 12-year-old players may play up to Junior League if approved by the Board. Typical reason would be that player is at an advanced skill level. • Players are eligible for Juniors All-Star team
Intermediate (50-70 Program)	<p>League Age 11-13</p> <ul style="list-style-type: none"> • 50' pitching distance, 70' base paths • Stealing & pick-offs allowed • Transition for players moving from Majors to larger fields • Players are eligible for the 50/70 All-Star team
Majors Division	<p>League Age 10-12</p> <ul style="list-style-type: none"> • 9/10-year-old players, with an advanced skill level, may play if drafted and approved by the Player Agent • Teams formed by a draft • 6 innings, umpires, scores are kept, standings recorded • Players are eligible for 11/12, 10/11 and 9/10 All-Star teams, based on their league age

Minor A Division	<p>League Age 9-10</p> <ul style="list-style-type: none"> • 8-year-old players should notify the Player Agent in order to tryout if interested in being drafted to Minor A • 12-year-old players may play Minor A, at a parent's request, with board approval. Typical reason would be skill level/safety risk at Majors level • 12-year-old players cannot pitch in Minor A • Teams formed by a draft • 6 innings, umpires, scores are kept, standings recorded • Players are eligible for 10/11 and 9/10 All-Star teams, based on their league age
Minor B Division	<p>League Age 7-8</p> <ul style="list-style-type: none"> • Teams formed by Player Agent with competitive balance in mind, coach/friend requests available but not guaranteed • 6 innings, player pitch, standings, and scores kept • Recommended that players have at least one year of Caps A experience • Players league age 8 that are not drafted into Minor A will be placed on a Minor B team • 9-year-old players may play Minor B, at a parent's request, with board approval. Typical reason would be skill level/safety risk at Minor A level • 9-year-old players cannot pitch in Minor B
Caps Division	<p>League Age 5-6</p> <ul style="list-style-type: none"> • Teams formed by Player Agent with competitive balance in mind, coach/friend requests available but not guaranteed • 6 innings, machine/coach pitch, no scores or standings kept • Recommended that players have one year of Tee ball experience • 7-year-old players may play Caps, at a parent's request, with Player Agent approval. Typical reason would be skill level/safety risk at Minor B level
Tee Ball Division	<p>League Age 4-5</p> <ul style="list-style-type: none"> • Teams formed by Player Agent, coach/friend requests available but not guaranteed • 1 hour or 3 innings, no scores or standings kept • Players league age 6 that have never played can be placed in tee ball at a parent's request, with player agent approval

F. SELECTION OF MANAGERS:

The League Player Agent (with Board approval) shall appoint volunteers to serve as managers within the league for the upcoming season, at least 7 days prior to the draft – only after the potential manager has submitted a completed volunteer form and passed a background check. All Managers must also attend a League sponsored rules clinic prior to the start of the season. All appointments must be approved by the league's Board of Directors, by majority vote.

It is not guaranteed that the previous year's managers will be reappointed. Priority will be based on the following criteria:

1. Candidate leads with a positive attitude, good knowledge of the game, demonstrates integrity, and is generally considered to be reliable. Has not had any formal complaints lodged against them to the Board in previous seasons due to use of foul language, lack of respect for umpires, coaches and players, or other inappropriate behavior.
2. Managed a LWLL team last season in the same division.
3. Managed a LWLL team last season in another division.
4. Coached a LWLL team last season in the same division.
5. Coached a LWLL team last season in another division.
6. Prior coaching experience in another league, references provided upon request.
7. Valid nominee from a LWLL Board Member.
8. Assisted with a LWLL team last season, but not in capacity of coach or manager. The President may manage or coach provided he/she does not serve on the Protest Committee. The Vice President may manage or coach provided he/she does not serve on the Protest Committee. Player Agents for Minor A and higher may not manage or coach in their respective division(s).

G. SELECTION OF COACHES:

The manager of each team shall nominate up to 2 coaches at least 7 days prior to their first game of the season, to assist with practices, games, and other team functions. The Board, by majority vote, must approve the coaches prior to the first game of the season, only after the nominated coaches have submitted a completed volunteer application form, and passed a background check. Coaches must also attend a League sponsored rules clinic prior to the first game. Additional coaches (Practice coaches) may assist with practices, provided they have also submitted a completed volunteer application form, and pass a background check and be approved by the board. Practice coaches will not be recognized as an official coach on the team

roster submitted to Little League International, nor will they be eligible to be a manager or coach for an All-Star team. Each regular season team may have up to two coaches, in addition to the manager, to formally assist in team operations, games and practices. Additional practice coaches may be approved by the Board; however, these individuals may not be in the dugout, on the field, or coach in any fashion during games for Minor B and above, except to fill-in for an absent manager or coach.

H. MANAGER/COACH INFORMATION:

Managers and coaches will abide by the rules of the Little League Code of Conduct, LWLL Code of Conduct and District 42 Code of Conduct. Those who violate these rules will face disciplinary actions. It is possible for a coach or manager to be removed after the first offense. Each Manager and Coach will be responsible for the following:

1. Safety of team members.
2. Sportsmanship of players, coaches, and parents.
3. Making Little League an enjoyable experience for all team players.
4. Instruction of the fundamentals of baseball/softball.
5. Ensure that all players meet minimum playing requirements.
6. Supply help to prepare the field at all games.
7. Provide official scorekeeper when home team.
8. Clean up fields, dugouts, and bleacher areas after games.
9. Become familiar with the rulebook and its intent.
10. Take care of equipment.
11. Provide game balls during league games.
12. Have a parent meeting prior to start of season.
13. Have medical releases available during all team functions including games and practices.
14. Do not allow winning to be more important than the development of each player.
15. Instill the Little League philosophy.
16. Participate in all league functions, including fundraising and work details.
17. Be responsible for your own behavior at all league activities.

18. Promptly return equipment in good order to the designated Board member at the end of the season.
19. Abide by all Little League and Luckie Waller Little League Rules and Regulations.
20. Have fun.
21. Provide the following information, as provided by the Board of Directors for the purposes of continuity and compliance with Little League International policies, to each player's parents, preferably in a team meeting prior to the start of practices:
 - i. Give practice place and times, discuss game day procedures
 - ii. Discuss your goals as a manager for the team
 - iii. Discuss your method of discipline, and league rules regarding game discipline
 - iv. Explain minimum playing time, and pitching rules
 - v. Distribute game schedules
 - vi. Assign team parent responsibilities
 - vii. Give name, e-mail address, and telephone number of League Player Agent
 - viii. Explain parent conduct/responsibilities, including conduct at games
 - ix. Explain Little League insurance
 - x. Go over the general rules for your division
 - xi. Review All-Stars and tournament play procedures (if applicable to division)
 - xii. Share League calendar of events, and team website

I. PLAYER ASSESSMENTS:

Any player that is league age 9 or older must attend a League sponsored Player Assessment day. Players league age 8 are welcome to attend if interested in being drafted to a Minor A team. Please notify Player Agent prior to the assessment date. Players league age 8-11 are not guaranteed to be drafted to a Minor A or Majors team. If they are not drafted, they will be added to the draft in the next lower division. In the event that a player is moved to Minor B, they will be placed on a team by the Player Agent. All parents will be notified of such changes.

Prior to the assessment day, the Player Agent will make a list showing the names and League Age of each player. Assessments will be conducted in January/February, as determined by the

Board. All Manager Candidates must attend the assessments or have a stand-in to evaluate players. During the assessments, each player will:

1. Field fly balls
2. Field ground balls
3. Throw
4. Pitch
5. Run
6. Bat

Each skill will be graded by the Player Agent and approved player evaluators. Results of assessments will be organized by the Player Agent and can be made available to managers to assist with improving competitive balance during player selection at the draft.

J. ROSTER/DRAFT:

The minimum number of players on a roster is 10 for Tee Ball, Caps and Minor B, 11 for Minor A and 12 for Majors and above. The preferred number of players drafted to each team shall be 12 for Minor A and above. In no case shall there be more than 15 players assigned to a team. If more than 13 players need to be assigned to a team, then an additional team should be drafted, provided there are enough total players and managers to ensure a minimum of 10 players per team in that division. Only managers (or proxy if manager is unable to attend draft) and player agents are permitted at the draft, unless otherwise agreed upon by the Board.

After the assessments have been completed, the draft will be conducted. The draft order is determined by drawing numbers. The manager that draws #1 drafts first in the first round and then last in the second round and then first in the third round and so on (i.e. serpentine order).

Majors managers will draft teams first from the entire pool of players that attended an assessment day and were placed in the Majors pool by the player agent. After the Majors managers have drafted teams, the Minor A managers will draft from the remaining pool of players that attended an assessment day and registered for the Minor A and Majors divisions. The remaining players that weren't drafted in the Minor A draft, will be placed on Minor B teams.

Players league age 12 must be drafted to a Majors team. If a move to Minor A is requested by the parents or determined by the Player Agent, an exception must be filed with the District Administrator. If a 12-year-old plays Minor A, they would not be eligible to pitch per Little League rules. Players league age 11 must be drafted to a Majors team or a Minor A team.

Players League Age 8 that attended an assessment day but are not drafted to a Minor A team will be placed on a Minor B team. No more than 8 players may be selected by each team from each League Age.

1. Sons and daughters of the Manager (all divisions): The son or daughter of the manager must be drafted to their team in the round designated by the Player Agent.
2. Trades (all divisions): When the draft is complete, the managers may conduct trades. All trades must be completed on the night of the draft. Trades can only involve one player for one player (i.e. cannot trade 1 player for 2 players). Trades for draft choices are not allowed. Trades must be kept confidential and must be approved by the Player Agent.
3. Players that did not attend an assessment day (all divisions): If a player is League Age 8-11 and request to be placed on a Minor A or Majors team, must meet with the Player Agent for an evaluation to determine if the level of play that is suitable for the player. Players League Age 12 will first be placed on a Majors team, unless determined that they need to be placed in the Minor A division. The names of players that did not attend an assessment day will be placed in a "hat" and drawn to determine team placement. The Player Agent will notify all managers of this process prior to the draft. Players that do not attend an assessment day, can be eligible for the All-Star tournament, provided they meet eligibility requirements and the Board receives and approves a written request submitted by the parents or the Player Agent for exception, based on extenuating circumstances by opening day.
4. Secrecy (all divisions): Managers and Board members are not to share with anyone, (i.e. parents or players) the order in which the players were drafted. If this rule is broken, the manager and/or Board member(s) may be suspended or removed from the league.
5. Player additions after the conclusion of the draft: The names of each team with 11 or fewer players on their roster will be placed in a hat. The Player Agent will draw the name of a team out of the hat for placement order.
6. Divisional Player Movement during Season: A player that may be moved from one division to another (for example Minor A to Majors or vice versa) during the season, if the following process is followed, and the appropriate approvals are granted. A request can be made to the respective Player Agent to pull or push a player up/down. Acceptable reasons to move a player are not limited to but include: a) to fill a roster spot when a team in the next division up falls below the minimum player amount and there are no new registrations. b) A player is deemed a safety risk either to himself/herself or to others per the Player Agent or Safety Officer. c) High level of performance as determined by the manager or player agent. Once the Player Agent has received such a

request, they should reach out to the President to discuss. Once they review the situation and receive feedback from Managers in both divisions, they will present their recommendations to the Board. The Board and Player Agent, along with the parent/guardian, will make the final decision on whether to move a player or not. If a player declines to move up when a vacancy occurs, that player will not be allowed a second chance to move up later.

K. MANAGERS AND COACHES' SAFETY MEETING: (MANDATORY)

A mandatory safety training will be put on by the Safety Officer prior to any official team practices. Each team must have the manager and all coaches attend this training. No team will be allowed to practice until the manager and coaches have attended a safety meeting.

L. CONCUSSION & CARDIAC ARREST TRAINING:

All managers, coaches, and team volunteers must review the concussion and cardiac awareness training provided by the league prior to the start of the season. All must then acknowledge that they have reviewed this training either through written documentation, an online signature through the league website, or as requested by the Safety Officer.

M. SAFETY:

1. An umpire may EJECT a player for safety violations. Violations may include, but are not limited to, removing the batting helmet while running the bases, throwing the bat in anger as to endanger another player, manager, coach or spectator, throwing equipment in the dugout or on the playing field.
2. Jewelry that poses a potential safety hazard, such as hard items or those that could cause injury, is subject to removal.
3. No team shall wear game uniforms other than those approved by the Board of Luckie Waller Little League.
4. No foreign substances in the mouth, except mouth guard.
5. All catcher masks will have a throat protector.
6. No foreign objects in pockets.
7. There shall be no on-deck batters or practice swings allowed in Majors and below.
8. On the judgment of the umpire, any abusive language, inappropriate gestures and/or unnecessary roughness shall be grounds for removal from the game.
9. Umpires will wear approved protective gear. Exception: Minor B and below.

10. Adults shall not warm up any player ON or OFF the field.
11. No food or drink will be allowed in the dugouts, except water or sports drink in a plastic or paper container.
12. All players used as base coaches must wear batting helmets.
13. It is recommended that all male players wear a cup.

N. EQUIPMENT AND UNIFORMS:

An inventory of equipment and uniforms will be maintained at all times. The Board members responsible for equipment and uniforms will determine a budget needed at the beginning of the fiscal year, and present to the board for approval. The Board members responsible for equipment and uniforms will schedule time for all teams to pick up their uniforms and equipment at the beginning of the season and return the equipment after the season has completed by a specified date. The Board may also agree on a different uniform distribution schedule. For example, distribute to parents on a specific day. Only uniforms provided by LWLL may be used for Spring Season, League Tournaments, Playoff, T.O.C., All-Stars and Fall Ball (Winter Ball) games unless pre-approved by the Board.

O. PRACTICE FIELDS:

Priority for fields with a backstop and/or pitching mound, will be from the highest division to youngest division. The fields will be distributed relatively proportionally between the teams.

P. PRACTICES:

No regular season team may meet more than 4 times per week, games and practices combined. Failure to comply may result in disciplinary action to the Manager. Teams should meet at least 2 times per week. Tee Ball teams should practice no more than 1 hour and 15 minutes, twice a week (when possible).

Q. GAME SCHEDULING:

Tee Ball games will be scheduled for 1-hour time slots. Caps through Majors will be scheduled for 2-hour time slots and Juniors will be scheduled for 2.5-hour time slots. The only exception will be divisions that play interleague games. In that case, interleague rules will dictate the time limits. No regularly scheduled games will be on Sundays, holidays or holiday weekends when possible. Makeup games are not subject to the same limitations, so long as both managers agree.

R. TRAINING FOR LEAGUE OPERATIONS PRIOR TO START OF SEASON:

1. Umpire

2. Manager and Coach Duties and Responsibilities

3. Board Member on Duty Responsibilities

S. TEAM PHOTOS:

The Board will collect at least 2 proposals from professional photography companies, and shall select by majority vote, one of the companies to take photos of each team during the season.

T. BOARD MEMBER ON DUTY:

The Board Member on Duty shall be responsible for:

1. Opening up the score booths no later than 45 minutes before the start of the first games of the day.
2. Make sure all fields are playable.
3. Help rule on any situation that an umpire might ask for help on.
4. Take good notes of any altercation that may occur.
5. Notify President of any ejections and Safety Officer of any injuries.
6. Escort individuals out of the park if excused from the playing area, calling police if necessary.
7. Close the score booths at the conclusion of games for the day, ensuring they are locked, and all equipment is put away.

U. OPENING CEREMONY:

The opening ceremony should be conducted either the weekend before or the week when games start. Each team will be recognized. The Board will be recognized. The sponsors will be recognized. All the teams will collectively recite the Little League pledge.

V. FAMILY FUN DAY: (optional)

Should the Board elect to do so by majority vote; it will use League funds to host a Fun Day for the players of the league. The primary purpose should not be to raise funds for the league, but should be to offer free activities primarily for the enjoyment of the kids. Simply put, to celebrate the player's achievements, the league, the volunteers, and the families. Historically, this day has been run in conjunction with opening and/or closing ceremonies.

W. CLOSING CEREMONY:

The closing ceremony should be conducted at the conclusion of the regular season, and prior to All-Star rosters being announced (if possible). All first and second place teams based on the league playoffs in each division, should be recognized and be given league-supplied trophies or medals. Non-competitive divisions will receive league-supplied participation trophies or medals and sponsors and volunteers should be recognized and thanked.

X. DIVISION STANDINGS:

Division standings will be decided by a format that rewards teams that play as many of their scheduled games and make up as many rained out games as possible. As such, the following format should be followed to determine standings:

1. Most wins in season
2. Best head-to-head record
3. Least runs allowed head-to-head
4. Most runs scored in season

No games played after the Closing Ceremony count in determining division standings.

Y. ALL-STAR MANAGER/COACH SELECTION:

1. Managers and coaches may come from the following divisions:
 - i. 8-10 All-Star team – manager or coach from Majors or Minor A division
 - ii. 9-11 All-Star team – manager or coach from Majors or Minor A division
 - iii. 11-12 All-Star team – manager or coach from Major division
 - iv. Intermediate 50/70 All-Star team – manager or coach from intermediate 50/70 division
 - v. Junior All-Star team – manager or coach from Junior or Senior division
 - vi. Senior All-Star team – manager or coach from Junior or Senior division
2. The Player Agent will collect submissions to manage the leagues All-Star teams and provide them to the Board for a majority vote. The Board may request manager candidates to present in front of the board, prior to the vote. Any All-Star manager candidate who is a member of the Board, will excuse themselves from the vote for the All-Star manager position in which they are requesting. The All-Star coaches for each division will be selected by the manager. All coaches must be approved by a majority vote of the Board. The managers will be selected based on the following traits:

- i. Attitude
- ii. Fairness
- iii. Teamwork
- iv. Sportsmanship
- v. Coaching and organizational ability

Z. ALL-STAR PLAYER SELECTION:

1. The goal of LWLL is to field the most competitive team in each Division.
2. All eligible players will be nominated by the team managers a minimum of two weeks prior to the start of the All-Star selection process.
3. Majors division baseball players are eligible for the 9-10, 10-11 and 11-12 All-Star teams, depending on their league age. Minor A players are eligible for 9-10 and 10-11 All-Star teams, depending on their league age.
4. Players and parents must sign the All-Star commitment form, before being placed on the team.
5. The All-Star teams for each division will consist of 12 to 14 players.
6. The All-Star nomination form will be generated by the respective Player Agent. The nomination form will include players name, team name, league age, and division they played in. The form will be drawn listing all eligible players by division. A player must have played in 60 percent of league games to be eligible.
7. Minor B players and lower are NOT eligible for All-Stars.
8. Voting will be conducted no later than the first week of June. Managers of record will vote.
9. The Player Agent will meet with all managers from all teams in the All-Star eligible divisions, to discuss eligible player candidacy. Meetings will take place during May. Managers should nominate, for discussion and closer evaluation, those players from their respective team most appropriate for selection to the All-Star team.
10. After all player votes are counted, the All-Star teams will be finalized by the Player Agent of the division and the managers of record for the season, within the applicable divisions (e.g. Minor A and above). Teams will be built in sequential order, starting with the highest division team. The team manager may determine the final players to fill the final roster position (13th).

11. The following criteria will be used to define the strategy for All-Star player selections:

- i. The objective is to fairly, and impartially select the most skilled and competitive team possible for tournament play at each division.
- ii. The most highly skilled players, as evidenced by the players' performance during the season.
- iii. Availability of the players and his/her families to meet the time commitments, and obligations required of All-Stars.
- iv. Any other factors that may, in the manager's judgment, reflect upon the candidate's fitness and ability to play on an All-Star team.
- v. The Board has the discretion to review the overall skill levels within each division or age group, to determine the best strategy for filing each All-Star team.

12. Each All-Star team will be determined based on the following selection criteria:

- i. The Senior All-Star team will be completed first from among eligible players from the Seniors Division.
- ii. The Juniors division All-Star team will be completed next from among eligible players from the Juniors division.
- iii. The Intermediate (50/70) All-Star team will be completed next from among eligible players from the Intermediate 50/70 division.
- iv. The Majors 11-12 All-Star team will be completed first from among eligible 11-year-old and 12-year-old players that played in the Majors division during the regular season.
- v. The 10-11 All-Star team will be completed next from among eligible players from the remaining 10-year-old and 11-year-old players.
- vi. The 9-10 All-Star team will be completed next from among eligible players from the remaining 10-year-old players and eligible 9-year-old players.
- vii. After the teams have been determined, the All-Star manager for each team will nominate up to 2 coaches to be approved by the board.

- viii. The All-Star teams will be announced based on Little League rules and during Closing Ceremonies.

AA. OTHER ALL-STAR PROCEDURES:

- Financial assistance may be available if the tournament site is outside the County of San Diego.
- Total assistance will not exceed budgeted amount for the year.
- League assistance is for players and manager/coaches of record.
- This assistance may only be used for fuel, food, transportation, or lodging.
- The league reimbursements cover the day prior to the first game through the night of the last game played.
- Hotel: 3 players and a manager or coach per room, not to exceed \$125 per room per night (e.g. 12 players and 3 manager/coaches = 4 room, for a total of \$500 per night per team).
- Mileage: 4 players and a manager or coach per car. Reimbursement is based on the current IRS standard mileage rate for service for charitable organizations.
- Meals: \$20 per day for each player, manager, or coach of record (12 players, 1 manager, 2 coaches = \$300 per day).
- If a vehicle is rented for transporting team members, Luckie Waller Little League assumes no responsibility or liability for the wellbeing of the transported team members.
- The tournament team requesting assistance will receive an amount to cover the first weekend or two games.
- All player parents, managers & coaches must return all receipts of incurred expenses to the league by a pre-determined date. A team parent should be selected by the team to collect all receipts and turn them into the league treasurer for reimbursement.
- This amount will not exceed \$1,600.00. This amount will be distributed evenly to all the player's parents, manager & coaches. If the tournament team continues to advance, the player's parents may request further assistance, but the Board will establish a maximum fund limit. In the case of multiple tournament teams participating in a sectional or

divisional tournament, the same amount & conditions apply to the second and/or third tournament team. (This is Pending on Leagues Funds availability)

- If more than one team advances to a sectional or divisional tournament (outside the County of San Diego), the \$1,600.00 amount may be reduced. The Board will make a final determination. The total amount distributed may also be adjusted to ensure the general fund isn't depleted below \$10,000.00 for the current season and exceed the maximum established amount of \$4,800.00 the league has imposed for All-Star team financial assistance.
- LWLL greatly encourages our tournament teams to solicit for sponsorship funds to cover their expenses. The teams travel expenses should be the primary reason for the sponsorship. Little League Baseball requires sponsorship funds go to the general fund for the league; therefore, the League has established the following contribution scale to be used for All-Star sponsorship:
 - \$100.00 - \$299.00 10% goes to LWLL
 - \$300.00 - \$499.00 20% goes to LWLL
 - \$500.00 – above 30% goes to LWLL

BB. VOLUNTEER APPRECIATION ACTIVITY: (optional)

The purpose of the volunteer appreciation activity, if approved by majority vote of the Board, will be for the League to host a meal or other activity for all the volunteers, including managers, coaches, umpires, team parents, sponsors, and Board members, preferably once the season has finished. The activity should recognize and thank the volunteers for their involvement in the league during the past season.

CC. OPERATION OF WEBSITE:

The league shall maintain a website to be updated on a regular basis. At a minimum, information to be posted on the website should include:

1. League address
2. List of Board members and contact information
3. Rainout instructions
4. Emergency contact
5. Player registration information
6. Instructions on how to volunteer

7. Copy of the League Constitution, Bylaws & Charter
8. Fundraiser information, if a league fundraiser will be conducted
9. Calendar of league events
10. Little League forms
11. Game schedules
12. Field locations
13. Recognition of sponsors

The league may also maintain a presence and participate in other social media services such as Facebook, Instagram and Twitter. These services should be used to communicate and interact with league members and families for the purpose of communicating league events, and pertinent information about the league.

DD. LOCAL GAME RULES:

Unless noted below, all games will be played at LWLL in accordance with the current season's Little League International Official Regulations and Playing Rules. For interleague games, the current Interleague rules will apply and will be posted separately.

a. General Game Procedures:

1. Unsuitable Playing Field: Managers and coaches from both teams should meet at the field 45 minutes before game time to determine if field is suitable for play. If the two managers do not agree, or if either of the managers is not present at the field, the umpire or Board Member on Duty (BMOD) from the host league shall make the determination. The host league may close their facility to all play at the host league's discretion. See rule 3.10 in the Little League Official Playing Rules. If field is not playable or the facility has been closed, contact the teams as much in advance of game time as possible.
2. Scheduling of Umpires: The League is responsible for umpire scheduling (Minor B and above).
3. Game Balls: The League shall furnish 3 new regulation game balls.
4. It is the responsibility of the two managers to reschedule a cancelled game, or to complete a game that does not reach the minimum number of innings to become an official game. The Player Agent for that division should be notified within 48 hours after the regularly scheduled game was to be played that the game needs to be rescheduled.

If one manager is willing to reschedule a game cancelled due to unplayable conditions or a partially completed game and the other manager is not, then the team not willing to reschedule the game will forfeit. Any disagreements between the two teams about rescheduling a game should immediately be taken to the Player Agent.

5. Managers unable to field a team of at least 9 players for a scheduled game during the season must notify the other team and the Player Agent for their division ASAP prior to that game or the game will go to the Board for possible forfeit.
6. The home team is responsible for providing the official scorekeeper (Minor B and higher).
7. The home team takes the dugout on the 3rd base side. The home team is responsible for raking, lining, and getting the bases for the field prior to the game. The visiting team takes the dugout on the 1st base side. The visiting team is responsible for putting the bases away and raking the field after the game, unless it is an interleague game. In that case, the home team is responsible for both duties. Each team is responsible for leaving their dugouts and bleachers clean after the game.
8. No gum, candy, food, seeds or glass of any kind is allowed in the dugout or on the field during games. Sports drinks and water are allowed in the dugouts only. This rule applies to players, coaches, managers and umpires.
9. The run rule will apply (Rule 4.10(e)) for Minor B and above:
 1. If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

b. Tee Ball Division:

1. This is a non-competitive, instructional level of baseball. Score and standings are not kept.
2. A game shall last for three (3) innings or 60 minutes, whichever occurs first.
3. All players should have equal playing time and equal time at all positions.
4. The entire lineup will bat each inning, regardless of the number of outs.
5. Defensively, there should be 10 players on the field, 6 in the infield and 4 in the outfield.
6. The player in the pitcher position should have at least 1 foot on the pitcher's circle when the batter hits the ball (do not have the pitcher play way in).
7. A batting tee will be placed on home plate for the batter to hit off. The ball must travel at least 15 feet (where a chalk line will be marked) to constitute a hit. Otherwise, it is a foul ball. Coach pitch near the end of the season may be added. 3 pitches then must use tee. No strikeouts.
8. Players should avoid throwing the bat.
9. The coach working with the batter will ensure the catcher remains out of the way when the batter is swinging the bat.
10. The "softie" baseball must be used.
11. No bunting or stealing is allowed.
12. A maximum of three coaches may be on the field to assist the team when on defense.
13. For offense, one coach will be with the batter, one base coach at first, one base coach at third, and one adult in the dugout helping with the batting order.
14. The coach at home plate helping the batter is the umpire. They will also be responsible to move the tee and bat when a base runner is running towards home plate.
15. One base only on an overthrow or out of play.
16. The distance between bases is 50 feet and the distance from home plate to the pitcher's mound is 42 feet.
17. For the final batter of each half inning, the defensive team should attempt to make a play on the batter. Do not immediately throw home and have the catcher waiting for the runner(s).

c. Caps Division:

1. This is a non-competitive, instructional level of baseball. Score and standings are not kept. This is a pitching-machine and/or coach pitch league.
2. The pitching machine operator will be the official umpire.
3. A game shall consist of 6 innings or 2 hours, whichever occurs first. If no game follows, the time limit may be extended if agreed by both managers.
4. Each batting team's inning ends on 3 outs or 4 runs, whichever occurs first.
5. Score is only kept track when 4 runs have been reached each inning. The game score should not be shared with the players. The emphasis is on learning, not winning.
6. Managers should give all players equal playing time and equal time at all positions.
7. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 4-run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off during their next at bat.
8. Defensive playing time should be equal. Defensive players should rotate between infield and outfield every inning and, unless an extreme safety risk, all players should get equal play at all infield positions. Players shall not be on the bench for more than one inning per game.
9. There is a maximum of six (6) pitches per batter. If the batter does not hit the ball after the sixth pitch, the batter is declared out. Note: Foul balls will keep batter alive after the sixth pitch ONLY.
10. The pitching machine shall be located 42 feet from home plate. The pitcher should not be standing closer than 42 feet when the adult pitcher releases the pitch.
11. A 10-foot circle will be chalked around the pitching machine/mound. The chalk line is considered inside the circle.
12. Players should avoid throwing the bat.
13. The ball is declared dead when an infielder has control of the ball in the infield and must raise his hands. If runner is over halfway to the next base, they may advance. If less than halfway, then they must return to the previous base.
14. Batted balls that hit the pitching machine are dead and all runners are awarded one base, including the batter runner. Note: No base runner(s) forced to advance will remain or return to the previous occupied base.

15. If a batted ball passes through the pitching circle without touching the machine, the ball is live and in play.
16. If a defensive player steps into the circle to field a batted ball or thrown ball, the game official shall pronounce the ball dead and award all runners including batter runner one base. Award of bases shall be determined at the time of pitch or last base legally touched at the time the ball was thrown.
17. No stealing is allowed.
18. Base runners cannot advance on a passed ball by the catcher.
19. Two coaches may be on the field to assist the team when on defense.
20. One base only on an overthrow or out of play.
21. A "softie" or regular baseball can be used. The Board will vote prior to the start of the season.
22. Must only have 1 player per position and no more than 10 defensive players (4 outfielders). The outfielders must be positioned no closer than the edge of the outfield grass.

d. Minor B Division:

1. This division provides training and instruction for players who by reason or age or other factors who do not qualify for Minor A. Teams are based on coach/friend requests and competitive balance.
2. The league will provide an umpire when possible. Home team is required to provide the home plate umpire or an umpire behind the mound if no umpire is present. All umpires behind the plate must wear proper umpire gear.
3. Standings and score are kept.
4. This division is all player pitching. Pitching from 42ft for the season. It may move to 46ft for the second half of the season based on the TOC rules.
5. Players are allowed to pitch a maximum of 3 innings or 50 pitches per day. Required rest applies.
6. The Board will review, discuss and have the option to modify the pitching rules after 1 month of games.
7. Balls and strikes are called. Three strikes and the batter is out.
8. There will be no stealing of home base. After the conclusion of play, a runner on 3rd base cannot advance home on a passed ball to the pitcher from a fielder or catcher. Ball is dead and can only advance to home by a hit, tag up, overthrow play on said runner or walk (bases loaded). Note: Run must be earned under live play. If the catcher attempts to make a play on the runners, then the play is "live" and a runner may attempt to advance.
9. 4 run limit per inning, unless it's an out of the park (fence) home run. Only 6th inning is open.
10. A game shall consist of 6 innings or 2 hours, whichever occurs first. If no game follows, the time limit may be extended if agreed by both managers.
11. No coaches are allowed on the field for defensive instructional purposes.
12. Teams bat their entire roster, including substitutes. If the third out or 4-run limit is obtained, the inning is ended. The team resumes the batting order where it left off during their next at bat.
13. Must only have 1 player per position and no more than 9 defensive players (3 outfielders). The outfielders must be positioned no closer than the edge of the outfield grass.

e. Minor A Division:

1. The purpose of this division is to provide training and instruction for those players who by reason of age or skill level do not qualify for selection to Majors. Teams are formed by a draft.
2. The league will provide an umpire when possible. Home team is required to provide the home plate umpire or an umpire behind the mound if no umpire is present. All umpires behind the plate must wear proper umpire gear.
3. This division is all player pitching.
4. There will be a 5 run limit per inning, unless it's an out of the park (fence) home run. Only 6th inning is open.
5. A game shall consist of 6 innings or 2 hours, whichever occurs first. If no game follows, the time limit may be extended if agreed by both managers.
6. No coaches are allowed on the field for defensive instructional purposes.
7. Catchers must wear a catcher's mask when warming up pitchers.
8. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 5-run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off during their next at bat.
9. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

f. Majors Division:

1. The League will provide an umpire when possible. Home team is required to provide the home plate umpire or an umpire behind the mound if no umpire is present. All umpires behind the plate must wear proper umpire gear.
2. This division is all player pitching.
3. There will be a 5 run limit per inning, unless it's an out of the park (fence) home run. Only 6th inning is open.
4. A game shall consist of 6 innings or 2 hours, whichever occurs first. If no game follows, the time limit may be extended if agreed by both managers.
5. No coaches are allowed on the field for defensive instructional purposes.
6. Managers and coaches may not warm up pitchers (only players may warm up pitchers).
7. Catchers must wear a catcher's mask when warming up pitchers.
8. Offensive teams will bat their entire roster, including substitutes. If the third out is obtained before the 5-run limit is achieved, the inning is ended and the offensive team resumes the batting order where it left off during their next at bat.
9. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

g. Intermediate (50/70), Junior and Senior Divisions:

1. The League will provide an umpire when possible. Home team is required to provide the home plate umpire or an umpire behind the mound if no umpire is present. All umpires behind the plate must wear proper umpire gear.
2. A game shall consist of 7 innings or 2.5 hours, whichever occurs first. If no game follows, the time limit may be extended if agreed by both managers.
3. The run rule will apply (Rule 4.10(e)).
4. Managers and coaches may not warm up pitchers. Catchers must wear a catcher's mask when warming up pitchers.

h. Protests: (Minor A & above divisions only)

1. All reasonable effort must be made to settle disputes on the field, to avoid a protest. If there is a dispute on the ruling, the disputing manager will have an opportunity to locate rules and persuade the umpire to change his/her mind. Managers may then exercise regular protest procedures. THERE ARE NO PROTESTS ALLOWED ON JUDGMENT CALLS. The umpire-in-chief may confer with the board member on duty to resolve the protest. If the manager still persists on a protest, the umpire will make sure the protest is noted in the official scorebook. The game will resume until completion. The protest then will be referred to the Protest Committee for review. ONLY MANAGERS CAN PROCLAIM A PROTEST.
2. The Protest Committee will meet in accordance with rule 4.19 (F) in the official rules and regulations and playing rules book.
3. If a member of the Protest Committee is in any way connected with the teams involved, then he/she shall be declared ineligible to rule on the protest.
4. The MANAGER/COACHES AND ALL UMPIRES involved in any protest will draft a letter/email to the League President within 24 hours. The letters/email shall include a diagram of exactly what transpired and any necessary comments regarding the situation.
5. Board Member on Duty will notify President and UIC of any impending protests.
6. The League President will inform the Managers and Umpires of the Protest Committee ruling in writing.

i. Player/Parent/Manager/Coach Code of Conduct is available online at www.luckiewallerbaseball.com.