

WESTERN LITTLE LEAGUE

BYLAWS

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Amended: December 6, 2025

SECTION 1 – League Information

Boundaries: The boundaries for Western Little League are: South of Alexander, North of Washington, and West of Rancho to the mountain range, and East of Rampart (excluding the Pueblo area of Summerlin).

Mailing Address:

Western Little League, Inc
2251 N Rampart Blvd #254
Las Vegas, NV 89128

League Phone Number: (702) 475-4011

League Email Address: westernll@ymail.com

League Web Address: www.westernllvegas.com

League ID Number: 0428-02-02

Federal Tax ID Number: 86-0884465

State ID Number: c3831-1991

Board of Directors: (May consist of up to 17 Directors)

SECTION 2 – League Mission Statement

Western Little League is a non-profit organization, whose mission is to provide an opportunity for our community's children to learn the game of baseball in a safe and friendly environment as well as develop an understanding of fairness, sportsmanship, and teamwork towards each individual.

SECTION 3 – Board of Directors

The Western Little League Bylaws set forth by the Board of Directors shall be reviewed and accepted on a yearly basis.

Board Member Overview:

All responsibilities associated within each position of the Board of Directors can be found in the Western Little League Constitution.

Board Member Requirements:

- It is the responsibility of each Board Member to attend each and every Board Meeting. Meetings are generally held once a month
- Any Board of Director with at least three (3) unexcused absences for meetings set forth will be subject to removal from the Board of Directors.
- Each Board Member shall assist with the construction and clean up of Western Little League Opening Day celebration.

SECTION 4 – League Age Structure

Any child between the ages of 4 – 17 and lives within the designated boundaries or meets certain individual criteria are eligible to play at Western Little League. A player's league age is defined as the age that the child is as of August 30th of the current year.

T-ball: League age 4 – 5 years old + 6 yr olds who have never played

Rookies (Coach Pitch): League age 6 – 7 years old +8 yr olds who have never played. *League age 8 requests to stay down pending approval from Player agent and manager committee

Minors - League Age 7-12

Minor Machine Pitch: League age 7 – 11 years old

**Note: During interleague play this level may have player pitch*

** League Age 11 CANNOT pitch if player pitch is used*

Minor Player Pitch: League age 8 – 12 years old

**Note: League age 12 year old MUST RECEIVE DISTRICT 4 APPROVAL in order to participate at this level.*

**Note: The two (2) Minor divisions may merge if the number of registrants are low for a season.*

Majors Division: League age 9 – 12 years old

**Limit of one (1) league age 9 year old and four (4) - 10 year olds per team*

Juniors Division: League age 13 – 14 years old

Seniors Division: League age 14 – 16 years old

**Seventeen year olds may play Seniors on a waiver and cannot pitch*

SECTION 5 – Player Registrations

- Registration dates will be determined by the Board of Directors each November for the upcoming spring season and shall be posted online prior to December 1.
- Players Registrations will have a soft deadline determined by the board but remain open until the day of tryouts.
- The cost for registration will be determined prior to each season (fall and spring).
- Registrations will be completed online. Each registrant is responsible for showing proof of age and residence in person at a predetermined location prior to attending evaluations or team selection.

SECTION 6 – Manager and Coach Selection Process

- All managers will be selected as defined in the Western Little League Constitution three weeks prior to tryouts annually and mid February for the Junior and Senior divisions.
- An assistant coach from the preceding spring season who desires to now manage that same team in the Major or Junior Division may do so if selected, so long as their child is already on that team.
- No assistant coach from the preceding spring season shall request to manage or swap with the preceding manager in hopes of securing a son/daughter later in the draft. If approved to manage, any son/daughter(s) must be drafted in the first round of the draft.
- Managers and coaches shall be at least eighteen (18) years of age.
- The T-ball and Coach Pitch (Rookie) divisions may have assistant coaches that are at least sixteen (16) years of age.
- All managers and coaches shall attend coach's training, when available, and agree to subscribe to the policies and procedures set forth within.

SECTION 7 – Player Evaluations and Player List

Evaluations are held only for the spring seasons each February so that teams can be balanced as much as possible. Team managers and selected Board Members are to observe the players so that teams can be selected with a good mix of pitchers, fielders and hitters. Evaluations never cause players to be excluded from teams; it only helps in distributing players amongst teams.

- Evaluations shall be held on two separate dates in February for players 7– 12 years old.
- If necessary evaluations shall be held in late February for players in the Junior and Senior divisions, on a specific date.
- All players must attend evaluations unless they are a “Property Player”. Property Players are defined as those players that have played for a respective team the previous season.
- Players not attending an evaluation will not be eligible for primary selection in the draft. These players may be included at the end of the draft once all selections have been made as a “blind draw”. This shall be determined by the Executive Committee prior to the draft.
- Prior to evaluations, the Player Agent shall make a player list showing the names and league age of each player eligible for the draft. This list is to be distributed to each Manager at evaluations.
- Prior to the draft, the Player Agent shall provide a list of eligible players to be drafted along with any notes specified on each player’s application.

SECTION 8 – Player Promotions or Vacancies

Vacancies occur regularly throughout the season for a variety of reasons. Player’s league age 9 – 11 years old may be called up to the Majors division so long as they have attended an evaluation or have played (1) regular scheduled game.

Managers must notify the Player Agent immediately upon becoming aware that a player may leave the team for any reason. Managers shall also notify the Player Agent if a player misses three (3) consecutive preseason practices without notification or three (3) consecutive games once the season has begun.

Should a Manager fail to notify the Player Agent of a potential vacancy as outlined above, disciplinary action may be taken and the Player Agent shall immediately take steps to determine if it is appropriate to remove and replace the player on that team’s roster.

Once it has been determined that it is appropriate to replace a player on a Majors roster, the following steps shall be taken:

- The Manager shall provide a list of at least three (3) players that they wish to request in specified order.
- The Manager has the option to select a 12 year old from a waiting list or a player from the Minor division.
- The Player Agent shall instruct the Major Manager that all communications regarding the replacement shall go through the Player Agent. No one, except the Player Agent, may discuss the “promotion” or selection from a waiting list with the replacement player, the player’s parents, the player’s current Minor Manager, or anyone else. It is especially important that no element of the promotion or selection be discussed with any players prior to completion of the process.
- The Player Agent shall contact the 1st player and his/hers parent(s) to inform them of the selection, without disclosing the name of the team.
- The player will have 24 hours to accept or decline the promotion to the Majors division. If the player refuses the promotion, the player shall then forfeit their eligibility to the Majors division for the remainder of the season. The Player Agent will then contact the next player(s) on the list until the spot has been filled.
- Once a Minor team has had a player called up to the Majors division that team will then be ineligible for another promotion to the Majors division that season.
- All Managers, Coaches, Board Members and Parents shall do everything possible to ensure that the player is encouraged to move up.
- Promotions will not be filled during the last three (3) weeks of the season.
- A new jersey and cap will be provided to any player that accepts a promotion to the Majors.

SECTION 9 – Team Selection

All players in Western Little League will be placed on teams in the following manner dependent to the guidelines described in Section 5 (League Age Structure). Note: If a member of the Board of Directors has a child in the draft, that member shall not be present unless they are a manager or the league’s Player Agent.

T-ball: League Age 4 - 5 *6 years old (NON-COMPETITIVE): Roster sizes 8-9 players There are no evaluations for the T-ball Division. The Player Agent will randomly place each player onto a team. Requests can be made at time of registration by a parent/guardian to have their child play for a specific manager or with another child. Each Manager in the T-ball Division may request up to 6 players as long

as those players have requested them on their player application. Western Little League will do its best to honor such requests, but cannot guarantee placement of a child on to a particular team.

Coach Pitch (Rookies): League Age 6 - 7 *8 years old (NON-COMPETITIVE): Roster sizes 9-11 players

There are no evaluations for the Coach Pitch/Rookies Division. The Player Agent will randomly place each player onto a team. Requests can be made at time of registration by a parent/guardian to have their child play for a specific manager or with another child. Each Manager in the Coach Pitch/Rookies Division may request up to 6 players as long as those players have requested them on their player application. Western Little League will do its best to honor such requests, but cannot guarantee placement of a child on to a particular team.

Minors Division-(League age 7-12 years old)

All players will be evaluated to be placed at the appropriate level.

Machine pitch or Player Pitch

** Players can request to play/stay at current or lower level will be honor for minors divisions pending decision from player agents and coaching committee**

** Players requesting to move to a higher division are not guaranteed**

Minor (Machine Pitch) League Age 7 - 11 years old (SEMI-COMPETITIVE): Roster sizes 10-11 Evaluations will be held for the Minor Machine Pitch Division. All 8-11 year olds must be evaluated and attend tryouts to determine which division they shall play. While league age 7 year olds are allowed to attend evaluations, there is no guarantee that the player will be drafted onto a Minor Machine Pitch team. 11 year olds who have no prior playing experience can be placed in this division if not drafted into the player pitch level. The Machine pitch division will conduct its draft in the following manner:

- The Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- The draft is open only to the Managers of teams within the Minor division.
- Each Manager will draw a number to determine their draft order for their team. Numbers will be drawn in reverse order of previous seasons standings. Any new managers will draw 1st.
- Each Manager is allowed 4 property players to keep from the previous season's team - This will include the managers player. PROPERTY PLAYERS DO NOT NEED TO ATTEND EVALUATIONS.
- Property players will be placed in rounds 1-4 with the manager's player in Round 1. In the event of a brand new manager to the division, who was not an assistant coach in the division, that manager will be allocated the first 4 selections of the draft. If a previous assistant coach replaces the manager he coached with the next season he will have the option of selecting players from the team he was the assistant of.

- In the event there are multiple managers who have less than 4 property players, the manager with the fewest players will be allowed to draft up until he reaches the number of players of the manager who has the next fewest players and so on if necessary.
- Sibling options must be used when selecting players at the Minor division. If a player is chosen, then that Manager must select the sibling of that player in the next available round.
- Parent/Manager Requests will be attempted to be fulfilled but not guaranteed. The Player agent, coaching committee and League president will review requests previous to each season's draft.
- The draft will be conducted in a sinuous "snake-like" manner. The Manager with number one (1) will draft first, number two (2) will draft second, and so on. The 2nd round will start with the team who has the last pick in Rd 1.
- Only players who attend evaluations may be selected during the draft.
- Once all teams have drafted the appropriate number of players, as determined by the Player Agent, any players league age seven (7) having not been placed onto teams then shall be placed on to the teams within the Rookie division.
- Any player league age 8-10 that did not attend evaluations, who has not previously played in a higher league, will play in the Minor Machine Pitch division, so long as there is room. This will be done by a blind draw at the completion of the draft.

Minor "AAA" Division (Player Pitch): League Age 8-11 years old (COMPETITIVE): Roster sizes 10-12 All players that are league age 8 – 11 are required to attend evaluations. While league age 8 year olds are allowed to attend evaluations, there is no guarantee that the player will be drafted onto a Minor "AAA" division team. The Minor "AAA" division will conduct its draft in the following manner:

- The Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- The draft is open only to the Managers of teams within the Minor division.
- Each Manager will draw a number to determine their draft order for their team. Numbers will be drawn in reverse order of previous seasons standings. Any new managers will draw 1st.
- Each Manager is allowed 4 property players to keep from the previous season's team - This will include the managers player. PROPERTY PLAYERS DO NOT NEED TO ATTEND EVALUATIONS.
- Property players will be placed in rounds 1-4 with the manager's player in Round 1. In the event of a brand new manager to the division, who was not an assistant coach in the division, that manager will be allocated the first 4 selections of the draft.
- If a previous assistant coach replaces the manager he coached with the next season he will have the option of selecting players from the team he was the assistant of.

- In the event there are multiple managers who have less than 4 property players, the manager with the fewest players will be allowed to draft up until he reaches the number of players of the manager who has the next fewest players and so on if necessary.
- The draft will be conducted in a sinuous “snake-like” manner. The Manager with number 1 will draft first, number 2 will draft second, and so on. The 2nd round will start with the team who has the last pick in Rd 1.
- Only players who attend evaluations may be selected during the draft.
- Manager’s kids and sibling options must be used when selecting players at the Minor division. If a player is chosen, then that Manager must select the sibling of that player in the next available round.
- Once all teams have drafted the appropriate number of players, as determined by the Player Agent, any players league age 8 – 10 having not been placed onto teams then shall be drafted to the teams within the Minor “Machine Pitch” division.
- Any player league age 11 that did not attend evaluations will play in the Minor “Player Pitch” division, so long as there is room. This will be done by a blind draw at the completion of the draft.

Majors Division: League Age 9 – 12 years old (COMPETITIVE): All players league age 9 -12 are eligible to be selected to a Majors Division team provided they have attended evaluations. Any player who played in Majors the previous season shall not attend evaluations and will be placed onto the same team as the prior year unless released by the Manager of that team prior to evaluations beginning. If a player is released, they MUST attend evaluations. There will be a limit of one (1) league age 9 year old per team and four (4) 10 year olds per team. There shall be a minimum of three (3) 12 year olds per team to help balance the teams as much as possible. Once a player has been placed onto a Majors division team, they are no longer eligible to play within the Minor League System. The Majors division will conduct its draft in the following manner:

- Western Little League will use Plan B—Methods For Existing Leagues from the Little League Operating Manual to conduct its draft.
- The Player Agent will conduct a player draft a few days after evaluations have been completed.
- The draft order will be determined by the previous regular season standings. The team with the lowest overall standing will draft first and the team with the best overall standing the prior season will draft last.
- Bonus picks will be allowed at the end of the fourth round as per Plan A - Methods For Existing Leagues from the Little League Operating Manual.
- Sibling options will be reviewed and determined by the board of directors prior to the draft.

Juniors Division: League Age 13 – 14 years old: All players league age 13 - 14 are eligible to be

selected to a Juniors Division team provided they have attended evaluations. Any player who played in the Juniors Division the previous season as a 13-year-old shall not attend evaluations and will be placed onto the same team as the prior year unless released by the Manager of that team prior to evaluations beginning. If a player is released, they MUST attend evaluations. The Junior division will conduct its draft in the following manner:

- Western Little League will use Plan A – Methods For Existing Leagues from the Little League Operating Manual to conduct its draft.
- The Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- The draft order will be determined by the previous regular season standings. The team with the lowest overall standing will draft first and the team with the best overall standing the prior season will draft last.
- Bonus picks will be allowed as per Plan A - Methods For Existing Leagues from the Little League Operating Manual.
 - Only players who attend evaluations may be selected during the draft.
 - At the conclusion of the draft, any player that did not attend evaluations will be randomly placed on a Juniors Division team, so long as there is room. This will be done by a blind draw at the completion of the draft.
 - Sibling options must be used when selecting players in the Juniors Division. If a player is chosen, then the Manager must select the sibling of that player in the next available round.
 - The Juniors Division will use the Pool Play option from the Little League Rule Book.
 - Players that are league age “12” may play in the Juniors division. They will not, however, be eligible to play on the 12u or “Little League” All-Star team.

Seniors Division: League Age 14 – 17 years old: All players league age 14 – 17 are required to attend evaluations. The Senior Division will conduct its draft in the following manner:

- Provided enough players exist for more than one (1) team, the Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- Each Manager will randomly draw a number, which will determine the draft order for his/her team.
- The draft will be conducted in sinuous “snake-like” manner. The Manager with number one (1) will draft first, number two (2) will draft second, and so on. Once the last Manager has made his selection, then the order will go from highest number to lowest, etc., until the completion of the draft
- Only players who attended evaluations will be selected during this draft process.

- At the conclusion of the draft, any player 15 – 17 years old that did not attend evaluations will be randomly placed on a Seniors Division team, so long as there is room. This will be done by a blind draw at the completion of the draft.
- Sibling options must be used when selecting players in the Seniors Division. If a player is chosen, then the Manager must select the sibling of that player in the next available round.
- If an existing Seniors Division team is already in place and there is need for an additional team, Western Little League may opt to keep that team in place and let the expansion team select the number of players equal to the existing team prior to the selecting of players on a rotating basis.

SECTION 10 – Player Trades

- Player trades must be completed on or prior to draft day. No trades will be considered after this date unless the Board of Directors deems one to be necessary.
- All trades must be approved by majority approval from the Executive Board and must be determined to be in the best interest of each player.

SECTION 11 – League Ground and Park Rules

- Alcohol is not permitted at any game or practice facility.
- Tobacco of any kind is not permitted on the playing field, in the dugout or around players at anytime.
- Western Little League does not allow smoking in or around the stands.
- Teams are responsible for cleaning up the dugout and spectator area after each game.
- The home team will occupy the 3rd base dugout.
- The League will only schedule games and practices Monday thru Saturday.
- The home team will be responsible for placing bases prior to each game. Bases are located in the brown/blue lock boxes inside the dugouts. After the last scheduled game, the home team will also be responsible to remove and lock them away.
- Teams must show for all scheduled games regardless of weather conditions, unless notified by a League Official. Only a League Official or Umpire can cancel or postpone a scheduled game.
- Any ball that comes in contact with an L-screen shall be considered dead.

- If a team (Minor Division and above) cannot field 9 players within 10 minutes of the scheduled game time, the game will be considered a forfeit by that team with a final score 0-6 (0-7 for Junior/Senior League).

SECTION 12 – Local Division Rules

Western Little League adheres to and will follow rules outlined in the Little League “Official Regulations and Playing Rules” Rule Book for the current year, except where amended by our local rules. These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that WLL has adopted:

Tee-Ball Division Local Rules

GENERAL RULES:

1. Tee-Ball Division is a non-competitive division; no scores, scorebooks, score board, or standings will be kept.
2. Games are limited to one hour (1:00) from the scheduled start time. When time expires, the offensive team may finish batting through their lineup.
3. If at the scheduled game time a team has fewer than 9 players the game is to be played anyway.
4. Managers are responsible for starting and ending games on time. Delays or extensions must be approved by the on-duty board member.
5. In the event of inclement weather, managers may consult with the on-duty board member if they feel that weather or field conditions are not playable. The on-duty board member will make the final determination. Called games may be made up if the league schedule permits.

MANDATORY PLAY:

6. Players will rotate between the infield and the outfield at the start of each inning, if numbers allow. No player will play in the outfield for consecutive innings.
7. No player should sit out a defensive inning for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator. If you have fewer than ten players, you may have fewer than five outfielders.
8. In the unlikely event that your team has a roster of more than ten players, add a player to the outfield. No one should sit on the bench unless due to previous mentioned circumstances.
9. If there are safety issues concerning a player, make sure you consult the parent(s) and Coaching Coordinator prior to taking any action that may affect a player’s mandatory play. Mandatory

play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
2. OFFENSIVE COACH POSITIONS
 - a. one 1B coach
 - b. one 3B coach
 - c. one coach assisting at the tee.
 - d. One offensive coach and or team mom must remain in the dugout at all times to supervise the players.
3. DEFENSIVE COACH POSITIONS
 - a. two in the infield
 - b. two in the outfield
4. **In any circumstance there is a player(s) on the bench, a coach must remain in the dugout.**

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
 - a. All Players shall each bat once per inning.
 - b. The half-inning concludes when the entire lineup has batted.
2. The batting lineup shall rotate each game.
 - a. The player who bats last in game 1 will bat 1st in the next game and everyone moves down 1 spot.
 - b. This rotation will continue throughout the season to ensure everyone hits in all spots of the batting lineup.
3. No strikeouts.
4. Batters will hit from the tee only.
5. A batted ball shall travel at least ten feet to be considered a fair ball.
6. The last batter in the lineup will clear the bases.
7. No on-deck batter is permitted.
8. Tee Ball bats must be 26" or shorter and comply with the [USA Bat Standard](#).

BASE RUNNING:

1. Runners may only advance one base on an infield hit or two bases on an outfield hit.
2. Play will stop and no runners will advance when a throw has been made to the base, regardless of the outcome of the play.
3. No extra bases for overthrows.
4. No steals or leadoffs are permitted.

DEFENSIVE PLAY:

1. Each defensive team will consist of eight to ten players;
 - a. there should always be five infielders and
 - b. three to five outfielders.
 - c. no catcher.
2. When the defensive team puts-out a baserunner, the runner must be removed from the bases as if an "out" had been made.

UMPIRES:

1. The umpires in the Tee-Ball division will be the coaches.
 - a. The coach helping at the tee will call plays at home.
 - b. The 1B coach and 3B coach will call plays at their respective bases.
 - c. A defensive coach will call plays at 2B.
2. All umpire-coaches will work together to facilitate fun and fairness. Do not argue over the outcomes. If there is a conflict, work it out. Remember that Tee-Ball is a non-competitive division. The goal is to teach players how to play baseball, make friends, and have a positive Little League experience.

Rookies(Coach Pitch) Division Rules**GENERAL RULES:**

1. Rookies Division is a non-competitive division; no scores, scorebooks, scoreboard, or standings will be kept.
2. Games are limited to one hour and fifteen minutes (1:15) from the scheduled start time.
 - a. When time expires, only the current batter may finish his/her at-bat.
3. Managers are responsible for starting and ending games on time.
 - a. Delays or extensions must be approved by the on-duty board member.
4. A 5-run per inning rule is in effect. Each half-inning ends when the first of the following occurs.
 - a. three outs have been recorded,
 - b. five runs have been scored,
 - c. the entire lineup has batted
 - i. In the event a team has fewer players that team can bat as many players as the opponent has to meet this rule.
5. In the event of inclement weather, managers may consult with the on-duty board member if they feel that weather or field conditions are not playable. The on-duty board member will make the final determination.
 - a. Called games may be made up if the league schedule permits.

MANDATORY PLAY:

6. Players should play at least 2 innings at an infield position and 2 in the outfield
 - a. There is no *requirement* to rotate players into different positions within the infield or the outfield each inning.
7. If your team has a roster of more than ten players,
 - a. No player should sit out for more than one defensive half-inning per game for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator.
 - b. managers shall rotate the players who sit innings from game-to-game; e.g., if Little Billy sat an inning in Game 1, sit the rest of the roster before Billy sits again.
8. If there are safety issues concerning a player, make sure you consult with the parent(s) and Coaching Coordinator prior to taking any action that may affect a player's mandatory play.
Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
2. OFFENSIVE COACH POSITIONS
 - a. One Pitching from 20-25 feet away
 - i. It is HIGHLY RECOMMEND to pitch from a knee and overhand
 - b. one 1B coach
 - c. one 3B coach
 - d. One offensive coach and or team mom must remain in the dugout at all times to supervise the players.
3. DEFENSIVE COACH POSITIONS
 - a. One behind the catcher helping retrieve balls
 - b. two in the outfield

In any circumstance there is a player(s) on the bench, a coach must remain in the dugout.

BATTING:

- a. Teams will use a "continuous lineup" and bat the entire roster each game.
- b. The batting lineup shall rotate each game.
 - a. It is SUGGESTED, NOT MANDATORY The player who bats last in game 1 will bat 1st in the next game and everyone moves down 1 spot.
 - b. This rotation will continue throughout the season to ensure everyone hits in all spots of the batting lineup.
- c. Coaches pitch overhand to the batters from approximately twenty to twenty-five feet away.
 - a. Coaches will pitch from a knee
- d. Each batter will be given six total pitches to put the ball in play.
 - a. If the sixth and subsequent pitches are foul balls, the batter may receive more pitches until he/she either gets a hit or fails to make contact.

- b. If the batter does not put the ball in play after six pitches, the batter will get three swings off the tee to put the ball in play.
- c. No on-deck batter is permitted. No balls or strikes will be called.
- d. Batters do not strike out on three swings (K) or take a base on balls (BB) or take a base on a hit by pitch (HBP).
- e. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

BASE RUNNING:

- 1. No steals or lead-offs are permitted.
- 2. No extra bases for overthrows.
- 3. Runners on base are encouraged to advance when the ball is in play.
 - i. On an a ball hit in the infield runners may advance one base
 - ii. When a ball is hit to the outfield, runners may advance until the ball is returned to the infield.
- 4. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3).
- 5. A baserunner in fair territory who is hit by a batted ball is out.

DEFENSIVE PLAY:

- 1. Each defensive team will consist of ten players-- You may not have more than ten players on the field.
 - a. six infielders (including a catcher)
 - b. four outfielders.
 - c. You may play with fewer than ten players and adjust your positions as necessary; e.g., playing with two outfielders or no pitcher position, etc.
- 2. Players who are playing the position of "pitcher" must begin with one foot on the pitching rubber.
- 3. Outfielders must be on the grass and not be used as extra infielders.
- 4. Coaches will reinforce to infielders that they may not impede the progress of any runner
 - a. blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term "obstruction."
- 5. Neither the "uncaught third strike" nor "infield fly" rule is in effect in the Rookies Division.

UMPIRES:

- 1. The umpires in the Rookies division will be the coaches.
 - a. The coach behind the plate will call plays at home.
 - b. The 1B coach and 3B coach will call plays at their respective bases.
 - c. An OF coach will call plays at 2B.

2. All umpire-coaches will work together to facilitate fun and fairness. Do not argue over outcomes. If there is a conflict, work it out. Remember that Rookies is a non-competitive division. The goal is to teach players how to play baseball, make friends, and have a positive Little League experience.

Minors Machine Pitch Rules

GENERAL RULES:

1. The home team will provide baseballs (6)
2. Game time is six innings or one hour and thirty minutes (1:30) after which no new inning will begin. In accordance with Regulation VII
 - a. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-ups, players on the field, batter up, etc.
3. No extra innings may be played; therefore, games may end in a tie.
4. Managers are responsible for having their teams ready to start games on time and should communicate delays to the on-duty board members.
5. A 5-run per inning rule is in effect. Each half-inning ends when
 - a. Three outs have been recorded
 - b. Five runs have been scored.
6. When time has expired, if the 5-run per inning rule prevents one team from at least tying the game, then the game is immediately concluded.
7. In accordance with Rule 4.15(f), a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game.
8. In the event that a game is called due to inclement weather, 10:00 p.m. curfew, etc., Rules 4.10-4.12 will be applied.

PITCHING MACHINE:

9. The blue flame pitching machine will be used for games between Western Little League AA teams.
10. The machine will be set up at the base of the pitcher's mound Approx 40ft from home plate.
11. The settings will be set at 3 and 3.
12. An offensive Coach will operate the machine.
13. A defensive Coach will stand at the backstop to help retrieve balls pass the catcher

MANDATORY PLAY:

14. Maintaining compliance with Regulation IV(i), covering Mandatory Play, is the responsibility of the Team Manager.

15. No player should sit out for consecutive defensive half-innings per game for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator.
16. Every player must play in the infield and outfield for at least one full inning (three consecutive outs) each per game. The only exceptions to this rule are:
 - a. games shortened by weather or run-rule,
 - b. exceptionally small number of innings played versus the size of the roster,
 - c. player safety (which must be discussed with the parent(s) and the Coaching Coordinator in advance).
17. All reported violations of Mandatory Play, intentional or not, will be addressed by the Board. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including suspension or removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
2. **OFFENSIVE COACH POSITIONS**
 - a. one coach operating the machine
 - b. one 1B coach
 - c. one 3B coach
 - d. one offensive coach and or team mom must remain in the dugout at all times to supervise the players.
3. **DEFENSIVE COACH POSITIONS**
 - a. One behind the catcher helping retrieve balls
 - b. One defensive coach and or team mom must remain in the dugout if there are players on the bench

If you have too few coaches, eligible uniformed players wearing a helmet may be base coaches

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
2. Managers will exchange lineups through GameChanger before the start of the game. Players arriving late to the game must be placed at the bottom of the lineup.
3. No on-deck batter is permitted.
4. Batters will receive a maximum of 6 pitches to put the ball in play.
 - a. If the batter swings and misses at 3 pitches he is struck out.
 - b. Foul balls with 2 strikes will allow the batter to continue the at-bat no matter if they have seen 6 pitches.
 - c. There are no walks
 - d. A pitch that bounces in front of the plate or is way over the batter’s head and is not swung at will not count against the hitter. – adjust the machine

5. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
6. A batted ball that hits the machine or coach and ricochets in a different direction will be considered a hit. The ball is dead and all baserunners will advance one base. If the ball grazes the machine and does not change direction, the ball may be played by the defense.

BASE RUNNING:

1. Rule 7.13. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
2. There is no advancement on a passed ball or wild pitch
3. There is no stealing of bases
 - a. If a base runner leaves the occupied base when a ball is NOT put in play by the hitter and an attempt is made to get the runner out. The runner must attempt to return to the base that is occupied at the start of the play. The runner can be put out or return safely but **may not advance even if an overthrow occurs.**
4. On a batted ball in play in the infield, and an overthrow occurs attempting to get a runner or batter runner out, runners including the batter runner can advance, at their own peril **one (1) additional base**, beyond the base they were advancing to at the time of the throw.
 - a. If the defense attempts to get the runner out while advancing on the initial overthrow and makes a **2nd overthrow the runners CANNOT advance any further.**
5. On a batted ball to the outfield, runners can continue to run until they are put out or until the ball reaches the pitcher who is on the mound or in the pitcher's circle.
 - a. If an attempt is made to put the runner or batter runner out at a base the previous rule applies.

EXAMPLE 1: No one on base, Ground ball to the pitcher. Pitcher attempts to throw the batter runner out at 1B, ball gets by the first baseman. The Batter Runner can run to 2nd at his own risk. If the first baseman throws to 2B and overthrows 2B the batter runner must stay put at 2B.

EXAMPLE 2 Runner on 1B. Ground ball to the pitcher. Pitcher attempts to throw the batter runner out at 1B, ball gets by the first baseman. The Batter Runner can run to 2nd at his own risk. The lead runner can advance to third base. If the first baseman throws to 2B and overthrows 2B the batter runner must stay put at 2B and the Runner who occupied first must stay at third. If the infielder attempts to get the lead runner out at second and overthrows the play the runners may advanced to the next base

EXAMPLE 3 Runner on 2B. Ground ball to the pitcher. Pitcher attempts to throw the batter runner out at 1B, ball gets by the first baseman. The Batter Runner can run to 2nd at his own risk. The lead runner can advance home to score. If the infielder attempts to get the lead runner out while advancing to 3rd Base and overthrows the play the runner may attempt to advance home to score.

EXAMPLE 4 Any attempt to put a runner out on a batted ball in a non force situation where the runner is returning/retreating to the previous base and an overthrow occurs the runner may advance one base from where he occupied at the start of the play.

EXAMPLE 5 Any attempt to put a runner out on a batted ball in a non force situation where the runner is trying to advance to the next base and an overthrow occurs to the advancing base the runner can advance to the base and attempt to advance to the following base.

6. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3).
7. In accordance with Rule 7.14, a “courtesy runner” may be used for the catcher of record when there are two outs. Because we use the continuous batting order, the “courtesy runner” must be the player in the batting order who made the last out.

DEFENSIVE PLAY:

1. Each defensive team will consist of at least nine players.
2. Coaches will reinforce to infielders that they may not impede the progress of any runner by blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term “obstruction.”
3. Neither the “uncaught third strike” nor “infield fly” rule is in effect in the Minor Division.
4. The pitcher both feet in the dirt of the mound when the pitch is delivered.

UMPIRES:

1. There will be at least one umpire in the machine pitch division for all regular season and playoff games.

STANDINGS AND LEAGUE CHAMPIONSHIP PLAYOFFS:

1. All games will count toward standings,
 - a. including interleague (player pitch play) if applicable.
 - b. Regular season standings will be based on winning percentage.
 - c. Order of tie-breakers will be:
 - i. head-to-head,
 - ii. Largest Run Differential (RS v RA)
 - iii. runs against (RA),
 - iv. runs scored (RS),
- d. The WLL Minor Machine Division Championship Tournament will be seeded per standings. Format will be determined before the season begins- possible options
 - i. Single Elimination,
 - ii. Double Elimination.
 - iii. 1st Round Single Elimination winners advance to best of 3 Series,
 - iv. top 2 in reg. season play best of 3,
 - v. No-playoff Regular season winner is champion.

Minor Player Pitch Rules

REGULATION GAME:

1. The Home Team will provide two new baseballs to the umpire at the plate meeting.
2. Game time is six innings or one hour and forty-five minutes (1:45), after which no new inning will begin. In accordance with Regulation VII,
 - a. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-up pitches, players on the field, batter up, etc.
3. No extra innings may be played; therefore, games may end in a tie.
4. Managers are responsible for having their teams ready to start games on time and should communicate delays to the on-duty board member.
5. A 5-run per inning rule is in effect. Each half-inning ends when
 - a. three outs have been recorded,
 - b. five runs have been scored
6. When time has expired, if the 5-run per inning rules prevents one team from at least tying the game, then the game is immediately concluded.
7. WLL has chosen to implement a run-rule in accordance with Rule 4.10(e). The game will be called if a team is ahead by
 - a. 15 runs after three innings
 - b. 10 runs after four innings
 - c. 8 runs after five innings
8. In accordance with Rule 4.15(f), a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game.
9. In the event that a game is called due to inclement weather, 10:00 p.m. curfew, etc., Rules 4.10-4.12 will be applied.
10. In accordance with Rule 4.18, managers may protest outcomes only if the protest is based upon the interpretation or application of a rule, use of an ineligible pitcher, or use of an ineligible player. No protests concerning judgement calls will be considered. Should a protest be made, the manager must notify the umpire and the opposing manager prior to the beginning of the next play. After-the-fact protests will not be considered. If the protest is based upon Mandatory Play Rules, the umpire and opposing manager must be notified of the protest as soon as it is noticed by either manager. Notify the on-duty board member immediately after the game. Legitimate protests may be considered by the Board, but always attempt to work out the conflict in-game.

MANDATORY PLAY:

11. Regulation IV(i) - rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
12. Mandatory Play is the responsibility of the Team Manager.

13. No player should sit out for consecutive defensive half-innings per game for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator.
14. All reported violations of Mandatory Play, intentional or not, will be addressed by the Board. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including suspension or removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
2. OFFENSIVE COACH POSITIONS- Rule 4.05
 - a. one 1B coach
 - b. one 3B coach
 - c. one offensive coach must remain in the dugout at all times to supervise the players.
 - d. If you have too few coaches, eligible uniformed players wearing a helmet must be base coaches.

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
2. Managers will exchange lineups through Gamechanger and present lineup cards to each other and the umpire at the plate meeting prior to the game. Lineup cards must list each player’s jersey number, first and last name, and starting position. Players arriving late to the game must be placed at the bottom of the lineup.
3. No on-deck batter is permitted.
4. In accordance with Rule 6.00(c), batters must remain in the box with at least one foot throughout the at bat, with the exceptions noted in sections 1-8.
5. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

BASE RUNNING:

1. Rule 7.13. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
2. When the ball is live, base runners may advance at their peril until the pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball. At that time, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
3. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3).
4. Rule 7.14, a “courtesy runner” may be used for the catcher/pitcher of record when there are two outs.

- a. Because we use the continuous batting order, the “courtesy runner” must be the player in the batting order who made the last out.

DEFENSIVE PLAY:

1. Each defensive team will consist of nine players.
2. Coaches will reinforce to infielders that they may not impede the progress of any runner by blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term “obstruction.”
3. Neither the “uncaught third strike” nor “infield fly” rule is in effect in the Minor Division.

PITCH COUNT AND SCOREKEEPING:

1. Maintaining compliance with Regulation VI, covering pitching rules and limits, is the responsibility of the Team Manager, EVEN IF GameChanger responsibility is delegated to someone else
2. GameChanger must be used for ALL games because the data is used to monitor pitch counts and sync the standings on our website.
 - i. Pitch count notification alerts can be configured in the GameChanger settings for your team.
 - ii. Violations, intentional or not, will be addressed by the Board,
 1. May result in a forfeit
 2. may result in possible managerial discipline,
 3. including suspension or removal.
3. If an ineligible pitcher does indeed pitch,
 - a. notify the umpire,
 - i. substitute the pitcher,
 - b. and inform the on-duty board member immediately.
 - i. You may finish the game, but game forfeiture is likely.
4. Anyone noticing that a pitcher has exceeded the pitch-count limit or that an ineligible pitcher is about to take the mound, should immediately inform the manager, who will inform the umpire in an attempt to prevent it. A player’s arm health is more important than a team’s win-loss record.
5. Home Team will keep the official scorebook and pitch count in GameChanger.
 - a. Pitch counts and scores should be verified by the Visiting Team manager or scorekeeper after every half-inning.
6. **Pitch counts**
 - a. League Age 6-8 – Max is 50
 - b. League Age 9-10- Max is 75
 - c. League Age 11-12 Max is 85

7. **Days Rest**
 - a. **20 or Less – No rest required**
 - b. **21-35 - 1 Day**
 - c. **36-50 - 2 Days**
 - d. **51-65 - 3 Days**
 - e. **66-85 - 4 Days**
8. ****Pitchers can finish the batter if the at bat starts before they reach the limit.****

UMPIRES:

1. There will be one or two umpires in the Minor Division for regular season and postseason play.

**STANDINGS AND LEAGUE CHAMPIONSHIP PLAYOFFS AND TOURNAMENT OF CHAMPIONS (TOC),
SPRING ONLY:**

1. All games will count toward standings, including interleague play, if applicable. Regular season standings will be based on winning percentage. Order of tie-breakers will be:
 - a. head-to-head,
 - b. runs against (RA),
 - c. runs scored (RS),
 - d. and coin flip.
2. The WLL Minor AAA Division Championship Tournament will be seeded per standings and will be a double-elimination tournament and the format will be determined before the season begins.
(
 - a. Single Elimination,
 - b. Double Elimination.
 - c. 1st Round Single Elimination winners advance to best of 3 Series.

The winner of the AAA Division Championship Tournament will advance to the District 4 Tournament of Champions.

Major Division Rules

GENERAL RULES:

1. The Home Team will provide two new baseballs to the umpire at the plate meeting.
2. Game time is six innings or two hours (2:00), In accordance with Regulation VII,
 - a. after which no new inning will begin.
 - b. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-up pitches, players on the field, batter up, etc.
3. No extra innings may be played; therefore, games may end in a tie.

4. Managers are responsible for having their teams ready to start games on time and should communicate delays to the on-duty board member.
5. WLL has chosen to implement a run-rule in accordance with Rule 4.10(e). The game will be called if a team is ahead by
 - a. 15 runs after three innings
 - b. 10 runs after four innings
 - c. 8 runs after five innings
6. In accordance with Rule 4.15(f), a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game.
7. In the event that a game is called due to inclement weather, 10:00 p.m. curfew, etc., Rules 4.10-4.12 will be applied.
8. In accordance with Rule 4.18, managers may protest outcomes only if the protest is based upon the interpretation or application of a rule, use of an ineligible pitcher, or use of an ineligible player. No protests concerning judgement calls will be considered. Should a protest be made, the manager must notify the umpire and the opposing manager prior to the beginning of the next play. After-the-fact protests will not be considered. If the protest is based upon Mandatory Play Rules, the umpire and opposing manager must be notified of the protest as soon as it is noticed by either manager. Notify the on-duty board member immediately after the game. Legitimate protests may be considered by the Board, but always attempt to work out the conflict in-game.

Mandatory Play:

9. Regulation IV(i) - rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
 - a. Mandatory Play, is the responsibility of the Team Manager.
10. All reported violations of Mandatory Play, intentional or not, will be addressed by the Board. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including suspension or removal.

COACHES:

1. Three coaches per team are allowed/recommended during the game.
2. One offensive coach must remain in the dugout at all times to supervise the players.
3. Rule 4.05, the offensive team *shall* station two base coaches on the field during its time at bat.
 - a. If you have too few coaches, eligible uniformed players wearing a helmet must be base coaches.

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
2. Managers will exchange lineups through game changer and present lineup cards to each other and the umpire at the plate meeting prior to the game. Lineup cards must list each

player's jersey number, first and last name, and starting position. Players arriving late to the game must be placed at the bottom of the lineup.

3. No on-deck batter is permitted.
4. In accordance with Rule 6.00(c), batters must remain in the box with at least one foot throughout the at bat, with the exceptions noted in sections 1-8.
5. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

BASE RUNNING:

1. Rule 7.13. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
2. When the ball is live, base runners may advance at their peril until the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball. At that time, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
3. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3).
4. In accordance with Rule 7.14, a "courtesy runner" may be used for the catcher/pitcher of record when there are two outs. Because we use the continuous batting order, the "courtesy runner" must be the player in the batting order who made the last out.

DEFENSIVE PLAY:

1. Each defensive team will consist of nine players.
2. Coaches will reinforce to infielders that they may not impede the progress of any runner by blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term "obstruction."
3. Both the "uncaught third strike" and "infield fly" rules ARE in effect in the Major Division.

PITCH COUNT AND SCOREKEEPING:

1. Maintaining compliance with Regulation VI, covering pitching rules and limits, is the responsibility of the Team Manager, EVEN IF GameChanger responsibility is delegated to someone else
2. GameChanger must be used for ALL games because the data is used to monitor pitch counts and sync the standings on our website.
 - i. Pitch count notification alerts can be configured in the GameChanger settings for your team.
 - ii. Violations, intentional or not, will be addressed by the Board,

1. May result in a forfeit
2. may result in possible managerial discipline,
3. including suspension or removal.

3. If an ineligible pitcher does indeed pitch,
 - a. notify the umpire,
 - i. substitute the pitcher,
 - b. and inform the on-duty board member immediately.
 - i. You may finish the game, but game forfeiture is likely.
4. Anyone noticing that a pitcher has exceeded the pitch-count limit or that an ineligible pitcher is about to take the mound, should immediately inform the manager, who will inform the umpire in an attempt to prevent it. A player's arm health is more important than a team's win-loss record.
5. Home Team will keep the official scorebook and pitch count in GameChanger.
 - a. Pitch counts and scores should be verified by the Visiting Team manager or scorekeeper after every half-inning.
6. Doubleheaders –REGULATION VI
 - a. No pitcher is allowed to pitch in more than one game per day.
 - i. A pitcher who pitched any number of pitches in Game 1, may not pitch at all in Game 2.
 - ii. Pitchers who pitched more than 40 pitches in Game 1 (Finished Batter okay) may not play catcher for the remainder of Game 1 OR Game 2.
 - iii. Catchers who caught more than 3 innings may not pitch for the remainder of Game 1 OR Game 2.
7. Pitch counts
 - a. League Age 9-10- Max is 75
 - b. League Age 11-12 Max is 85
8. Days Rest
 - a. 20 or Less – No rest required
 - b. 21-35 - 1 Day
 - c. 36-50 - 2 Days
 - d. 51-65 - 3 Days
 - e. 66-85 - 4 Days

****Pitchers can finish the batter if the at bat starts before they reach the limit.****

UMPIRES:

1. There will be one or two umpires in the Major Division for regular season and postseason play.

STANDINGS AND LEAGUE CHAMPIONSHIP PLAYOFFS AND (TOURNAMENT OF CHAMPIONS (TOC), SPRING ONLY)

1. All games will count toward standings, including interleague play, if applicable. Regular season standings will be based on winning percentage. Order of tie-breakers will be:
 - a. head-to-head,
 - b. runs against (RA),
 - c. runs scored (RS),
 - d. and coin flip.
2. The WLL Major Division Championship Tournament will be seeded per standings and will be a double-elimination tournament and the format will be determined before the season begins.
 - a. Single Elimination,
 - b. Double Elimination.
 - c. 1st Round Single Elimination winners advance to best of 3 Series.

The winner of the Major Division Championship Tournament will advance to the District 4 Tournament of Champions.

Junior Division

GENERAL RULES

1. The Home Team will provide two new baseballs to the umpire at the plate meeting.
2. Games will be considered final after seven (7) innings.
 - a. No new inning shall begin after two (2) hours.
 - b. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-up pitches, players on the field, batter up, etc.
3. Games can end in a tie.
4. If a team cannot field nine (9) players within ten (10) minutes of the scheduled game time, the game will be considered a forfeit by that team with a final score of 0-6.
5. WLL has chosen to implement a run-rule in accordance with Rule 4.10(e). The game will be called if a team is ahead by
 - a. 15 runs after three innings
 - b. 10 runs after four innings
 - c. 8 runs after five innings
6. Scores and standings will be kept for this division.
 - a. Teams must keep Gamechanger to assist in keeping track of playing time and the batting order.
 - b. Home team will have the Official Book for each game

MANDATORY PLAY

1. All players must play two (2) consecutive innings.
 - a. Two complete innings shall be defined as six (6) consecutive outs.

- b. Any Manager failing to meet the minimum playing time for each player may be subject to disciplinary action by the Board of Directors or League President.

COACHES

- 1. This division can consist of up to three (3) coaches per game.
 - a. One (1) coach must be in the dugout at all times to oversee the players.
 - b. When batting, two (2) offensive coaches are permitted to coach bases during play.
 - c. Only players and coaches will occupy the dugout.

BATTING:

- 1. All players shall be in the batting order for the entire game.
 - a. Once the batting order is set, it cannot be changed.
 - b. Any player arriving late to a game must be placed at the bottom of the lineup and any player that leaves during a game will simply be skipped over when their turn at bat comes up without penalty.
 - c. The "Dropped 3rd strike" rule is in effect for the Junior Division.
 - i. Batters may try to advance to first base, if unoccupied and less than 2 outs, if the catcher does not catch the called third strike (the ball cannot touch the ground before being caught.)
 - ii. If there are two outs, the batter may try to advance to first base even if the base is occupied.

BASERUNNING:

- 1. Steals and lead-offs ARE allowed in the Juniors Division.
 - a. PINCH RUNNER: Rule 7.14 will not apply due to continuous batting order. If a player becomes injured and cannot be a runner – the last recorded out may run for the injured player. The injured runner must be removed for the remainder of that game.

PITCHING:

- 1. Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet of the current year.
- 2. Pitch counts
 - a. 95 max in a day
- 3. Days Rest
 - a. 20 or Less – No rest required
 - b. 21-35 - 1 Day
 - c. 36-50 - 2 Days
 - d. 51-65 - 3 Days
 - e. 66-95 - 4 Days
- 4. Violations of the pitching rules will result
 - a. First offense: in a one (1) game Manager suspension
 - b. Second offense : three (3) game suspension
 - c. Third offense: suspension for the remainder of the season

5. Balks are called in the Juniors Division.

PITCHING REPORTS:

1. Pitching logs MUST be tracked in Game Changer and be reported through the website in order to track pitches verifying accurate pitch counts, ages and names of all players who pitched.
2. Each team's pitching logs MUST be available for review at ALL TIMES by a member of the Board of Directors or an opposing manager.
3. The home team's pitch count will be the official count for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning.
4. Each team is responsible to submit game pitch counts to the specified website directly after the game or the following morning to ensure reports are up to date for all managers.

Senior Division

These divisions will follow all rules and guidelines set forth by Nevada District Four for Inter-League play.

PITCHING: Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet of the current year. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense, and suspension for the remainder of the season for the third offense.

SECTION 13 – Playoffs and Tournaments

- A tournament will be played at the end of the regular season for all Minor, Major and Junior Division teams.
- Teams shall be seeded according to their regular season standings.
- Seeding will be done in the following order: Winning percentage, team with the fewest number of losses, head to head between tied teams, fewest runs allowed for all scheduled games.
- The tournament format can be altered each year to accommodate available dates and/or number of teams. Pool play, double or single elimination are options that can be used with the Board of Directors to approve the format each season.
- Awards are provided for 1st and 2nd place tournament teams.

- The winner of the end of the season tournament will advance to the Tournament of Champions (TOC) run by District 4. * This applies for Minors - Player Pitch, Majors and Juniors

SPRING ONLY

- District 4 will host the Tournament of Champions (TOC) played after the conclusion of the Western Little League playoffs.
- The number of teams from the major division that will qualify for the Tournament of Champions will be determined each spring by District 4.
- The winner of the end of the season tournament will advance to the Tournament of Champions (TOC) run by District 4. * This applies for Minors - Player Pitch and Majors
- The same applies for teams from the minors player pitch division.
- If a second team is allowed to participate in TOC the team who has the best regular season record that did not win the Western LL playoff will be selected.

SECTION 14 – Player Equipment

- All equipment must be Little League approved. All safety and protective equipment provided by the League must be used.
- Managers are responsible for their equipment. Any abnormal damage or breakage will be reviewed by the Board of Directors and determined as to who will replace it.
- Managers must turn in their equipment at a designated time and place to be determined each season by the Board of Directors
- Equipment Manager. All equipment will be accounted for or fees will be assessed accordingly.
- No clothing that advertises alcohol, gaming, or has vulgar, inappropriate sayings will be allowed.

SECTION 15 – Finances

- All monies received and all disbursements shall be made from and to a Western Little League account at any FDIC insured financial institution, as approved by the Western Little League Board of Directors.
- All disbursements by check will require a minimum of two (2) signatures.

- A receipt is required to be given to the League Treasurer on all transactions.
- The Board of Directors must approve any expenditure over \$500.00 prior to orders being placed or purchases being made, unless the items are already contained within the approved annual budget for that year.
- All requests for reimbursement for out of pocket expenses will require a receipt prior to a reimbursement check being issued.
- The League Treasurer shall provide, on a monthly basis, an up to date Financial Report and make it available to the Board of Directors for review at each Board Meeting.

SECTION 16 – All Star Selection Process

Manager Eligibility Process:

- Any Minor or Major Manager or Coach may be a 8-10 year old All Star Team Manager.
- Any Minor or Major Manager or Coach may be a 9-11 year old All Star Team Manager.
- Any Major Manager or Coach may be an 11-12 year old All Star Team Manager.
- Any Manager or Coach in the Junior or Senior division may become an All Star Manager so long as it is from the division they coached during the regular season.

Manager Selection Process:

- Managers and coaches shall be approved by the Coaching Committee or Board of Directors.
- Managers will be notified of All-Star requirements at the beginning of the season. Those interested in managing an All Star team shall notify the League President of the interest to potentially coach an All star team Prior to May 1.
- Each manager chosen may choose two (2) assistant coaches to assist so long as they were a regular season manager or coach for those age groups.

Manager Criteria:

- Candidates shall be selected on the following criteria in no specific order:
- Experience managing or coaching tournaments such as end of season, All Stars, and/or outside programs.

- Game and rule knowledge with the ability to teach fundamentals and positively motivate players.
- Sportsmanship and conduct throughout the season on and off the field.
- Ability to assess the skill level of players without bias towards their own child or regular season team players.
- Ability to communicate positively with players, parents, league and district officials.
- Commitment to practice and game schedules throughout the district, state, regional and national levels.

All Star Rosters:

- Each teams All Star roster MUST carry a minimum of twelve (12) players and no more than fourteen (14)- Up to Seniors
- All Star Selection Process: To be eligible, a player must have played in eight (8) games and have committed to being available for all practices and tournament games.

All Star Teams:

8-10 Year Old All Stars

- There will be tryouts on one specific date for the 8-10 year old All Stars.
- Each Team Manager from the regular season will nominate up to 5 players who they feel are potential All-Stars. This list is confidential and should only be sent to the League President. This does not guarantee a spot on the team and the must still attend tryouts to be eligible to make the all star team
- The All-Star Manager and coaches will select the 8-10 All-Star team.
- All players shall be announced shortly after tryouts are concluded.

9-11 Year Old All Stars

- There will be tryouts on one specific date for the 9-11 year old All Stars.
- Each Team Manager from the regular season will nominate up to 5 players who they feel are potential All-Stars. This list is confidential and should only be sent to the League President. This does not guarantee a spot on the team and the must still attend tryouts to be eligible to make the all star team.
- The All-Star Manager and coaches will select the 9-11 All-Star team.
- All players shall be announced shortly after tryouts are concluded.

Major and Junior All-Stars

- Team managers at each level will nominate up to four (4) players per age from their team for All-Star consideration. This list is confidential and should only be sent to the League President.
- The All Star manager must choose their first eight (8) players from this pool, with the balance of players being at their discretion.
- All players shall be announced around the same time as the other All Star teams.

Senior Division All Stars

- All league age 15 and 16 year olds shall be eligible for the All Star team.
- If more than one (1) Senior team exists, each team shall nominate up to five (5) players per age from their team for All Star consideration. This list is confidential and should only be sent to the League President.
- The All Star manager must choose five (5) players from each team if less than three (3) teams with the remaining being at their discretion.
- All players shall be announced around the same time as the other All Star teams.