

# WESTERN LITTLE LEAGUE

## BYLAWS

### TABLE OF CONTENTS

*Section 1 - League Information*

*Section 2 - League Mission Statement*

*Section 3 - Board of Directors*

*Section 4 - Other Officers and Agents*

*Section 5 - League Age Structure*

*Section 6 - Player Registrations*

*Section 7 - Manager and Coach Selection Process*

*Section 8 - Player Evaluations and Player List*

*Section 9 - Player Promotions or Vacancies*

*Section 10 - Team Selection*

*Section 11 - Player Trades*

*Section 12 - League and Park Ground Rules*

*Section 13 - Local Division Rules*

*Section 14 - Playoffs and Tournament*

*Section 15 - Player Equipment*

*Section 16 - Finances*

*Section 17 - TOC Team Selection Process*

*Section 18 - All Star Selection Process*

*Amended: November 1, 2021*

## **SECTION 1 – League Information**

**Boundaries:** The boundaries for Western Little League may be found at <https://www.littleleague.org/play-little-league/league-finder/>.

### **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 on the third Friday of each month.
- Each Member is required to participate at registration and player evaluations.
- Any Board Member with at least three (3) un-excused absences for meetings set forth will be subject to removal from the Board of Directors.
- Each Board Member shall assist with the construction and cleanup of Western Little League Opening Day celebration.
- Each Board Member shall participate in the league's annual fundraiser set forth in the month of July.

### **SECTION 4 – Other Officers and Agents**

Other Officers and Agents may be appointed by the Board of Directors in accordance with the Western Little League Constitution. All other Officers and Agents must be Regular Members in good standing as defined by the Western Little League Constitution. Other Officers and Agents include:

#### **Division Representatives**

There shall be five (5) Division Representatives. One Division Representative in each of the following divisions: *T-Ball/Rookie, Minors, Majors, Juniors, and Seniors*. Each Division Representative shall:

- Assist the Player Agent with all player evaluation dates.
- Assist the Player Agent with the formation of teams including the draft, if applicable.
- Assist the Player Agent with all player promotions.
- Assist the Player Agent in checking residency and age eligibility.
- Communicate league activity to Managers and Coaches
- Observe the conduct of Managers and Coaches during practices and games throughout the season and correct any identified concerns.
- Keep abreast of player-related issues including roster changes, vacancies, long-term injuries, etc.

#### **Team Mom Coordinator**

The Team Mom Coordinator shall:

- Schedule and conduct a meeting for all Team Moms shortly after practices begin.
- Disburse any handouts or information with the assistance of other Board Members as needed.
- Address to Team Moms that their duties and responsibilities are to handle the administrative tasks for the team which will help the coaches focus on coaching.
- Assist in any fundraising efforts by the league and ensure team moms are communicated to regarding all fundraisers.
- Provide team moms a list with normal duties and recommendations on how to help prosper their team.

## **SECTION 5 – League Age Structure**

Any child between the ages of 4 – 16 and lives within the designated boundaries or meets certain individual criteria are eligible to play at Western Little League. In Spring seasons, a player’s league age is defined as the age that the child is as of August 31st of the current year. In Fall seasons, a player’s league age is defined as the age that the child is as of August 31<sup>st</sup> of the following year.

**T-ball:** League age 4 – 5 years old

**Coach Pitch:** League age 6 – 7 years old

**Minor “AA” Division (Player Pitch):** League age 7 – 10 years old

*\*Limit of two (2) league age 7-year-olds per team*

**Minor “AAA” Division (Player Pitch):** League age 8 – 11 years old

*\*Limit of two (2) league age 8-year-old and four (4) – 9-year-olds per team*

*\*Note: The two (2) Minor divisions may merge if the number of registrants is 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

## **SECTION 6 – 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.
- Registrations should be completed by February 1.
- The cost for registration will be determined prior to each season (fall and spring).
- Registrations shall 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 7 – Manager and Coach Selection Process**

- All managers will be selected as defined in the Western Little League Constitution - prior to February 1 annually and mid-February for the Junior and Senior divisions.
- 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 8 – Player Evaluations and Player List**

Evaluations are held each season 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 8 – 12 years old.
- Evaluations shall be held in February for players in the Junior and Senior divisions, on a specific date.
- All players must attend evaluations unless they are the son/daughter of a Team Manager.
- 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 9 – 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/her 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 10 – 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 years old (NON-COMPETITIVE):** 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 years old (NON-COMPETITIVE):** 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.

**Minor "AA" Division League Age 7 - 10 years old (SEMI-COMPETITIVE):** Evaluations will be held for the Minor "AA" Division. All 8–10-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 "AA" division team. Any league age 7-year-old must be drafted prior to the completion of Round 3. There will be a limit of two (2) league age 7-year-old per team. The Minor "AA" 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 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.
- 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 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 will play in the Minor “AA” 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):** All players that are league age 8 – 11 are required to attend evaluations. A league age eight (8) year old may request to play within the Minor “AAA” division. 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. Any league age 8-year-olds must be drafted prior to the completion of Round 3. There will be a limit of two (2) league age 8-year-olds per 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 his/her team.
- The draft will be conducted in sinuous “snake-like” manner. The Manager with number 1 will draft first, number 2 will draft second, and so on.
- 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 “AA” division.
- Any player league age 11 that did not attend evaluations will play in the Minor “AAA” 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. 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 in a spring season, 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 – Redraft, 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.

- Managers will draw numbers to determine draft rotation order. The draft will be conducted in serpentine format.
- 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. The Junior division will conduct its draft in the following manner:

- Western Little League will use Plan B – Redraft, 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.
- Managers will draw numbers to determine draft rotation order. The draft will be conducted in serpentine format.
- 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 – 16 years old:** All players league age 14 – 16 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 – 16 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 11 – 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 12 – 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 any time.
- 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.

### **SECTION 13 – 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. Local Rules as outlined in these bylaws will pertain to particular situations or field conditions that are not specifically covered in the rulebook, but will not supersede or change the Little League Rule Book. Each Manager shall carry a rule book along with Western Little Leagues local rules with them at each game. All Managers and Coaches are responsible for knowing and following the rules. Each team will be supplied with a minimum of one (1) Little League Rules Book and a set of Local Rules.

#### **T-BALL DIVISION:**

- REGULATION GAME: Games will be considered final after one (1) hour of play. No new inning shall start after 60 minutes of play. Only players and coaches will occupy the dugout.
- COACHES: The T-ball division can consist of up to four (4) Coaches per game. One (1) coach must be in the dugout at all times to oversee the players. When batting, three (3) offensive coaches are permitted on the field during play and when on defense, two (2) coaches may be in the field to help with the players.

- **SCORING:** T-Ball is a non-competitive division. No score or standings will be kept for this division.
- **UMPIRES:** The umpires in the T-ball division will be the coaches. The offensive coach handling the tee shall umpire home, the 1st base coach will call plays at 1st and the 3rd base coach shall call plays at 3rd. A defensive coach will call the plays at 2nd base.
- **BATTING:** Each player may bat once per inning. The inning will conclude once three offensive players are legally put out, called out by an umpire, or when the entire team has batted. There will be no strikeouts in this division. The ball shall travel at least 15 feet to be considered a live ball. The last batter shall be known as the homerun hitter and will clear the bases. No on-deck batter is permitted.
- **OUTS:** Base runners must be removed from the field once they have been put out by the defensive team.
- **BASE RUNNING:** No steals or lead-offs are permitted and extra bases will not be given for overthrows. A runner may only advance one base on an infield hit or two bases on an outfield hit. Play will stop and no runners will advance when a throw has been made to the base, regardless of the outcome of the play.
- **DEFENSE:** All players must play infield and outfield. If a player plays 2 innings in the outfield, their next 2 innings played must be in the infield. Each defense will consist of up to ten (10) players, a pitcher, first, second, third, shortstop, and five outfielders.
- **MANDATORY PLAY:** The batting lineup shall rotate each game, so that no player is consistently at the bottom or the top of the lineup game-to-game. Players will rotate between the infield and outfield after each inning, if numbers allow. No player will play in the outfield for consecutive innings. Western T-Ball teams will consist of 10 or fewer players, so no player should ever sit out a defensive inning for purposes other than health or behavior. In such an occurrence, be sure to inform your Division Rep. In the unlikely event that your team has more than 10 players, Managers shall rotate the players who sit innings from game to game; e.g., if Billy sat an inning in Game 1, sit the rest of the roster before Billy sits again. If there are safety issues concerning a player, make sure you consult with your Division Rep prior to taking any action which would impact a player's mandatory play.

#### **COACH PITCH DIVISION (ROOKIES):**

- **REGULATION GAME:** Games will be considered final after one hour and thirty minutes or six (6) innings of play. There is not a "no-new-inning" rule for this division. The game will simply end at one hour and thirty minutes. The only exception is if an individual player begins his/her at-bat prior to time expiring, the player may continue to the completion of the at-bat, but that is all.
- **COACHES:** This division can consist of up to four (4) coaches per game. One (1) coach must be in the dugout at all times to oversee the players. When batting, three (3) offensive coaches are permitted on the field during play and when on defense, two coaches may be on the field of play--one (1) coach may be in the outfield area to help with the players and one (1) coach will assist behind the plate.
- **SCORING:** Rookies is a non-competitive division. No score or standings will be kept for this division. The 5-run-per-inning rule is in effect. Teams are only encouraged to keep a score book to assist in keeping track of playing time, the batting order, and when five (5) runs have been scored each inning.

- **UMPIRES:** The umpires in this division will be the coaches. The defensive home plate coach shall umpire home, the 1st base coach will call plays at 1st and the 3rd base coach shall call plays at 3rd. The defensive coach in the outfield will call the plays at 2nd base.
- **BATTING:** All players shall be in the batting order for the entire game. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, whichever happens first. Any player arriving late to a game must be placed at the bottom of the lineup. No on-deck batter is permitted.
- **BASE RUNNING:** No steals or lead-offs are permitted and extra bases will not be given for overthrows. A runner may only advance as far as they are forced by the preceding runner or batter – one base on an infield hit; two bases on an outfield hit or until the ball is returned to the infield. Play will stop and runners will no longer be able to advance once the ball is returned to the infield. If a runner has advanced more than halfway to the base, the runner will be allowed to continue to that unoccupied base. Any runner that is not halfway shall return to the last touched base.
- **PITCHING:** Coaches will pitch overhand to their own team. The coach will pitch up to six (6) pitches to the batter. If the batter has not put the ball in play by the sixth pitch, it will be considered a strikeout. There are no walks permitted and the batter cannot strike out on a foul ball.
- **DEFENSE:** Each defense will consist of up to ten (10) players--a pitcher, catcher, first, second, third, shortstop, and four outfielders. Defensive players shall stay out of the base path unless they are making a tag. Games may be played with less than ten (10) players. There will be NO Infield Fly rule in this division.
- **MANDATORY PLAY:** Bat the entire roster—the batting lineup shall rotate each game, so that no player is consistently at the bottom or the top of the lineup game-to-game. All players must play both infield and outfield in every game for a minimum of three (3) consecutive outs each. Any team with more than ten (10) players shall not sit a player on the bench for more than one (1) consecutive inning. Managers shall rotate the players who sit innings from game to game; e.g., if Billy sat an inning in Game 1, sit the rest of the roster before Billy sits again. 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.

#### **MINOR "AA" DIVISION:**

- **REGULATION GAME:** Games will be considered final after six (6) innings of play or 1 hour 30 minutes from the start of the game. There will be no new inning after 1 hour 30 minutes from the start of the game. Games can end in a tie. When time has expired, if the losing team cannot at least tie the game due to the 5-run-per-inning rule, then the game is immediately concluded.
- **FORFEIT:** 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.

- **SCORING:** AA is a semi-competitive division. Scores and standings will be kept for this division. Five runs per team each inning may be scored. Once the fifth run has crossed the plate, the half inning will end. Teams must keep a score book to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game.
- **RUN RULES:** Five runs per inning, the fifteen (15) run rule will exist after three (3) innings of play, and the ten (10) run rule will exist after four (4) innings of play. There will be NO unlimited runs in the last inning.
- **COACHES:** This division can consist of up to three (3) coaches per game. One (1) coach must be in the dugout at all times to oversee the players. When batting, two (2) offensive coaches are permitted to coach bases during play. Only players and coaches will occupy the dugout.
- **BATTING:** All players shall be in the batting order for the entire game. Once the batting order is set, it cannot be changed. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, whichever happens first. 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 time at bat comes up without penalty.
- **BASE RUNNING:** No steals or lead-offs are permitted until the ball has reached the batter. There is no stealing of the home plate allowed in this division. A runner can advance home from third base, at their own peril, if the catcher attempts to throw the runner out at 3rd base or makes an “uncatchable” throwback to the pitcher resulting in an “overthrow.”
- **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.
- **PITCHING REPORTS:** Pitching logs MUST be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. 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. 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. 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.
- **DEFENSE:** Each defense will consist of up to ten (10) players, a pitcher, catcher, first, second, third, shortstop, and four outfielders. Defensive players shall stay out of the base path unless they are making a tag. Games may be played with less than ten (10) players. There will be NO Infield Fly rule in this division. (If Western is inter-leaguering with other leagues, the defense may only consist of 9 players (3 outfielders instead of 4). The rule will be set forth in the beginning of the season and remain for the remainder of the season.)
- **MANDATORY PLAY:** All players must play infield and outfield for a minimum of one (1) inning each (3 consecutive outs) throughout the game. Players shall not sit on the bench for more than one (1) consecutive inning. Players may only sit for a total of two (2) innings per game. 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.

## MINOR "AAA" DIVISION:

- **REGULATION GAME:** Games will be considered final after six (6) innings of play or 1 hour 45 minutes from the start of the game. There will be no new inning after 1 hour 45 minutes from the start of the game. Games can end in a tie.
- **FORFEIT:** 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.
- **SCORING:** Scores and standings will be kept for this division. Five runs per team each inning may be scored. Once the fifth run has crossed the plate, the half inning will end. Teams must keep a score book to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game.
- **RUN RULES:** Five runs per inning, the fifteen (15) run rule will exist after three (3) innings of play, and the and the ten (10) run rule will exist after four (4) innings of play. There will be NO unlimited runs in the last inning.
- **COACHES:** This division can consist of up to three (3) coaches per game. One (1) coach must be in the dugout at all times to oversee the players. When batting, two (2) offensive coaches are permitted to coach bases during play. Only players and coaches will occupy the dugout.
- **BATTING:** All players shall be in the batting order for the entire game. Once the batting order is set, it cannot be changed. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, whichever happens first. 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.
- **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.
- **BASE RUNNING:** No steals or lead-offs are permitted until the ball has reached the batter. Stealing of home plate IS allowed in this division. A runner can advance home from third base, at their own peril, once the ball has reached the batter.
- **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.
- **PITCHING REPORTS:** Pitching logs MUST be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. 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. 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. 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.
- **MANDATORY PLAY:** Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Players shall not sit on the bench for more than one (1) consecutive inning. Players may only sit for a total of two

(2) innings per game. 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.

- **PLAYER PROMOTIONS:** If a Minor “AAA” player is called up to the Majors Division, the team in which the player is selected may not have another player promoted from their team again that season.

#### **MAJOR DIVISION:**

- **REGULATION GAME:** Games will be considered final after six (6) innings. Games can end in a tie.
- **FORFEIT:** 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.
- **SCORING:** Scores and standings will be kept for this division. Teams must keep a score book to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game.
- **RUN RULES:** There is no 5-run-per-inning rule for the Majors Division. The fifteen (15) run rule will exist after three (3) innings of play and the ten (10) run rule will exist after four (4) innings of play.
- **COACHES:** This division can consist of up to three (3) coaches per game. One (1) coach must be in the dugout at all times to oversee the players. When batting, two (2) offensive coaches are permitted to coach bases during play. Only players and coaches will occupy the dugout.
- **BATTING:** All players shall be in the batting order for the entire game. Once the batting order is set, it cannot be changed. 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. The “Uncaught Third Strike” rule is in effect for the Majors Division. Batters may try to advance to first base, if unoccupied and less than 2 outs, if the catcher does not catch the third strike (the ball cannot touch the ground before being caught.) If there are two outs, the batter may try to advance to first base even if the base is occupied.
- **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.
- **BASE RUNNING:** No steals or lead-offs are permitted until the ball has reached the batter. Stealing of home plate IS allowed in this division. A runner can advance home from third base, at their own peril, once the ball has reached the batter.
- **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.
- **PITCHING REPORTS:** Pitching logs MUST be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. 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. 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. 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.

- **MANDATORY PLAY:** Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. 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.
- **PLAYER PROMOTIONS:** All Major division teams **MUST** carry twelve (12) players on its roster. If a team falls below this number, a promotion from the Minor “AAA” division may transpire to fill the vacancy. Managers are to contact **ONLY** the Player Agent to discuss the promotion. Absolutely no contact shall be made to the Minor “AAA” manager or the players’ parents from the recruiting manager.

### **JUNIOR DIVISION:**

The Junior Division will follow all rules and guidelines set forth by Nevada District 4 for Inter-League play, if applicable.

- **REGULATION GAME:** Games will be considered final after seven (7) innings of play or 1 hour 45 minutes from the start of the game. There will be no new inning after 1 hour 45 minutes from the start of the game. Games can end in a tie.
- **FORFEIT:** 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.
- **SCORING:** Scores and standings will be kept for this division. Teams must keep a score book to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game.
- **RUN RULES:** The fifteen (15) run rule will exist after four (4) innings of play, and the ten (10) run rule will exist after five (5) innings of play.
- **COACHES:** This division can consist of up to three (3) coaches per game. One (1) coach must be in the dugout at all times to oversee the players. When batting, two (2) offensive coaches are permitted to coach bases during play. Only players and coaches will occupy the dugout.
- **BATTING:** All players shall be in the batting order for the entire game. Once the batting order is set, it cannot be changed. 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. The “Uncaught Third Strike” rule is in effect for the Juniors Division. 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.) If there are two outs, the batter may try to advance to first base even if the base is occupied.
- **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.
- **BASE RUNNING:** Steals and lead-offs **ARE** allowed in the Juniors Division.
- **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. Balks are called in the Juniors Division.

- **PITCHING REPORTS:** Pitching logs **MUST** be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. 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. 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. 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.
- **MANDATORY PLAY:** Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. 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.

### **SENIOR DIVISION:**

The Senior Division 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 14 – Playoffs and Tournaments**

- A tournament will be played at the end of the regular season for all Minor and Major Division teams. A tournament may be played at the end of the regular season for Junior and Senior Division teams, according to Inter-League play.
- 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.

### **SECTION 15 – 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 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 16 – 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.
- Western Little League will utilize a separate account from the same financial institution for the league's concession stand.
- 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 17 – TOC Selection Process**

The number of teams from the Major division that will qualify for the Tournament of Champions will be determined each spring season by District 4. The team that wins the end of season tournament will automatically qualify to play in the TOC. The same applies for teams from the Minors "AAA" Division.

### **SECTION 18 – All Star Selection Process**

*Manager Eligibility Process:*

- Any Minor or Major Manager or Coach may be a 9–10-year-old All Star Team Manager.
- Any Minor or Major Manager or Coach may be a 10–11-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 Board of Directors.
- Those interested in managing an All Star team shall submit a letter in writing to the League President prior to June 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 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 eleven (11) players and no more than fifteen (15).
- All Star Selection Process: To be eligible, a player must have played in 60 percent of their team's games and have committed to being available for all practices and tournament games.

### *All Star Teams:*

#### **9–10-Year-Old All Stars**

- There will be tryouts on one specific date for the 9–10-year-old All Stars.
- All players may be announced immediately after the tryout process or the following day.

#### **11-Year-Old All Stars**

- The All-Star Manager will select the 11-year-old All-Stars. If more than a roster is filled, a tryout can be held at the manager's discretion. The decision to hold a tryout must be decided by May 30. Tryouts (if necessary) will be held at least two weeks before games start.
- 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.