

Woodland Little League Bylaws

1. Mission Statement

The objective of WOODLAND LITTLE LEAGUE BASEBALL (“WLL”) shall be to instill in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children who will grow to be good, decent, healthy and trustworthy citizens.

2. WLL Bylaws

As outlined in the “Little League Rulebook” (<https://www.littleleague.org/playing-rules/>) WLL shall produce a manual containing the local playing rules, All-Star selection process, code of conduct, fees, team selection criteria, drafts, and other procedures necessary to operate the local league.

As outlined in the WLL Constitution, the Board of Directors shall establish the operating rules for WLL for governing its own affairs. These documents should be renewed and updated annually by December 31st. These documents are known as Woodland Little League By-laws. The Board of Directors (BOD) has the authority to make changes to these documents and procedures Bylaws. Changes to the Bylaws require BOD majority approval and not subject to general membership approval. No Bylaw may conflict with the Little League Rulebook or the WLL Constitution. In the event of a conflict, the more restrictive document shall govern.

3. League Code

It is a Little League violation to engage in any activity which gives rise to or could give rise to an appearance or claim of self-dealing, divided loyalty or conflict of interest by reason of such person’s position within WLL. Therefore, no unauthorized use of fields, equipment, utilities, or any other league property without prior approval of the BOD. Further restrictions and definitions of self-dealing can be found in the Little League Rulebook.

4. Volunteer Eligibility

As a condition of service to WLL, all BOD members, managers, coaches, volunteers, and any other persons who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must annually complete and submit a Background Check to the Director of Safety.

Woodland Little League Bylaws

5. Volunteer Umpire Responsibilities

Every year the BOD will assign an Umpire in Chief (UIC). The UIC is responsible for recruiting, training, and scheduling all umpires, communicating rule changes, and evaluating and accepting evaluations of umpires by managers, coaches or players.

6. Season Registration Fees

Season Registration Fees are based on the costs of operations of WLL and are determined by the BOD. WLL will publish the fees on the date on which player registration begins.

7. Fee Waiver

It is the policy of WLL and Little League Baseball® that the inability to pay registration fees should not prevent a player from participating in the Little League Program.

Members who cannot afford to pay registration fees shall submit to the President a request for financial assistance. At the BOD discretion, partial or full scholarships may be granted. The BOD shall treat all such requests confidentially and shall take steps necessary to ensure the annual registration fee policy does not keep a player from participating.

8. Late Registration Policy & Refunds

WLL will establish registration closing date at the opening of registration for each season, which will be no earlier than two weeks before opening day. WLL cannot guarantee players requesting to register after closing date will be allowed to participate in WLL. The BOD will have the authority to add players after registration is closed under consideration of many factors including team openings, uniform orders, practice/games starting, etc.

Full refunds will be given to players who withdraw from WLL before team have been formed. Players who withdraw after team have been formed, will be refunded WLL fees, minus cost of ordered uniforms. Players who withdraw after opening day will not be eligible for a refund.

Woodland Little League Bylaws

9. Code of Conduct (COC)

WOODLAND LITTLE LEAGUE PHILOSOPHY:

The goal of Woodland Little League (hereafter referred to as WLL) is to provide a safe, fun and enjoyable environment for our children to play and learn the game of baseball. It should be the primary objective of every Board Member, Manager, Coach, Parent and Visitor to ensure that this goal is achieved and maintained within WLL. To that end, the WLL Board of Directors has approved and mandated a Code of Conduct while at all WLL functions, whether conducted on the WLL property, a local park, a batting cage facility, etc.

It is a requirement of all Managers, Coaches and all volunteers within WLL to read, understand, and acknowledge in writing their commitment to abide by the Code of Conduct. Nevertheless, it is everyone's job to ensure the Code of Conduct is being followed. It is the goal of WLL that everyone feels empowered to remind those not in adherence to the "Code" that they need to be, for the sake of the kids.

CODE OF CONDUCT

All persons (fans, managers, coaches, parents, players, umpires, board members, volunteers, etc.) participating in WLL activities must abide by a Code of Conduct, which includes the provisions, that follow;

1. No one shall use tobacco products, alcohol, or drugs on WLL facilities, including all adjacent areas to the field. This policy applies to practices, games and any WLL team events.
2. No one shall provoke a manager, coach, player, umpire or spectator.
3. No one shall use profane or abusive language, including threatening, intimidating or physically violent behavior.
4. No one shall show repetitive or violent disapproval of an umpire's decision such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out. All decisions of the umpires or other game officials shall be accepted as being fair and called to the best of their abilities.

Any violation of the above will be reviewed by the WLL Code of Conduct committee for appropriate action. Notwithstanding the preceding items, no participant whether manager, coach, player, fan, guest, visitor or bystander, shall physically contact any umpire, manager, coach, player or spectator. Violation of this rule will result in the offender being immediately removed from the WLL facilities and being subject to possible disqualification by the Board from future participation and/or attendance at WLL.

ENFORCEMENT OF THE CODE

WLL is concerned about the safety and well-being of all the children participating in our league activities. This includes both the physical and mental well-being of each participant. WLL is committed to making our league one where our kids play and practice in a safe, supported environment. As a result, whenever there is an alleged violation of the Code of Conduct, the COC Committee will evaluate the reported incident to determine the appropriate action to be taken.

Woodland Little League Bylaws

A completed *Violation of Code of Conduct Incident Reporting Form* is required to report any alleged violation of Woodland Little League's Code of Conduct; and it may be filed by any manager, coach, umpire, board member or parent. Any reporting of an alleged violation must take place within 48 hours of witnessing the incident in order for the Conduct Committee to take appropriate action. All *Violation of Code of Conduct Incident Reporting Forms* must be filled out and completed online. This method of reporting alleged infractions of the "Code" should remove the subjective nature from evaluating a Code of Conduct incident.

CoC COMMITTEE

The CoC Committee (Committee) will be comprised of the President, Vice President, Director of Operations, UIC and Division Coordinator of Division from the WLL Board, with one of the five being selected as the Committee Chair. There will also be two Alternative Committee Members in case a conflict of interest is determined in the review of a specific incident. The Committee will meet when a completed *Violation of Code of Conduct Incident Reporting Form* has been received.

The Committee will meet independently from the rest of the Board and will conduct their investigations/meetings outside of the regularly planned Board meetings. The Committee shall report to the Board of Directors regarding any and all Code of Conduct Incident Reports submitted and the Committee's resolution of the report(s) submitted.

THREE STRIKES & YOU'RE OUT POLICY

All individuals, from board members, managers, coaches, parents, players, or visitors of Woodland Little League (WLL) will be subject to the "*Three Strikes and You're Out*" policy. The Committee, after receiving a completed *Violation of Code of Conduct Incident Reporting Form*, and determining a Code of Conduct violation had occurred, will assign "Strikes" according to the severity of each incident. Any individual receiving their third "Strike" during a season, is "Out", and will no longer be able to participate in or attend any of WLL games, practices or events for the remainder of that season or longer, depending on the nature of the findings.

1) The penalty for the first "Strike" against an individual ranges from a written warning to a 2 game (maximum) suspension as decided by the Committee.

2) The penalty for the Second "Strike" will carry a minimum 2 game suspension. Any individual that has received their second "Strike" will also receive a written notice that they are 1 "Strike" away from expulsion from all WLL activities for the remainder of the season.

3) The penalty for the Third and final "Strike" will be complete expulsion from all WLL activities for the remainder of the season. This prevents the individual from being present at any WLL team or league function whether on the WLL facility or off site. The Committee will meet at the end of the season to determine for the upcoming season if that individual will be:

a. Reinstated to full access

Woodland Little League Bylaws

- b. Limited Access (i.e. allowed participant as a parent, but not allowed to coach or manage).
- c. Or Full Suspension continued for an additional season.

In the event of a suspension, the individual is not allowed to be present in any on field or off field activity by the team or the league until the time of suspension has been served.

Depending on the severity and nature of the incident, for any single violation, the Committee can determine any single violation to be a 1 "Strike", 2 "Strike" or even a 3 "Strike" violation.

INCIDENT EVALUATION PROCEDURE

After receiving the completed *Violation of Code of Conduct Incident Reporting Form*, the Committee will investigate the alleged incident. As a part of the investigation, witnesses of the incident as well as the individual being accused will be interviewed. Depending on the nature of early interviews and findings, the offender may be suspended until a formal ruling is established. All information gathered during the investigation will be factored into the decision. Once the decision is made by the Committee, that decision is final. There is no appeal.

"Strike(s)" will only be filed against an individual if majority of the Committee determines by vote that an infraction has been committed. Strikes are cumulative each season and will not carry over into the next season. Assigned Strikes will be used by the BOD in evaluating and accepting Volunteer Positions for following years.

NOTICE OF INFRACTION

If the Committee determines that an infraction of the Code of Conduct has been committed, the Committee will immediately notify the offending individual of their penalty both verbally and in writing from the BOD.

Woodland Little League Bylaws

WOODLAND LITTLE LEAGUE

CODE OF CONDUCT

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All persons participating in Woodland Little League (WLL) must abide by a Code of Conduct, which includes the provisions, that follow;

1. No one shall use tobacco products, alcohol, or drugs on WLL facilities facility, including all adjacent areas to the field. This policy applies to practices, games and any WLL team events.
2. No one shall provoke a manager, coach, player, umpire or spectator.
3. No one shall use profane or abusive language, including threatening, intimidating or physically violent behavior.
4. No one shall show repetitive or violent disapproval of an umpire's decision such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out. All decisions of the umpires or other game officials shall be accepted as being fair and called to the best of their abilities.

Any violation of the above will be reviewed by the WLL Board of Directors for appropriate action. Notwithstanding the preceding items, no participant whether manager, coach, player, fan, guest, visitor or bystander, shall physically contact any umpire, manager, coach, player or spectator. Violation of this rule will result in the manager, coach, player, fan, guest, visitor or bystander being immediately removed from the WLL facilities and being subject to possible disqualification by the Board from future participation and/or attendance at WLL.

Any violation of this Code of Conduct will be subject to the "Three Strikes, You're Out" Policy.

- 1) The penalty for the first "Strike" against an individual ranges from a written warning to a 2 game (maximum) suspension.
- 2) The penalty for the Second "Strike" will carry a minimum 2 game suspension. Any individual that has received their second "Strike" will also receive a written notice that they are 1 "Strike" away from expulsion from all WLL activities for the remainder of the season and potentially beyond.
- 3) The penalty for the Third and final "Strike" will be complete expulsion from all WLL activities for the remainder of the season. This prevents the individual from being present at any WLL team or league function whether on the WLL facility or off site. The Committee will meet at the end of the season to determine for the upcoming season if that individual will be:
 - a. Reinstated to full access
 - b. Limited access (i.e. allowed participant as a parent but not allowed to coach or manage)
 - c. Full suspension continued for another season and/or beyond

Any single violation of this Code of Conduct is subject a ruling by the Committee who will determine the "strike level" of any single incident and advise the individual and board of their decision.

I have read and acknowledge the WLL Code of Conduct and agree to abide by the written standard:

Name: _____

Date: _____

Woodland Little League Bylaws

10. Manager and Coach Selections

The President shall nominate all managers and coaches as per the Little League Rulebook. Interested Managers and Coaches shall register through the WLL Registration process online. The BOD may approve or reject any properly nominated managers and coaches. The guidelines for becoming managers and coaches must be understood and accepted by all concerned. The guidelines are:

- There is no seniority or tenure in serving as manager or coach.
- All appointments expire annually.
- All managers and coaches are directly accountable to the BOD.
- There is no appeal process for reconsideration.
- Managers may not manage 2 total teams in AAA, Majors, 50-70 and/or Juniors Divisions. (exception with prior Board Approval)
- Managers may manage 2 total teams in T-ball, A and/or AA Divisions.

Steps to becoming a manager

- Register as a manager on the WLL website
- Division coordinator for each division shall confirm list of interested managers for their division
- The President shall nominate the final list of Managers for consideration
- WLL Board of Directors shall vote to approve all Managers
- Managers and Coaches must complete background check and appropriate league training

11. Umpires

Umpires must be approved by the President. Umpires are NOT to coach while on the field umpiring. Umpires shall maintain a professional manner during games. No person, including parents and siblings, (except for the scorekeeper) may be sitting or standing directly behind the backstop, dugout, and/or engaging with any player in the dugout during a game.

The UIC is responsible for recruiting, training, and scheduling all umpires, communicating rule changes, and evaluating and accepting evaluations of umpires by managers, coaches or players.

Umpire Code of Conduct - WLL expects the following standards of conduct and behavior of all umpires:

- Fairly call the game based on your best understanding of the rules (local and national) as established by the league.

Woodland Little League Bylaws

- Respond professionally when asked for clarification of rules and judgment calls.
- Treat both teams and all players equally, fairly, and ensure the rights of players.
- Treat managers, coaches, other volunteers, players and parents with dignity. Attempt to pursue positive approaches when dealing with all parties.
- Show good sportsmanship, a positive attitude and remember the real purpose of the game is for the kids to have fun and learn baseball.
- Report to the BOD any issues or problems beyond your authority that you are unable to resolve.

12. Manager and Coach Guidelines

WLL appreciates, admires and respects all those willing to manage and/or coach. Knowledge of the game is important, but equally important is leadership, patience, and understanding of the children one is coaching. Young athletes need coaches who teach intangible life lessons through baseball, which will carry them and stick with them more than the technical aspects of the game. People holding these positions should be able to inspire confidence and earn respect. Above all, they must realize they are helping to shape the physical, mental, and emotional development of these children. Therefore, all managers and coaches must abide and adhere to the following Coaching Principles.

COACHING PRINCIPLES

- Demonstrate you have an appreciation of the philosophy of Little League and mission of WLL.
- Demonstrate you will cooperate with others in making the program beneficial to all players.
- Show by example that you respect the judgment and authority of the umpires.
- Exercise the leadership role effectively by leaving the game in the hands of the players.
- Provide each player an opportunity to participate and contribute in every game consistent with the WLL rules.
- Encourage the players at every opportunity.
- Instill an age-appropriate competitive spirit and desire to improve, striving to impart confidence and enthusiasm for learning the game.
- Encourage respectful care of individual and team equipment including uniforms.
- Demonstrate and encourage care for the shared league environment - fields, dugouts, park, etc.
- Exemplify sportsmanship and appropriate behavior in both wins and losses.
- Know the rules and regulations of Little League Baseball® as well as WLL local rules and play by them.

COACHING OBJECTIVES

- Players are appropriately prepared for baseball activity, which includes team warm ups that decrease injury risk and keep the attention and energy of the team for practice and games.
- Players are properly taught fundamental skills and game strategy through various

Woodland Little League Bylaws

drills.

- Managers and coaches assist players in developing individual goals and periodically reviewing progress and subsequently adjusting practice to ensure success.
- Protective gear is always properly used: batting helmets for all batting activities, appropriately fitting catcher's gear, and protective cups for male players.
- Instruction is given at the player's level of understanding.
- Players are taught the rules and that the rules are to be followed.
- Desirable and positive habits in players are taught by example and repetition.
- Promptness is encouraged and demonstrated by the manager and coaches.
- General health and safety habits are encouraged.
- Good sportsmanship, fair play, responsibility, and leadership are demonstrated and celebrated at all times.
- Exemplary game decorum is practiced.
- Plans are made ahead to speed the game along.
- Players are not embarrassed or reprimanded in front of others.

13. Manager Responsibilities

The BOD wants to sincerely thank all managers for their time and dedication to the children of our league. Managers are responsible for the "management" of the team, including but not limited to the following:

- Player Assessments: Each manager is needed to help run the assessments and evaluate players. All managers are encouraged to attend assessments for all players in for respective divisions.
- Draft: A draft process is used to select each team at all levels. This event is scheduled after the player assessment by the Division coordinator. The Division coordinator, with approval of the Board shall determines selection methods. Managers must be physically present at the draft.
- Team roster: The Division coordinator will issue to each manager a team roster for his/her respective team. Team rosters will not be provided to managers until all required Little League and WLL paperwork is completed.
- Practice Scheduling: The manager will be assigned a practice time and practice location from WLL. Practicing at a WLL managed field during other time slots is prohibited. Use of other local fields is at the manager's discretion and on a first come first serve basis and following all City of Woodland or WJUSD guidelines and procedures.
- Scorekeepers: The Home team is the official scorekeeper of the game in AAA, Majors, 50/70 and Juniors. Scorekeeping will be done using the "Game Changer" app. An individual other than the manager or coach should be recruited to be the scorekeeper. The Visiting team will be responsible for updating the "score board". In the event there is a discrepancy between Game Changer pitch count and visiting team pitch count, Game Changer pitch count shall govern.
- Field preparation (Home Team): The Home team is responsible for field preparation before the game. This includes placing bases on the field, setting up pitching

Woodland Little League Bylaws

machine, adjusting pitching mound location and dragging the field.

- Field Breakdown (Visiting Team): The Visiting team is responsible for field breakdown at the conclusion of the game. Visiting team shall empty all trash cans and replace with new trash liners. Visiting team shall remove and lock up all bases and pitching machine. Visiting team shall lock up all WLL facilities including bathrooms, fields, bullpen, scores booth and sheds. The Visiting team shall stay on the WLL Complex until the snack bar staff (typically teen age kids) have been safely picked up by parents. It is the responsibility of Visiting team to understand if they are the last game on the field for that day, or if there are additional games after.
- It is recommended that the managers and coaches arrive sixty (60) minutes prior to the scheduled start of the game to ensure these duties can and will be completed before warmups start.
- First Aid: Each team will have a first aid kit provided in equipment bag. An AED and fully stocked medical bag are located in the snack bar at Camarena Field and Pedroia Field.
- Team parent: It is advisable that the manager recruit a team parent to help with administrative duties. If the manager does not designate a representative, he/she is required to fulfill the duties (see team parent section for more information).
- Game Schedules: Season schedules for each team are issued by WLL. WLL will publish league related information during the season both through email communication to the membership and on the league website. It is up to the manager to see that his/her players and parents have the information provided by the league (can be delegated to the team parent).
 - WLL uses Artificial Intelligence "AI" to generate a game schedules taking into account many factors including field availability, equal play against opponents, equal home and away games, days rest for pitching divisions, etc. Once a game schedule has been published, no changes will be made to accommodate Manager request or conflicts.
 - Field priority will start from 50/70, then Majors and working down divisions with T-ball having last priority. Juniors will have scheduling priority over full sized baseball complexes (Lee and Douglas)
 - WLL will make every attempt to reschedule rain out games as best as possible, however may need to cancel games that are rained out.

14. Team Parent Responsibilities

The team parent is designed to assist the manager of a team with administrative duties such as team snacks, pictures, various other duties. Note: If a manager does not select a team parent, then it is the manager's responsibility. The team parent is required to attend a Team Parent meeting prior to the beginning of the season. The meeting will go over the upcoming year's activities, pertinent dates, and other important information.

Woodland Little League Bylaws

15. Player Placement, Assessment and Team Selection

League Age: A player's "league age" is the age that player will be on August 31 of the baseball season. Little League seasons run from September 1 through August 31st. Please refer to the most current league age chart at <https://www.littleleague.org>.

Talent Based Exemption Policy

Following the Spring 2026 revision of division age groups, the Board has approved a one-time exemption for players who previously played one league age level higher under a talent-based exemption in Spring 2025. These players will be permitted to retain their one-year advancement through the remainder of their Little League career.

Example: A player who is League Age 9 would typically play in the AAA Division. However, if that player has been grandfathered into the new system with their continued talent-based exemption, they would play as a League Age 10 and play in the Majors Division under this policy.

This exemption has NO impact on All-Star eligibility, which remains determined solely by a player's date of birth. All eligible players have been identified and formally notified in writing by the Board President. Beginning with the Spring 2026 season, no new talent-based "play up" exemptions will be granted.

Player Assessment and Make-up Assessment

The purpose of assessments is to permit all managers, coaches and BOD members the opportunity to assess each player's skills, such as: catching fly balls, fielding grounders, hitting, running and throwing. All players who wish to play in division (other than tball) shall attend a player assessment.

Players in the AAA, Majors and 50/70 division's who do NOT attend player assessment or Make-up assessments will be ineligible for that seasons All Star Teams, unless an excuse is presented prior to assessment which is accepted by a majority of the Board of Directors.

The ultimate purpose of assessments is to ensure that teams are balanced. To achieve this goal, all managers must be provided the opportunity to evaluate each players 'skills and ensure a player doesn't pose a potential safety risk.

League Age	Available Level	Play Down One Level
15	Juniors	NA
14	Juniors	NA
13	50/70	NA
12	50/70	NA

Woodland Little League Bylaws

11	Majors	NA
10	Majors	10 year old players must attend assessments for assessment. 10 year old's may be granted (under vary rare exceptions) request to play down if the request is approved by the Majors and AAA Division coordinators.
9	AAA	NA
8	AAA	8 year old players must attend assessments for assessment. 8 year old's may be granted (under vary rare exceptions) request to play down if the request is approved by the AA and AAA Division coordinators
7	AA	NA
6	A	It is not recommended that 6-year-olds play Tee Ball, however special requests by parents will be considered. 6 year old's may be granted (under vary rare exceptions) request to play down if the request is approved by the A and T-ball Division coordinators.
5	Tee Ball or A	NA
4	Tee Ball	NA

Division movement after Draft

On rare occasions, players may be moved down a division after team practices have started. The primary reason for moving players down a division will be for player safety. Parents of players must make a request to move down a division, with the support of the team manager. Moving down a division must take place no later than 2 weeks before opening day. Division Coordinators shall present findings for move to the BOD for approval.

The Draft

After the Player Assessments, the draft protocol will follow the following guidelines set by WLL as follow. Special parent requests to have player placed on a particular team, with a specific coach, have a particular practice time, etc. will not be granted.

Juniors

- All league age 14- and 15-year-olds are eligible.
- No coach's options will be allowed.
- Managers who cannot attend draft will have team drafted by Division Coordinator or other suitable Board Member.
- One pool of players will be combined league age (14 and 15).
- Managers will draw playing cards (Ace, 2, 3, 4, 5, etc.) to determine draft order. Managers can trade draft positions after all cards have been drawn.
- Managers will be given a list of player for the Division.
- Place Manager's options (kid) as follows: 15yr old in the 3rd round and 14 yr old in 4th round. If a manager has 2 or more kids in the division, Managers option will be the oldest child, placed in the proper league age-appropriate draft spot. Remaining children will be placed in consecutive draft spots, regardless of league age similar to typical sibling draft distribution.
- Draft in serpentine order (1,2,3,4,4,3,2,1) until teams are filled.
- Brother/sister options are automatically selected with the next pick, unless noted

Woodland Little League Bylaws

otherwise by parents.

- Juniors teams names will be selected by team after selection and shall not be a MLB affiliate name. Juniors team uniform will be color coordinated with color choice selected by the league.
- Managers may trade players at the conclusion of draft, before leaving the facilities hosting the draft.

Intermediate (50/70)

- All league age 12- and 13-year-olds are eligible.
- No coach's options will be allowed.
- Managers who cannot attend draft will have team drafted by Division Coordinator or other suitable Board Member.
- Determine number of teams based on number of eligible players and managers.
- Managers will draw playing cards (Ace, 2, 3, 4, 5, etc.) to determine draft order. Managers can trade draft positions after all cards have been drawn.
- Managers will be given a list of player for the Division.
- Place Manager's options (kid) as follows: 13yr old in the 3rd round and 12 yr old in 4th round. If a manager has 2 or more kids in the division, Managers option will be the oldest child, placed in the proper league age-appropriate draft spot. Remaining children will be placed in consecutive draft spots, regardless of league age similar to typical sibling draft distribution.
- Draft in serpentine order (1,2,3,4,4,3,2,1) until teams are filled.
- Brother/sister options are automatically selected with the next pick, unless noted otherwise by parents.
- Team names are selected in reverse order with the last pick selecting team name first
- Managers may trade players at the conclusion of draft, before leaving the facilities hosting the draft.
- All league age 13 children must be drafted. Undrafted league age 12 players will be placed on the Majors roster to be drafted by a majors team.

Majors

- All league age 10- and 11-year-olds are eligible.
- No coach's options will be allowed.
- Managers who cannot attend draft will have team drafted by Division Coordinator or other suitable Board Member.
- Determine number of teams based on number of eligible players and managers.
- Managers will draw playing cards (Ace, 2, 3, 4, 5, etc.) to determine draft order. Managers can trade draft positions after all cards have been drawn.
- Managers will be given a list of player for the Division.
- Place Manager's options (kid) as follows: 11yr old in the 3rd round and 10 yr old in 4th round. If a manager has 2 or more kids in the division, Managers option will be the oldest child, placed in the proper league age-appropriate draft spot. Remaining children will be placed in consecutive draft spots, regardless of league age similar to typical sibling draft distribution.
- Draft in serpentine order (1,2,3,4,4,3,2,1) until teams are filled.
- Brother/sister options are automatically selected with the next pick, unless noted

Woodland Little League Bylaws

otherwise by parents.

- Team names are selected in reverse order with the last pick selecting team name first.
- Managers may trade players at the conclusion of draft, before leaving the facilities hosting the draft.

AAA

- All league age 8- and 9-year-olds are eligible.
- No coach's options will be allowed.
- Managers who cannot attend draft will have team drafted by Division Coordinator or other suitable Board Member.
- Determine number of teams based on number of eligible players and managers
- Managers will draw playing cards (Ace, 2, 3, 4, 5, etc.) to determine draft order. Managers can trade draft positions after all cards have been drawn.
- Managers will be given a player rating sheet.
- Place Manager's options (kid) as follows: 9yr old in the 3rd round and 8 yr old in 4th round. If a manager has 2 or more kids in the division, Managers option will be the oldest child, placed in the proper league age-appropriate draft spot. Remaining children will be placed in consecutive draft spots, regardless of league age similar to typical sibling draft distribution.
- Draft in serpentine order (1,2,3,4,4,3,2,1) until teams are filled.
- Brother/sister options are automatically selected with the next pick, unless noted otherwise by parents.
- Team names are selected in reverse order with the last pick selecting team name first.
- Managers may trade players at the conclusion of draft, before leaving the facilities hosting the draft.

AA

- All league age 7 are eligible.
- Managers who cannot attend draft will have team drafted by Division Coordinator or other suitable Board Member.
- Manager (1st pick) and one Coach (2nd pick), for a total of two (2) options.
- Determine number of teams, based on number of eligible players and managers
- List draft order based on total score of options (from league ratings), with first drafter being one with lowest total score, and up from there. A tie in same total score shall be broken by a coin flip.
- First round is manager's option. For managers without a manager option, they get to draft from the list of eligible players.
- Second round is coach's option. For managers without a coach option, they get to draft from the list of eligible players.
- Begin full draft once everyone has two players.
- Draft in serpentine order (1,2,3,4,4,3,2,1) until teams are filled.
- Brother/sister options are automatically selected with the next pick, unless noted otherwise by parents.
- Managers may trade players at the conclusion of draft, before leaving the facilities hosting the draft.

Woodland Little League Bylaws

Single A

- All league age 5- and 6-year-olds are eligible.
- Teams will be formed by the league using an auto draft or assignment process determined by the league board.
- Determine number of teams, based on number of eligible players and managers
- Manager (1st) and one assistant Coach (2nd) are allowed
- Managers may request up to three (3) players to be placed on their team.
- Brother/sister options are automatically placed together on the same team.

16. Uniform Policy, Equipment & Music

All players must wear league provided Hats and Uniform tops. All players of a team must wear matching pants that are either grey, white or black. If a team cannot agree on pant color, grey shall be the default pant color. "Nicker" style pants may be worn with sock color that dominantly match league provide sock color. Stirrups are an acceptable sock choice.

Putting on and taking off protective batting attire, including base running sliding mitts, shall not unnecessarily slow the speed of game play. Players will be given a warning from Umpire if use of protective equipment is slowing down the game. A 2nd infraction for a team will result in use of protective equipment for that team being prohibited for the remainder of the game.

Metal cleats are allowed for players in the Juniors and 50/70 Divisions; however metal cleats are not allowed on to be worn by pitchers on the pitching mounds.

Pregame and in game music is allowed. Camarena Field is equipped with a sound system with 2 bluetooth receivers, one for Home and one for Visitor. Home team gets first selection in pre-game warm up music. Managers may permit walk-up music for players as they approach their at-bat and must cease once the player has one foot inside of the batters box. Music is allowed to be played in-between innings by the team next up to bat. Full sound system music is only permitted on Camarena Field for in game use. Managers may use small portable speakers for pre-game music ONLY on Buchignani and Pedroia Fields provided the volume is not distracting to other teams, games or spectators.

Please use discretion when selecting music and controlling volume (no foul language, sexual content, racial slurs, or vulgarity of any kind). Board members and umpires have discretion over the volume and appropriateness of the music, and will take reasonable

Woodland Little League Bylaws

steps to maintain a family-friendly environment, including removing inappropriate music if necessary.

17. Woodland Little League Local Rules

The objective of the AAA, Majors, 50/70 and Juniors leagues is to provide a competitive atmosphere while keeping score. The managers and coaches can spend time **fine tuning the fundamentals** of baseball that their players learned in the younger leagues and **teach** them some fundamentals that they need for this level. There is winning and losing at this level, although that is not what is important.

The objective of Double A and Single A league is to provide a competitive atmosphere while focusing on player development. The managers and coaches are expected to teach **the fundamentals** of baseball to their players without the pressure of winning and losing. The most important aspect of the season will be to get players ready for the next level of play for the following season.

Double A and Single A Coaches are strongly encouraged to **move players to all positions and teach the fundamentals of each area**. Coaches should emphasize the importance of every position in baseball.

Success in this league can only be measured by how well each and **EVERY** player progresses throughout the season. The most important aspect of the season will be to get players ready for the next level of play the following season

At every level, players should be taught the meaning of good sportsmanship. Set an example by the way you behave and conduct yourself on and off the field (Your players will react the same way they see you and your coaches react). In this league there is no reason for managers and coaches to argue with umpires or amongst themselves, but if something should arise take it off to the side and discuss it in a private manner. Sportsmanship does not just take place inside the foul lines; the behavior of your parents is a key ingredient on how your player will respond to you and your staff. By keeping everyone informed and up to speed with your style of coaching and your expectations for your players, your season should go smoothly.

Woodland Little League Bylaws

Juniors Division Local Rules

The Regular Season for the Juniors Division will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

1. Pitching and Batting

- a. On-deck batters will be permitted. The only player with a bat in their hand will be the batter on deck. On deck batter should remain safely behind the dugout fence.
- b. First half of season only; each pitcher will get one warning per game for balks. No warning in second half. Second half is all games after WLL Observed Spring Break

2. Duration of Game

- a. No new inning may begin after 2-hours, unless playing off a tie.
- b. No game will last more than 2 hours 25 minutes. Any game reaching this allotted time limit shall be terminated immediately. If an inning is not completed before the maximum allowed time, the score will revert to the last completed inning to determine the game result including a tie.
- c. 7 innings is considered a complete game, unless the score is tied and there is remaining time on the 2-hour clock.
- d. Game clock will start at the conclusion of the plate meeting.
- e. A game must complete 5 innings to be considered a regulation game. If the home team is ahead after 4 ½ innings and time has expired, or the mercy rule is in effect then that game shall be considered a regulation game.
- f. In the event of a tie game, extra innings may be played. The extra inning due to a tie may begin after the 2-hour mark but may not be played after reaching the drop-dead time of 2 hours 25 minutes. If while playing an extra inning, the drop-dead time is reached, the game will be terminated immediately, and the result will be a tie.
- g. Mercy Rule:
 - i. 15 runs after 4 innings, 10 runs after 5 innings, 8 runs after 6 innings.

3. Base running

- a. Players are allowed to slide into any base or home plate head-first or feet-first.
- b. Players are allowed to lead off.
- c. The orange (safety) bag at first base **will** be utilized.

4. Players and Player Requirements

- a. Each player participating in any game shall be in the continuous batting order.
- b. Teams are allowed to make free substitutions, at the top or bottom of each inning. Players that sit out the previous inning shall play in the field the next inning.

Woodland Little League Bylaws

- c. Each player participating in a game shall play at least 3 defensive innings per complete game. (Complete games are considered 7 innings).
- d. Games that are 5 innings or less due to mercy rule, players need to play 2 innings in the field. Any player that does not receive their minimum playing time will start the next game and make up missed innings from previous game, as well as required innings from that game.
- e. Players may not sit out 2 consecutive innings.

5. Additional League Rules

- a. All players must wear helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence field area.
- c. No more than 3 adults in the dugout.
- d. During pre-game warm-ups, only two players max. shall have a bat in their hands.
- e. Visiting team shall take infield for (10) minutes. Infield practice shall start (15) minutes prior to game time.
- f. Home team shall take infield for (10) minutes. Infield practice shall start (25) minutes prior to game time.
- g. Courtesy Runners, as outlined in LL Rulebook (section 7.00) shall be adopted by WLL.
- h. Only 8 players are required to start a game. WLL shall adopt section 4.16-16 of the LL Rulebook outlining playing with less than 9 players
- i. Sign stealing, as outlined in LL Rulebook (section 9.01) shall be adopted by WLL as a prohibited practice.

Woodland Little League Bylaws

50/70 Division Local Rules

The Regular Season rules for the Intermediate (50/70) Division will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

6. Pitching and Batting

- a. On-deck batters will be permitted. The only player with a bat in their hand will be the batter on deck. On deck batter should remain safely behind the dugout fence.
- b. First half of season only; each pitcher will get one warning per game for balks. No warning in second half. Second half is all games after WLL Observed Spring Break

7. Duration of Game

- a. No new inning may begin after 2-hours, unless playing off a tie.
- b. No game will last more than 2 hours 25 minutes. Any game reaching this allotted time limit shall be terminated immediately. If an inning is not completed before the maximum allowed time, the score will revert to the last completed inning to determine the game result including a tie.
- c. 7 innings is considered a complete game, unless the score is tied and there is remaining time on the 2-hour clock.
- d. Game clock will start at the conclusion of the plate meeting.
- e. A game must complete 5 innings to be considered a regulation game. If the home team is ahead after 4 ½ innings and time has expired, or the mercy rule is in effect then that game shall be considered a regulation game.
- f. In the event of a tie game, extra innings may be played. The extra inning due to a tie may begin after the 2-hour mark but may not be played after reaching the drop-dead time of 2 hours 25 minutes. If while playing an extra inning, the drop-dead time is reached, the game will be terminated immediately, and the result will be a tie.
- g. Mercy Rule:
 - i. 15 runs after 4 innings, 10 runs after 5 innings, 8 runs after 6 innings.

8. Base running

- a. Players are allowed to slide into any base or home plate head-first or feet-first.
- b. Players are allowed to lead off.
- c. The orange (safety) bag at first base **will** be utilized.

9. Players and Player Requirements

- a. Each player participating in any game shall be in the continuous batting order.
- b. Teams are allowed to make free substitutions, at the top or bottom of each inning. Players that sit out the previous inning shall play in the field the next inning.
- c. Each player participating in a game shall play at least 3 defensive innings per complete game. (Complete games are considered 7 innings).

Woodland Little League Bylaws

- d. Games that are 5 innings or less due to mercy rule, players need to play 2 innings in the field. Any player that does not receive their minimum playing time will start the next game and make up missed innings from previous game, as well as required innings from that game.
- e. Players may not sit out 2 consecutive innings.

10. Additional League Rules

- a. All players must wear helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence field area.
- c. No more than 3 adults in the dugout.
- d. During pre-game warm-ups, only two players max. shall have a bat in their hands.
- e. Visiting team shall take infield for (10) minutes. Infield practice shall start (15) minutes prior to game time.
- f. Home team shall take infield for (10) minutes. Infield practice shall start (25) minutes prior to game time.
- g. Courtesy Runners, as outlined in LL Rulebook (section 7.00) shall be adopted by WLL.
- h. Only 8 players are required to start a game. WLL shall adopt section 4.16-16 of the LL Rulebook outlining playing with less than 9 players
- i. Sign stealing, as outlined in LL Rulebook (section 9.01) shall be adopted by WLL as a prohibited practice.
- j. Slash bunting is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time while in the batters box and then swinging at the same pitch.
- k. For games played on Camarena, players will be permitted to be above the sunken steps and within the enclosed/fenced in area that sits at field level. Players within this area are permitted so long as they are not a distraction to the field of play, do not enter the field of play, and do not needlessly exit the dugout. Managers are responsible for proper dugout etiquette both in the sunken portion and raised field level areas. If problems of etiquette or game disruption escalate, umpires have the authority to warn the team manager to control their dugout. If problems persist, umpires have the authority to require that players only come out of the sunken dugout to bat or equip catchers gear.

Woodland Little League Bylaws

Majors Division Local Rules

The Regular Season rules for the Majors Division will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

1. Pitching and Batting

- a. On-deck batters will not be permitted. On deck batter shall be in dugout without a bat in hand.
- b. Two adult base coaches will be permitted.
- c. An inning is 8 runs or 3 outs. The fifth and sixth innings are considered an open inning where teams can score an unlimited number of runs prior to reaching 3 outs.

2. Duration of Game

- a. No new inning will begin after 1 hour and 40 minutes, unless playing off a tie game, or finishing a started inning. 25 minutes shall be added to the clock if game is tied after 1 hour 40 minutes.
- b. No game will last more than 2 hour and 5 minutes. Any game reaching this allotted time shall be terminated at once. If an inning is not completed before 2 hour and 5 minutes, the score will revert to the last completed inning to determine the game result.
- c. 6 innings is considered a complete game, unless the score is tied and there is remaining time on the 1 hour and 40 minutes clock. A 6 inning game that is tied will continue to play until a winner is established, or the 2 hour 5 minute time allotment has expired.
- d. A game must complete 4 innings to be considered a regulation game. If the home team is ahead after 3 1/2 innings and either time has expired, or the mercy rule is in effect then that game shall be considered a regulation game.
- e. If a game reaches the "no new inning" time limit and cannot be mathematically won (due to the 8 run rule) then the game must terminate at once (even if the home team had not received their at bats in the bottom half of the inning). This rule is to ensure that needless pitches are not thrown. This rule only applies if 4 innings have been completed.
 - i. Run Rule: 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

3. Base running

- a. Players are allowed to slide into any base or home plate provided it is feet first (NOT head-first) while advancing. Players may dive head-first **back** to the base from which they came.
- b. The orange (safety) bag at first base will be utilized.

4. Players and Player Requirements

- a. Each player attending any game shall be in the continuous batting order.
- b. Teams are allowed to make free substitutions, at the top or bottom of each inning. Players that sit the previous inning shall play in the field the next inning.

Woodland Little League Bylaws

- c. Each player attending a game shall play at least 3 defensive innings per complete game. (Complete games are considered 6 innings).
- d. Games that are 4 innings or less due to mercy rule, players need to play 2 innings in the field. Any player that does not receive their minimum playing time will start the next game and make up missed innings from previous game, as well as required innings from that game.
- e. Players may not sit out 2 consecutive innings.

5. Additional League Rules

- a. All players must wear helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence field area.
- c. No more than 3 adults in the dugout.
- d. During pre-game warm-ups, only two players max. shall have a bat in their hands.
- e. Visiting team shall take infield for (10) minutes. Infield practice shall start (15) minutes prior to game time.
- f. Home team shall take infield for (10) minutes. Infield practice shall start (25) minutes prior to game time.
- g. Courtesy Runners, as outlined in LL Rulebook (section 7.00) shall be adopted by WLL.
- h. Only 8 players are required to start a game. WLL shall adopt section 4.16-16 of the LL Rulebook outlining playing with less than 9 players
- i. Sign stealing, as outlined in LL Rulebook (section 9.01) shall be adopted by WLL as a prohibited practice.
- j. Slash bunting is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time while in the batters box and then swinging at the same pitch.
- k. For games played on Camarena, players will be permitted to be above the sunken steps and within the enclosed/fenced in area that sits at field level. Players within this area are permitted so long as they are not a distraction to the field of play, do not enter the field of play, and do not needlessly exit the dugout. Managers are responsible for proper dugout etiquette both in the sunken portion and raised field level areas. If problems of etiquette or game disruption escalate, umpires have the authority to warn the team manager to control their dugout. If problems persist, umpires have the authority to require that players only come out of the sunken dugout to bat or equip catchers gear.

Woodland Little League Bylaws

AAA Division Local Rules

The rules for the AAA Division will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

1. Pitching and Batting

- a. On-deck batters will not be permitted. On deck batter shall be in dugout without a bat in hand.
- b. Two adult base coaches will be permitted.
- c. An inning is 5 runs or 3 outs. The sixth inning is considered an open inning where teams can score an unlimited number of runs prior to reaching 3 outs.

2. Duration of Game

- a. No new inning will begin after 1 hour and 25 minutes, unless playing off a tie game.
- b. No game will last more than 1 hour and 50 minutes. Any game reaching this allotted time shall be terminated at once. If an inning is not completed before 1 hour and 50 minutes, the score will revert to the last completed inning to determine the game result.
- c. 6 innings is considered a complete game, unless the score is tied and there is remaining time on the 1 hour and 25 minutes clock.
- d. A game must complete 4 innings to be considered a regulation game. If the home team is ahead after 3 1/2 innings and either time has expired, or the mercy rule is in effect then that game shall be considered a regulation game.
- e. If a game reaches the "no new inning" time limit and cannot be mathematically won (due to the 5 run rule) then the game must terminate at once (even if the home team had not received their at bats in the bottom half of the inning). This rule is to ensure that needless pitches are not thrown. This rule only applies if 4 innings have been completed.
 - i. Run Rule: 15 runs after 3 inn, 10 runs after 4 inn, 8 runs after 5 inn

3. Base running

- a. Players are allowed to slide into any base or home plate provided it is feet first (NOT head-first) while advancing. Players may dive head-first **back** to the base from which they came.
- b. For safety reasons. the defensive player tagging the orange bag at first base is not an out. It is for the batter that is running to first. The offensive player shall only touch the orange bag unless advancing to second base.

4. Players and Player Requirements

- a. Each player participating in any game shall be in the continuous batting order.
- b. Teams are allowed to make free substitutions, at the top or bottom of each inning. Players that sit the previous inning shall play in the field the next inning.
- c. Each player participating in a game shall play at least 3 defensive innings per complete game. (Complete games are considered 6 innings).
- d. Games that are 4 innings or less due to mercy rule, players need to play 2

Woodland Little League Bylaws

innings in the field. Any player that does not receive their minimum playing time will start the next game and make up missed innings from previous game, as well as required innings from that game.

- e. Players may not sit out 2 consecutive innings.

5. Additional League Rules

- a. All players must wear helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence field area.
- c. No more than 3 adults in the dugout.
- d. During pre-game warm-ups, only two players max. shall have a bat in their hands.
- e. Visiting team shall take infield for (10) minutes. Infield practice shall start (15) minutes prior to game time.
- f. Home team shall take infield for (10) minutes. Infield practice shall start (25) minutes prior to game time.
- g. Courtesy Runners, as outlined in LL Rulebook (section 7.00) shall be adopted by WLL.
- h. Only 8 players are required to start a game. WLL shall adopt section 4.16-16 of the LL Rulebook outlining playing with less than 9 players
- i. Sign stealing, as outlined in LL Rulebook (section 9.01) shall be adopted by WLL as a prohibited practice.
- j. Slash bunting is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time while in the batters box and then swinging at the same pitch.
- k. For games played on Camarena, players will be permitted to be above the sunken steps and within the enclosed/fenced in area that sits at field level. Players within this area are permitted so long as they are not a distraction to the field of play, do not enter the field of play, and do not needlessly exit the dugout. Managers are responsible for proper dugout etiquette both in the sunken portion and raised field level areas. If problems of etiquette or game disruption escalate, umpires have the authority to warn the team manager to control their dugout. If problems persist, umpires have the authority to require that players only come out of the sunken dugout to bat or equip catchers gear.

Woodland Little League Bylaws

AA Division Local Rules

The rules for the Double A baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

1. Pitching and Batting

- a. First half of the season batting is through the line up or 3 outs. If 3 outs are recorded then you pick up where the last inning ended.
- b. Batter will receive 7 pitches in which to hit a ball into fair territory.
- c. If a batter should foul off the 7th pitch, they may continue provided they make contact.
- d. Should a batter fail to hit a ball into fair territory within their allotted number of pitches, the batter is out.
- e. Bunting is not allowed.
- f. Second half of the season batting is 3 outs or 5 runs. If 3 outs or 5 runs are recorded then you pick up where the last inning ended. b., c., and d. above still apply for second half. Second half is all games after WLL Spring Break
- g. Each player attending the game is in the batting order. Any players that are late shall be inserted at the bottom of the order.
- h. There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.
- i. Two adult base coaches are permitted.
- j. Two defensive coaches are allowed to assist their team when on defense in the first half of the season only. During the second half of the season no defensive coaches are allowed on the field.

2. Duration of Game

- a. No new inning may start after 1 hour 15 minutes.
- b. No game will last more than 1 hour 35 minutes. Any game reaching this allotted time shall be terminated at once.
- c. If at any time lighting for a game becomes too dim to safely continue a game, the game shall be ended immediately. Safety is your main concern.

3. Base Running

- a. There will be no stealing allowed. Players on base can only advance when a batter makes contact with the ball.
- b. Play stops once the ball is thrown to the Pitcher or pitching area.
 - i. If a runner is past the half way point between bases the player will be awarded the next base.
 - ii. Coaches operating the pitching machine may catch the ball if needed, however pitchers should expect the ball to be thrown to them and not rely on the pitching machine coach.
 1. Coaches operating the pitching machine should crouch down or take a knee behind the pitching machine when the ball is in play
 - iii. Example Scenarios

Woodland Little League Bylaws

1. If the ball is thrown to the pitcher, however the pitcher is out of the pitching area, the play is not stopped until the pitcher returns to the circle with the ball.
 - a. The pitcher should remain in the pitching area and be ready for the ball
2. If the ball is thrown to the pitcher, however the pitcher misses the ball, or the ball hits the machine or L-screen and leaves the pitching area, the play is stopped
 - a. The intent of the throw is important to consider
3. If the ball is thrown over the head of the pitcher and the ball passed through the pitching area, the play is stopped.
 - c. Runner(s) may advance 1 base on an overthrow..
 - d. Players are allowed to slide into any base or home plate permitting it is not head-first. You may dive head-first BACK to a base from which you came.
 - e. The defensive player tagging the orange bag at first base is not an out. It is for the Batter running to first. The offensive player shall only touch the orange bag.
 - f. Players and coaches must go around the pitching machine when exiting field.

4. Players and Player Requirements

- a. Players may not sit more than 1 inning per game until all players from their team have sat out 1 inning during that game.
- b. Each team is allowed 10 defensive players on the field. One player will be placed in each of the infield positions including the pitcher and catcher positions, with a maximum of 4 players taking up positions in the outfield.
- c. The player playing the pitching position shall stand equal to or behind the pitching rubber and shall have at least 1 foot inside the outer edge of the pitching L-screen - never more than 6 feet from the pitching rubber. Pitchers are not allowed to charge towards the batter until the ball is put in play. Infielders shall be on the dirt area in the infield and not in the base line or on the grass. Outfielders shall be spread out evenly in the outfield no closer than 20 feet from the infield dirt or be behind the white chalked line when provided.
- d. Charging from the outfield positions is not allowed. The players positioned in the outfield must wait until the ball is hit to move inward toward the batter. Outfielders must start behind the white chalked line, or if no white line is in place, may not be any closer than 20 feet of the infield dirt until the ball is hit.

5. Additional League Rules

- a. If a League umpire is not assigned to the game, the base coaches will make the call on fair or foul balls. Only call out "FOUL BALL", and just point to fair territory on fair ball. The coach running the pitching machine will make the safe or out calls on the bases. **(once the ball is called foul the play is stopped no matter if the ball ends up being fair)*

Woodland Little League Bylaws

- b.** The pitching machine must be set at 34 MPH. Any adjustments to the pitching machine must be made at the top of each inning. Coach operating the pitching machine must wear a glove and be prepared to receive the throw from the fielders.
- c.** The coach operating the pitching machine must keep a spare baseball in his/her pocket to be used if a ball is batted foul out of play. This is to keep the speed of the game. Do not keep the spare ball on the pitching machine, on the ground near the pitching machine, or anywhere it can possibly interfere with a ball put in play.
- d.** All players must wear a helmet whenever they have a bat in their hands.
- e.** No warming up with bats or baseballs outside the fence field area.
- f.** No more than 5 adults in the dugout.
- g.** All Catchers must wear a catcher's helmet with throat guard, catcher's mitt and male catchers must use a cup during catching duties.
- h.** Players entering and exiting the field must do so behind the pitching machine.
- i.** Visiting team shall take infield for (10) minutes. Infield practice shall start (15) minutes prior to game time.
- j.** Home team shall take infield for (10) minutes. Infield practice shall start (25) minutes prior to game time.
- k.** Only 8 players are required to start a game. WLL shall adopt section 4.16-16 of the LL Rulebook outlining playing with less than 9 players.

Woodland Little League Bylaws

A Division Local Rules

The regular season rules for the Single A baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book book):

1. Pitching and Batting

a. First half of the season shall be a coach pitch, tee ball format.

- i. The batter will receive 5 pitches from a coach in which to hit a ball into fair territory.
- i. If a batter should foul off the 5th pitch, they may continue provided they make contact.
- ii. Should a batter fail to hit a ball into fair territory within their allotted number of pitches the player will hit from a tee until they place a ball into fair territory (balls hit from a tee must be hit at a minimum of 8 feet from home plate, to be a fair ball).
- iii. Bunting is not allowed.
- iv. Batters will bat top to bottom in the first inning, bottom to top in the second inning. Rotating back and forth for all innings played. Each inning you bat all players before switching. Do not switch after 3 outs. An out is removed from the base.
- v. Two defensive coaches are permitted, with one in the field and one behind home plate.

b. Second half of the season shall be coach pitch only.

- i. The batter will receive 7 pitches from a coach in which to hit a ball into fair territory.
- ii. If a batter should foul off the 7th pitch, they may continue provided they make contact.
- iii. Should a batter fail to hit a ball into fair territory within their allotted number of pitches, the batter is out.
- iv. The batting order is normal for the 2nd half. Top to bottom until each batter has batted or 3 outs have been recorded. If 3 outs are recorded, then you pick up where the last inning ended.
- v. Any authorized adult may pitch. The adult pitcher must only pitch from the front rubber from a standing or kneeling position.
- vi. There are no on deck batters. The only player with a bat in their hand will be the batter at the plate.
- vii. A batted ball must reach the outfield grass in the air to advance more than 1 base.
- viii. Two defensive coaches are permitted.

2. Duration of Game

- a. No new inning may start after 1 hour 00 minutes.
- b. No game will last more than 1 hour and 15 minutes. Any game reaching this allotted time shall be terminated at once.
- c. If at any time lighting for a game becomes too dim to safely continue a game, the game shall be called. Safety is your main concern.

Woodland Little League Bylaws

3. Base running

- a. There will be no stealing allowed. Players on base can only advance when a batter makes contact with the ball.
- b. Play stops once the ball goes into the pitcher player or pitcher coach area.
- c. You may not advance on an over throw.
- d. Players can slide into any base or home plate permitting it is not head- first. You may dive head-first BACK to a base from which you came.
- e. For safety reasons, the defensive player tagging the orange bag at first base is not an out. The orange base is for the batter that is running to first. The offensive player shall only touch the orange bag.
- f. Two base coaches are allowed. They must be in the coach's box.
- g. The last batter is NOT allowed to run all the way around the bases after hitting as it stands in opposition to the fundamentals attempting to be taught.

4. Players and Player Requirements

- a. Each player attending any game shall play every inning and maintain their position in the batting order. Any player that is late to the game shall be inserted at the bottom of the lineup.
- b. One player will be placed in each of the infield positions including the pitcher and catcher positions, with the remaining players taking up positions in the outfield.
- c. The player playing the pitching position shall stand 6 feet behind the coach pitcher with one foot on the pitching rubber.
- d. Infielders shall be on the dirt area in the infield and not in the base line or on the grass.
- e. Outfielders shall be spread out evenly in the outfield no closer than 10 feet from the grass that starts the outfield.
- f. Charging from the outfield positions is not allowed. The players positioned in the outfield must wait until the ball is hit to move inward toward the batter.
- g. Outfielders must start behind the white chalked line, or if no white line is in place, may not be any closer than 10 feet of the infield dirt until the ball is hits.

5. Additional League Rules

- a. You may play with less than 6 players without penalty, if a replacement player is not available.
- b. If a League umpire is not assigned to the game, the base coaches will make the call on fair or foul balls. Only call out "FOUL BALL", and just point to fair territory on fair ball. The coach running the pitching machine will make the safe or out calls on the bases. **(once the ball is called foul the play is stopped no matter if the ball ends up being fair)*
- c. All players must wear a helmet whenever they have a bat in their hands
- d. No warming up with bats or baseballs outside the fence field area.
- e. No more than 5 adults in the dugout.
- f. All Catchers must wear a catcher's helmet with throat guard, catcher's mitt and male catchers must use a cup during catching duties.
- g. Players entering and exiting the field must do so behind the pitching machine.

Woodland Little League Bylaws

T Ball Local Rules

The objective of the Woodland Little League Tee Ball division is to provide a noncompetitive atmosphere for the players while they are being introduced to the game of baseball. The managers and coaches are expected to teach the fundamentals of baseball to their players without the pressure of winning and losing. Success in this league is measured by how well each and EVERY player progresses throughout the season and how each coach embraces the objective of the Tee Ball division. The most important aspect of your season will be to make sure the players have fun.

Coaches are required to move players to all positions. Coaches should emphasize the importance of every position in baseball.

The rules for the Tee Ball baseball division are as follows

1. Pitching and Batting

- a. The ball will be hit off a batting tee the entire season. The tee will be placed on home plate. The coach will remove the batting tee after the ball is hit. No bunting is allowed.
- b. The batter is allowed five (5) swings to hit the ball into fair territory.
- c. The offensive team will end its turn at bat when all team members present have had their turn at bat.
- d. Batters will bat top to bottom in the first inning, bottom to top in the second inning. Rotating back and forth for all innings played. **Do not switch after 3 outs but do remove a player from a base if they have been ruled 'out'.**
- e. Bats shall never be thrown.
- f. If players need assistance, a coach or parent may assist the players on the bases.
- g. It's up to the offensive coaches' discretion whether a ball should be re-hit should a player hit the ball and it trickles off the tee. All efforts should be made to allow players to hit the ball more than 5 feet.
- h. The last batter is **NOT** allowed to run all the way around the bases after hitting as it stands in opposition to the fundamentals attempting to be taught.

2. Coaches

- a. One offensive coach is **REQUIRED** to set up the batting tee on home plate and place the ball on the tee.
- b. One coach is **REQUIRED** to be in the dugout at all times if there are players in the dugout during offense or defense.
- c. Defensive coaches are permitted on the field.
- d. Defensive coaches are encouraged to draw a circle for a player's reference as to where to play infield positions.
- e. The offensive coach will make the safe or out calls on the bases.

3. Base running

- a. Base runners may only advance one base at a time.
- b. Base runners must stay in contact with the base until the ball is hit.

Woodland Little League Bylaws

- c. Play stops once an out is recorded or all players arrive to their respective bases.
- d. Runners may not advance on an overthrow.
- e. Players can slide into any base or home plate permitting it is not head- first. You may dive head-first BACK to a base from which you came.
- f. The defensive player tagging the orange bag at first base is not an out. The orange base is for the batter that is running to first. The offensive player shall only touch the orange bag.
- g. Two base coaches are allowed.
 - i. If needed, a coach can run alongside a player to assist them in getting to the next base.

4. Players and Player Requirements

- a. All players attending any game shall play every inning and maintain their position in the batting order. Any player that is late to the game shall be inserted at the bottom of the lineup.
- b. One player will be placed in each of the infield positions including the pitcher with the remaining players taking up positions in the outfield.
- c. The player playing the pitching position shall stand at least 30 feet away from the batter.
- d. Infielders shall be on the dirt area in the infield and not on the baseline. (For games played on the grass field, players should stand just inside the basepath).
- e. Outfielders shall be spread out evenly in the outfield no closer than 10 feet from the grass that starts the outfield. (For games played on the grass field, players should stand a minimum of 10 feet behind the bases).
- f. Charging from the outfield positions is not allowed. The players positioned in the outfield must wait until the ball is hit to move inward toward the batter.

5. Duration of Games

- a. No game will last more than 45 minutes. Any game reaching this allotted time shall be terminated at once.
- b. If at any time lighting for a game becomes too dim to safely continue a game, the game shall be called. Safety is your main concern.

6. Safety Rules

- a. All players must wear a helmet whenever they have a bat in their hands.
- b. No warming up with bats or baseballs outside the fence. No practice swings are allowed.
- c. Only one player should have a bat in their hands at all times.

7. Coaching Tip

- a. Teach your players to play positions in accordance with the rules.
- b. Instruct them on how to make the correct play. Do not teach them to be a one player TEAM.
- c. Teach each player how to run the bases.

Woodland Little League Bylaws

- d. Teach your players the techniques needed to play each position, where to put your feet, force out, tag out, cover their base.
- e. Teach them where to stand in the batter's box, how to hold a bat, batting stance.
- f. Teach them how to slide correctly for safety.
- g. Use good judgement and Sportsmanship when making decisions. Decisions should always be made based on what is best for the kids.
- h. PLAY BALL!

Woodland Little League Bylaws

Fill-in Players All Divisions

1. During Regular Season League play, or the City Tournament, players from other teams of the same division may be used to complete up to a 10 player roster.
2. With the approval of the President, Vice President or Division coordinator, the Division Coordinator shall arrange for all fill-in players.
3. Teams may not receive a fill in player for an ejected players spot, even if the lack of a fill in player requires the team to play with only 9 rostered spots.
4. All teams may only request fill player(s) not to exceed original roster size
 - (1) Example: If an A ball team has 7 rostered players, they can only request fill in players up to 7 players. They may NOT request fill in players to have more than 7 players.
5. During the regular season a player's ranking (1-12) shall be based upon draft order. When a team needs a substitution, they will notify the Division Coordinator of the player who is absent and their corresponding ranking. The Division Coordinator will fill the missing players role with a similar (+ or – one draft position) ranking from another team.
6. Before the City tournament begins, each manager will submit to the Division Coordinator of the division a 1-12 ranking of their players based on his/her personal manager's opinion of that player's ability. When a team needs a substitution, they will notify the Division Coordinator of the player who is absent and their corresponding ranking. The Division Coordinator will fill the missing players role with a similar (+ or – one draft position) ranking from another team.
7. Fill-in players must bat last and cannot pitch during that game.
8. The Opposing Manager shall be notified in a timely manner by the Division Coordinator when a replacement player has been selected.
9. If a Fill-in players is used as a 9th and/or 10th player, the fill in player may not play more defensive outs than an active member of the team roster, unless a game injury occurs.
 - (1) Example of violation: Team requests a fill in player for the 9th and/or 10th players, who play the entire game. Player from active roster sits out 3 defensive outs.
 - (2) Example of acceptable: Team requests a fill in player for the 9th and/or 10th players, who sit out 3 defensive outs each. Rostered player may also sit out 3 defensive outs.

Woodland Little League Bylaws

City Tournament Play

1. AAA, Majors and 50/70 Seeding – Teams will be seeded according to the end of season standings. Seeding will be determined by the aggregate total of wins and losses for the entire regular season. The following criteria will determine standings:
 - i. Overall record determined by winning percentage
 1. $WP = (\# \text{ of wins} + (.5 \times \# \text{ of ties})) / (\text{total games})$
 - ii. Head-to-head record
 - iii. Runs allowed
 - iv. Coin toss

A 1st place trophy will be awarded to the highest seeded team in each upper division.
2. AAA, Majors and 50/70 - The higher seeded team (based on end of Regular Season Rankings) in each tournament game will have their choice of Home or Away. Selection must be made no later than 1 hour before first pitch.
 - a. The “higher seed” will be responsible for keeping the book, regardless of choosing home or away.
 - b. The “lower seed” will be responsible for keeping pitch count and scoreboard.
3. AAA, Majors and 50/70 CHAMPIONSHIP GAME: The team entering the City Championship from the winner’s bracket (zero losses) will have their choice of home or away. Selection must be made no later than 1 hour before first pitch. The “2nd” City Championship (if necessary) shall be decided by coin flip.
4. 50/70, Majors, AAA- All regular season run rules apply.
5. City Championship Game Durations: 7 inning (50/70) or 6 inning (Majors, AAA) Game. No clock.
6. Any game cannot end in a tie
 1. If a game ends in a tie, the first extra innings, and every inning thereafter shall immediately be played in International Format with the last out from the previous inning being placed on 2nd base and 0 outs on the scoreboard.
7. The AA and A divisions will no longer participate in a city tournament. Official season standings will commence after Spring Break, once scoreboards are in use. Teams in each division will be awarded 1st place based on their overall win–loss records. In the event of a tie in the standings, the outcome of prior head-to-head games between the tied teams will determine the higher placement.

Woodland Little League Bylaws

17. All-Star Selection Rules and Procedures

All-Star Player Selection

The All-Star roster is determined in two steps. The first step is the result of direct voting by the players, managers, and coaches and will determine the first three (3) players for each age group. The second step is the selection of the balance of players for each team by its All-Star manager, that must be approved by the Board of Directors. WLL BOD will identify which teams will be chartered at the April board meeting each year. WLL may elect not to charter teams in certain divisions.

Eligibility

Players must meet the eligibility requirements of Little League International General Eligibility Rules and Tournament Rules to be eligible to be a WLL All-Star.

Players must have attended a WLL player assessment for that seasons league play to be eligible for All-Stars, unless an excuse is approved by WLL BOD prior to make up player assessment being conducted.

Release of Names

Release of the names of players selected for the All Star teams may be made no earlier than May 15th.

Commitment

The player's commitment to full participation is required during the All-Star tournament season. The commitment can run from early June through August, depending on the success of the team. Managers are encouraged to hold daily practices. The expectation is that players attend all practices.

All-Star Ballots

The President shall delegate a member of the BOD to generate All-Star ballots. All-Star ballots shall be generated no later than 6-weeks after opening day.

The ballots for players, managers and coaches shall specify that the voter may select up to (6) players. A ballot selecting more than (6) players is invalid and will not be counted. A ballot may reflect selection of fewer than (6) players and remain valid. Each manager also may vote for All-Stars. Managers and players may vote for a maximum of 4 players on their team. Voting shall take place during the 7th week of league play.

Each team's voting process shall be overseen by a member of the BOD who does not have a child in the chartered team being voted. Players are not allowed to discuss the ballots with each other before the votes are collected. Coaches and managers are not permitted to influence the player's votes in any way.

Votes shall be collected and transmitted to a delegate of the President's choosing to oversee the tally. The players and managers' vote shall determine the first (3) three All Stars from each chartered team. All candidates on the ballot shall be ranked according to the following formula: (number of player votes for the

The players, coaches and managers' vote shall determine the first (4) four All Stars from (all stars, not roster spots) each chartered team. All candidates on the ballot shall be ranked according to the following formula: (number of player votes for the player x 0.7) + (Manager vote x 0.3). The formula generates a numeric value and all players will be ranked

Woodland Little League Bylaws

according to that numeric value. The (3) three players with the highest numeric value from the formula will be included on an All-Star roster. The top (3) three players on each chartered team shall be finalized no later than the 8th week of the season.

All-Star Manager and Coach Selection:

The BOD expects All-Star Managers to commit a much greater amount of time than is necessary for managing a regular season, with significant effort on activities including, but not limited to, scouting potential players, speaking with every Manager of an eligible player, daily practices, and practice preparation together with the Coaches.

Only Managers and Coaches in the regular season shall be eligible for selection as Manager of a WLL All Star team. The Division coordinators shall inform all eligible Managers and Coaches of the time commitment (daily practices are expected at every level) and expectations in leading a WLL All Star team as Manager as well as the selection criteria used. Managers and Coaches interested in being the Manager of the All Star team shall inform their Division Coordinator of interest no later than 6-weeks after opening day.

The WLL BOD shall vote to approve an All-Star Manager for each Division. Selection shall include the following considerations: previous coaching experience, including All-Star experience, commitment level, character, and regular-season and playoff performance. WLL BOD will select a Managers that put WLL teams in the best position to win.

The Manager shall be selected no later than the 8th week of the season. Selected Managers will not have a guaranteed spot for their child on the All-Star team, unless the Managers child is within the top (3) three in receiving votes during the All Star voting process. Manager may add their child to the All Star team as a “manager’s pick” as described below.

The BOD shall approve all placement of Managers child on team by “manager’s pick.” BOD approval shall be by majority vote taken anonymously by BOD Secretary. If managers child does not receive BOD approval, Selected Manager may continue as All Star Manager, or withdraw from the position as All Star Manager.

The Manager shall select Coaches to assist them with All Stars. All Star Manager shall submit names of proposed Coaches to BOD no later than the 8th week of the season. Coach’s children are not guaranteed a spot on the All Star team. Coach’s children placement on All Star teams shall follow the same process for team placement as described above for Manager’s child.

Completion of the All -Star Rosters

Each All Star team shall be comprised of the number of players outlined by Little League International (usually 10-12 players). Three (3) of the players for each chartered team are selected by the ballot, as described above. The remaining players for each team shall be selected by its respective Manager, and must be approved by the BOD.

Managers shall complete their rosters based on several factors including, but not limited to, position needs, quality of play, baseball skill, athleticism, and character.

Woodland Little League Bylaws

The goal of the managers should be to create teams that best represent WLL and have the highest likelihood of winning.

The confidentiality of the proposed players for the All Star teams is of utmost concern. The selection order of players will remain secret and under no circumstances should players or parents be told the selection order or whether a player was voted in or selected by the manager.

All Star Summary Calendar (dates could fluctuate based upon LL Calendar)

Week 6

- All Star ballots finalized
- Division Coordinators reach out to identify interested managers

Week 7

- All Star voting finalized
- BOD vote to approve managers

Week 8

- Managers notified by BOD (no sooner than the first Saturday in May)
- Managers finalize selection of team
- Managers identify Coaches and submit to BOD
- BOD vote (if necessary) approving placement of managers and/or coaches child on team and All Star Roster

Week 9

- All Star roster, managers and coaches finalized

Week 10

- Announce All Star teams no sooner than City Tournament