



Santa Clara Westside Little League

2022 Bylaws and Local Rules

(Version: 20220302)

Section 1 – Rule Conflicts

These Bylaws and Local Rules apply to Santa Clara Westside Little League (SCWLL) to clarify or cover omissions in the [Official Rules and Regulations of Little League Baseball](#) (LL Rulebook) or the local Constitution. The Official Rules and Regulations of Little League International, Williamsport, Pennsylvania, shall be strictly adhered to at all times. In case of a conflict between the Official Rules and Regulations of Little League International and these Bylaws and Local Rules, the Official Rules and Regulations of Little League International shall prevail.

Section 2 – General

1. The number of players and teams in each division will be determined each year by the Board of Directors depending upon the number of players and age makeup of the league. The LL Rulebook establishes the minimum and maximum number of players per team.
2. All volunteers, managers, and coaches must sign and adhere to the Westside Little League Code of Conduct.
3. A manager, coach, or parent ejected from a game by an Umpire will automatically be suspended for the next game. The Disciplinary Committee will review the circumstances of the suspension to determine any further consequences.
4. Any player ejected from a game will automatically be suspended for the next game. The suspension requires the player to attend the next game, in full uniform, while remaining on the bench. The player will not play in another game until the suspension has been served.
5. All disciplinary actions must be reported to the Player Agent and Division Director immediately. The Disciplinary Committee will then review the situation for further action.
6. A game may not be started with less than eight (8) players on each team. A game may not be continued with less than eight (8) players on each team. A team with (8) players may skip over the ninth (9th) batter's position without penalty.

7. A “courtesy runner” may be used according to Rule Book rules 2.00, 3.04, and 7.14.
8. Coaches and managers shall not catch/warm-up pitchers (LL Rulebook, Rule 3.09); this includes standing at the backstop during practice as an informal catcher for batting practice. They may, however, stand by to observe a pitcher during warm-up in the bullpen.
9. Catchers shall wear all required protective equipment (including a supporter and cup for male players). Batters and base runners shall wear safety helmets.
10. **2022 COVID-19-related Rules** (see current state and county health orders, guidance, and directives, and the [SCWLL 2022 Safety Plan](#) for additional information).
 - a. All board members, managers, coaches, athletes, parents/guardians, spectators, umpires, and all other league volunteers and participants approved to attend baseball activities (ex. practices and games) sanctioned by SCWLL shall adhere to current state and county COVID-19 public health orders, guidance, and directives; the SCWLL Bylaws and Local Rules; and the SCWLL Safety Plan established to facilitate baseball activities in compliance with state and county requirements. Repeated failure to adhere to these requirements may result in disciplinary action(s), including but not limited to suspension from subsequent practice(s) and/or game(s) or suspension for the remainder of the season.
 - b. The plate umpire may choose to stand behind the pitcher.
 - c. No food or beverages are allowed in the dugout except water or sports drinks. No sunflower seeds.
 - d. Select bylaws, rules and/or the safety plan may need to be modified during the season to accommodate evolving state or county requirements. Updates will be provided to managers and umpires as needed.
11. Major, Minor and Farm players and teams are not allowed to practice or warm-up on the T-Ball Field (safety issue).
12. The home team and visiting team are responsible for preparing and cleaning up the field for each game. The home team is responsible for preparing the field for play. The visiting team is responsible for cleaning up the field at the end of the game. During interlock games, the Westside team is responsible for both field prep as well as cleaning up at the end of the game.
13. At Steve Carli Park during the regular season, visiting teams will use the first base dugout and home teams will use the third base dugout. At Earl Carmichael Park during the regular season, visiting teams will use the third base dugout and home teams will use the first base dugout.

14. The home team is responsible for keeping the official scorebook and the official pitch count for each game (official scorebooks are kept in the Scorekeeper's Booth on the Major Field). The official pitch count must be signed and dated by BOTH managers at the end of the game.
15. During the regular season, practice sessions shall not exceed two and a half (2-1/2) hours per session. There will be no practice games (aka, scrimmages) between teams during the regular season.
16. Rescheduled Games:
 - a. With 2-or-more-day's notice and without the affected managers' pre-approval, a rescheduled game is officially set once the UIC and Scheduler confirm the Umpire(s) and add the rescheduled game to the Master Schedule. A team's inability to play a rescheduled game may result in a forfeit.
 - b. With less than 2 day's notice, UIC and Scheduler may reschedule a game only with pre-approval from the Umpire(s) and the two affected managers.
17. The President shall confirm with the other league president(s) the rules for interlocking games prior to the start of interleague play (ex. host team prep field and clean-up, follow LL Rulebook, and utilize local batting order rule). Note: Westside players must still meet Westside-specific minimum playing requirements.
18. During the regular season, extra innings shall not be played. Regular season games may end in a tie after 6 complete innings, if the umpire calls a regulation game as allowed by the LL Rulebook, or if the Division-specific time limit has been reached. During regular-season playoffs, extra innings may be played until a complete extra inning results in a winner. If a regular-season playoff game is suspended due to darkness (not a called regulation game by the umpire), the scheduler will reschedule the game to resume as soon as possible, and the game will resume from the point it was suspended, including any applicable outs, balls, strikes, runners, player eligibility, etc. Please refer to the LL Rulebook for additional details regarding pitcher and catcher eligibility for suspended games.
19. If a tie occurs in the standings between two or more teams at the end of the regular season, the tie breakers are as follows:
 - a. Total Record, including interlock
 - b. Total Record, not including interlock
 - c. Head to Head Play
 - d. Lowest runs allowed between the tied teams
 - e. Record against the highest seeded team
 - f. Record against next highest seeded team (continue down through all teams)
 - g. Coin Flip

20. Specific to Earl Carmichael Park:

- a. No music shall be played without a permit from the city. Exception: The National Anthem may be played at the Major Field.
- b. No parking is allowed in the apartment area adjacent to the main playing field.

21. All ages in this document refer to league age as defined in the current LL Rulebook.

22. During regular-season playoffs, the higher-seeded team, as determined by regular-season standings, chooses home/away.

23. Major / Minor / Farm playoff format as follows for 3, 4, 5, and 6-team divisions*:

# Game Days**	3-Team Division	4-Team Division	5-Team Division	6-Team Division (Double)	6-Team Division (Single)***
1	Seed 2 vs Seed 3 (G1)	Seed 1 vs Seed 4 (G1) Seed 2 vs Seed 3 (G2)	Seed 4 vs Seed 5 (G1)	Seed 4 vs Seed 5 (G1) Seed 3 vs Seed 6 (G2)	Seed 4 vs Seed 5 (G1)
2	Seed 1 vs W-G1 (G2)	W-G1 vs W-G2 (G3) L-G1 vs L-G2 (G4)	Seed 2 vs Seed 3 (G2) Seed 1 vs W-G1 (G3)	Seed 1 vs W-G1 (G3) Seed 2 vs W-G2 (G4)	Seed 3 vs Seed 6 (G2)
3	L-G1 vs L-G2 (G3)	L-G3 vs W-G4 (G5)	L-G1 vs L-G2 (G4)	L-G2 vs L-G3 (G5) L-G1 vs L-G4 (G6)	Seed 1 vs W-G1 (G3)
4	W-G2 vs W-G3 (G4)	W-G3 vs W-G5 (G6)	W-G2 vs W-G3 (G5) W-G4 vs L-G3 (G6)	W-G3 vs W-G4 (G7) W-G5 vs W-G6 (G8)	Seed 2 vs W-G2 (G4)
5	W-G4 vs L-G4 (G5)****	W-G6 vs L-G6 (G7)****	W-G6 vs L-G5 (G7)	L-G7 vs W-G8 (G9)	L-G1 vs L-G2 (G5)
6			W-G5 vs W-G7 (G8)	W-G7 vs W-G9 (G10)	L-G3 vs L-G4 (G6)
7			W-G8 vs L-G8 (G9)****	W-G10 vs L-10 (G11)****	W-G3 vs W-G4 (G7)
Final League Standing	3rd - Loser of G3 2nd - Runner-up 1st - Winner	4th - Loser of G4 3rd - Loser of G5 2nd - Runner-up 1st - Winner	5th - Loser of G4 4th - Loser of G6 3rd - Loser of G7 2nd - Runner-up 1st - Winner	6th - Loser of G5 5th - Loser of G6 4th - Loser of G8 3rd - Loser of G9 2nd - Runner-up 1st - Winner	6th - Loser of G5 5th - Winner of G5 4th - Loser of G6 3rd - Winner G6 2nd - Runner-up 1st - Winner

Footnotes:

* Alternate brackets (ex. 7 or 8 teams) may be approved by the President, Vice President, Division Director (of affected division[s]), UIC, and Scheduler, as-needed, prior to the start of playoffs.

** "Game Days" are different than "Weekdays"

*** The 6-Team double-elimination format is the preferred option. The single-elimination option should only be considered due to limitations with field availability, or for example, due to a rain-shortened season. The in-progress regular season playoff format may change from double to single-elimination with majority approval from the President, Vice President, Division Director (of affected division[s]), UIC, and Scheduler. Example: Inclement weather may require a change to single-elimination format midway through playoffs.

**** If necessary

Section 3 – Drafts

1. All eligible players of league ages seven (7) to twelve (12) years old must attend at least one day of tryouts for the Major, Minor, or Farm Divisions. Seven (7) year-old players who want to play in the Rookie Division may submit a request prior to tryouts, but they must still try out. For safety reasons, all players must be evaluated, and some requests may not be accommodated.
2. League age nine (9) year-old (or younger) players shall not play in the Major Division. League age seven (7) year-old (or younger) players shall not play in the Minor Division.
3. For the Major Division, only the manager of each team, the Division Director, the Player Agent and President are allowed in the room during the draft. For the Minor and Farm Divisions, one additional coach per team may attend.
4. All players that have completed two (2) years in the Rookie and Farm Divisions must advance to the next higher Division (i.e. considered "must picks") unless it is determined by the player's parents, Player Agent, Division Director, and the President that the advancement would be a detriment to the player's safety.
5. Nine (9) year-old players not drafted to the Minor Division are "must picks" for the Farm Division.
6. Ten (10) year-old players not drafted to the Major Division are "must picks" for the Minor Division. All returning Minor Division players not drafted to a Major Division team are "must picks" for the Minor Division.
7. Twelve (12) year-old players and returning Major Division players are "must picks" for the Major Division.
8. Following completion of the draft and prior to the start of the regular season games, if the President, Player Agent, and Division Director deem it necessary to add additional players to a division (ex. unassigned players, late registrations, changing divisions due to safety issues), one player shall be assigned to the team with the lowest number of

players and/or is the next team in the draft order following where the draft was completed, and the next team in the draft order would get the next player, and so on, as needed. This rule does not apply to situations addressed by *Section 9 – Replacement Players*.

Major Draft:

1. Twelve (12) year-old players and returning Major Division players must be selected in the Major draft, unless it is determined by the player's parents, Player Agent, Division Director, and the President that the advancement would be a detriment to the player's safety. The Player Agent, Division Director, and the President will then assign the player to participate in the Minor or Farm draft.
2. The Major draft will proceed following the Serpentine method (ex. 1-2-3-4-4-3-2-1). Managers will draw numbers to determine the draft order.
3. Manager's kids will be deemed "picked" in the draft in the following rounds based on age:
 - a. League Age 10: Round 5
 - b. League Age 11: Round 4
 - c. League Age 12: Round 3
4. Assistant coaches shall not be appointed or approved until after the draft is completed.
5. When the number of Major Division "must pick" players (returning Major Division players and 12-year-olds) that have not been drafted equals the number of picks remaining, those returning players must be the only players eligible from that point forward in the draft. For example, with nine picks left in the draft, there are nine players who were Major division players in the previous season still not drafted for the current year. Those nine players become the only nine eligible players, and must be drafted).

Minor Draft:

1. Eleven (11) year-old and ten (10) year-old players who have not been selected to Majors must be selected in the Minor draft, unless it is determined by consensus of the Player Agent, President and Minor managers that the advancement would be a detriment to the player's safety. The Player Agent will then assign the player to participate in the Farm draft.
2. As soon as practical following the completion of the Major Division draft, a draft will be held for the Minor division teams.
3. The Minor draft will proceed following the Serpentine method (ex. 1-2-3-4-4-3-2-1). Managers will draw numbers to determine the draft order.
4. Minor Managers may select one (1) coach prior to the draft, who may be present during the draft.

5. Manager's and coach's kids will be deemed "picked" in the draft in the following rounds based on age:
 - a. League Age 8/9/10: Round 5
 - b. League Age 11: Round 4
 - c. League Age 12: Round 3

6. When the number of returning Minor Division players that have not been drafted equals the number of picks remaining, those returning players must be the only players eligible from that point forward in the draft. For example, with nine picks left in the draft, there are nine players who were Minor Division players in the previous season still not drafted for the current year. Those nine players become the only nine eligible players and must be drafted.

Farm Draft:

1. As soon as practical following the completion of the Minor Division draft, a draft will be held for the Farm Division teams.

2. The Farm draft will proceed following the Serpentine method (ex. 1-2-3-4-4-3-2-1). Managers will draw numbers to determine the draft order.

3. Any remaining players not drafted on a Farm Division team will then be placed on a Rookie or T-ball Division team in a manner determined by the Player Agent and Rookie Division Director. There is no draft for Rookie and T-Ball divisions.

4. Farm Managers may select one (1) coach prior to the draft, who may be present during the draft.

5. Manager's and coach's kids will be deemed "picked" in the draft in the following rounds based on age:
 - a. League Age 7/8: Round 5
 - b. League Age 9: Round 4
 - c. League Age 10, 11, and 12 (only if approved due to safety concerns): Round 3

6. When the number of returning Farm Division players that have not been drafted equals the number of picks remaining, those returning players must be the only players eligible from that point forward in the draft. For example, with nine picks left in the draft, there are nine players who were Farm Division Players in the previous season still not drafted for the current year. Those nine players become the only nine eligible players and must be drafted.

Section 4 – Major Division

1. There is no game time limit.
2. There is no run limit per inning and no mercy rule when playing versus Westside teams. This rule is intended to provide additional playing time to Westside players. Managers shall change their offensive strategy if they would have otherwise met the run and/or mercy rule limits.
3. Minimum Playing Requirements: For each game (including interlocking games), each Westside player must play a minimum of nine (9) defensive outs. A substitute player must play six (6) consecutive defensive outs and complete one at-bat before the player in the starting lineup may return. In any game shortened to four (4) innings, this rule shall not apply, and the LL Rulebook prevails. In a game where the visiting team loses and a sub on the visiting team has only completed six (6) defensive outs, the sub shall be deemed to have completed nine (9) defensive outs. For each half of the season, every player must play two complete games (both offense and defense).
4. The Division Director shall audit all scorebooks at approximately the halfway point of the season and at the conclusion of the regular season, prior to the start of playoffs. Failure to comply with the minimum playing requirements rule will result in the team's manager being suspended for the first game of the second half, or the first game in postseason play (playoffs, TOC, All-Stars) if the infraction happens in the second half of the season. The penalty for a second offense is suspension for the remainder of the regular season and will not be eligible for postseason managerial positions. In addition, managers who intentionally violate this rule will not be eligible for postseason managerial positions.
5. Intentional bases on balls are limited to one per player, per game.
6. There shall be no more than five playing activities per week (ex. 3 games, 2 practices). A week is defined as Monday through Sunday. Team parties do not count. The Board may approve exceptions in the event of make-up games.

Section 5 – Minor Division

1. There is no game time limit.
2. See LL Rulebook Rule 5.07. The five (5) run or three (3) out rule shall apply or when all players on the roster have batted one time in the half-inning, whichever occurs first, in a team's at-bat during each of the first five innings. During the sixth and subsequent innings, only the three (3) out rule shall apply (i.e., "open" innings). A home run (over the fence or cones) can drive in more than five runs in an inning.

3. Minimum Playing Requirements: For each game (including interlocking games), each Westside player must play a minimum of 9 defensive outs, and all eligible players participate in a continuous batting order throughout the game. They do not need to be consecutive defensive outs, and you may substitute a player in and out of the lineup at any time as long as the player plays the minimum requirement of 9 defensive outs. In the event that a game is called early for any reason, the player(s) not completing the 9 defensive outs must be in the starting lineup for the next game. For each half of the season, every player must play two complete games (both offense and defense).
4. The Division Director shall audit all scorebooks at approximately the halfway point of the season and at the conclusion of the regular season, prior to the start of playoffs. Failure to comply with the minimum playing requirements rule will result in the team's manager being suspended for the first game of the second half, or the first game in postseason play (playoffs, TOC, All-Stars) if the infraction happens in the second half of the season. The penalty for a second offense is suspension for the regular season and will not be eligible for postseason managerial positions. In addition, managers who intentionally violate this rule will not be eligible for postseason managerial positions.
5. Intentional bases on balls are not allowed.
6. Twelve (12) year-old players shall not pitch in the Minor Division.
7. There shall be no more than four mandatory playing activities per week (ex. 2 games, 2 practices). A week is defined as Monday through Sunday. Team parties do not count. The Board may approve exceptions in the event of make-up games.

Section 6 – Farm Division

1. For reference, other than the specific bylaws included herein, the Farm Division adheres to the LL Rulebook's Minor Division rules.
2. The Farm Division is intended to be an instructional level for seven (7) to nine (9) year-old players where fundamentals and teamwork are stressed. League age ten (10) to twelve (12) year-old players may play in the Farm Division if determined to be a safety risk in Major or Minor Divisions. The intent of the Farm Division is not to cultivate a competitive atmosphere but to improve players' skill levels and to prepare the players for the more competitive Minor and Major Divisions. As such, the development of pitchers and catchers should be a primary focus in the Farm Division. Counting total runs and winning the game is not the focus. The manager's responsibility is to teach the fundamentals of the game, teach situational awareness, develop pitchers and catchers, and to provide a positive experience that will encourage the players to continue playing Little League. Managers shall explain this intent to parents/guardians.
3. Scores and standings will be kept, and playoffs will be held.

4. No new inning shall begin after two hours from the official start of the game. The next inning begins as soon as the 3rd out is achieved in the previous inning. Even if a game in progress has not yet reached regulation status (for reference, 4 complete innings is a regulation game) or is in a tie status, the game will be considered a complete game if it reaches the two-hour time limit.
5. See LL Rulebook Rule 5.07. The five (5) run or three (3) out rule shall apply or when all players on the roster have batted one time in the half-inning, whichever occurs first, in a team's at-bat during each of the first five innings. During the sixth and subsequent innings (ex. playoffs), only the three (3) out rule shall apply (the sixth and subsequent innings will be "open" innings). A home run (over the fence or cones) can drive in more than five runs in an inning. However, if the umpire determines that the game is not going to be a 6-inning game due to either time restraints or darkness, then the umpire shall notify each manager prior to the start of the final inning that it will be the final inning, and it will be an "open" inning.
6. Managers and coaches shall not encourage "over-aggressive" base running, such as advancing more than one base on an infield hit, except in the case of an overthrown ball (see Farm Rule 7). On outfield hits, runners may attempt to advance more than one base at their own risk.
7. All base runners may attempt to advance a maximum of one base on an overthrown ball, and no more than once per play. Note: an overthrown ball is still live, and the defense may attempt to get the advancing runner out; however, if the ball is overthrown again, the base runner(s) shall not advance a second time.
8. Play ends when any infielder catches the ball within the diamond formed by the bases and raises the ball and both hands outstretched above their head, and the runner(s) may not advance. Any player that, in the umpire's judgment, has not reached halfway to the next base must return to the previous base unless forced. The umpire also has the discretion to call the play dead for any reason.

Note: Managers should coach and encourage infielders to field a ground ball and attempt a throw to a base, rather than hold the ball, if there is a possibility of getting an out. This rule is meant to familiarize infielders with controlling a play, similar to higher skill levels, and prevent runners from advancing when a play should be dead.
9. Base stealing, bunting, and intentional bases on balls are not allowed.
10. No "Infield Fly" rule.
11. Players shall not sit on the bench for defense for more than one consecutive inning (Westside allows 4 outfielders).

12. The team at bat will be responsible for providing a coach or manager to umpire that half of the inning in the event an umpire is not available.
13. The regular season shall start with a combination of player and coach pitching. Innings one and two of each game shall be player pitching with relief coach pitching according to Farm Rules 14 and 15. Player pitchers shall pitch for no more than three (3) outs during this temporary pitching period.

During this temporary pitching period, innings three through six shall be solely coach pitching as follows.

- a. Batter receives no more than five (5) pitches from the coach-pitcher. If the batter fails to put the ball in play after five coach pitches, the batter is out on strikes; provided that if the batter hits a foul ball on the fifth and subsequent coach pitches, they will be awarded another coach pitch.
- b. Swinging strikes count against the batter, and the batter shall be called out on three swinging strikes. No called balls and strikes.
- c. Farm Rule 15 applies.

The goal of this temporary pitching period is to improve pace of play while still encouraging pitcher and catcher development. All other LL Rulebook Rules (ex., pitch count) and Farm Division pitcher and catcher rules (see below) remain in effect

The Farm Division Director will work with the Farm Division managers, the Player Agent, the UIC, and the President to determine when to end this temporary pitching period and implement the changeover to player pitching with relief coach pitching for innings three through six.

14. Relief coach pitching shall be initiated when a player-pitcher throws four called balls. The coach-pitcher will then throw an additional two (2) pitches maximum to each batter. If the batter fails to put the ball in play after two coach pitches, the batter is out on strikes; provided that if the batter hits a foul ball on the second and subsequent coach pitches, they will be awarded another coach pitch.
15. The coach-pitcher shall throw from the pitching rubber, no exceptions. The coach-pitcher must attempt to pitch with the same velocity as the player pitcher. During coach pitch, the player-pitcher must remain adjacent to the pitching mound.
16. Batters hit by a pitch thrown by a player-pitcher WILL be awarded first base.
17. No player shall catch more than three (3) innings in any one game. No player shall exceed four (4) combined innings at pitcher and catcher. The pitch count limits restricting a player's transition between pitcher and catcher as described in the LL Rulebook remain in effect.

18. No pitcher may throw more than six (6) outs per game. Exception: pitchers are limited to three (3) outs during the temporary pitching period at the start of the regular season (see Farm Rule 13).
19. Each pitcher shall receive no more than 5 warm up pitches between innings (or no more than one minute). New pitchers entering the game during an inning shall receive no more than 8 pitches to warm up.
20. Each player shall play both infield and outfield positions in each game, unless the player specifically asks to play 100% of their time in the outfield. Each player should have the opportunity to play each position by the end of the season, unless there are legitimate concerns for the safety of a player.
21. Ten (10), Eleven (11) and twelve (12) year-old players (ex. older players who stay in the Farm Division due to safety issues) shall not pitch.
22. One coach may stand behind the catcher only to help speed up the game by retrieving balls missed by the catcher and shall not give instructions to the players nor provide a target for the pitcher.
23. Outfield Fence – If no fences are provided, cones will designate where the outfield fence would be placed. If a ball is hit past the cones, the outfielder MUST raise his/her arms to inform the umpires of this action. The umpire will call a “dead ball” and investigate where the ball last stopped. If the umpire deems the ball went past the cones, the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly. If an outfielder touched the ball before it went past the cones, the ball is LIVE. If the ball stops on the line in the outfield, the ball is LIVE.
24. Right Center/Right Field concrete berm – If a batted ball hits the berm and goes back into the field of play, the ball is LIVE. If the batted ball rolls into the tanbark playground area or on to the asphalt, the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly.
25. There shall be no more than three mandatory playing activities per week (ex. 1 game, 2 practices; or 2 games, 1 practice). A week is defined as Monday through Sunday. Team parties do not count. The Board may approve exceptions in the event of make-up games.

Section 7 – Rookie Division

1. The Rookie Division is intended to be an instructional level for five (5), six (6), and seven (7) year-old players where wins, losses and standings are not kept, but fundamentals and teamwork are stressed and serve as a transition from T-Ball to Farm. For a player of a different age to play in the Rookie Division, they must be approved by the Player Agent and President based on special circumstances.

2. Goal for all games is to play six (6) innings. No new inning shall start after 90 minutes from the start of the game.
3. In games, the team's half inning will end with three (3) outs, or if a team bats around in order, whichever occurs first.
4. Managers or coaches will pitch to their respective team when they are at bat.
5. Play ends when any infielder catches the ball within the diamond formed by the bases and raises it above his head, and the runners may not advance. Any player that has not reached halfway to the next base must return to the previous base.
6. There will be no stealing of bases, sliding, or bunting.
7. No "Infield Fly" rule.
8. No player will catch more than three (3) innings in any one game.
9. Balls and strikes will not be kept. Each batter shall receive no more than 5 coach pitches. If the fifth coach pitch is not hit, the player will hit the ball into play from a tee. A batted ball must travel beyond the 15-foot arc in front of home plate to be considered a fair ball. Each child must hit the ball before being retired.
10. Beginning sometime after the spring break the Division Director will decide if/when Kid Pitch will be introduced in games. During the first 3 innings kids will pitch. Player pitchers will throw no more than four (4) pitches to each batter. If the ball is not put into play during the first four (4) pitches, the "pitching coach" will throw an additional three (3) pitches for a total of seven (7) pitches maximum to each batter (combined player and coach). There are no bases on balls. If the batter fails to put the ball in play after seven pitches, the batter is out on strikes; provided that if the batter hits a foul ball on the 7th or subsequent pitches, they will be awarded another coach pitch.
11. During coach pitch, the player-pitcher must remain adjacent to the pitching mound.
12. A player-pitcher can only go a maximum of one inning or 35 pitches, whichever comes first. The goal is to have every player on the team having pitched in at least 2 games.
13. Only a "Reduced Injury Factor" (RIF) or "Safe Soft" ball shall be used during the whole season.
14. Three adults are allowed on the field for the defensive team, and adults or players can be used as base coaches. The adult coaches in the field will position themselves on the grass just beyond the infield so they do not interfere with base running and infield defensive play. Youth base coaches shall wear a helmet.

15. Defensive teams may have up to 10 players in the field. (P, C, 1B, 2B, 3B, SS, and four [4] OF).
16. Players must not sit on the bench for more than 1 consecutive inning.
17. There shall be no more than three playing activities per week (ex. 1 game, 2 practices). A week is defined as Monday through Sunday. Team parties do not count. The Board may approve exceptions in the event of make-up games.

Section 8 – T-Ball Division

1. The length of a game shall not exceed one hour on a Saturday, when we have back-to-back games. Weekday games not affected by daylight should attempt to play a four or five inning game (play longer than one hour).
2. Practices shall be no longer than 1-1/2 hours in duration with no more than two (2) practices per week. All practices will be concluded by 7:30 PM.
3. A batted ball must travel beyond the 15-foot arc in front of home plate to be considered a fair ball. Each child must hit the ball before being retired (no strikeouts).
4. There will be no stealing of bases, sliding or bunting.
5. Adults will act as base coaches, and no more than 3 adult coaches will be on the field of play when their team is playing defense. The adult coaches in the field will position themselves on the grass just beyond the infield so they do not interfere with base running and infield defensive play. An adult will assist the batter at all times.
6. If a child becomes too emotional during the game and cannot be composed after a few minutes, that player will be removed from the game and may reenter after gaining his/her composure.
7. At the start of the season, managers and coaches will not pitch in T-Ball. The ball must be batted off of the batting tee. After approximately three weeks, coaches should begin pitching, depending upon their team's skill level. A batter shall receive **NO MORE THAN four (4) pitches** to hit the ball—**NO EXCEPTIONS**. After four coach pitches, the batting tee shall be used.
8. During coach pitch, the player-pitcher must remain adjacent to the pitching mound.
9. In games, the team's half inning will end with three (3) outs, or if a team bats around in order, whichever occurs first.
10. All batters will make it to 1st base, even if they make an "out," however once a runner has made 1st base, the defense can choose to make a "play" on a runner attempting to

advance a base, the coaches will act as the umpire, if the player is out, the player will leave the bases & return to the dugout. We will not worry about “tagging up”, fly balls, no doubling up runners. If three (3) “outs” are made, runners will clear the bases, but the offensive team will continue to bat through the lineup.

11. There are no win/loss standings in T-Ball and the managers, coaches, or parents will not keep score. Emphasis will be on safety, instruction, and recreation.
12. All players on the defensive team will play in the field, but the infield must consist of no more than one player in each of the standard positions (pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop).
13. A batter or runners may advance only one base per hit. Exceptions: When the last batter of an inning comes to bat, the coach will announce “LAST BATTER.” The batter and runners may advance through all the bases.
14. There shall be no more than three playing activities per week (ex. 1 game, 2 practices). A week is defined as Monday through Sunday. Team parties do not count. The Board may approve exceptions in the event of make-up games.

Section 9 – Replacement Players

1. If a team loses a player for the remainder of the season they must replace that player with a player from the lower division.
2. If a player is expected to miss an extended period of time (greater than 21 days) due to injury, illness, or other reasons, the Board of Directors at their next meeting will determine whether or not that team is required to replace the player based on the circumstances of the situation. If required, a player will be called up from the lower divisions. If the Board of Directors does not have a regularly scheduled meeting prior to the 10-day limit (see below), the Board of Directors will call a special meeting to resolve the issue or grant an extension of the 10 day limit. In accordance with the LL Rulebook, no replacements will be made during the last two weeks of the regular season.
3. Major, Minor and Farm Division player replacements during the season shall be made in accordance with the following procedure:
 - a. Replacements will be made within 10 days. Thus any team losing a player before the last two weeks of the regular season schedule, must replace the player. Before the 10 days have been exceeded, extensions may be considered by the Board of Directors.
 - b. No potential player replacements are to be contacted by a team manager/coach directly. All business is to be conducted through the Player Agent, and if the Player Agent is not available, then it shall be the president of the league. If a manager or coach talks to a player's parent(s), he/she will be subject to

disciplinary action and the child's eligibility may be jeopardized. Should a player be eligible for the higher division, the Player Agent will contact all concerned, and the replacement will be made.

4. Should a player quit a team during the season, that player will no longer be eligible to return. The player must be released by the team through notification to the Player Agent.
5. If an eligible player refuses to move to the team that is in need of a replacement, that player becomes ineligible for any other move up within that season.

Section 10 – Player Pool

1. As noted in the Little League Rule book, a pool of eligible players may be put together for Minor and Major Divisions so that when teams are having a hard time fielding 9 players for a game, a player from that pool can be called to play.
2. The following guidelines have been added:
 - a. All players to be added to the pool shall be first year Major/Minor division players. This is in an effort to get these players extra playing time and in effect more Major/Minor Division game experience. EXCEPTION: If a first year player in his division is a regular starter on his team and plays a lot of complete games, he/she will be ineligible for the pool of players.
 - b. Managers from the Major division and Minor division will meet with their respective Division Directors and the Player Agent to determine/agree on the kids who will be put into the player pool.
 - c. If you will field 9 or less players for a game, then pool players can be used. We will not use them “Just in case!”
 - d. If a player is called and shows up, they must play the minimum number of defensive outs and have at least 1 at-bat.
 - e. Managers will notify the Player Agent and Division Director as soon as possible as to the need for a player(s) for an upcoming game. We will try our best to avoid last minute notifications.
 - f. Managers and Coaches may not call any player directly from the Player Pool list. It is the Player Agent’s role to locate a player for the game.
 - g. Managers will notify their opponent that they have pulled a player from Player Pool for the game.
 - h. In the event another regular player shows up after a pool player is called up, a pool player may not exceed 9 defensive outs, and 1 at bat.

Section 11 – All-Star Selection Process & Procedures

1. Managers for all All-Star teams are nominated by the President, with the assistance of the All-Star Selection Committee (President, Vice President, Division Directors and Player Agent), and approved by the Board of Directors no later than Mid-May.

2. No later than the first week of May, the President sends out an email to the Division managers and coaches asking all those who wish to manage the 11/12, 9/10, and 10/11 All-Stars.
3. A person MUST be currently serving as a manager or coach at Santa Clara Westside in order to be considered an All-Star Manager or Coach and not have any strikes against them in accordance with the league's Three Strikes Policy or any violations of the league's Code of Conduct at any point during the season.
4. The order in which our All-Star teams are picked is as follows:
 - a. 11/12 All-Stars
 - b. 9/10 All-Stars
 - c. 10/11 All-Stars
5. Per LL Rulebook, each All-Star team will consist of no less than 12 players. The decision to carry more than the minimum players on the team is initially made by the manager and approved by the President, which shall not be unreasonably withheld.
6. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
7. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
8. If there is a tie in any vote, the manager will determine which player(s) will be selected.
9. After the team has been selected, the manager will select a team parent and coaches. All coaches picked by the manager must be approved by the President and the Board of Directors.
10. The All-Star team is confidential information. The team must not be announced or known to anyone other than the Manager, Division Director, Coaches, Team Parent, Player Agent and the President. Disclosure of any team member prior to the official league announcement will result in disciplinary action, which will be determined at a special meeting by the Board of Directors in compliance with the league bylaws.
11. All Star Selection will commence after closing ceremonies.
12. All-Star nominations/selections will be made as follows or in accordance with methods voted on by the Board of Directors:

11/12 All-Star Nomination/Selection:

- a. All 11 and 12 year old players in the Major Division are eligible for 11-12 All-Star selection.
- b. The ballot with the 11-12 nominees is prepared and distributed, by the Major Division Director or Player Agent to the Majors players who are 11 and 12 years to make their votes (10 year old players are not eligible to vote). Each player will be allowed four (4) votes that must be cast for four (4) different players.
- c. Players cannot vote for themselves or their teammates. The votes are secret ballot votes and will be collected by the Majors Division Director or Player Agent directly from the players.
- d. The top four (4) vote getters are selected to the 11-12 team.
- e. The Major Managers will nominate the remaining players. The Manager will have final decision on team selection.

9/10 All-Stars Nomination/Selection:

- a. All 9 and 10 year old players in Majors and Minors are eligible for 9-10 All-Star selection. Any player selected for the 9-10 team may NOT play in the D44 8-9 tournament.
- b. The Minor Managers, the Major Managers (assuming any 10 year olds played in the Major Division) and the 9-10 All-Star Manager (if different from a Major or Minor Manager) will nominate a minimum of 12 eligible players to make the All-Star team.
- c. Managers will nominate players for team consideration. The Manager will have final decision on team selection.

10/11 All-Star Nomination/Selection:

- a. All 9, 10 and 11 year old players in Majors and Minors not selected on the 11/12 and 9/10 All-Star teams, are eligible for 10/11 All-Star selection.
- b. The Major and Minor Managers and the 10/11 All-Star Manager (if different from a Major or Minor Manager) will nominate eligible players to make the All-Star team. The Manager will have the final decision on team selection.

Section 12 – 8U and 9U Year old Friendship Team(s)

The Board of Directors may choose to establish a Tournament for eligible 8U and 9U players of this local league. If the Board elects to host this tournament, the teams may be selected from the Minor / Farm / Rookie Division(s), excluding those players selected under other All-Star teams.

1. All Minor teams will be represented (if possible) in the Friendship Team
2. The Manager for the Friendship Team will be selected by the following committee:
 - a. Minor Director

- b. Player Agent
 - c. President
3. Each Friendship team shall be made up of 12 to 14 players. Selection will be as follows:
- a. All eligible players (9 yrs old or younger) will be ranked by the Minor and Farm managers individually
 - b. Rankings will be based on:
 - i. Offensive statistics
 - ii. Defensive abilities
 - iii. Sportsmanship
 - iv. Dedication
 - c. The individual rankings will be collected by the Minor Director and averaged to result in an overall ranking.
 - d. The Minor Director, Player Agent, league President (or designee) and Minor Managers will meet to review the final outcome.
 - e. 12 top players are assigned to the team. 13-14 are the 1st alternates
4. Any changes to the rankings will have to be approved by a vote with all Minor Managers.
5. Minor Director holds tie breaking vote (if necessary).
6. The Friendship team players, Managers, and Coaches must be approved by the Board of Directors.
7. The results of the selection process will be confidential until announced by the league President after the Board of Directors approval. The details of the selection process will remain confidential.
8. If a player elects to remove themselves from consideration from this particular team, they are ineligible from participating on other league all-star teams.

Section 13 – Junior / Senior / Intermediate (50/70) playing rules

As part of the league charter the Junior / Senior / Intermediate divisions are available for the league to support team(s). At the beginning of each League year, the Board will vote to decide if a Junior / Senior / Intermediate (50/70) team will be fielded (dependent upon player registration and coaching staff availability). The decision for fielding a team may include whether to combine with other league(s), and if so, which league(s) (up to LL Rulebook maximum of 3). The combining option is addressed separately for each each division. If less than the minimum required players have signed up for a given division, the director for that division will work to find another league with which to combine. If Westside is the host league, then they can include players from up to 2 other leagues which do not host a team. If Westside does not host a league, then the players which have signed up with Westside can sent to another league to which

Westside becomes the "subordinate" member of the combo team. The Westside division director and President must approve any and all combinations.

1. Player Selection:

- a. Junior League All Star Team:
 - i. Eligible voters will consist of:
 - All Junior League players.
 - The Junior League team Managers.
 - The Junior League team Assistant Coaches
 - ii. The first six (6) players will be determined by player ballot. Players cannot vote for themselves or their teammates. The votes are secret ballot votes and will be collected by the Division Director or Player Agent directly from the players.
 - b. The Managers and one Assistant Coach from each of the Junior Division teams will convene to determine the remaining players to complete the All Star roster. The following areas of consideration shall be the criteria reviewed: Batting Average, Positional Needs (that is, pitching, fielding, catching), Attitude, and Sportsmanship.
 - c. In case the Managers and Assistant Coaches are unable to agree on a selection, the Junior Director or Executive Committee member in attendance whose child or children are not involved in the pool of players will make the determination.
 - d. Only the Junior Division Managers, Player Agent, Junior League Director, and the league President or his duly appointed representatives are allowed to attend the All Star selection meeting.
 - e. The results of the selection process will be confidential until announced by the league President after the Board of Directors approval. The details of the selection process will remain confidential.
 - f. The All Star team will consist of a minimum of twelve players (12), additional players may be added if it is deemed appropriate at the tournament selection meeting.
 - g. One coach from the opposing team should be on the coaching staff.
2. Manager Selection: The Manager for the tournament team will not be selected until after the team selection has been completed. The Manager will be voted on and selected by the Board of Directors from a list of interested eligible coaches. The selected Team Manager will then select his/her staff.
3. The All Star Team players, Managers, and Coaches must be approved by the Board of Directors.
4. The LL Rulebook pitch limits and days-of-rest required, shall be strictly adhered to and hard copies of the pitching logs are to follow the teams and the players. In the case that a player participates in two divisions, it is the responsibility of the player and the manager to have a copy of the pitching log for that player from both leagues. Examples of eligibility for multiple divisions include: (a) 11 and 12 year olds in Major and Intermediate play; (b)

13 year olds in both Intermediate and Junior play. In the case of a player participating in multiple divisions, the managers of the two teams for that player must be notified at the start of the season and they must agree upon which division has priority for that player in the case of game conflicts and for pitching. If the two managers can not agree, then the division director shall break the tie. The director shall listen to the desires of the players, managers and parents of the player in making the decision.

Additional California District 44 Junior and Senior Division Regular Season Rules are available on the District 44 website.

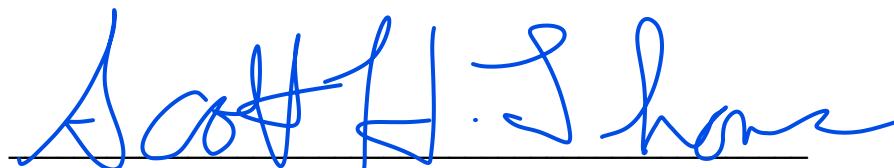
Section 14 – Background Checks

All board members, managers, coaches and any other volunteers who will be participating in any league activity involving regular contact with Westside players must complete a Little League approved volunteer background check process. This process may not be used to conduct a criminal background check and may form the basis in the discretion of the league President for a rejection of the application. No member of Westside Little League will have authorization to allow for exceptions to this rule. Any information obtained from the results of a background check may be reviewed by the league President, or by anyone acting at the direction of the league President, and may be utilized as a basis for a rejection of an application for involvement in Westside activities. No member of Westside Little League will have authorization to allow for exceptions to this rule.

Section 15 – Bylaws and Local Rules Approval

These Bylaws and Local Rules of Santa Clara Westside Little League may be added to, deleted or amended at the discretion of the Board of Directors and will be reviewed, at a minimum, on a yearly basis. The signature by the President below certifies the above rules have been voted on and approved by the Board of Directors.

Adopted by the Board of Directors on: March 2, 2022



Scott Thomas – President, Santa Clara Westside Little League

Appendix 1: Batting Cages Rules and Regulations

Practice Hours

Monday-Friday: 4:00pm (or on game days, following the Home Team BP) to **no later than 7:30pm**
Saturday and Sunday: **No Practice before 8:00 a.m.**

Prior to games, the visiting team has the batting cage for 25 minutes, beginning 1 hour prior to game time. The home team has the batting cage for 25 minutes, beginning 35 minutes prior to game time. No exceptions to this rule. Teams must be prompt and on time.

Major and Minor Teams playing that day will have priority in the cage over everyone else (Farm may take BP in the cage on days they play on the Major Field).

1. A Monthly Schedule will be sent out by Division Directors.
2. You may trade days with anyone. Please work it out between yourselves.
3. Only Official Santa Clara Westside Teams from the Major, Minor and Farm divisions may use the cage, not individuals or travel teams. A team must consist of at least eight (8) players and two (2) coaches. If you don't have enough players, feel free to trade your date or combine with another team. If caught violating this policy, you will lose the cage privileges for your whole team for the remainder of the season.
4. Only Manager and/or Coach may run the Pitching Machine.
5. All Players must sit on the Bench inside the Cage at all times.
6. No rough housing.
7. Helmets **MUST** be worn at all times.
8. No food or drink allowed in the cage.
9. Team **MUST** cover the pitching machine after use.
10. Turn off all lights and make sure all trash has been removed from the cage.
11. Make sure the gate is locked before leaving.

Violation of the rules may result in loss of batting cage privileges for the remainder of the season.