



Santa Clara Westside Little League

2026 Bylaws and Local Rules

(Version: Approved 01/16/2026)

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, coaches, and parents/guardians must agree to adhere to the Westside Little League Code of Conduct and the Safety Plan. If the disciplinary committee finds a person to be in violation of either the [Code of Conduct, Three Strikes Policy](#), or [Safety Plan](#), they will review the circumstances to determine any consequences.
3. Little League International rules state a manager, coach, parent/guardian, or other spectator ejected from a game, by an Umpire or authorized Board Member, will automatically be suspended for the next game. The Disciplinary Committee, as selected by the President, will review the circumstances of the suspension to determine any further consequences. When a Manager, Coach, or Player is ejected from a game, they shall leave the game site immediately and take no further part in that game. They may not sit in the stands or the outfield and may not be recalled. Any Manager or Coach who has been suspended for any reason, may not be in attendance at their game site while serving their suspension.
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 supporting their team and 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 President, Division Director, and/or Player Agent immediately. The Disciplinary Committee will then review the situation for further action.
6. All strikes enacted by the Disciplinary Committee will expire on October 1 (First day of the league fiscal year) resulting in zero strikes on record prior to the beginning of the next season.
7. Nepotism will not be allowed. This includes, but is not limited to, disciplinary issues/discussions, managerial/coaching positions, etc. If there is a conflict of interest, board members must remove themselves from the conversation, process, and premises.
8. 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.
9. A "courtesy runner" may be used according to LL Rulebook, Rules 2.00, 3.04, and 7.14(b).
10. Catchers must wear all required protective equipment (including a supporter and cup for male players). Batters and base runners must wear safety helmets.
11. The plate umpire may choose to stand behind the pitcher.
12. Major, Minor and Farm players and teams are not allowed to practice or warm-up on the T-Ball Field (safety issue).
13. Each team must ensure the dugouts are cleaned before teams leave the field.
14. 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 at Westside fields, the Westside team is responsible for both field prep as well as cleaning up at the end of the game.
15. 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. At Marsalli Park during the regular season, visiting teams will use the first base dugout and home teams will use the third base dugout.
16. The home team is responsible for keeping the official scorebook and the official pitch count for each game. The official pitch count must be signed and dated by BOTH managers at the end of the game. Home team manager is responsible for adding pitch count and score into the league web portal.
17. During the regular season, practice sessions shall not exceed two and a half (2-1/2) hours per session. There will be no Westside vs Westside practice games (aka, scrimmages) between teams during the regular season. Interlock scrimmages during the season are allowed, only when Interlock regular season games do not count towards Westside's regular season standings.
18. 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.
19. Forfeited games:

- a. Will be scored as a 6-0 loss to the forfeited team if the amount of innings are not met to be considered as a regulated game.
- b. If the amount of innings for a regulated game have been met, the score will stay the same (if the forfeiting team is trailing) or adjusted so that the forfeited team loses by 1 run (if the forfeiting team is leading).

20. 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.

21. 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.

22. Interlock Games:

- a. The Competition Committee will decide on how interlock games played and not played count towards the season standings.

23. 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 (see 22 above)
- 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

24. 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.

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

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

27. 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) | L-G1 vs L-G2 (G3) W-G1 vs W-G2 (G4) | Seed 2 vs Seed 3 (G2) Seed 1 vs W-G1 (G3) | Seed 1 vs Lowest Remaining (G3) Seed 2 vs Highest Remaining (G4) | Seed 3 vs Seed 6 (G2) |
| 3 | L-G1 vs L-G2 (G3) | W-G3 vs L-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-G4 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 G3 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

Post Season Play

The guidelines set by District 44 (D44) (<https://www.cad44.org>) are used as a reference for our league. These guidelines may be subject to change at the discretion of D44. Changes are directed by D44, not the local league.

1. District 44 Tournament of Champions. For Majors and Minors divisions, the regular season champion for each league participates in the District 44 Tournament of Champions (TOCs)
 - a. Santa Clara Westside Little League (SCWLL) provides each SCWLL team with 20 pins per game, to be exchanged with the opposing team.

Section 3 – Drafts

1. All eligible players of league ages seven (7) to twelve (12) years old must attend at least one day of player evaluations for the Major, Minor, or Farm Divisions. Six (6) year-old players who wish to play in Farm Division must submit a request prior to player evaluations. Seven (7) year-old players who want to play in the Rookie Division may submit a request prior to player evaluations, but they must still try out. For safety reasons, all players must be evaluated, and some requests may not be accommodated. See LL Rulebook, Regulation IV(f) for additional information regarding Major Division player eligibility.
 - a. Player evaluation scores are kept confidential. The board keeps evaluation scores/the draft process as confidential as possible out of respect to all Managers, Coaches, players and their families in accordance with LL policies. [Little League International](#) states: *It is highly recommended that a player's draft position not be divulged, even after the draft is completed.*

| Age | Division of Play |
|-----|---|
| 4-6 | All 4-5 year olds and most 6 year olds play Tee ball/Rookie |
| 7 | <ul style="list-style-type: none">· Most 7 year olds play Farm· Players with little to no experience might also play Rookie |
| 8 | <ul style="list-style-type: none">· Most 8 year olds play Farm· A few skilled 8 year olds may play up to Minor |
| 9 | <ul style="list-style-type: none">· Most 9 year olds play Minor· Players with little to no experience might also play Farm |
| 10 | <ul style="list-style-type: none">· Most 10 year olds play Minor· A few skilled 10 year olds may play up to Major |
| 11 | <ul style="list-style-type: none">· Most 11 year olds play Major· Players with little to no experience might also play Minor |
| 12 | <ul style="list-style-type: none">· All 12 year olds play in the Major Division· Some 12 year olds choose to play in the Intermediate Division· A 12 year old will only play in Minors if the player is deemed a safety risk by board members involved in the draft process |
| 13 | <ul style="list-style-type: none">· 13 year olds can play in either the Intermediate or Juniors division |
| 14 | <ul style="list-style-type: none">· 14 year olds play in the Juniors division |

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. Special circumstances may be considered and approved by the President, Vice President, Player Agent.

3. League age thirteen (13) and older players registered in Intermediate, Junior, or Senior Divisions may not need to attend player evaluations if the player pool is not large enough to require a draft.
4. Board members involved in the draft process may deem certain players as "must picks" e.g. an 11yo with two previous years in the Minor Division may be deemed a "must pick" for the Major division.
5. For the Major Division, only the manager of each team, the Division Director, the Player Agent, Vice President, Scheduler, and President are allowed in the room during the draft. For the Minor and Farm Divisions, one additional coach per team may attend.
6. 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, or Player Agent, Division Director, and the President that the advancement would be a detriment to the player's safety.
7. Nine (9) year-old players not drafted to the Minor Division are "must picks" for the Farm Division.
8. 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.
9. Any "player trades" made between managers must be completed after the drafting phase and prior to leaving the draft room. Trades must be approved by the Player Agent, President and Division Director. Special circumstances may be considered.
10. 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 10 – Replacement Players*.
11. A player that registers for a particular division is not guaranteed to be drafted into that division. It is ultimately the prerogative of a Division Manager who they decide to draft to their team.
12. Westside's [registration cancellation policy](#) is as follows:
 - a. Divisions: Junior/Major/Minor/Farm
 - Prior to draft day withdrawal - \$50 cancellation fee
 - After draft - no refunds
 - Special circumstances (e.g. medical) will be made on a case-by-base basis.
 - b. Divisions: Rookie / Tee ball
 - Prior to uniform distribution & opening day - \$50 cancellation fee
 - After uniform distribution & opening day - no refunds
 - Special circumstances (e.g. medical) will be made on a case-by-case basis.
 - c. If you withdraw registration, you cannot register again for the same season.

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 consensus of the 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 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 during player evals.
3. Manager's kids (if any) will be deemed "picked" in the draft in the appropriate round based on the player's skill, as determined by the President, Player Agent, and Division Director. The President, Player Agent, and Division Director may solicit player evaluation input from an appointed evaluation committee or representative.
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 the Major Division must be selected in the Minor Division 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 kids (if any) will be deemed "picked" in the draft in the appropriate round based on the player's skill, as determined by the President, Player Agent, and Division Director. The President, Player Agent, and Division Director may solicit player evaluation input from an appointed evaluation committee or representative.
6. Coaches' kids (if any) will be deemed "picked" in the draft in the appropriate round based on the player's skill, as determined by the President, Player Agent, and Division Director.
7. The President, Player Agent, and Division Director may solicit player evaluation input from an appointed evaluation committee or representative.
8. When the number of Minor Division "must pick" players (returning Minor Division players and 11- and 10-year-olds not selected to the Major Division) that have not been drafted equals the number of picks remaining, those 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 six players who

were Minor Division players in the previous season and three additional 11- or 10-year-olds 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 kids (if any) will be deemed "picked" in the draft in the appropriate round based on the player's skill, as determined by the President, Player Agent, and Division Director. The President, Player Agent, and Division Director may solicit player evaluation input from an appointed evaluation committee or representative.
6. Coaches' kids (if any) will be deemed "picked" in the draft in the appropriate round based on the player's skill, as determined by the President, Player Agent, and Division Director. The President, Player Agent, and Division Director may solicit player evaluation input from an appointed evaluation committee or representative.
7. When the number of Farm Division "must pick" players (returning Farm Division players and 9-year-olds not selected to the Minor Division) that have not been drafted equals the number of picks remaining, those 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 six players who were Farm Division Players in the previous season and three additional 9-year-olds still not drafted for the current year. Those nine players become the only nine eligible players and must be drafted.)

Post Draft:

After completion of the draft, prior to leaving the room, Managers will select their team names and practice schedules. This will be done in reverse draft order (ex. 4-3-2-1). With support from the Scheduler, Managers may select dirt fields, cages, and grass equitably (e.g. one dirt field, one cage day). This is being done in an effort to equitably divide our limited resources amongst as many teams as possible. A manager may choose to forgo using a dirt field and/or cages for practice. Once all teams, in all divisions, have made their selections, at that time teams may reserve an extra practice location, if needed. Practice fields will be picked in order by division: Junior, Intermediate, Major, Minor, Farm, Rookie, Tee ball.

Section 4 – Major Division

1. There is no game time limit.
2. A continuous batting order shall be used, per LL Rulebook, Rule 4.04.
3. There is no run limit per inning in the spring season; however, LL Rulebook, Rule 4.10(e) (aka,

the “run rule”) shall apply (ex., 15-run lead after 3 innings, 10-run lead after 4 innings, or 8-run lead after 5 innings). During fall season managers shall discuss run limits before the game begins.

4. Minimum Playing Requirements: For each game (including interlocking games), each Westside player must play a minimum of nine (9) defensive outs. They do not need to be consecutive defensive outs, and you may substitute defensive players at any time as long as each player plays the minimum requirement of nine (9) defensive outs. In any complete game shortened due to the “run rule” or when the visiting team loses and a player or players on the visiting team only completed six (6) defensive outs, the player(s) shall be deemed to have completed nine (9) defensive outs; however, the player(s) not completing nine (9) defensive outs must be in the defensive starting lineup for the next game. For each half of the season, every player must play two complete games (both offense and defense). Managers shall keep game records showing minimum playing requirements have been met throughout the season.
5. The Division Director shall audit all game records 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 and be referred to the Disciplinary Committee for possible further consequences.
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 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. LL Rulebook, Rule 4.10(e) (aka, the “run rule”) shall apply (ex., 15-run lead after 3 innings, 10-run lead after 4 innings, or 8-run lead after 5 innings).
4. Minimum Playing Requirements: For each game (including interlocking games), each Westside player must play a minimum of nine (9) defensive outs. They do not need to be consecutive defensive outs, and you may substitute defensive players at any time as long as each player plays the minimum requirement of nine (9) defensive outs. In any complete game shortened due to the “run rule” or when the visiting team loses and a player or players on the visiting team only completed six (6) defensive outs, the player(s) shall be deemed to have completed nine (9) defensive outs; however, the player(s) not completing nine (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). Managers shall keep game records showing

minimum playing requirements have been met throughout the season.

5. The Division Director shall audit all game records 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 and be referred to the Disciplinary Committee for possible further consequences.
6. Twelve (12) year-old players (ex. older players who stay in the Minor Division due to safety issues) 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 2 hrs 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 2 hrs time limit.
5. See LL Rulebook, Rule 5.07. The five (5) run or three (3) out rule shall apply 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. LL Rulebook, Rule 4.10(e) (aka, the "run rule") shall apply (ex., 15-run lead after 3 innings, 10-run lead after 4 innings, or 8-run lead after 5 innings).

7. 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 8). On outfield hits, runners may attempt to advance more than one base at their own risk.
8. 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.
9. Play ends when the ball is in the pitcher’s hands in the pitcher’s circle. The circle must be a 10ft diameter. 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.
 - a. **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.
10. Base stealing, bunting, and intentional bases on balls are not allowed.
11. No “Infield Fly” rule.
12. Players shall not sit on the bench for defense for more than one consecutive inning (Westside allows 4 outfielders).
13. 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.
14. The regular season may 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.
 - a. During this temporary pitching period, innings three through six shall be solely coach pitching as follows.
 - b. 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.
 - c. b. Swinging strikes count against the batter, and the batter shall be called out on three swinging strikes. No called balls and strikes.
 - d. Farm Rule 15 applies.
 - e. 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
 - f. 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.
15. 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.

16. 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.
17. Batters hit by a pitch thrown by a player-pitcher WILL be awarded first base.
18. 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.
19. 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).
20. 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.
21. Each player must 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.
22. 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.
23. 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.
24. 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 without being touched by a defensive player, the outfielder MUST raise his/her arms to inform the umpires of this action. The umpire will call a "dead ball" and the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly. If a fielder touched the ball before it went past the cones, the ball is LIVE.
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 when a team bats around in order. If there are three (3) outs the bases will be cleared and batting continues.
4. If a player is out, they will leave the base.
5. Managers or coaches will pitch to their respective team when they are at bat.
6. 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.
7. There will be no stealing of bases, sliding, or bunting.
8. No "Infield Fly" rule.
9. No player will catch more than three (3) innings in any one game.
10. Balls and strikes will not be kept. Each batter shall receive no more than 5 coach pitches, unless the 5th pitch (and subsequent pitches) is fouled, in which case they may receive another. 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.
11. Beginning sometime after the spring break the Division Director, with input from the division managers, 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 two (2) pitches for a total of six (6) 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 6th or subsequent pitches, they will be awarded another coach pitch.
12. During coach pitch, the player-pitcher must remain adjacent to the pitching mound.
13. 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.
14. Only a "Reduced Injury Factor" (RIF) or "Safe Soft" ball shall be used during the whole season.
15. Three coaches are allowed on the field for the defensive team. 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.
16. Defensive teams may have up to 10 players in the field. (P, C, 1B, 2B, 3B, SS, and four [4] OF).
17. Players must not sit on the bench for more than 1 consecutive inning.
18. 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, unless the 4th pitch (and subsequent pitches) is fouled, in which case they may receive another. After this, the batting tee shall be used.
8. During coach pitch, the player-pitcher must remain adjacent to the pitching mound.
9. In games, a team bats around in order.
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
 - a. 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 – Junior / Senior / Intermediate (50/70) Division

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 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 be 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.

The host league's bylaws and local rules shall apply. The following rules shall apply if Westside is the host league:

1. 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.
2. 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.
3. 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.
 - c. 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.
 - d. 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 10 – 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. Only in the Farm division, if there is a waitlist, then a Manager has the option to select a player from either the waitlist or 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 business 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:

- i. 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 11 – Player Pool

Player Pool

1. As noted in the LL Rule Book (Regulation V), the league's Player Agent(s) will create and run a player pool. The league's Player Agent(s) will use the pool to assign players to teams that are short of players on a rotating basis.
2. A Player pool will be created for Advanced, Major, Minor, and Farm divisions.
3. Players chosen in the last four rounds of their respective drafts will go into the pool of players for their divisions.
4. The player pool is only to be utilized when a team is not able to field a full team of nine (9) players. If you will field 8 or less players, then pool players can be used. We will not use them "Just in case!"
5. Pool players will be placed in any of the outfield positions.
6. Pool Players must bat last.
7. Pool players will not play the position of pitcher or catcher.
8. In the event another regular player shows up after the pool player is called up, both players must meet the minimum required nine defensive outs. The pool player will continue to bat.

Procedure

1. Managers and/or coaches will not have the right to randomly pick and choose players from the pool, per LL International.
2. Managers will notify the appropriate Player Agent and Division Director as soon as possible if a need arises for a player(s) for an upcoming game. In the event neither are available, Managers should notify the President. Try to avoid last minute notifications.
3. The Player Agent will then reach out to players in the player pool and fill the position.
4. Managers and coaches may not call any player directly from the player pool. It is the Player Agent(s) role to locate a player for the game.
5. Pool players obtained improperly:
 - a. If a Manager obtains a pool player improperly, that Manager will be suspended for their next scheduled game.
 - b. Any pool player that is not obtained properly should be considered an ineligible player and the opposing Manager can protest the game based on that (Rule 4.19).
6. Managers will notify their opponent that they have pulled a player from the player pool for the game.
7. In the event that a player is not available in the appropriate player pool, the Player Agent may call up a player from a lower division to fill the role.

Section 12 - All Star Selection Processes & Procedures

All Star Section is still under review

Section 13 – Financial Aid

For all families in need of financial aid, please apply for Little League International's T-mobile grant and the forms below.

[SCWLL Financial Aid Program](#) (click or visit:
https://drive.google.com/file/d/1yWBYqB1zq_tjFj1-REJ-Wbo1qMJVhyqr/view)

[SCWLL Financial Aid Application](#) (click or visit:
https://drive.google.com/file/d/11JZ7Y_-RCjh0A7QfSYPOcxbNU7bj01vf/view?usp=share_link)

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 – Volunteer Involvement

We are a completely volunteer run organization. Since we are operated entirely by volunteers, hours contributed to the League add direct value to our players' Little League experience.

Spring (regular season) Volunteer Requirements:

1. Each family is required to accrue 12 volunteer hours during the season. This includes at least one three-hour snack shack shift is required per player. There will be a \$40 charge for each unfulfilled hour at the close of the regular season. Which will fall at the end of May. If the volunteer commitment is not completed, **players will be excluded from all post season play (this includes TOCs, Allstars/8U/9U) and following Seasons if there is a balance on your account at the end of the season.**
2. A \$480 buy-out option is available at registration to eliminate the 12-hour family volunteer

requirement. Please note each family is required to complete at least one snack shack shift per player.

3. Please visit our **Volunteer Opportunities Tab for more details** (click link or visit: <https://clubs.bluesombrero.com/Default.aspx?tabid=1231052>)

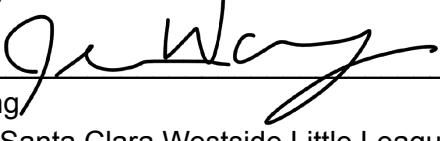
Volunteer Requirements, after conclusion of TOCs:

All Star Section is still under review

Section 16 – 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: January 16, 2026



Jesse Wang
President, Santa Clara Westside Little League

Appendix 1: Batting Cages Rules and Regulations

The batting cages may only be used during the spring and fall seasons, the post-season tournament, and officially sanctioned league events (ex. Player evaluations,, Family Fun Day, MLB Pitch Hit Run, etc.). Under no circumstances shall the batting cages be used by individuals for profit.

Practice Hours

Monday-Friday: 4:00pm (or on game days, following the Home Team batting practice) 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 batting practice in the cage on days they play on the Major Field).

1. A Monthly Schedule will be sent out by Scheduler/Division Directors.
2. You may trade days with anyone. Please work it out between yourselves.
3. For practice sessions, only official Santa Clara Westside teams from the Advanced, Major, Minor, and Farm divisions may use the cage, not individuals or travel teams.
4. Only Manager and/or Coach may run the Pitching Machine. Pitching machines must stay at our Carli and Carmichael fields.
5. All Players must sit on the bench inside the cage at all times.
6. No rough housing.
7. Helmets and closed-toe shoes **MUST** be worn at all times.
8. No food or drink allowed in the cage.
9. Team **MUST** cover the Iron Mike pitching machine after use. The hack attack pitching machines must be locked in designated locations.
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.