



GROUND RULES

MANAGER'S PACKET

Rev. 8/2023

WELCOME TO WEST OAKS LITTLE LEAGUE BASEBALL, INC.

The purpose of West Oaks Little League Baseball, Inc. is to have a sports program that will teach boys and girls the following: Baseball, fair play, sportsmanship, how to be competitive, how to cooperate with others, and how to win and to lose with dignity. The Program will also provide an atmosphere conducive to wholesome community participation for family, friends and other members of the community. For these things to come about, an atmosphere of cooperation, patience, goodwill, and sportsmanship must exist. All spectators, managers, coaches, umpires and players will be expected to conduct themselves in a manner above reproach. Harassment, verbal abuse, foul language, intimidation, or any other form of conduct that is not sportsmanlike will not be tolerated under any circumstances. All volunteers are required to complete a Little League Volunteer application. For the safety of the children, Little League International requires a background check for all volunteers. Parents or Guardians of each player will sign a "Code of Conduct Agreement." Managers and Coaches will sign a Managers and Coaches "Code of Conduct."

This Manager Packet applies to Fall 2023 and subsequent seasons until next revision.

MANAGER'S RESPONSIBILITIES:

Managers and Coaches must possess leadership and teaching skills to the youth. Understanding, patience, and the capacity to work with children are the primary attributes of a good coach, and anyone who embodies these roles should be able to inspire the respect of not only the players but their families. Managers and Coaches must realize that they are helping to shape the physical, mental, and emotional development of young people.

Responsibilities Include:

- 1) Manage your team while providing positive reinforcement to your players.
- 2) Must comprehend the Rule Book, General Rules, and Special Rules for all pertinent leagues and the Safety Code. Coaches are required to attend at least one (1) umpire clinic.
- 3) Coaches will be appointed before the draft. Coaches must be presented to the League President for a mandatory background check and Board approval. Each team must name three coaches for them to be covered under the League's insurance. Only these adults are authorized to participate in either practices or games.
- 4) Assign a Team Parent for communication and other team functions.
- 5) Assign a Team Scorekeeper. The home team is responsible for providing a competent official scorekeeper. The visiting manager will supply scorekeeper(s) to verify scoring. Managers should ensure that their scorekeepers attend the League's training class unless they are previously qualified. Scorekeepers are officials of the game and may not communicate with anyone other than the Umpire except to announce pitch counts.
- 6) The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches. Or dugouts. Alcohol is prohibited at the game site. Please refer to Regulation XIV "Field Decorum" in the Little League Handbook.
- 7) Maintain contact with your League Representative on problems or questions.
- 8) Each Team Manager and Home Plate umpire must sign the official score book after each official game. Managers for the Minor League and up must also sign a pitching record each game.
- 9) All Managers should obtain a sponsor for their team and maintain contact with them throughout the season. Treat your sponsors as if they are members of your team.
- 10) Each team will be responsible for cleaning their side of the field including dugouts and spectator areas after each game.
 - a) Visiting Team - The visiting Manager will be responsible for conditioning the field prior to each game. This includes raking and chalking the field if required.
 - b) Home Team – The home team Manager will be responsible for conditioning the field after each game. This includes raking the base paths, the pitcher's mound and the home plate area. The home team Manager will be responsible for assuring that equipment is properly stored. This includes the bases and scoreboard console. Base markers need to be installed also.
 - c) On Saturdays, the home team Manager from the preceding game and the visiting team Manager for the succeeding game are responsible for conditioning the field for the succeeding game.
- 11) Managers are responsible for notifying their players of practice cancellation. The League Reps will notify managers the entire league when games are cancelled/rescheduled and when fields are not playable.



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- 12) Please see the Safety Manual for additional manager requirements related to CPR and First Aid classes and mandatory team representation at coaching clinics.
- 13) Open toed shoes are not permitted on the fields.

UMPIRES:

- 1) All umpires are required to know the Rule Book before umpiring.
- 2) All umpires are required to know the Special Rules in the Division they umpire.
- 3) There will be at least one (1) umpire clinic. Attendance is mandatory for all new Managers, Coaches and umpire crews. District certified umpires do not need to attend the local umpire class.
- 4) Dress attire for league and district certified umpires is as follows:
 - Dark blue, black, or gray slacks. Coaching shorts are permitted.
 - Dark blue or black cap.
 - Dark Blue or light blue dress shirt or any of the five colors of umpire micromesh shirts (Dark Blue, Baby Blue, Red, Tan or Black).
 - Only district or league certified umpires can wear the official L.L. umpire patch. Only District Certified umpires can wear the official district patch. The LL patch is worn on the left shirtsleeve and the district patch on the right.
 - No team caps or shirts are to be worn during umpiring.
- 5) Each umpire will furnish his own indicator.
- 6) Home plate umpires must wear shin guards, a chest protector, and a mask. The league will supply these items except for the cup. An umpire can wear his own equipment if desired. Male home plate umpires must wear a protective cup.
- 7) When the game has completed, the home plate umpire must sign the official score book and remind the scorekeeper to get the signature of each team manager.
- 8) Umpires should turn a deaf ear to the spectators and keep their mind on the game. Do not let a situation get out of control. If an umpire ejects a Manager, Coach, player or spectator from a game, a written account must be submitted to League President within 24 hours of the incident.
- 9) Contact your League Representative, or a league official, at least 24 hours in advance if you have problems in meeting your team-umpiring obligation.
- 10) The Home Plate Umpire should try to solve all protests at the time in which it occurs. If necessary, bring the Board Member on Duty into the situation for rules clarification. If a valid protest is made, the Home Plate Umpire will assure the following steps are complete before play resumes:
 - a) Note that the protest is properly recorded in the official score book (How many outs, runners on base, count on batter and score of game).
 - b) Advise opposing manager of the protest.
 - c) Present written account of Protest to League President within 24 hours.Note: See protesting games, section 4.19 in Official Playing Rule book.\
- 11) Home Plate umpires will obtain two (2) new game balls for each game. Additional balls required should be used balls. At the end of the game, umpires need to return the balls to the concession stand and not give them to managers. Game balls can be awarded for over the fence home runs and to pitchers for no-hitters

EQUIPMENT AND OTHER SUPPLIES:

All practice and game equipment will be issued to managers following the draft unless other arrangements have been made with the League Rep. Each manager will be provided a copy of items "loaned" to them when the equipment is picked up. All items on the list, and any added throughout the year must be returned at the end of the year. Additional equipment requirements should be handled through the Equipment Manager. Equipment additions/replacements will be signed for at time of issuance. All equipment should be returned to Equipment Manager upon completion of final game. If the Equipment Manager is not available, another West Oaks Little League Board member will be on hand to accept the equipment. Equipment will be checked against the master list and verified by the Equipment Manager. A completed credit card authorization form is required prior to issuing equipment. The form will be held by the treasurer until the end of the season. If equipment is not returned, the credit card on file will be charged to cover the cost of replacement 15 days after the designated return date. Our property and equipment insurance policy requires the league to warrant that vehicles carrying equipment will be locked. Your cooperation in helping us fulfill this requirement is appreciated.



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SAFETY:

Please read the WOLL League Safety Manual distributed along with the Manager's guidelines.

GENERAL RULES:

The Official Regulations and Playing Rules of Little League and Senior League Baseball are the primary source of all judgements. General Rules adopted by the League for baseball are:

1. Practices and games will not exceed four (4) activities per week throughout the season. Any meeting of three or more members of the team for instruction purposes of any nature, with the Manager or Coach, will constitute a practice. There will be no unauthorized use of game fields for practicing. Preseason authorization for game field use needs to be coordinated through the League Reps only (League Rep must coordinate with Field Maintenance Rep).
2. Rainouts will be played in the same sequence in which they occur, when possible, on the first open date and time. Sunday will be used as a makeup date when only absolutely necessary. Rainout schedules will be posted and Teams will be notified by their League Representative. All rescheduling will be coordinated and approved by Player Agent. A maximum of four (4) games will be scheduled per week (Sunday through Saturday).
3. Tie games will be completed prior to the next scheduled game between the two opponents. If none are scheduled, the rainout rule will apply (see #2) Rule 4.12.
4. Incomplete games and protested games where the protest was upheld will be referred to the full board for a decision whether to complete the game.
5. All protests, in addition to meeting the requirements of Rules 4.19 (a-f), shall be submitted in writing to the League President within 24 hours. General and Special Rules of the League and judgement calls cannot be protested. All protests will be decided by the Protest Board before the start of new week.
6. In the event of a tie, after the time limit has expired and the inning is complete and there are no games following, the game will proceed, provided there are no other conflicts with other rules such as curfew or darkness, etc. until there is a winner. This rule does not apply to Tee Ball.
7. The Board of Directors will maintain a strict policy on forfeitures. Only the most extreme circumstances will be considered for rescheduling of games.
8. As described in Rule 3.09 of the Little League Rule Book, Managers, Coaches, and Players may not leave the field of play once the game has started without permission of the umpire in charge of the game. This includes leaving the fenced area to smoke during the game
9. Loss of players:
 - a. No player can be pulled up to a Major or Senior team after two weeks prior to the end of the Minor or Junior season Regulation III, d, 2.
 - b. No Minor/Junior team can be depleted to less than 10 players.
10. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
11. Games will start no later than fifteen minutes after scheduled start time if the field is available. Any team unable to field nine players by the 15-minute limit will be subject to forfeit. Games started prior to scheduled start time will be at the umpire's discretion. Except T-Ball.
12. At least one adult must be in the dugout at all times when there are players in the dugout. The number of field coaches allowed will be reduced, as necessary, so that an adult coach is always in the dugout when there are players in the dugout.



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13. All Minor and Major teams will be required to Umpire a designated number of games for the Rookie Division. All Rookie teams will be required to provide base umpires for a designated number of games for the Major and Minor Divisions. If your team is a NO SHOW for umpiring the designated game the following penalties will apply:
 - a. FIRST OFFENSE: Manager will be required to work four hours of concession stand duty over the following week.
 - b. SECOND OFFENSE: Manager will be penalized with a Full Suspension of their next game.
 - c. SUBSEQUENT OFFENSE: Manager will be required to appear before the Board
14. Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{5}{8}$ inches for these divisions of play. Additional information is available at LittleLeague.org/batinfo.
15. Casts may not be worn during the game. Persons wearing a cast including players, managers and coaches must remain in the dugout during the game.
16. Home team Managers will notify the WOLL Player Agent, game results within 24-hours after the completion of each game for the purpose of posting standings on the WOLL web Site. Notification can be made by E-mail to the Board via the link on the WOLL web site.

SPECIAL RULES:

The following pages describe the Special Rules for each League. These Special Rules will be used in conjunction with the Official Rule Books and with the WOLL General Rules.

T-BALL DIVISION:

- 1) The Home Plate Umpire will, before each game, insure that the playing field has a batter's box, 1st and 3rd baselines along with the following special markings:
 - a) A foul ball arc in front of home plate from the third base line to the first base line, 15 feet from the back of home plate.
 - b) Baseline between 1st and 2nd, 2nd and 3rd bases
 - c) An encroachment arc from the third base line across the pitching rubber to the first base line, 46 feet from the back of home plate.
 - d) Lines marking two-thirds of the distance between first and second, second and third, and third and home.
- 2) Maintain a continuous batting order subject to the guidelines in the Little League Rule Book when the local league elects to use this option. The Tee must be removed for a player prior to a runner touching home plate.
- 3) No inning will start after 1 hour and 15 minutes after scheduled starting time. An inning in progress will be completed. If time remains and Little League Run Rule 4.10 (e) has not been applied, play may continue up to 6 innings under the discretion of the umpire.
- 4) There will be a 5-run limit per inning in the first four innings. There is no run limit in the 5th and successive innings. When the total runs scored in an inning as a result of an OVER THE FENCE homerun exceeds the



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5-run limit, all runs count with a maximum of eight runs allowed. Little League Run Rule will be applied under Rule 4.10 (e)

- 5) Managers/Coaches will be allowed to coach first base, third base, and home plate with two additional coaches in the dugout. No more than three offensive managers/coaches will be allowed on the field of play. One defensive manager or coach will be allowed on the field and must be behind the infield line before the ball is put in play. He must not interfere with play or cause delay of game.
- 6) Each player must play a minimum of three defensive innings per game.
- 7) Home team will supply the Tee for the game. Visitors may use their own Tee if they wish.
- 8) A ball hit by the batter must be within the foul lines and touch or cross the foul ball arc (see Rule 1a) to be considered a fair ball. A fielder touching a moving ball before it becomes fair shall cause the ball to be called foul.
- 9) The bat must make contact with the ball to be considered a hit ball. A ball propelled by the bat striking the Tee Only shall be called a strike. If during a practice swing the bat strikes the Tee without touching the baseball and the baseball leaves the tee it is a strike. If it strikes the tee and ball together it is a foul ball if it does not cross the arc and a ball in play if it crosses the arc.
- 10) The batter is not permitted to bunt or take a half-swing. If, in the umpire's judgement, the batter intentionally does not take a full swing and the ball is hit, it shall be called a foul ball. The umpire will inform the batter and the Manager.
- 11) Time will be called by the umpire when the defense has controlled the ball inside the 1st/2nd or 2nd/3rd baselines. When time is called, runners must return to the last touched base unless they have reached the two-thirds mark (see Rule 1c). In the event of an injury or to prevent injury, the Umpire can call time immediately.
- 12) Any fielder touching or crossing the encroachment arc (see Rule 1 b) before the ball is hit, or the designated pitcher leaving the pitching rubber before the ball is hit are subject to the following penalty: The umpire on the first occurrence in the game will issue a team warning. On any subsequent occurrence by any defensive player the offending player goes to the outfield for defensive purposes for the remainder of the game. On any occurrence, the offense has the option of either taking the results of the play or of adding an additional swing for the batter. Only the umpire can make the encroachment call.
- 13) All defensive players on the roster will be allowed on the field. A catcher is optional, however a player in the catcher's position must wear a catcher's mask.
- 14) If a team is ahead by 10 or more runs after 4 innings, it will be considered an officially complete game. (3 ½ innings if the home team leads by 10 or more runs).
- 15) On any attempted play at a base (overthrow or misplay), the runner or runners will be permitted to advance at their own risk but not more than one base.
- 16) Each individual will receive one thrown bat warning per game. On an individual's second thrown bat, they will be called out. For the T-Ball league a thrown bat is defined as a bat that completely leaves the dirt area around home plate. If the bat hits a player, coach, or umpire and does not leave the dirt area, a thrown bat may be called if in the umpire's judgement the bat would have left the designated area.



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ROOKIE DIVISION:

- 1) All defensive substitutions should be made by the top of the third inning.
- 2) No inning will start after 1 hour and 30 minutes after the scheduled starting time if the field is available. An inning in progress will be completed.
- 3) There will be a 5-run limit per inning in the first four innings except as provided in Rule 5. There is no run limit in the 5th and successive innings. When the total runs scored in an inning as a result of an OVER THE FENCE homerun exceeds the 5-run limit, all runs count with a maximum of eight runs allowed. Little League Run Rule 4.10 (e) applies.
- 4) Both teams will have an offensive pitcher to pitch to their team.
- 5) Play will continue until the lead runner is stopped and/or the umpire has called for time once the ball is back to the infield. The position of each base runner will be last base legally touched unless otherwise determined by the umpire. **There is not a rule that says that once Pitcher has control of the ball that the play is stopped.**
- 6) Each team will maintain a continuous batting order subject to the guidelines in the Little League Rule Book when the local league elects to use this option.
- 7) 10 defensive players will be allowed on the field. A team will be allowed to play with 9 players.
- 8) A total of four adults will be allowed in the dugout. Included are two adult base coaches and the offensive team pitcher. The offensive pitcher must be at least 18 years old.
- 9) The defensive pitcher will be stationed in the back half of the 10-foot pitching circle. The circle will be chalked with a line that runs through the pitching rubber. The defensive pitcher must remain in the back half of the circle until the ball is either hit or crosses the plate. The defensive pitcher is also not allowed to interfere with the offensive pitcher. In the event the defensive pitcher violates the rule regarding the back half of the circle or violates the rule about interfering with the offensive pitcher; the umpire can award an additional pitch. If the violation occurs, the offensive manager has the option of immediately electing to take the results of the play versus an award of an additional pitch.
- 10) The offensive pitcher is not allowed to instruct hitters or base runners while serving as the pitcher. Any pitcher deemed in violation of this rule is subject to removal from the game by the umpire. A pitcher will stay near the pitcher mound at all times for the protection of the defense. An offensive pitcher must make every effort to not interfere with a hit ball or with a player's attempt to field the hit ball or with a thrown ball.
- 11) Any batted ball that hits the offensive pitcher will be ruled a dead ball single unless in the umpire's judgement interference has occurred.
- 12) Any thrown ball that hits the offensive pitcher will be ruled a live ball unless in the umpire's judgement interference has occurred.
- 13) The offensive pitcher must pitch from the pitching rubber. All pitches will be delivered using an overhand motion (No underhand pitches are allowed.)
- 14) A new pitcher will be allowed a maximum of eight warm-up pitches from the rubber. In each successive inning a returning pitcher will be allowed a maximum of five warm-up pitches. It is preferred to have the defensive catcher warm-up the offensive pitcher. However, if the catcher is not ready an adult may warm-up the pitcher between innings. There will be no manager "visits" to



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- the offensive pitcher.
- 15) The offensive (adult) pitcher has the added responsibility of protecting the defensive pitcher and any other defensive player from running into them.
 - 16) Prior to each pitch, the offensive pitcher will hold the ball above his head to signal both the batter and the defense that the pitch is about to be inserted into the machine.
 - 17) Batters receive a maximum of five pitches. After these five pitches the batter is called out unless the 5th pitch is batted foul. A batter is out after 3 swinging strikes. There will be no called strikes. No walks may occur.
 - 18) When a batter is hit by a pitched ball it counts as a pitch.
 - 19) There will be no steals in the Rookie League.
 - 20) A defensive coach is permitted in the outfield.
 - 21) If there is a thrown bat, the batter will receive one warning per game. If the same batter throws a bat a second time in the game, he will be penalized. If on the thrown bat, the batter-runner hits the ball into fair territory, the play will be completed. After play is complete, the batter-runner will be removed from the base path and replaced with the offensive player who made the last previous out (either in that inning or from the previous inning.) If the batter throws a bat a second time in the game, but on the thrown bat does not hit the ball into fair territory, then the batter will be allowed to complete his/her at bat (unless ejected under rule 28.) At the end of the at bat, if the batter-runner successfully makes it on base, he/she will be removed from the base path and replaced with the offensive player that made the last previous out.
 - 22) Under Little League rules, if a player throws equipment (including bats) he can be ejected from the game. If a Rookie player throws equipment in an intentional or malicious manner (including bats) at the discretion of the umpire-in-chief for that game, the player can be ejected without receiving a warning. If a batter unintentionally throws his/her bat in a manner that in the judgment of the umpire *repeatedly* endangers a player, coach or umpire, then the umpire-in-chief of that game will eject the player from the game for safety concerns.
 - 23) The plate umpire may call the play from behind the plate or from the baseline.



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MINOR DIVISION:

- 1) All defensive substitutions should be made by the top of the third inning.
- 2) There will be a 5-run limit per inning in the first four innings. When the total runs scored in an inning are as a result of an OVER THE FENCE home run that exceeds the 5-run limit, all runs will count with a maximum of eight runs allowed. Little League Run Rule 4.10 (e) applies.
- 3) There is no run limit in the 5th inning and successive innings except for the limitation in the Little League Rule Book for the continuous batting order local league option.
- 4) No inning will start after 1 hour and 45 minutes after scheduled starting time if the field is available. An inning in progress will be completed.
- 5) Two adult base coaches may be used on the field and a total of three adults on the field or in the dugout.
- 6) Maintain a continuous batting order, subject to the guidelines in the Little League Rule Book when the local league elects to use this option.
- 7) If a pitcher hits three batters during the course of a game, he is subject to being removed from the mound at the discretion of the umpire-in-chief of that game. NOTE: This is not automatic.
- 8) A player who has been removed from the pitcher position can not play at the catcher position for the remainder of that day if he/she threw 41 or more pitches. If the player threw 40 or less pitches, then he is eligible to catch that day.
- 9) The George Bush Park curfew is 10:00 pm. Accordingly, no inning will start after 9:30 pm. An inning in progress will be halted at 9:45 in order to clear the Park by the 10:00 curfew.

MAJOR DIVISION:

- 1) In a combined Minor/Major Division, WOLL highly encourages coaches to designate at least two (2) Minor League players as pitchers and catchers to play the first two innings during the league season and continue to develop them in practices and scrimmages.
- 2) Maximum of 6 innings. All defensive substitutions should be made by the top of the fourth inning.
- 3) No maximum number of runs in any inning unless Little League Run Rule 4.10 (e) applies.
- 4) Maintain a continuous batting order, subject to the guidelines in the Little League Rule Book when the local league elects to use this option.
- 5) Two (2) adult base coaches may be used on the field and a total of three (3) coaches in the dugout.
- 6) A player who has been removed from the pitcher position can not play at the catcher position for the remainder of that day if he/she threw 41 or more pitches. If the player threw 40 or less pitches, then he is eligible to catch that day.



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- 7) The George Bush Park curfew is 10:00 pm. Accordingly, no inning will start after 9:30 pm. An inning in progress will be halted at 9:45 in order to clear the Park by the 10:00 curfew.

INTERMEDIATE/JUNIOR DIVISION:

- 1) All substitutions should be made by the top of the fourth inning.
- 2) No inning will start after 2 hours after scheduled starting time. An inning in progress will be completed unless called due to Park Curfew.
- 3) The George Bush Park curfew is 10:00 pm. Accordingly, no inning will start after 9:30 pm. An inning in progress will be halted at 9:45 in order to clear the Park by the 10:00 curfew.
- 4) The WOLL Board of Directors has elected to allow Intermediate & Junior League players to wear metal cleats.
- 5) A player who has been removed from the pitcher position cannot play at the catcher position for the remainder of that day if he/she threw 41 or more pitches. If the player threw 40 or less pitches, then he is eligible to catch that day.
- 6) A pitcher once removed from the mound can return as pitcher only once per game if he remains in the game continuously on defense at a different position.



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PLAYOFF FORMAT:

- 1) There will be no playoffs in T-Ball.
- 2) All other playoffs will be determined by the number of teams in their division.
- 3) The number of teams in the playoffs is determined by the total number of teams in that league.

<u>Teams in League</u>	<u>Teams in Playoffs</u>
4 teams or less	all
5 teams	all (see below ruling)
6-7 teams	4 teams
8 to 9 teams	5 teams (see below ruling)
10 or more	6 teams

Ruling: While all leagues will play a double elimination tournament, if a 5-team tournament is played, then playoff position teams 4 and 5 will play a single game with the winner earning the 4th spot in the double elimination tournament.

June sometimes is a heavy rain period at WOLL. If weather dictates the need to shorten the tournament, then The WOLL Board of Directors reserves the right to declare the tournament a single-game elimination tournament. This determination will be made on a league-by-league basis by vote of the Board. This determination can be made at any time, as needed, including after the double elimination tournament has already commenced.

- 4) Playoff position will be determined as follows:

Team 1 Best record over all
 Teams 2 – 6 Best overall record from remaining teams

- Tiebreaker for division:
- 1) Overall record. If equal...
 - 2) Head-to-Head Competition. If Equal...
 - 3) Total runs scored against each other. If Equal...
 - 4) Coin Flip.

- 3) League trophies will be presented to the first place and second-place teams in each Division from Rookie through Seniors as determined by the play-offs. First-place trophies will be presented to the regular season first-place team. All T-Ball players will be awarded a medal of participation. All awards will be presented at the closing ceremonies.

PLAYOFF RULES:

All regular season rules apply except for the following:

- 1) Home teams will be determined by coin flip prior to the game

DRAFT SYSTEM:

Team Roster Rules:

- I) All ages for players are calculated on August 31st of the playing year.
 - a) T-Ball League Teams will consist of 4-, 5- and 6-year-olds.
 - b) Rookie League (Dad's pitch) will consist of *6, 7 and 8-year-olds.
 - c) Minor and Major League Teams will consist of 9, 10, 11 and 12-year-olds.



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- ◆ Minor League teams can have a maximum of eight *10 and 11-year-olds.
- ◆ Major League teams will have a maximum of eight 12-year-olds.
- ◆ 9-year-olds will not be eligible to play in the Major League
- d) Intermediate Teams will consist of 11-, 12- and 13-year-olds.
- e) Junior Teams will consist of 13-,14-, 15- and 16-year-olds.

PLAYER POOL AND RETURNING PLAYERS:

- I) All Rookie and T-Ball age players will enter the Player Pool for drafting,
 - ◆ All 9, 10 and 11-year-old players, whether returning from playing on Minor League teams the previous season or that are new to the league will be eligible to be drafted to a Major League Team if he/she attended tryouts. 12-year-olds who do not have a waiver request made prior to the draft and who do not try-out will become hat picks for the Major Division. All 12-year-olds are strongly encouraged to attend the draft because of the Little League rules that require 12-year olds to play in the Major Division unless a waiver from Little League is received.
- II) All returning Major League Players will return to the team on which they played the previous year if they are registered before the draft, unless they are “traded” or “released” by the Manager of that team.
 - ◆ Player trades must be done in concert with the Player Agent. Both Managers must agree that adequate compensation is received, and parental approval of the trade must be given. The Player Agent must verify parental consent before allowing the trade to take place.
 - ◆ Managers wishing to release a player from a Major Team must have justifiable reasons to do so (playing ability is not a justifiable reason.) Managers must approach the Player Agent with reasons and release is dependent upon Player Agent approval. Justifiable reasons usually are limited to injury or change of address out of league boundaries.
 - ◆ Contact by a manager to a potential call-up from the Minor League is forbidden. Request of the call-up should be made to the Player Agent and he/she will make the contact with the player and his parents.



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TOURNAMENT TEAMS AND ALL-STAR SELECTION:

All Teams will be fielded at WOLL Board discretion.

All Star: An All Star is a player who demonstrates superior ability on and off the field, in playing ability, sportsmanship and conduct. All of these traits will be considered during the selection process.

I) Eligibility:

- A) A Player must have played in at least 50% of the West Oaks Little League regular season schedule in his team's games to be eligible for consideration for the Tournament Team.
- B) A Player must satisfy our Little League boundary rules.

II) Teams:

- A) The Senior Tournament Team will be comprised of 15 and 16-year-olds.
- B) The Junior Tournament Team will be comprised of 13 and 14-year-olds, including 14-year-olds that played in the Senior Division, if selected.
- C) The Intermediate (50/70) Tournament Team will be comprised of 11-, 12-, and 13-year-olds, including 13-year-olds that played in Junior Division and/or 11-,12-year-olds that played Major Division, if selected.
- D) The Major Tournament Team will be comprised of 11 and 12-year-olds that played in the Major Division.
- E) The 11-year-old State Tournament Team will be comprised of 11-year-olds only. They may come from both the Major and Minor League Divisions. However, these 11-year-olds may not be on the Major Tournament Team and the 11-year-old State Tournament All Star Team.
- F) The 9 and 10-year-old Tournament Team will be comprised of 9 and 10-year-olds, including 10-year-olds that played in the Major League Division, if selected.
- G) The Intermediate (50/70) District All Star Team will be comprised of 11-,12-, and 13-year-olds only. However, these 13-year-olds may not be on the Junior Tournament Team and the 13-year-old District All Star Team.
- H) The 9-year-old District All Star Team of 9-year-olds only. However, these 9-year-olds may not be on the Minor Tournament Team and the 9-year-old District All Star Team.
- I) Rookie All Stars will be selected following the regular season. The two managers with the best records will be the All-Star Managers. The two managers will draft from the players chosen, a Red Team and a Black Team, regardless of what teams the players were on.
- J) T-Ball All Stars will be selected following the regular season. The two managers with the best records will be the All-Star Managers. The two managers will draft from the players chosen, a Red Team and a Black Team, regardless of what teams the players were on.

III) Tournament Team and All-Star Selection:

- A) Managers, coaches of record, and the league representatives will nominate players within their respective division that they think are deserving of All Star consideration. Umpires will also nominate players. Each player that receives a nomination will receive one (1) vote; this vote will be cumulative. You may not nominate your own child.
- B) Managers and Coaches of Record will attend a meeting by division to determine teams. If a Manager is unable to attend, your League Representative or the Player Agent should be contacted in advance to be given your voting proxy.
 - 1. Prior to voting, a discussion will be held concerning each candidate.
 - 2. Additional candidates may be added by majority vote of those present.
 - 3. When discussions are completed, Managers and Coaches of Record will then vote on the candidates based upon playing ability.
 - 4. Managers and Coaches of Record may select in no order and up to the number given below for your division.
 - a) Senior Tournament team, 13 players. The league will recognize up to 13 players.
 - b) Junior, Major, Minor Tournament Teams, 13, 11 and 9- year-old Tournament Teams, 13 players. The league will recognize up to 13 players.
 - c) 9-year old District All Stars. The league will recognize 13 players.
 - d) Tee Ball and Rookie will each choose 24 players to receive league recognition.



GROUND RULES

MANAGER'S PACKET

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IV) Vote Tabulation:

- A) The Player Agent and Division Representative will tabulate the votes.
 - 1) The top 9 candidates with the most votes will be on the Tournament Team.
 - 2) The remaining players will be filled with consideration of number of votes and position players needed.
 - 3) The Tournament Team Manager's input will be highly regarded in all remaining cases.
- B) Results of the 9 & 10-year-old Tournament Team will be posted, and they can begin practice on a date established by Little League International. The date will be posted on the bulletin board, when received. The players selected for the Tournament Team will receive recognition at the Closing Ceremonies.
- C) Results of the Junior, Major and 11-Yr-Old Tournament Teams will be posted, and they can begin practice on a date established by Little League International. The date will be posted on the WOLL Website.
- D) Results of the Rookie, 9-year-old District, 13-year-old District teams will be posted on the posted on the WOLL Website.
- E) Results of the T-Ball All Stars will be posted following the last T-Ball game.

V) Tournament Team and All-Star Managers:

- A) Tournament Team and All-Star Managers will be nominated by the President and approved by the Board of Directors. The Tournament Team Manager must be a Manager or Coach within his/her division.
- B) Tournament Team Manager will select his Coach of Record from the list of Managers and Coaches of Record within their respective division. If this becomes an undesirable selection, the Tournament Team Manager must present the concern to the League President before another selection can be permitted. The Coach of Record must be approved by the League President and the Board of Directors.

VI) Essential Knowledge of Players:

It is essential that all Managers, all Coaches of Record and League Representatives be aware of the talent within their respective division. Our Tournament Team represents our league. This is not a popularity contest. Remember that superior playing ability, sportsmanship and conduct are essential qualities when selecting players for these teams.