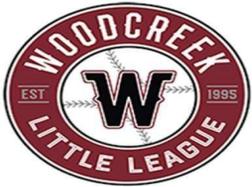


2026 WLL Bylaws

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1.1 MANAGER & COACH AFFIDAVIT

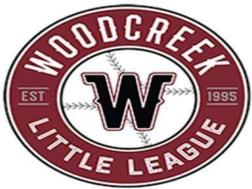
I have received summary information about WLL structures, Divisional Guidelines, Code of Conduct, Game Time & Pitch Counts, Safety Manual, Injury/First Aid/Emergency procedures, Field Preparation, Field Status Procedures, Field Closures and WLL Bylaws. I have also received the appropriate division-level manual "Official Regulations and Playing Rules" from Little League Baseball, Inc. I certify that I have read, understand, and will abide by the rules and structures of WLL as stated, and abide by the spirit, structure and rules of Little League Baseball, Inc. By signing this document, I am also empowering WLL to perform whatever background, safety and security checks required to obtain Manager/Coach approval.

All Managers and Coaches are expected to attend all clinics, meetings, and workdays.

Print Name: _____ Date: _____

Signature: _____

Woodcreek Little League (WLL) operates with the following structures governing Manager and Coach Conduct, as well as WLL Bylaws for competition and tournaments. Signing this document is evidence that you have read, understand, and agree to the WLL Bylaws and will act solely to support WLL, its Board, players, and parents throughout the coming season. The WLL Bylaws can be found on the website: www.woodcreeklittleleague.com



2.1 MANAGER SELECTION

WLL utilizes a Manager and Coach Selection Committee, which is chaired by the President, who appoints the members. The committee will verify qualifications, interview (as required), and present candidate selections to the entire Board of Directors for approval prior to each season. This may include maintaining a waiting list of qualified applicants should there be openings during a season. Managers shall not be affiliated with, nor have interests in, other youth baseball competitions or leagues without board approval.

The Manager and Coach Selection Committee will take into account conduct from all past season play and tournaments in accordance with WLL Bylaws (e.g. sportsmanship, player playing time, etc.), participation in All-Star Player Selection, End of Season Evaluations, and the Evaluation Report submitted by the Manager & Coach Evaluation Committee from prior seasons.

2.2 MANAGER AND COACH EVALUATION AND RECOMMENDATIONS

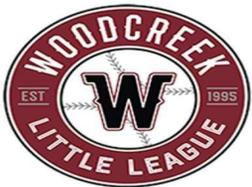
Managers and Coaches in all divisions will be reviewed by a Managers & Coaches evaluation committee at the end of each season. At the midpoint of each Spring season, the League shall be responsible for distributing and collecting the Manager and Coach Evaluation forms, electronically using an online survey. The completed forms are to be reviewed by the Managers & Coaches evaluation committee to identify issues that should be discussed with Managers and/or Coaches in an effort to improve the quality of the experience in WLL. In addition to the input received through the evaluation forms, Player Agents shall make an effort to reach out to others (parents or Board members) to gather information on the performance of Managers and Coaches. At the conclusion of the season, the Managers & Coaches Evaluation Committee shall deliver to the Board a complete roster of Managers and Coaches indicating which should be recommended and which should not be recommended for the following season. At the July (for Spring) & December (for Fall) meetings, the board shall then vote to approve the recommendations or amend the recommendations. The version approved by the Board shall be used for consideration when selecting Managers and Coaches for the following season.

2.3 COACH SELECTION

WLL must have a completed volunteer form (resulting in a cleared background check), completed fingerprinting, a copy of their driver's license, a completed Concussion training certificate, a completed Sudden Cardiac Arrest certificate, and a completed Abuse training certificate, and a completed Diamond Leader training certificate on file, from all Coaches (team parents and scorekeepers) before practice or game participation is allowed. With a volunteer application on file, parents may assist at practices but are not recognized as approved Coaches and therefore may not be in the dugouts or provide instruction during games. Coaches must demonstrate the same conduct as Managers and will be subject to the same disciplinary processes. Parents may assist in the dugouts for T-Ball and Farm divisions only, provided they have completed the items listed above.

2.4 MANAGER & COACH CONDUCT

These positions have great effect on players and parents. Managers and Coaches must uphold all Rules of Little League Baseball, Inc. Safety manual violations, foul language, violent actions, or abuse will not be tolerated. WLL's Disciplinary Committee (composed of the President or



Vice President, Division Player Agent involved, and one other neutral Board Member, typically the Vice President or Umpire in Chief) will handle all complaints. If the Division Player Agent or Umpire in Chief is unavailable, another disinterested Board Member may be selected by the President. If the Disciplinary Committee meets, the President and/or Division Player Agent should notify the Board of all cases resulting in disciplinary action, which may include game suspensions, season suspensions, or dismissal from WLL.

Managers are responsible for the conduct of their Coaches, players, team parents, and parents during all baseball events. For the safety of the players, at least one Manager, Coach, or cleared volunteer shall be in the dugout at all times during a game. Managers are responsible for ensuring that their parents and teams leave the field clean and ready for the next game or practice. Managers are responsible for field grooming, including the locking of the storage shed and Knaack boxes, storage and securing of drags, rakes, and field painting equipment. Managers are responsible for the cleanliness of dugouts and bleacher seating areas. Managers are responsible for ensuring their team's assigned shifts in the Snack Bar are covered. Continued violations will be considered misconduct and may be subject to further disciplinary actions, including loss of practice field time, assignment of field maintenance tasks, or suspensions.

3.1 SAFETY VIOLATIONS

All violations of the Safety Manual, WLL Bylaws, or the Official Regulations and Playing Rules of Little League Baseball by a manager or coach which deal with safety issues (e.g. pitch count violations, pitcher eligibility, unauthorized equipment, etc.) will usually result in the following discipline: 1st offense – written warning, 2nd offense – one game suspension, and 3rd offense – suspension for the season. If the violation is deemed intentional or involves gross negligence, more serious discipline may be imposed.

3.2 DISCIPLINARY ACTION

(a) Ejection.

If a manager, coach, or player is ejected from a game, that individual shall immediately leave the game site and take no further part in the game. The ejected individual may not be replaced in the dugout. An ejection shall result in a minimum one (1) game suspension, to be served at the next scheduled game played. Per Little League International, a one-game suspension for an ejection is not subject to appeal.

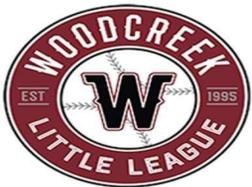
Ejections involving violence, gross misconduct, or abuse toward an umpire, player, or spectator shall result in **immediate indefinite suspension** pending review by the Internal Review Committee (IRC).

(b) Suspension.

Violation of minimum play requirements or other conduct inconsistent with League rules and policies shall result in disciplinary action up to and including suspension, in accordance with Little League and League policies.

(c) Termination.

Volunteers may be terminated by resignation or by action of the Board of Directors. Suspension or termination of a volunteer shall also suspend or terminate that individual's participation in any managerial or coaching capacity within the League.



(d) Zero Tolerance Policy.

Managers, coaches, and players are expected to uphold the highest standards of conduct. The League maintains a **zero-tolerance policy** for inappropriate behavior, including but not limited to arguing with officials, foul or abusive language, harassment, or safety violations. Failure to adhere to these standards may result in disciplinary action up to and including termination.

(i) If any Board Member receives a complaint of inappropriate behavior or misconduct, the President shall be notified within twenty-four (24) hours, and a prudent and timely review of the allegation shall take place.

(ii) The President shall convene an **Internal Review Committee (IRC)**, who shall have the authority to review all incidents brought to its attention by the President, determine whether a hearing is required, and make disciplinary determinations as appropriate.

(iv) The IRC may recommend additional disciplinary measures to the Board, including multi-game suspension, indefinite suspension, or termination of participation or volunteer privileges.

(e) Hearings and Final Action.

If a hearing is convened, the individual subject to review shall be provided written notice of the alleged conduct and may appear before the IRC, accompanied by a team manager or coach and, if a minor, a legal guardian who may serve as a witness.

Following review, the IRC shall deliberate in closed session and issue a written recommendation.

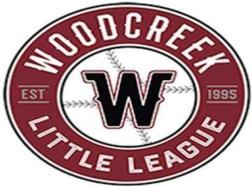
At the discretion of the Board of Directors, the individual may be suspended, reinstated, or terminated with no further recourse extended by the League.

4.1 PLAYER AGENTS

WLL's Board has a Player Agent for each age group/division. They serve to provide assurance of fairness in player evaluations, selections, practice and game administration, safety issues, and act as a liaison for players, parents and Managers/Coaches to the WLL Board.

4.2 ROSTER ADMINISTRATION

WLL's Registrar and Player Agents are responsible for the structuring and administration of divisional team rosters. Rosters for T-Ball and Farm division teams may have up to 13 players. While T-Ball and Farm have no minimum play rules, WLL instructs Managers to include all available players in each game. Rosters for Minors through Seniors division teams may consist of 12-15 players. The Manager is responsible for complying with Little League minimum play rules in Minors through Seniors. In the event that a Manager's failure to comply is deemed intentional, the offending Manager will be suspended from the next scheduled game. Initial drafts will be limited to 12 players per roster in Minors through Seniors, unless registration numbers allow for a deviation to a team's roster in the division. Minors through Seniors rosters may be increased up to 15 by the Division Player Agent, Registrar and President. Special appeals may be approved by the Board. Prior to presenting for Board approval, any release and replacement of a player must first have reason(s) reviewed and confirmed by the Player Agent and President. Teams have seven days from release of a player to move a lower division player up. Managers and Coaches are not permitted to contact the potential player/family regarding moving up, the Player Agent will contact the family. If a player or his/her parent indicates at sign-ups, tryouts, or during the season that they are not interested in moving up to a higher age



division, the player is ineligible to be brought up for the remainder of the season. Teams are not required to attempt to pull up a player unless their roster size is less than 11 players.

5.1 DRAFT PROCEDURES/TEAM FORMATION

The following are the intended rules and procedures for team formation and drafts. There may be cases where the Board of Directors revise these or make determinations on a case by case basis. Any deviation will be documented, with the reasoning provided and made available to the District Administrator and/or Little League Baseball International.

Team formation for T-Ball and Farm Divisions

Team formations for T-Ball and Farm Divisions will be completed by the Player Agent for the divisions in conjunction with the Registrar. Player Agents may use special requests from parents so that players can play with friends or may be based on the school they attend.

Team Formation for Minors and Above Divisions (Minors (AA, AAA), Majors, 50/70, Juniors, Seniors)

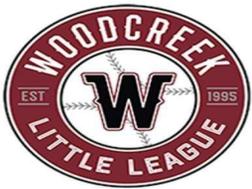
A. Draft Preparation

- Woodcreek Little League will make a determination as to how many teams will be in each division. The President, Vice President, Registrar, and Division Player agents will work together based on enrollments and capacity.
- The number of players available to be drafted for each division by age is outlined below in the **D. Draft Age Details** section below. Details will be communicated to the managers prior to starting the draft.
- Once manager selections have been made and approved, the manager of the team may select a coach. The manager will declare the coach at least within 24 hours prior to the draft to the player agent.
- Once a protected coach is announced, they are not able to change this selection once draft round is determined.
- A manager who is not able to attend the draft, may ask the identified coach to fill in for him as long as this is approved by draft facilitators which are the President, Vice President, Registrar and Division Player agent or other authorized representative by the draft facilitators.
- Only 1 person may attend the draft for each team.
- No cell phone usage or any other form of electronics may be used during the draft by participants.
- Order of the draft will be randomly assigned by blind draw or similar method performed by the Division Player Agent or designated board member in conjunction with at least 2 witnesses.
- Any other draft rules determined by draft facilitator group will be addressed prior to starting the draft.

B. Rules for Managers / Coach Related to the Draft and Team Formation

The goal of the draft is to create teams that are as balanced as possible within each division. We want the drafts to operate in a way that teams are not preselected, with the exception of protected picks.

Managers of teams either before, during, or after the draft agree to follow these operating procedures. Any violation of these or similar situations may result in disciplinary action, which could include changes to the draft order, penalized draft rounds, additional hat picks, removal of volunteer status, or disqualification from future volunteer opportunities. These



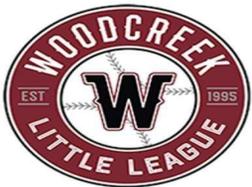
situations include, but are not limited to:

- Managers shall not discuss who they plan to pick in the draft other than announcing a protected coach.
- Managers shall not engage in any activity to intimidate another manager from selecting an available player. For example, telling others that a specific player would rather play with their team or any other practice considered to influence a pick.
- Claiming that since they have previously coached a player, that they should be on a certain team.
- Player draft position shall never be shared with anyone or discussed outside of the draft room. This includes taking a picture of the draft board as team rosters will be sent out by the registrar.
- Claiming players will quit if they are not on certain teams.
- Trying to influence or negotiate arrangements in the time leading up to the draft.
- Making promises to parents that their child will be on a specific team.

C. Draft Procedures

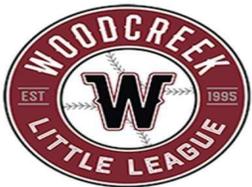
- Age Divisions will be followed as outlined in section **6.2 Age Divisions** of the Bylaws.
- Each division will have a “Draft Pool”, which is made up of players who have attended the skill evaluation.
 - Players who do not participate in the skill evaluation will be considered “**Hat Picks**” for their registered division or moved to the division based on age exceptions in **6.2 Age Divisions** of the Bylaws.
- Drafts will be a serpentine style draft, meaning the draft order will reverse in each round.
- Round 1 shall begin the draft, which will proceed in sequential rounds until all roster positions are filled.
- **All protected players (manager and coach children) must attend player evaluations.**
 - Prior to the draft, each protected player will be ranked and assigned to a draft round based on evaluation results. Draft facilitators will determine final round placement using the composite rankings submitted by division managers and other evaluators; this decision is final and not subject to appeal.
 - The assigned round is the manager’s pick for their protected player(s), and the player(s) will appear on the draft board in that round before the draft begins.
- Evaluation and placement will use the entire player pool as well as take into account the size of the division (For example, a division with 9 teams will only have 9 players ranked in each round and include their own player)

	Manager/Coach (1 Child each)	Manager/Protect Player-No Eval	Manager with No Coach/No Protected Player	Manager/Protected Player-High Value	Manager 2 Children (Siblings) & Protected Player	Manager/Coach 2 Children (Siblings)
	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
Round 1	Manager Child <i>(Ranked 1)</i>	Manager Child <i>(Ranked 1)</i>	Open Pick	Manager Child <i>(Ranked 1)</i>	Open Pick	Manager Child <i>(Ranked 1)</i>
Round 2	Open Pick	Protected Player (No Eval)	Open Pick	Protected Player <i>(Ranked 1 or 2)</i>	Manager Child Older Child <i>(Ranked 2)</i>	Open Pick
Round 3	Open Pick	Open Pick	Manager Child <i>(Ranked 3)</i>	Open Pick	Open Pick	Open Pick



Round 4	Protected Player <i>(Ranked 4)</i>	Open Pick	Open Pick	Open Pick	Open Pick	Protected Player's Sibling Older Child <i>(Ranked 4)</i>
Round 5	Open Pick	Open Pick	Open Pick	Open Pick	Protected Player <i>(Ranked 5)</i>	Open Pick
Round 6	Open Pick	Open Pick	Open Pick	Open Pick	Open Pick	Protected Player Younger Child <i>(Ranked 6)</i>
Round 7	Open Pick	Open Pick	Open Pick	Open Pick	Open Pick	Open Pick
Round 8	Open Pick	Open Pick	Open Pick	Open Pick	Open Pick	Open Pick
Round 9	Open Pick	Open Pick	Open Pick	Open Pick	Manager Child Youngest Child <i>(Ranked 9)</i>	Open Pick

- Siblings of all players in the division are considered tied together **unless** the parents have agreed to have them split up.
- If a sibling pair is determined to have the appropriate skill level for the same division, they will be individually ranked and assigned draft rounds. Those siblings will then be linked together for drafting purposes, and the manager is required to select both players in their assigned rounds.
 - Example: If one sibling is assigned to Round 3 and the other to Round 9, selecting the Round 3 sibling automatically binds the manager to take the Round 9 sibling, and both players will be placed on the draft board in their respective rounds.
 - If a sibling does **not** demonstrate the necessary skill level for the division, that player will remain in the **lower division** appropriate for their ability.
- In the event that siblings are still in the draft pool when there are an equal number of draft rounds as siblings (for example, 2 siblings available and 2 rounds of draft remain), a team will be required to select the first sibling in the upcoming round followed by the second sibling in the following round. In the event the first sibling is not selected by the last pick in the round, the last team to pick will automatically take both siblings as their remaining picks.
 - A manager selecting siblings as their last 2 scheduled picks, will have the option after the last round of the draft to select a player from the remaining "Draft Pool" of players who weren't selected and set to be moved to the lower division "Draft Pool" if there are remaining players in the "Draft Pool" and the "Draft Facilitators" approve.
- Players who were designated as hat picks will make up the remaining draft picks in the final round or however many picks remain. For example, 5 hat picks in the draft then the last 5 picks will be randomly placed as those picks.
- After the draft is completed, managers may trade players with other teams if approved by the draft coordinator(s). Draft trades will be permitted if they are determined balanced by the draft facilitators.
- It may not be possible to have each team with the same numbers of players. The goal will be to make these as even as possible with no team having more or less than 1 player than any other team in the division.
- Unless there is a special circumstance, and approved by the draft facilitators, the roster is final when the managers leave the draft room.



D. Draft Age Details

- For the **Juniors division**, All registered players will be included in the draft and will be selected to a team in the division.
- For the **Majors division**, Since all 12-year-old players (excluding safety issues) must play, teams will have “free” picks of all eligible players until the time in the draft when the amount of 12 year olds equals the amount of remaining draft picks. All remaining players are moved to the Minors AAA division “Draft Pool”. These players will be eligible to be called up throughout the remainder of the season (See example below)
- For the **Minors AAA (8,9,10,11) division**, Since all 10-11 year-old players (excluding safety issues) must play teams will have “free” picks of all eligible players until the time in the draft when the amount of 10/11 year olds equals the amount of remaining draft picks. (See example below)
- For the **Minors AA (7,8,9) division**, no players will be pushed to the Farm division unless it is a 7 year old who has not participated in the tryout/skill evaluation.

Example of age limitations for drafts

The division will have 10 teams of 12 for a total of 120 players. There are 100 12 year olds and 30 10/11 year olds. This would mean as soon as 20 10/11 year olds are drafted, which includes protected manager/coach picks, no more 10/11 year old players can be drafted. The 10 remaining will be placed in the AAA draft.

These players will be eligible to be drafted during the season if a vacancy becomes available on a roster in the division in which they tried out for.

E. Team Formation for Fall Ball

Team formation for fall ball will be managed by the Division Player Agent, in collaboration with the Registrar. Player Agents may consider special requests from parents for players to be grouped with friends or based on their school. While Player Agents will strive to honor these requests, they reserve the right to mix players to ensure fairness.

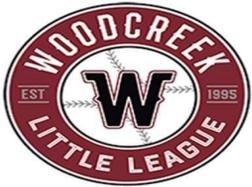
5.2 TEAM NAME ASSIGNMENT

Team names shall be determined on draft night by reverse order of the draft order. Team names will be reassigned each season from those available through the League’s uniform supplier. Managers may receive the same team name in consecutive seasons only by chance through the hat pick process.

If a manager is coaching teams in two separate divisions within the same season, that manager may be permitted to secure one consistent team name for both teams, subject to availability through the League’s uniform supplier and approval by the Player Agent.

5.3 UNIFORMS

WLL supplies a team jersey and hat for each player during the season, which is the official uniform to be worn during games. The style may differ based on the division. Since WLL gets their jerseys and hats from a third party, there may be times where certain team’s uniforms are different from the others based on availability at the time of ordering. Managers may not request certain changes or upgrades for their individual teams. All teams will wear the league assigned uniforms for all games. Only exception would be special occasions ie. Pink week A player who is moved to another roster during the season will be supplied a uniform by WLL. WLL may provide uniform as other situations arise as approved by the President and the



equipment manager. Individual teams are not permitted to alter the league supplied uniform, but may alter hats with player name or number.

Each team's manager and two coaches will receive a hat and a coach's shirt as part of their team uniforms for Spring and Fall seasons.

5.4 ADDITIONAL/SUPPLEMENTAL TEAM APPAREL

Any manager/team that requests their parents/players to purchase additional or supplemental team apparel, may not force the parents/player to do so. Any parent/player that expresses a hardship for such apparel should be given the opportunity to have such apparel purchased by the manager requesting the apparel. This excludes pants, belts, and sock colors, which the team manager will communicate to the parents.

5.5 PAYMENT ADMINISTRATION

WLL charges a reasonable participation fee to ensure the operational continuity of the Local League. WLL offers scholarships and scheduled payment plans to assist families who cannot pay in advance. It is the responsibility of the player's guardian to request these options, which must be approved by the President or Registrar.

Refunds Spring Season:

- o 1 day prior to the first scheduled tryout: last day for Full Refund
- o 1st Day of Tryouts – Sunday before draft week: 50% of your registration fee
- o Monday of Draft week – before the 1st scheduled game : 25% of your registration fee*
- o After first scheduled game: NO REFUNDS

**this is to minimize the disruption by a player not being drafted to their desired team or division*

Refund Fall Season:

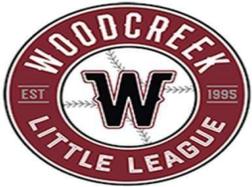
- o 7 days prior to the first scheduled game: last day for Full Refund
- o After first scheduled game: NO REFUNDS

WLL reserves the right to offer a different refund policy in the event of Force Majeure. Examples: but not limited to natural disaster, global pandemic, local epidemic, fire, riots, hazardous contamination, earthquake, explosion, local/state lock down and any other "acts of God". The Registrar or President has discretion to make exceptions on a case by case basis.

5.6 COMPETITION SEASONS

The Spring and Fall ball programs operate as separate seasons. The Spring playing season may be split in two halves (1ST & 2ND Half) with one scheduled week to allow for rain make up games. Player Agents will announce the official start of the 2nd half. The Spring playing season is WLL's competitive season for Minor divisions and above.

No Woodcreek Little League team (Spring season, Fall season or TOC's) is permitted to scrimmage against any non-roster Woodcreek Little League player of the current year, unless the player is a roster player from a league and division that Woodcreek Little League has a current Inter-League agreement with, that has been approved by Little League International or the District Administrator from District 54.



6.1 SAFETY ADMINISTRATION

WLL updates its Safety Plan annually. Managers and Coaches will be presented with this information at the Managers & Coaches training. The Plan is also available on the WLL Website. In addition to their own compliance, it is the responsibility of each Manager to ensure all Coaches understand and comply with the WLL Safety Plan. Accident report forms are available at the snack bar or on the website and must be routed to the Safety Officer and Player Agent within 24 hours of injury, whether the injury occurs in practice or play. Anytime a player is out under physician's orders, a full physician's release is required for the player to return (releases for limited participation will not be accepted). A copy of the physician's release must be provided to the Manager of the injured player, the Safety Officer, and the respective Division Player Agent before the player can participate in any games or practices.

6.2 AGE DIVISIONS

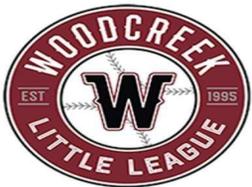
T-Ball Division: Instructional division for player ages 4-6. Player must be age 4 by August 31st the year of playing season. No scores or league standings are maintained. A tee will be used for the entire season.

Minor (Farm Division): Instructional division for player ages 7-8. (EXCEPTION: Players who are league age 6 are permitted to advance to Farm after participation in T-Ball for at least one **Spring** season. No scores or league standings are maintained. Coach pitch / tee will be used for the entire season.

Minor A Division: Currently WLL does not offer an A Division.

Minor AA Division: Instructional division for player ages 8-9 (EXCEPTION: Players who are league age 7 are permitted to advance to Minor AA after participation in the Farm Division for at least one season and who are drafted after attending tryouts). Players are drafted to teams based on a pre- season tryout. The Minor AA Division is an instructional level, operated under a competitive format, consisting of players with lower pre-season tryout evaluations and/or players who have been identified as "safety risk" players. The primary difference in Minor AA, from Minor AAA, is that coaches may be on the field during the 1st half and provide skills development for players during the game and there are no regular season standings. Any player missing tryouts who is league age 9 will automatically be placed in the Minor AA. Minor AAA may obtain injury/replacement players from Minor AA during the season (refer to Roster Administration for further guidance). All players age 7, including protected for the draft, meaning they are preselected picks, will be evaluated during the skill assessment/tryout by the President, Vice President, Division Player Agent, and/or coordinator to determine if the player is at the level required to play in the division.

Minor AAA Division: Instructional, yet competitive division for player ages 9-11 (EXCEPTION: Players who are league age 8 are permitted to attempt to advance to Minor AAA, after attending tryouts and if drafted.) Regular season standings will be kept. Players are usually drafted to teams based on a pre- season tryout. Any player missing tryouts who is league age 10 or 11 will automatically be placed in the Minor AAA. Majors may obtain injury/replacement players from Minor AAA during the season. Players age 8 who are marked as protected for the draft, meaning they are preselected picks, will be evaluated during the skill assessment/tryout by the President, Vice President, Division Player Agent, and/or coordinator to determine if player is at the level required to play in the division.



Major Division: Competitive division for player ages 10-12 (EXCEPTION: Players who are league age 10 are permitted to attempt to advance to Majors, after attending tryouts and if drafted). Scores and standings are posted. Players age 12 shall be selected in the Majors draft, unless approval is obtained from District 54, Regulation V(a) Waiver, for his/her placement in one of the Minor divisions. All Players who are league age 11 are eligible to be drafted or "called up" to Majors (EXCEPTION: A Player age 11 can declare PRIOR to tryouts that s/he is not eligible for Majors by enrolling in the Minor AAA division). Not all Players age 11 or 10 will be drafted into Majors. Once drafted into Majors, a Player age 11 or 10 CANNOT refuse to play Majors and play in Minor AAA. If a Player age 11 or 10 is ineligible for Majors or refuses a "call up" to Majors, they will not be eligible for All-Star Tryouts. Players age 10 who are marked as protected for the draft, meaning they are preselected picks, will be evaluated during the skill assessment/tryout by the President, Vice President, Division Player Agent, and/or coordinator to determine if player is at the level required to play in the division.

50/70 Division: The 50/70 division may be available in the Spring and/or Fall seasons. This decision will depend on various factors, including field availability, player registration numbers, and the opportunity for interleague play.

Competitive division for players age 11-13. Scores and standings are posted. The 50/70 division will redraft each year and players will be placed on teams based on a pre-season tryout. Players playing 50/70 may not play in any other division with WLL. Players age 13 shall be selected in the 50/70 draft, unless approval is obtained from District 54, Regulation V(a) Waiver, for his/her placement in the Major division. All Players who are league age 12 & 11 are eligible may register to be drafted or "called up" to 50/70 (EXCEPTION: A Player age 11 or 12 can declare PRIOR to tryouts that s/he is not eligible for 50/70). Not all Players age 12 or 11 registering for 50-70 will be drafted into 50/70. Once drafted into 50/70, a Player age 12 or 11 CANNOT refuse to play 50/70, and play in Majors or Minor AAA. If a Player age 12 or 11 is ineligible for 50/70 or refuses a "call up" to 50/70, they will not be eligible for All-Star Tryouts.

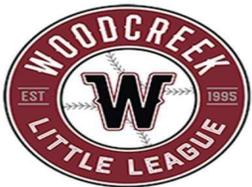
Junior Division: Competitive division for players age 13-14. Players league age 15 who remain enrolled in 8th grade are also eligible to participate in the Junior Division but are not permitted to pitch. Scores and standings are posted. The Juniors division will redraft each year and players may be placed on teams based on a pre-season tryout. Players playing High School baseball will be equally distributed across all teams. (For example, if there are 6 Junior teams and 12 players are in the draft that made the high school team, no team can take more than 2 High School players.)

Senior Division: Competitive division for players age 14-16. Scores and standings are posted. The Senior division will redraft each year and players may be placed on teams based on a pre-season tryout.

Typically, there is not more than one team in Seniors. If the number of signups for Seniors falls between more than one team and not enough for a 2nd team, the WLL board will look to combine players from WLL and other leagues to create a 2nd team. If there are not enough players for one team, we will look to combine with other leagues in our area.

Big League Division: Currently WLL does not offer a Big League Division.

Challenger League Division: Player ages 6-18. INSTRUCTION AND COMPETITIVE LEAGUE for players with physical handicaps. Interested players should contact the WLL President or



District 54 for more information.

Inter-League Play: WLL may enter into inter-league competitions with other leagues. In doing so, the Board will confirm with the division's Managers how the Inter-League play affects WLL competition.

For the AA, AAA, and Majors divisions. Players who are not able to attend a skill evaluation, will be handled based on what is in the above sections for each division. Situations may arise where an exception may be appropriate. Determination will be made by the President, Vice President, Registrar and Player Agent.

7.1 TOURNAMENT PLAY

Minor AA Division Fun Festival

At the end of the season, a tournament format week may be conducted for all Minor AA teams to gain tournament experience. Bracket seeding will be a random draw and not based on regular season standings. During the tournament week, pitch counts, and scores will be tracked and recorded online at the end of each game. All other Local League Rules will remain in effect.

Minor AAA Division Fun Festival

At the end of the season, a tournament format week may be conducted for all Minor AAA teams to gain tournament experience. Bracket seeding will be a random draw and not based on regular season standings. During the tournament week, pitch counts, and scores will be tracked and recorded online at the end of each game. All other Local League Rules will remain in effect. The winner of AAA Fun Festival will participate in District TOC.

Majors Division Fun Festival

At the end of the season, a single-elimination tournament format week may be conducted for all teams not participating in District TOC to gain tournament experience. During the tournament, all Local League Rules will remain in effect.

Fun Festival Home/ Away Team and Team Duties

Home and Away will be determined at random by the player agent for each division. This should be communicated as soon as the fun fest schedule has been published. Additionally, the player agent will communicate which team has the responsibility for Score keeping, Scoreboard operation, Parent in Charge/Game Coordinator duties, and other required duties for the game.

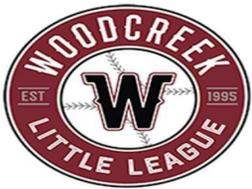
Fun Festival Brackets

The Vice President will present to the board the bracket structure and seeding method for each division prior to the start of the tournament. The amount of teams, field availability, and other circumstances may determine the structure of the tournament in each division.

FunFest Tiebreaker Rule

All Fun Festival Tournament games must have a winner. Modified California Tiebreaker rules are as follows:

- After time has expired and the inning is completed, the **last batter scheduled to bat in that half-inning** will be placed on **second base**.
- If, after the completion of the extra inning, the game remains tied, the **last two batters**



scheduled to bat in that half-inning will be placed on **third and second base**, respectively, for all remaining innings until a winner is determined.

- All other game rules remain in effect.
- Play shall continue under this format until a winner is determined.

All Little League and local pitching, substitution, and defensive rules remain in effect.

Tournament of Champions (TOC)

At the end of the season, a single-elimination tournament for District 54 Leagues will be conducted for AAA, Majors, 50/70, and Juniors only. WLL will send two teams from Majors, one from AAA, 50/70, and one from Juniors, as long as there are enough players for each team to field a team. The competing team's Manager/Coaches continue with the team through TOC and cannot be substituted without prior WLL Board approval. It is highly recommended that any player not able to participate in the TOC inform their manager as soon as possible. Any manager who is unable to participate, or who has players unable to participate, must inform the Board of Directors as soon as possible. The inability to fill a full team may result in the Board of Directors sending the next team in the WLL standings of that division.

8.1 ALL-STARS

At the end of the season, there is a double-elimination tournament for District 54 Leagues (applies ONLY to player ages 9-16). WLL will submit one team per division/age group. ***The All-Star Manager for each team is responsible for declaring a roster size of 12 to 14 players.*** A declaration by the manager regarding the roster size shall be submitted to the Player Agent prior to the team being announced. AAA, Major, 50/70, Junior, Senior, and Big League Managers shall participate in the All-Star selection process for those division's teams unless a valid reason is provided to the Board. Unexcused no shows are grounds for disciplinary action in the following season.

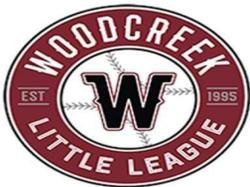
All-Star Manager Selection Process

All-Star Managers will be selected by the Board's Manager and Coach Selection Committee. Applications shall be completed by all Manager candidates. Manager interviews may be requested by the Committee prior to final selection. The Manager will be selected by the Board's Manager and Coach Selection Committee and approved by the Board prior to the posted All-star evaluation date. Selection should take into account current position, any prior disciplinary actions, teaching ability, etc. Coaches shall not be selected until after the team has been announced. Managers will formally select coaches after the teams have been formed and announced. Managers and Coaches must have been present for a minimum of 60% of regular season games and practices to be considered by the Selection Committee.

Eligibility of Managers/Coaches shall be as follows

- Major (11-12), 50/70 (11-13), Junior (13-14), Senior (14-16), Big League (15-18)
Teams – Candidates must be a Manager or Coach from the respective division..
- 10 11 Year Old Team – Candidates may be any manager or coach from Majors or Minors.
- 9-10 Year Old Team – Candidates may be any manager or coach from Majors or Minors.

All potential managers must be in good standing with the league as determined by the Board of Directors.



8.2 ALL-STAR PLAYER SELECTIONS

Parents will be required to sign a confirmation of players availability for the tournaments based on the dates of the all tournaments once published by Little League. This will also include availability for practices, scrimmages, and games. Players with conflicts in any round of tournaments dates are subject to board approval.

Major (11-12), 50/70 (11-13), Junior (13-14), Senior (14-16), Big League (15-18) Teams

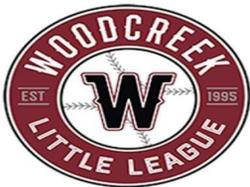
- If a player is injured or cannot play, the substitute player must be approved by the Board and cannot be selected from any other All-Star team.
- Majors (league age 12 years old ONLY), 50/70, Junior, Senior & Big League: six of the players will be selected by popular vote of the players within the respective division. The other six players will be selected by majority vote of the Managers from that division, with the Player Agent being the tiebreaker if needed. 1-2 Players additional selected by the All-Star Manager if using 13 or 14 player roster.

11 Year Old Team

- The 11-year-old All-Star Player Selection Committee will consist of the President, Manager of the 11 year old All-Star team, the AAA & Major Player Agent, and the Managers from AAA & Majors Division.
- All 11 year olds (league age) in the Majors division will be invited to the tryouts. 11 year olds (league age) in the Minor AAA Division may be invited to tryouts if their manager submits such a request in writing and it is approved by the Board. All participants must attend every portion of the All-Star tryouts unless approved by the Board 72 hours prior to tryouts.
- If a player is injured or cannot play, the substitute player cannot be selected from either the 8-10 year old or Major All-Star teams.
- Twelve of the players will be selected from tryouts by the 11 year old All-Star Player Selection Committee.
- One or two additional players may be selected by the 11 Year Old All-Star Manager (only if there is a 13 or 14 player roster).

9-10 Year Old Team

- The 9-10-Year-Old All-Star Player Selection Committee will consist of the President, Manager of the 9-10's All-Star team, AAA & Majors Player Agent, and the Managers from AAA.
- All 10's in the Majors division will be invited to the tryouts. Each AAA Manager and Coach shall submit a list of 12 players as their recommended All-Star selections, reflecting their ideal roster for consideration. The All-Star Committee, in coordination with the Player Agent, shall review all submissions and determine the players to be invited to tryouts, giving priority to those receiving multiple recommendations from Managers and Coaches. No AA players will be invited to the tryout. All participants must attend every portion of the All-Star tryouts unless approved by the Board, 72 hours prior to tryouts.
- Twelve of the players will be selected from tryouts by the All-Star Player Selection Committee.
- One or two additional players may be selected by the 9-10-Year-Old All-Star Manager



(only if there is a 13 or 14 player roster).

9.1 GAME ADMINISTRATION AND GOVERNING PLAY PROVISIONS

The rules governing play in all divisions shall be those set forth in the Little League Baseball Official Regulations and Playing Rules, except as expressly provided in these Bylaws. This Article establishes league-level governance provisions related to game administration, authority, time limits, and enforcement. Instructional guidance and division-specific local rules shall be maintained in separate league documents referred to as Division Playing Rules.

9.2 Batting Order

- All players on a team shall bat in a **Continuous Batting Order**.
- Each player is required to bat in his or her respective position in the batting order.

9.3 Game Balls and Dugout Assignment

- The Home Team is responsible for providing the league-issued game balls for all games.
- The Home Team shall use the 3rd base dugout, and the Visiting Team shall use the 1st base dugout, unless field conditions require otherwise.

9.4 Game Length, Time Limits, and Inning Limits

Games shall be subject to division-specific inning and/or time limits as set forth below. Where both an inning limit and a time limit apply, the game shall end upon the occurrence of the earlier condition.

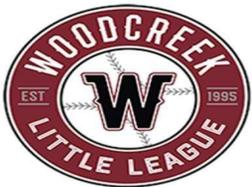
Division	Inning Limit	Time Limit	Additional Limitation
T-Ball	2 complete innings	1 hour	Whichever occurs first
Farm	—	1 hour 30 minutes	—
Minor AA	6 innings	No new inning after 1 hour 50 minutes	2 hours
Minor AAA	6 innings	No new inning after 1 hour 50 minutes	—
Majors	6 innings	No new inning after 1 hour 50 minutes	—
Intermediate (50/70)	6 innings	No new inning after 1 hour 50 minutes	—
Juniors	7 innings	No new inning after 2 hours	—
Seniors	7 innings	No new inning after 2 hours	—

9.5 Game Cancellations and Forfeits

- Managers may not cancel games. Any issues affecting game play, including insufficient players, shall be addressed through the Player Agent.
- Forfeits shall not be made up.

9.6 Junior Umpires and Game Administration

- Junior Umpires may be utilized during the season and Fun Fest in specific divisions, as determined by the league.



- When Junior Umpires are used, a Game Coordinator shall be utilized.
- The Game Coordinator / Parent in Charge (PIC) shall serve as an intermediary between Managers and Junior Umpires.
- The Game Coordinator shall not influence the decisions of the Junior Umpire.
- Only the designated Game Coordinator may communicate directly with the Junior Umpire during the game.

9.7 Pitch Count Compliance and Reporting

- All divisions shall adhere to Little League Pitch Count Rules.
- The Manager is responsible for ensuring pitch counts are tracked and reported in accordance with league requirements.
- Failure to track pitch counts, or knowingly violating pitch count rules, may result in disciplinary action.

9.8 Fall Ball Program

- Fall Ball is a developmental program and is not considered part of the regular season.
- The focus of Fall Ball shall be instructional and developmental, not competitive.
- No official standings shall be maintained for Fall Ball.
- Additional Fall Ball playing rules, including game structure and run limits, shall be established by the league and published separately.

9.9 Pool Players (Umpired Divisions Only)

- A pool of players may be established in divisions that utilize umpires (AA and above) to prevent the forfeiture of games due to a shortage of players. Only players who have opted into the pool and who are rostered within the division are eligible to participate, except that Juniors Division players may be dual-rostered as permitted.
- Player assignments will be made by the Player Agent or their designee, using a rotating or random process to ensure fairness. Managers and coaches may not select or request specific pool players.
- Pool players may not pitch and will bat at the bottom of the lineup.
- Juniors Division players may be assigned as pool players for the Seniors Division with prior approval from the Player Agent.

10.1 FIELD PREPARATION

It is the Home Team's responsibility to set up the field before the games. This includes installing bases, painting lines, checking the field for foreign objects, holes, etc.

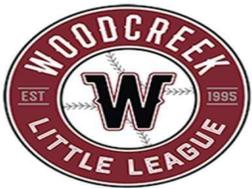
It is the Visiting Team's responsibility to clean up the field after the games. This includes picking up trash left by players and fans, dragging, raking, put away bases, locking storage box, etc. If last game of the day, the Visiting Team is responsible for putting away paint equipment, frames, turning off the field scoreboard, requesting lights to be turned off & locking shed.

How to Drag/Prep & Paint a Field

Steps to Drag/Prep

To do the job properly, you need 1-2 assistants and the following:

- Drag & Prep Tools
 - Screen Drag(s)
 - Rake(s)
 - Appropriate Breakaway Bases
- Remove all bases and debris from the infield and pitching mound areas.

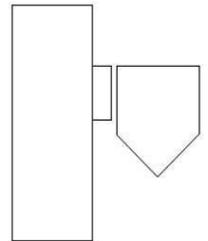


- Place "L" Screens in designated areas outside the field of play.
- Screen drag the infield dirt, **staying at least three inches away from the grass edge**. This prevents damage by contact and dirt from being packed into the sprinkler heads.
- Hand rake pitcher mound, batters boxes, catcher's area, base paths in the three inch edges not dragged and around the bases themselves to level out low areas. **Always rake away from grass edges** to minimize build-up of ridges.
- Water down dirt areas if time allows before the game.
- Install bases and check anchoring for safety.
- Inspect the infield and grass area for glass and hazards.
- Close all exterior gates.

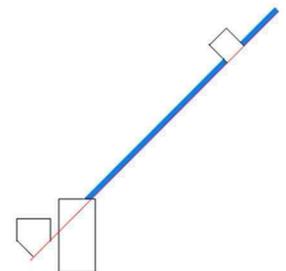
Steps to Paint

To do the job properly, you need 1-2 assistants and the following:

- Painting Tools
 - Paint
 - String
 - Batter's Box Template (small one for Tball-Majors, larger one for Jrs/Srs)
 - Hose with spray nozzle



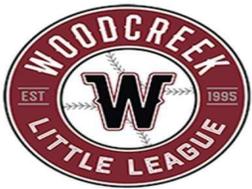
- **WET THE FIELD! IN ORDER FOR THE PAINT TO WORK, THE FIELD MUST BE DAMP.**
- Place the batter's box template flush against home plate, as shown right. Make sure the extended portion of the template is lined up with the front of the plate.
- With your finger or pointed object, trace the batter's box using the inside portion of the template. Do not trace the extending portion - it is only there for lining up the template.
- Remove the template and flip the template over and repeat the previous steps for the other side of the plate.
- SHAKE THE PAINT CAN WELL. PLACE IT UPSIDE DOWN IN THE STRIPER AND MAKE SURE IT IS SECURED ON PROPERLY.
- Make sure the tip of the can is set at a 45 degree turn from the line you are painting.
- First paint the batters boxes
- Put in the first and third bottom portions of the bases.
- Run a string from the pointed back end of home plate out past first base and all the way to the outfield grass. The string should line up against the bag on the foul line side.
- Using the string as a guide, start the paint line on the front border of the batter's box. Make sure the paint line is to the inside of the string. Remember, the foul line is in fair territory. In the diagram shown right, the string is red, the paint line is blue.
- Once you get the painter to the base, you can either pick it up to get over the bag, or you can remove the bag.
- Repeat for the other baseline.
- When the above steps are completed return all equipment to the proper storage area.



Steps to Drag/Cleanup

To do the job properly, you need 1-2 assistants and the following:

- Drag & Prep Tools
 - Screen Drag(s)
 - Rake(s)



- o Hose with spray nozzle
- Remove bases and debris from the infield and pitching mound areas and replace base-peg covers.
- Place "L" Screens in designated areas outside the field of play.
- Screen drag the infield dirt, **staying at least three inches away from the grass edge.** This prevents damage by contact and dirt from being packed into the sprinkler heads. Replace drags to their appropriate location, **DO NOT LEAVE THEM ON THE FIELD.**
- Hand rake pitcher mound, batters boxes, catcher's area, base paths in the three inch edges not dragged and around the bases themselves to level out low areas. **Always rake away from grass edges** to minimize build-up of ridges.
- Water down dirt areas. If you are the last game of the night, water down the high traffic areas well to compact the dirt back down.
- Return all gear to the Knaack box, paint shed or snack bar.
- Turn off the scoreboard switch for your field and lock the box up.
- Lock the Knaack box on your field.
- If you are the last game of the night on one of the small fields, lock the umpire Knaack box at field 3.
- Clean up your dugout and stands.
- Close all exterior gates.
- Report any broken items or concerns to your Player Agent.
- Contact your player agent, President or Vice President to turn lights off

Failure to leave the facility secured, equipment stored, sheds and knaack boxes locked will be grounds for disciplinary action, up to and including suspension!

11.1 FIELD STATUS PROCEDURES

The City of Roseville updates their Field Status every weekday around 3pm. You can check the status here:

https://www.roseville.ca.us/government/departments/parks/parks_places/field_conditions

If a field is marked closed by the City, DO NOT USE.

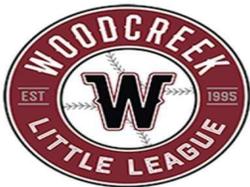
If a Field is marked Re-Inspect, any Board Member, Manager, or Coach can re-inspect. You must follow the City of Roseville's Inclement Weather Policy when re-inspecting the fields (see section 19.1 Field Closure Information).

If a Manager or Coach determines a field is unplayable, they **must** email or text their Division Player Agent with photos of the field concerns. The Player Agent is then responsible for contacting the Field Director and the Assistant Field Director **and** CC'ing the President, Vice President, and Information Officer. Please refer to the section 19.1 Field Closure Information of these bylaws for specific criteria regarding in-fields and out-fields.

All email addresses can be found on the WLL website at WoodcreekLittleLeague.com.

A member of the Board of Directors shall then determine if further games will need to be cancelled and will relay that information to the appropriate Player Agent. It would be the responsibility of said Player Agent to disseminate the information to appropriate Team Managers.

The Information Officer will update the website and make a Facebook post.



12.1 FIELD CLOSURE INFORMATION

The City of Roseville reserves the right to cancel or suspend outdoor facility or field use permits for games, practices and other uses whenever field conditions could result in injury to players or damage to the fields. Permits may also be canceled when the health and safety of participants are threatened due to impending conditions, including but not limited to, heavy rains, smog alerts, or pesticide application

The following information is the City and School Districts' policies regarding the use of fields in wet conditions. This policy and described procedures apply to all sports and activities taking place on a grass field, turf area, or infield.

Baseball and Softball In-fields – Brick Dust

Infields will be deemed unsafe/unplayable when any of the following conditions are present:

- Standing water within the base paths
- Your feet are slipping as you walk through the infield
- The depth of your foot print is greater than 1 inch
- When any of the above conditions are present within the pitching area.

Soccer, Utility, Baseball and Softball Out-Fields – Turf

Outfields and turf area will be deemed unsafe/unplayable when any of the following conditions are present:

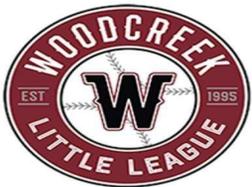
- Standing water within the majority of a single playing position (positions will be determined based on user group).
- Your feet are suctioned to the ground as you walk within the majority of a single playing position
- Your footprints are filling with water in the majority of a single playing position
- The depth of your foot print is greater than 2 inches in the majority of a single playing position.
- Grass can be dislodged from the parks easily by play

USER GROUPS RESPONSIBILITY

- If it has rained within the preceding 24 hours, groups using public fields must check the City website - Parks and Recreation webpage (see "Field Conditions") to receive updated information on field playability. Generally, only same day information will be provided, except in the case of extreme conditions or scheduled maintenance. City staff will make a determination of field conditions. The determinations/decisions are not negotiable.
- The city may also declare some fields subject to re-evaluation. These fields can be evaluated by the individual user group at game time for playability. The user group must use the same playability criteria used by City staff.
- In the event the field conditions on the City website has not been updated (or is unavailable), groups are expected to make educated and responsible decisions regarding field condition playability, keeping in mind the current and future quality of turf facilities. Decisions regarding playability must be made using the above criteria for field playability.
- Groups failing to follow the guidelines of this policy will be subject to cancellation of existing reservations as well as loss of future use. Fields considered too wet and/or muddy by city staff will be monitored for misuse.

Field Closure Due to Heat Policy:

If the temperature reaches 105 degrees Fahrenheit or higher, as determined by the league



website, all WLL activities may be canceled or postponed. Notification of cancellations will be communicated to the Managers of the respective divisions and posted on the league website. For temperatures between 99 degrees and 104 degrees Fahrenheit, activities will proceed with reduced exertion and increased frequency of hydration and cooling breaks.

Field Closure due to poor air quality: WLL, along with the recommendation of the city of Roseville's Youth Sports Coalition, will close all fields when the Air Quality Index reached 101 PM2.5 concentration for the monitoring site located in Roseville CA listed at N. Sunrise/Douglas. WLL will use the website Sparetheair.com when deciding to close the fields due to air quality. In the event that other sources are available, the Secretary/Safety Officer may propose to revise the source by proposal, which will be voted upon and majority approved by the Board of Directors. This does not allow for changing the index threshold prescribed above, unless revised by local public health authorities.

Additional Closure Information: Managers and Coaches can cancel practice at any time if they believe there is a safety risk or for personal reasons. They must inform their Division Player Agent. To cancel a game, a manager must petition the Division's Player Agent via email or text, providing the reason for the cancellation, and await the Board's decision on the matter.

13.1 VOLUNTEERING

Each family is required to volunteer a designated number of hours or shifts, to be determined annually by the Board of Directors. Families with more than one player in the League may have an increased requirement. Volunteer hours will be tracked, and sign-up information will be posted in advance. Each family is responsible for signing up and fulfilling the required minimum hours, as well as completing any background or safety certifications required under California law.

(a) Opt-Out. Families may elect to opt-out of volunteering by paying the Board-approved fee at the time of registration. The Board shall establish the fee amount prior to each season.

(b) Exemptions. Board Members, Managers, up to two (2) Assistant Coaches per team, and the Team Parent are exempt from volunteer hour and deposit requirements.

(c) Fall Season. Each team shall complete one (1) to two (2) snack bar shifts during the Fall Season; no opt-out option will be available.

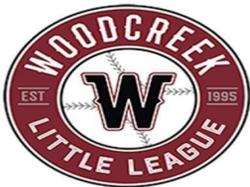
Post-Season Volunteering

District 54 may host the Tournament of Champions (TOC), during which each participating team shall provide two (2) volunteers per game. These hours are not tracked and do not count toward regular season volunteer requirements.

If the WLL is designated as a host site or participates in post-season tournaments, each All-Star family may be required to volunteer additional shifts as determined by the Board; those shifts will be tracked separately and the hours shall not apply toward the regular season volunteer requirement.

14.1 UMPIRES

The League utilizes a combination of contracted umpires and League-approved volunteer umpires, including Junior Umpires. All umpires serve under the supervision of the Umpire in



Chief (UIC).

All umpires must be treated with **respect** at all times. Arguing with, harassing, or intimidating an umpire—adult, junior, or contracted—is prohibited and may result in immediate ejection and disciplinary action.

- Umpire calls will not be questioned except for **rules interpretation**.
 - If the umpire's call does not adhere to Little League rules, then a time out should be called.
 - Both Managers and the Umpire can discuss the proper course of action before play resumes.
- Under no circumstances are **balls/strikes, fair/foul, or close plays** on the bases to be debated or protested.
- Any Manager or Coach ejected from a game shall automatically sit out the **next game played**.
- A second ejection in the same season shall result in **removal from the team for the remainder of the season**, consistent with League policy.
- A **Game Coordinator/Parent in Charge (PIC)** is required when a game has no adult umpire present per *LL Rule 9.03 (d)*.
 - The default Game Coordinator/PIC shall be the official scorekeeper unless otherwise designated.
- **Volunteer and Junior Umpires** must complete League-approved training validated by the UIC before officiating games.
- Junior Umpires must also have parental consent and may only officiate divisions designated by the UIC and President.
- Volunteer umpires should not officiate games involving their own children, relatives, or close friends without UIC approval.

15. BOARD GOVERNANCE & PROCEDURES

15.1 PARLIAMENTARY AUTHORITY

The parliamentary authority for all Woodcreek Little League (WLL) meetings shall be the current edition of *Robert's Rules of Order Newly Revised (RONR)*, except where inconsistent with the WLL Constitution, Little League International rules, or these Bylaws. The presiding officer shall maintain order and decorum, rule on motions, recognize speakers, and enforce all parliamentary procedure.

15.2 ELECTRONIC PARTICIPATION IN MEETINGS

Board Members may participate via videoconference or teleconference, provided all participants can hear each other simultaneously.

Requests for electronic attendance shall be submitted to the President at least 48 hours in advance, except in cases of illness or emergency, where approval may be granted at the President's discretion.

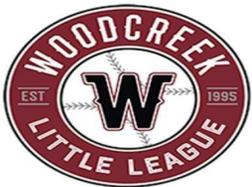
Electronic participants count toward quorum and may vote on all matters before the Board.

15.3 ELECTRONIC VOTING BETWEEN MEETINGS

When urgent matters arise that cannot reasonably wait until the next meeting, the President may authorize an electronic vote (email, messaging platform, or League-approved system).

Electronic votes may occur only when:

1. A quorum of the Board responds;



2. The motion is distributed in writing to all Board Members;
 3. Members have a reasonable opportunity for electronic discussion.
- A second is required to initiate an electronic vote. A motion passes if it receives the required majority or supermajority for that type of motion.

15.4 FLYING MINUTES

All electronic votes taken between meetings shall be recorded as **Flying Minutes** and placed on the next regular meeting agenda for ratification. Flying Minutes shall include:

- The motion text
- Vote tally and quorum verification
- Date and method of vote
- Any relevant documentation

Flying Minutes shall be preserved as part of the League's permanent records.

15.5 EXECUTIVE SESSION

The Board may enter Executive Session for confidential matters, including but not limited to: personnel issues, disciplinary actions, safety or welfare concerns, legal matters, contract negotiations, and sensitive volunteer or umpire issues.

Only Board Members and individuals invited by the presiding officer may remain in Executive Session. Minutes shall be limited to topic categories, motions, votes, and Board actions. All discussions are strictly confidential.

15.6 COMMITTEE AUTHORITY

Unless expressly authorized elsewhere in these Bylaws or the Constitution, committees serve in an advisory capacity only. Committees may investigate issues, gather information, and make recommendations, but may not:

- Suspend or discipline Members
- Authorize expenditures
- Implement policies
- Bind the League to agreements

All final decision-making authority rests with the Board of Directors.

(a) Internal Review Committee (IRC) Authority

The Internal Review Committee (IRC) is authorized to carry out the disciplinary responsibilities set forth in Section 3.2 of these Bylaws and in official League policies, including the Junior Umpire Program Policies.

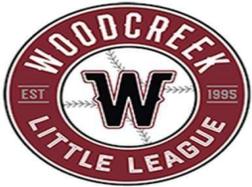
The IRC may investigate incidents, determine whether a hearing is required, and impose any disciplinary action explicitly prescribed in:

- Little League Official Regulations and Playing Rules;
- These Bylaws;
- Official League policies.

Any disciplinary action not prescribed in these sources requires Board approval before implementation.

16.1 REVISIONS OF THE WLL BYLAWS

These Bylaws have been voted on and approved as is by the Woodcreek Little League Board of Directors for use during the Spring and Fall 2026 seasons. They will remain in force for the entirety of the Spring and Fall Seasons.



Woodcreek Little League

www.woodcreeklittleleague.com



The board may vote to temporarily amend a bylaw in the event of an act of God, a safety concern, or other like situation.

Any ambiguity or situation not addressed in these Bylaws or with Little League International Rules and Regulations will be resolved by majority vote of the Board of Directors.

Any statements included that conflict with Little League International Rules and Regulations shall be superseded by Little League International Rules and Regulations.