

**Washoe Little League**  
**Bylaws & Local League Rules**

**2018**

The bylaws and local league rules (colloquially known as “the bylaws”) of Washoe Little League shall serve as a supplement to the Washoe Little League Constitution and the Little League International Official Regulations, Playing Rules, and Policies (colloquially known as “the green book”).

**I. Effective date**

The bylaws must be approved each year by the league Board of Directors at the first meeting following the election of a new board. The board may amend the bylaws from time to time during a season with 2/3 approval of the sitting board. Game rules referenced by the bylaws may not be modified between the dates of April 1 and July 1.

**II. Board of Directors and Standing Committees**

**A. Board Positions and Descriptions:**

Washoe Little League shall utilize the board positions defined in the 2018 Green Book on page 166 to identify key roles for its directors. Those positions are: President, Vice President, Secretary, Treasurer, Player Agent, Safety Officer, Umpire-in-Chief, League Information Officer, Coaching Coordinator, Fundraising Manger, and Concessions Manager.

The following additional positions shall be identified: Field Director, Equipment Manager, Scheduler, Uniform Manager, Volunteer Coordinator, Upper Division Representative, Lower Division Representative, and Special Events Director.

The duties and responsibilities of additional officers are defined in the league document titled “Expanded Board Definitions”.

All the above defined positions shall have voting power for league wide votes scheduled or called for by the president of the league. Additionally, up to eleven At Large members may be granted voting privileges by a 2/3 majority vote from the nineteen named positions during either the annual meeting of the members or a special election as called by the President.

Any League Member may be appointed as a non-voting board member by the President or Vice President during a season. An appointed member may not receive voting rights until the following meeting of the members.

**B. Teams and Committees**

The President and Vice President shall have the authority to create teams and assign or remove members as necessary during the season to ensure smooth operation of the league. Suggested teams are:

1. Business and Operations Team – ensures League business and budgetary issues are handled
2. Player Experience Team – ensures anything to do with players and the game is handled
3. Special Events Team – schedules and procures volunteers for any special events
4. Snack Bar Team – ensures smooth operation of the snack bar

5. Tournaments Team – exists to assist with operations of events like Renegades/Hooligans or other post season tournaments
6. Protest Committee – exists to settle protests made by managers during games
7. Discipline Committee - exists to settle disciplinary matters regarding any league member

Team duties and responsibilities are defined in the league document titled “Expanded Board Definitions”.

### III. Managers, Coaches, and Assistants

- A. Managers/Coaches Per Team.** Each team in the league shall have one manager and up to two coaches, known as a “rostered manager and coach.” A “Manager” is defined as an adult appointed by the President for the team’s actions on the field, and to represent the team in communications with the umpire and the opposing team. The Manager shall always be responsible for the team’s conduct, observance of the rules, and reference to the umpires. A “Coach” is defined as an adult appointed to perform such duties as the Manager may designate. If two coaches are appointed, the second coach may be age 16 or older.
- B. Selection of Managers.** Managers shall be selected by the President pursuant to the Application Procedure defined in Article B (1) and put forth to the board for confirmation by simple majority (50% +1). No person may serve as a manager without both (1) nomination of the President, and (2) confirmation of the board.
- 1. Application Procedure.** Prior to the beginning of each season the President shall request persons interested in seeking a position as manager to apply. The president shall prepare an application form and make it available to all interested applicants. No person may be considered for a managerial position that has not completed said application and submitted it to the President.
  - 2. Confirmation of Managers.** The board shall vote to confirm or deny nominated managers via simple majority (50% +1). In the event the board declines to confirm a nomination the President shall nominate new managers until a confirmation is reached. If the President nominates more managers than teams are available, the board shall hold a closed written vote and those managers receiving the greatest number of “yes” votes shall be confirmed for teams. For example: if there are nine teams and ten managers nominated then all ten managers shall receive a yes/no vote, those nine managers who receive the most yes votes shall be confirmed.
- C. Selection of Coaches.** Following confirmation each manager may, but is not required to, nominate up to two coaches to be rostered with them for the season. These are the only rostered positions allowed per team. Selections must be submitted to the President for approval and background check. If a manager does not nominate two rostered coaches prior to the start of the season their division representative will assist them in recruiting from their team.
- D. Additional Assistants.** Teams in the lower divisions (tee ball, rookie, A) may find it necessary or desirable to have additional on field or in dugout assistants. Selections must be submitted to the President for approval and background check.

- E. Team Administrator.** Each team is expected to have a team administrator who may fill a variety of duties such as (but not required or limited to): dugout assistant in lower divisions, snack assistant in lower divisions, coordination with parents for league duties or needs, communication between parents and managers, or other needs as specified by the manager. Selections must be submitted to the President for approval and background check.
- F. Scorekeepers.** All upper division teams (AA, AAA, Majors) must supply a scorekeeper at all home games who can utilize Gamechanger from league supplied equipment to score the game. If the home team fails to supply a scorekeeper the manager shall be required to serve the function on penalty of forfeit. Selections must be submitted to the President for approval and background check.

#### **IV. Spring Registration, Tryouts, and The Draft**

- A. Registration & Number of Teams.** The Player Agent and President shall coordinate registration for the spring season. The following divisions shall be made available for registration:
  - 1. Tee ball for ages 4-6
  - 2. Rookie ball for ages 6-8
  - 3. A ball for ages 7-9
  - 4. AA ball for ages 8-10
  - 5. AAA ball for ages 9-11
  - 6. Majors for ages 10-12

With President, Player Agent, and Safety Officer approval any child may play up or down one division with the exception of league ages 4, 5, and 12 who must play at the tee ball and majors divisions respectively. All players of league age 4, 5, and 6 must play a single season of tee ball prior to progressing onward except in the event that; any tee ball manager may request a safety review to move a player onward without a complete season.

- B. Tryouts.** All player candidates for AA, AAA, and Majors must attend a try out to be eligible for drafting. Players who do not attend shall be assigned to a team via random draw directly following the draft in the presence of managers. No player may play up a division without attending the regular try out date. Attendance at try outs does not guarantee placement in a division.
  - 1. Tryout format.** Tryouts shall be scheduled by the Player Agent and President for one or more weekend(s) after registration closes and before opening day. The Player Agent may, but is not required to, schedule a makeup day as needed. Tryout format is in the sole purview of the Player Agent and President, in the absence of a desired format then tryouts shall be conducted in the following manner:
    - a. AA division.** Each player shall demonstrate their ability to run from home to 2<sup>nd</sup>, shall be given up to five “good” pitches by volunteer or machine, and shall field two balls of each type as driven by manual tools or machine: pop up, grounder, and line drive. During the course of the tryout each manager shall score the child from 1-5 on the abilities of: running, hitting, and fielding.

- b. **AAA division.** Each player shall demonstrate their ability to run from home to 2<sup>nd</sup>, shall be given up to five “good” pitches by volunteer or machine, and shall field two balls of each type by manual tools or machine: pop up, grounder, and line drive.
        - c. **Majors division.** Each player shall demonstrate their ability to run from home to 2<sup>nd</sup>, shall be given up to five “good” pitches by volunteer or machine, and shall field two balls of each type by manual tools or machine: pop up, grounder, and line drive.
  - C. **The Draft.** AA, AAA, and Majors shall each conduct a draft. The Player Agent and President shall have discretion to choose the time, place, and method of each draft. The Managers of a division may, by unanimous vote with the President and Player Agent, adopt plan A, B, or C from the Green Book. If no change is desired the plan shall be:
    - 1. **Majors Draft.**

The Majors Draft shall take place on the evening of the final tryout date. The Majors Draft shall be conducted as Plan A for established leagues from the Green Book, page 170.
    - 2. **AAA Draft**

The AAA draft shall occur at a time and place at the discretion of the Player Agent and President. The AAA draft shall be conducted as plan A for established leagues from the Green Book, page 170, with children being drafted in order of age from highest to lowest.
    - 3. **AA Draft**

AA teams shall be assembled by the Player Agent and President utilizing skill averages as written by tryouts. Each team shall consist of a minimum of 10 and a maximum of 12 players. Teams should have as much skill parity as logistically possible.
  - D. **Selection of All Other Teams.** The selection of all other teams shall be completed by the Player Agent. Requests for players to be placed on specific teams must be submitted, in writing, to the Player Agent or President. The league is under no obligation to honor requests.

## V. Conduct

The league expects all players, managers, coaches, umpires, parents, and guests to act appropriately and with sportsman like conduct at all times. The following rules of conduct are not exhaustive but should serve as a guideline and shall be in effect at all times:

- A. Throwing of equipment is prohibited.
- B. Abusive language of any type is prohibited.
- C. No alcohol is permitted at the park, nor may an intoxicated individual be present on field at any time.
- D. No smoking or tobacco use is permitted at the park. This includes (but is not limited to) cigarettes, e-cigarettes, marijuana, and chewing tobacco.
- E. No physical or verbal intimidation is permitted or tolerated.
- F. No animals are permitted at the park during play or practice with the exception of service animals that conform to the present ADA standard for a service animal.

- G. No advertising or merchandise of any kind may be sold at the field without the express written consent of the President.

Players, coaches, managers, parents, or guests violating these guidelines may be ejected from the field of play or the park at the discretion of umpires or board officers. The President shall be notified of any ejected individual within 24 hours of the ejection and a meeting of the Discipline Committee shall be scheduled to ensure that the ejection was fair and follow up with any necessary action.

## **VI. Game Rules and Guidelines**

**For a complete list of game rules and guidelines please see the Local League Rules**

### **A. Time**

Each division shall have a set time limit or number of innings they should strive for. Drop dead means that play ceases immediately at the discretion of the umpire when the time limit listed has been reached.

**Tee Ball** games shall be played a minimum of two and a maximum of four full innings, not to exceed one hour and fifteen minutes of play. Managers should use their judgement to assess the attention span of their team and stop play at an appropriate time.

**Rookie** games shall be played a minimum of three and a maximum of six innings, not to exceed one hour and thirty minutes of play.

**A** games shall be played a minimum of four innings and a maximum of six, not to exceed any new innings past one hour and thirty minutes and a drop dead of one hour and forty five minutes.

**AA** games shall have no new inning after one hour and thirty minutes with a drop dead of one hour and forty five minutes.

**AAA** games shall have no new inning after one hour and fifty minutes. The inning, once started, shall be completed. In the event the final inning ends in a tie the Scheduler and President may schedule either a continuance of the game from the point it left off or a sudden death tie breaker, or they may let the tie stand and deem the game as final. Any AAA game that is the last game of the day shall play until a drop dead of 10:00 PM.

**Major** games shall be limited in time only by curfew. Any game that ends in a tie at curfew shall continue play from the point of curfew at the earliest opportunity per the Scheduler. If circumstances do not permit continued play the game may stand per the President and Scheduler's discretion.

The Umpire-In-Chief or President may modify time constraints in the moment as necessary on a case by case basis to address exigent circumstances.

### **B. Game Rules**

**1. Scoring.** It is the responsibility of each AA, AAA, and Majors home team to have an official score keeper who is versed in Game Changer. The home team shall be considered the official book. The visiting team may optionally keep a book for the purpose of auditing pitch count. In the event of a disagreement the umpire shall defer to the home book and/or the on duty

umpire in chief. The score keeper must sit directly behind home plate at tables provided by the league.

**2. Batting Cages.** The home team gets the cages for thirty minutes starting one hour and thirty minutes prior to game time. The visiting team gets the cage for thirty minutes starting one hour prior to game time. Teams on field 1 and 2 get the south cages, fields 3 and 4 the north cages.

**C. Standings**

Team standings shall be maintained for the AAA and Major divisions based on the win-loss record of league books.

All ties for standings shall be settled in order by: win-loss ratio, head to head record, run differential, or coin toss.

**D. End of Season Tournament Play**

A double elimination post-season tournament for the Major and AAA divisions shall be held following completion of the regular season. Brackets shall be determined by regular season standings with top ranked teams playing bottom ranked teams in order. The Scheduler shall be responsible for bracket generation.

The Scheduler and President shall have discretion on the format for the AA post season tournament based on the number of teams; the order of play shall be determined by blind draw.

All regular season rules shall remain in effect in the post season.

**E. Field Opening and Setup.** It is the responsibility of the home team to conduct all field prep including uncovering mounds, putting bases in their pegs, and for AA, AAA, and Majors chalking the fields.

**F. Field Closure and Cleaning.** It is the responsibility of each team to ensure that their dugout and stands are cleaned after each game, including emptying full trash cans to the dumpster, sweeping the concrete areas, sweeping benches or bleachers, and disposing of any refuse in the area. If a game is the last night of the evening it is the responsibility of the visiting team to put away bases, lock all tools in the sheds, and cover the mounds. In the event a team fails to clean their respective stands or dugout their manager shall be suspended for their next game.

**VII. Post Season Teams**

**A. Player Nomination**

Upon request, each Manager of a Major and AAA team shall submit in writing to the President names of those players who are league 8 or older that the manager desires to nominate for post season play.

There is no limit on the number of nominations a Manager may make from his or her own team. If a Manager desires to nominate a player from another team they may make a written appeal to the President who may make the nomination at their discretion. Nominee names shall be provided to the Player Agent and all Managers who are eligible to vote for post season team selection.

- B. Player Advisory Vote.** During the week prior to the player selection vote referenced in VII.F at the end of a game a list of all nominated players shall be provided to each player in the division the nominated players play in. Each player in the division shall have a single vote which they may give to any nominated player. When they have made their vote they shall turn their ballot immediately in to their manager, who shall in turn provide it to the President or designated board member. The player advisory vote shall be utilized as a portion of the Player discussion in item F.2.
- C. Eligibility.** All players league age 8, 9, 10, 11, and 12 who played in the Spring Season AAA or Majors division and received a nomination from their Manager shall be eligible for post season team selection.
- D. Player/Parent Contract.** The President/Player Agent shall collect written release/contract from the parent/guardian of each nominee. Failure of a parent or guardian to return an executed release/contract will result in removal of the player from the list of eligible nominees. The contract shall specify the anticipated commitment required of each player and shall address the financial burdens involved in post-season play. The contract shall also address the reality of post-season minimum play. If the League is hosting one (1) or more post season tournaments, the League may require a specific number of volunteer hours be performed by the family of each player (regardless of whether the tournament being hosted is the one in which the player is selected for play). For example, if the League is hosting the Renegades/Hooligans, the League may require parents of children on the All-star teams to volunteer at the Renegades/Hooligans Tournament as a contingency to All-star play.
- E. Selection of Managers and Coaches.** Any current season manager wishing to participate in post season must submit a request to the President in writing. The President shall nominate their selections to the Board for confirmation by simple majority. All regular season AAA and Majors Managers are eligible to participate in this vote. It is in the purview of the President to schedule this confirmation vote.
- F. Player Selection.** The Player Agent and President shall set the date, time, and place for the post season team selection. If the President is not a Manager in the upper division they shall serve as chair of the selection process, otherwise the Player Agent shall serve as chair. The selection shall proceed as follows:
- 1. Number of players per team.** At the start of the selection meeting the Managers selected for each post season team must announce the number of players that he or she has determined will be on each team, with a minimum of 11 and a maximum of 15. Renegades and Hooligans will have a maximum of thirteen players.
  - 2. Player discussion.** The chair shall permit each manager to introduce and briefly discuss the players he or she has nominated. The manager should be prepared to discuss the playing skill, season stats, and pros or cons of any player candidate. In addition, the President and Player Agent shall represent the interests of the League and may participate in the discussion of players.

3. **Voting.** The Assistant Player Agent or board member appointed by the President shall tally all votes during the selection process. At the completion of the discussion the Majors Managers, President, Umpire in Chief, and Player Agent shall vote as follows:
  - a. **Round One.** Each Major Manager, the President, Player Agent, and Umpire in Chief shall vote for the number of players determined by the Player Agent (i.e., 6 players). Those voting must vote for the specific number required, and may not vote for more or less in each round. However, the nominating Manager may not vote for any player he or she nominated. Any player receiving a unanimous vote (excepting the player's manager who must abstain) shall be placed on the team. The votes from round one will carry over then be added to the votes of round two.
  - b. **Round Two & Thereafter.** Those voting will be given a second opportunity to discuss the players remaining and the needs of the team in light of the players who have been selected. The Player Agent will determine the number of positions remaining for vote in round two. For example, the Player Agent may declare that each Manager is to vote for 4 players in the second round. Thereafter, the voters will vote in accordance with the above system for those remaining players for the number of players determined by the layer Agent. The votes from round one will carry over (up to 50%) then be added to the votes of round 2. For example, if a player received 2 votes in round one, that player would be credited with 1 carry over vote into round 2 to be added to any additional votes obtained in round 2. Any Player that receives a total combined vote of 10 or more votes at the end of round 2 shall automatically be placed on the team until the team is filled (excepting Manager Selections). If more players than needed receive 10 or more votes, the players with the most votes shall be selected in that order. Additional rounds shall continue if necessary until the team is filled. Between each round, further discussion may occur. In case of a tie for last position, there will be a tiebreaker vote by the voters. If there is a second tie, the manager shall make a necessary tiebreaker pick.
  - c. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. Should the Little League Division (12's) manager decide to select twelve (12) players onto the team (pursuant to the above stipulations) he will have the two (2) last picks. These options are designed to provide the Manager the opportunity to select his/her own child if not otherwise selected to the team through the above system; and to select players based on specific needs of the Manager (i.e., additional catchers, pitchers etc.). The Manager need not select the players with the next highest number of votes. However, if the Manager decides to select a player that does not have the next highest number of votes, the Manager must be prepared to justify that decision on review. If the Manager desires to waive his selections, the next highest vote getters will be selected to the two positions. The Manager's selections shall be subject to review, by the President, Player Agent, and UIC. The President shall lead such review discussion which shall consist of the following: (1) requirement for Manager to justify reason for the decision; (2) review of the player's performance and in comparison, to that of the remaining players unselected; and (3) review of the impact of such selection on other post season teams within the League. After



review, the President will call for a vote of those present to either confirm the selection or deny the selection. Denial of a selection shall require a super majority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief. (i.e., for the 12yr old team, assuming 9 major teams, this would require 8 of the 11 voters to disagree with the Manager's selection in order to overturn the same).

- d. **Replacing Players.** In case of a lost player, a replacement player will be selected from the next highest vote getter that was not initially voted or selected to the team. If no such players are available, the Manager shall confer with the President and Player Agent, to select a player from the league roster.
  - e. **Order of Team Placements.** The teams will be filled in the following order: 11/12 All Stars, 10/11 All Starts; Hooligans. No player shall be given the choice to select which All Star Team on which to play. However, players may withdraw their name for consideration from a team. For example, a player may indicate that they desire to be considered for Hooligans, but are not available for All-Stars.
- G. 9-10 All-Stars and Renegades.** The 9/10 All-Stars and then the Renegades thereafter, shall be selected following the Hooligan Team selection. The same procedures as in paragraph D. shall be followed except for the following:
- 1. **9 or 10 Year Olds Playing Majors.** Major Managers shall discuss all nominating 9 or 10-year-old players that played in the Major Division and that were not elected to the 10/11 All Star Team. At the completion of the discussion, the President, Player Agent and Major Managers shall vote to determine which, if any such eligible 10-year olds should be placed on the 9/10 All Star Team, the Renegade Team, or if such players should be added to the list of eligible AAA players for further consideration pursuant to the AAA vote set forth in paragraph F.2. below. In order to receive an automatic placement to a post-season team, the 9 or 10-year-old player must receive a unanimous vote of the Major Managers. If the player does not receive sufficient votes for placement on a post-season team, that player shall be added to the list of eligible AAA players for further consideration pursuant to F.2. below. However, any votes given to such players pursuant to the foregoing shall be added to the votes received by such player pursuant to F.2. For example, if a player receives 4 out of the 10 possible votes pursuant to the above, the player will not be automatically placed on the post-season team at issue. The player will be added to the list of eligible players from AAA and may be voted on in round one of the AAA vote. However, the 4 votes received shall be added to the votes given to the player in round one of the remaining AAA player vote. If that player receives 5 votes in round one, the player's combined total would be 9 votes which would be sufficient to place the player being on the team at issue.
  - 2. **Remaining Positions on 9/10 All-star Team & Renegade Team.** The balance of players for the 9/10 All Star Team and the Renegade Team shall be selected from the remaining eligible 9 and 10 year old nominees from AAA in the same voting manner as set forth under paragraph D. above, except that the AAA Managers shall replace the Major Managers in the voting process.

**3. Renegades.** Renegades shall have a minimum of 13 players.

**H. Practice Requirements.** In the spirit of creating a cohesive team for post season play, players, managers, and coaches selected to post season teams shall not be permitted to wear clothing from other leagues or non-professional athletic organizations outside of Washoe Little League (specifically including travel ball clothing) during any practices, meetings, or team events for the post season League team.

**I. Financial Obligations of League to Post Season Teams.** The financial obligation of the players to a post-season team shall be borne by the individual players and their families, and not by the league. However, in the event that the team is required to travel to locations involving an overnight stay, the league will pay \$50 per day for each player, each coach, and the business manager. Funding to commence 1 day prior to the first game and to end on the day after the team is eliminated. On the day after elimination, funding is at a 50% rate. In addition, if the team must travel more than forty (40) miles to a game site, the Board may authorize a gas stipend depending on the League's financial ability. The Board shall consider the amount appropriate for such a gas stipend, if any, each year on a case-by-case basis. The post-season teams may engage in fund raising. A direct donation to the League for a specific purpose of providing team gear for the benefit of a team shall be used to benefit that team (i.e., if a donor offers to donate funds to buy uniforms for a specific team), such donation may benefit that team. However, the Board must control any other monies raised by the team or donated for a team, and the Board must approve expenditures of such funds. The Board, in considering such expenditures, should take into consideration the overall purpose for the expenditure, the need for the expenditure, and the other obligations and needs of the League. Fund raising monies may not, under any circumstances, be used to pay any expenses for persons other than the Manager, Coach(es), Business Manager, Players or League President (or other authorized League official).

**J. League Official.** The President shall attend and represent the League at post- season tournaments. In the event that the President shall not be able to attend, the President shall appoint another league official to attend in his/her place. If out of town travel is required, and the league official does not have a player on one of the teams who is receiving a league stipend, the league shall cover such reasonable league official's travel expenses including airfare or fuel, lodging, and reasonable meals. The President and/or any other league official covered by this provision shall take action to minimize expenses to the league for such travel.

### **VIII. Fall Baseball**

**A.** The league may choose to operate a fall baseball season each year. Fall baseball will generally operate under Little League Green Book guidance but as an unofficial Little League event the board has wide latitude to modify rules as needed to maximize enjoyment and growth of players. At no time should the principle safety guidelines of the Little League Green Book be modified or deviated from.

### **IX. Safety**

**A. Concussion Policy.** In accordance with NRS 455A.200 Washoe Little League has adopted a

League Concussion and Head Injury policy. Prior to being eligible for play all parents or guardians must sign and return the League Concussion Policy.

- B. Safety Plan.** The league ASAP plan must be posted in a conspicuous location in or near the snack bar, all volunteers serving as snack bar staff, officers, or umpires of the day should have a good understanding of the league ASAP plan.
- C. Cancelling a Game.** The Officer or Umpire of the day shall have the power to delay a game and send all fields to their dugouts for up to fifteen minutes as needed for safety reasons. If the safety issue has not resolved after fifteen minutes the Officer or Umpire of the day shall have the power to cancel the games currently in play. The League President should be immediately notified of any safety delays or cancellations.