

Washoe Little League
Bylaws & Local League Rules

2022

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 Rulebook.

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 Little League Rulebook, Regulation I – The League, to identify key roles for its directors. Those positions are: President, Vice President of League Operations, Vice President – Baseball Operations, Vice President – Softball Operations, Secretary, Treasurer, Baseball Player Agent, Softball Player Agent, Safety Officer, Umpire-in-Chief, League Information Officer, Baseball Coaching Coordinator, Softball Coaching Coordinator, Fundraising Manger, and Concessions Manager.

The following additional positions shall be identified: Assistant Treasurer, Softball Director, 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 ten At Large members may be granted voting privileges by a 2/3 majority vote from the twenty-five 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. Committees

The President and VP of Baseball Operations shall have the authority to create committees and assign or remove members as necessary during the season to ensure smooth operation of the league. Suggested committees are

1. Business and Operations Committee ensures League business and budgetary issues are handled,
2. Player Experience Committee: ensures anything to do with players and the game is handled,
3. Special Events Committee: schedules and procures volunteers for any special events,

4. Snack Bar Committee: ensures smooth operation of the snack bar,
5. Tournaments Committee: 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, and
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. The second coach must 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, and those nine managers who receive the most yes votes shall be confirmed.

3. Safety Waiver Limitation for Manager Nomination

Candidates with children "playing up" on a safety waiver cannot be nominated as a manager or a rostered coach of a team unless approved by the President, Player Agent, and Safety Officer.

C. Selection of Coaches

Following confirmation, each upper division manager may, but is not required to, nominate one rostered coach, while each lower division manager may 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.

- a. **Limitation on Rostered Coach in Majors:** The President may reject a rostered coach selection of 10-year-old players prior to tryouts, instead opting the player be selected in the draft based on ability. Coaches of players playing on an approved safety waiver cannot be a rostered coach prior to tryouts.

D. Additional Assistants

Teams in the lower divisions (tee ball, rookie, A, softball coach pitch, player pitch) 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. Upper division teams may also submit additional assistants for practice only.

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 (Baseball: AA, AAA, Majors, Softball: Majors, Player Pitch) 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. Coed Tee Ball

- a. Tee Ball Foundations: Age 4
- b. Tee Ball: Ages 5-6

2. Baseball

- a. Rookie: Ages 6-8
- b. A: Ages 7-9
- c. AA: Ages 8-10
- d. AAA: Ages 9-11
- e. Majors: Ages 10-12
- f. Juniors: Ages 13-14

3. Softball

- a. Coach Pitch: Ages 6-8
- b. Player Pitch: Ages 8-11
- c. Majors: Ages 10-12

Upon request, President, Player Agent, and Safety Officer may evaluate any child for a Safety Waiver to 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 and 5 must play a single season of regular Spring tee ball prior to progressing onward, except in the event that any tee ball manager requests a safety review to move a player onward without a complete season. An approved Safety Waiver is good for one season and does not clear that child to play up or down a division in subsequent seasons.

B. Tryouts

All player candidates for Baseball AA, AAA, Majors and Softball Player Pitch, Majors must attend a tryout to be eligible for the draft. Players who do not attend shall be assigned to a team via random draw during the draft in the presence of managers. No player may play up a division without attending the regular tryout date unless approved by the President, Player Agent, and Safety Officer. Attendance at tryouts does not guarantee placement in their registered 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, tryouts shall be conducted in the following manner:

a. Baseball

- i. Each player shall demonstrate their ability to run from home to second base, shall be given up to five “good” pitches by coach pitch or machine, and shall field 2-3 balls of each type as driven by manual tools or machine: ground ball, popup, and fly ball. During the course of the tryout each manager shall score the child from 1-5 on the abilities of: running, hitting, and fielding.

b. Softball

- i. Each player shall demonstrate their ability to run from home to second base, shall be given up to five “good” pitches by coach pitch or machine, and shall field 2-3 balls of each type as driven by manual tools or machine: ground ball, popup, and fly ball. Players will also demonstrate their ability to pitch with 5 pitches from division standard pitching distance. During the course of the tryout each manager shall score the child from 1-5 on the abilities of: running, hitting, and fielding.

C. The Draft

Baseball AA, AAA, Majors and Softball Player Pitch, 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 draft shall be conducted as Alternate Method for Plan B, or the Managers of a division may, by unanimous vote with the President and Player Agent, to adopt plan A, B, or C from the Little League International Official Rulebook.

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 sportsmanlike 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 noise makers or walk-up music are permitted during games.
- G. 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.
- H. No advertising, merchandise, services, goods, or products of any kind may be sold or solicited at a Little League event without the express written consent of the President.
- I. Player Members, League Officers, Coaches, and Managers may not utilize alternative branded athletic equipment or apparel (e.g., private baseball programs, competing organizations, etc.) while participating at a Little League event 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.

Coed Tee Ball

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

- **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.

Baseball

- **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.
- **Majors:** 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.
- **Juniors:** 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.

Softball

- **Coach Pitch:** Games shall be played a minimum of three and a maximum of six innings, not to exceed one hour and thirty minutes of play.
- **Player Pitch:** Games shall have no new inning after one hour and thirty minutes with a drop dead of one hour and forty-five minutes.
- **Majors:** 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 upper divisions (Baseball: AA, AAA, and Majors; Softball: Player Pitch, Majors) home team to have an official scorekeeper 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 Baseball AAA, Major and Softball 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 postseason tournament for the Baseball Major, AAA and Softball Majors 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 Baseball AA and Softball Player Pitch postseason tournaments 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 postseason.

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 chalking fields for Baseball AA, AAA, Majors and Softball Player Pitch, Majors.

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 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. Postseason Teams

A. Player Nomination

Upon request, each Manager of a Baseball Major and AAA team and Softball Major and Player Pitch shall submit in writing to the President and Player Agent, via email, names of those players who are league 8 or older that the manager desires to nominate for postseason 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 postseason team selection.

B. Eligibility

All players league age 8, 9, 10, 11, and 12 who played in the Spring Season Baseball AAA or Majors division or Softball Majors or Player Pitch division and received a nomination from their Manager shall be eligible for postseason team selection.

C. 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 postseason play. The contract shall also address the reality of postseason minimum play. If the League is hosting one (1) or more postseason 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.

D. Selection of Managers and Coaches

Any current season manager or rostered coach wishing to participate in postseason 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 Baseball AAA and Majors Managers and Softball Majors and Player Pitch Managers are eligible to participate in this vote. It is in the purview of the President to schedule this confirmation vote.

E. Baseball 11/12 All Stars, 10/11 All Stars & Hooligans Player Selection

The Player Agent and President shall set the date, time, and place for the postseason 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 postseason 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 Player Agent or board member appointed by the President shall tally all votes during the selection process. The postseason team manager, if not a regular season manager, may be present but cannot vote or participate in player discussion. 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 (e.g. 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 Player 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 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.** The next highest vote getter that was not initially voted or

selected to the team shall be named as an alternate player, eligible to be placed on the roster if a player is lost due to sickness or other circumstances. If the alternate player is not 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 Stars; 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.

F. 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 Section E.3. 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 postseason 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 postseason 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 Section E.3. 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.

G. Softball 11/12 All-Stars & 10/11 All-Stars 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 Player Agent or board member appointed by the President shall tally all votes during the selection process. The postseason team manager, if not a regular season manager, may be present but cannot vote or participate in player discussion. 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 Player 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) they 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 their 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.** The next highest vote getter that was not initially voted or selected to the team shall be named as an alternate player, eligible to be placed on the roster if a player is lost due to sickness or other circumstances. If the alternate player is not 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 then 10/11 All Stars. 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.

H. 9/10 All-Stars

The 9/10 All-Stars shall be selected following the 10/11 All Stars selection. The same procedures as in Section G.3 shall be followed except for the following:

1. **9- or 10-Year Old's 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 or if such players should be added to the list of eligible Player Pitch players for further consideration pursuant to the Player Pitch vote set forth in paragraph H.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 Player Pitch players for further consideration pursuant to H.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 H.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 Player Pitch and may be voted on in round one of the Player Pitch vote. However, the 4 votes received shall be added to the votes given to the player in round one of the remaining Player Pitch 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.** The balance of players for the 9/10 All Star Team shall be selected from the remaining eligible 9- and 10-year-old nominees from Player Pitch in the same voting manner as set forth under Section G.3. above, except that the Player Pitch Managers shall replace the Major Managers in the voting process.

I. Practice Requirements

In the spirit of creating a cohesive team for postseason play, players, managers, and coaches selected to postseason 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 postseason League team.

J. Financial Obligations of League to Postseason Teams

The financial obligation of the players to a postseason 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 postseason teams may engage in fundraising. 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. Fundraising 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).

K. League Official

The President shall attend and represent the League at postseason 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

The league may choose to operate a fall baseball season each year. Fall baseball will generally operate under Little League International Official Rulebook 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 principal safety guidelines of the Little League International Official Rulebook 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 according to the League ASAP plan. 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.