

Washoe Little League
Bylaws & Local League Rules

2026

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 by January each year by the league Board of Directors. 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:

- a. (Executive Board) President, VP Baseball Operations, Baseball Director, VP Softball Operations, Softball Director, Secretary, Treasurer, Baseball Player Agent, Softball Player Agent, Safety Officer.
- b. Umpire-in-Chief, League Information Officer, Baseball Coaching Coordinator, Softball Coaching Coordinator, Fundraising Manager, and Concessions Manager.

The following additional positions may be identified: Assistant Treasurer, Baseball Field Director, Softball Field Director, Baseball Equipment Manager, Softball Equipment Manager, Scheduler, Baseball Uniform Manager, Softball Uniform Manager, Volunteer Coordinator, Baseball Social Media Manager, Softball Social Media Manager, and Special Events Director.

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

Board members are elected at the annual member meeting. Board positions are assigned by election at the following board meetings. To remain a board member, a member occupying a board position must attend 70% of the board meetings, and an at-large member must attend 50% of the board meetings each year. A board member who does not attend the required percentage of meetings will not be in good standing and will not be eligible for election to the board the following year and may be removed from the board.

Any League Member may be appointed as a non-voting board member by the President or a 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 Vice Presidents 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
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 aged 16 or older. Teams may use substitute coaches if they have passed the appropriate background check and required training.

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 appoint, with board approval, a Selection Committee of 5 members, these members should be a balance between both baseball and softball and exclude the President, Player Agents and Safety Officer, to interview and make a recommendation to the Board on coaches for non-post season selection, the recommendation will be presented to the board for final approval. The President does have the power to veto the recommendation if need be. 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 Selection Committee shall nominate new managers until a confirmation is reached. 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, Selection Committee 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 Selection Committee and 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. Ten-year-old players may not be rostered coach selections for the Majors divisions unless approved by the President, Player Agent, Selection Committee and Safety Officer. 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 (Coed Tee Ball, Baseball: Rookie & A, Softball: Coach Pitch, Player Pitch, Minors) may find it necessary or desirable to have additional on-field or in-dugout assistants. Selections must be submitted to the President and/or Safety Officer for approval and background check and required training. 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 assistance in lower divisions, snack assistance 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 and/or Safety Officer for approval and background check.

F. Scorekeepers

All upper division teams (Baseball: AA, AAA, Majors, & Juniors; Softball: Minors, Majors, & Juniors) must supply a scorekeeper at all home games who can utilize the current league approved scoring method from league-supplied equipment to score the game. If the home team fails to supply a scorekeeper, the manager or rostered coach shall be required to serve the function on penalty of forfeit. Selections must be submitted to the President for approval and background check and required training.

IV. Spring Registration, Tryouts, and The Draft

A. Registration & Number of Teams

The Player Agents 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 11-12
 - f. Juniors: Ages 13-15
3. **Softball**
 - a. Coach Pitch: Ages 5-8
 - b. Player Pitch: Ages 7-10
 - c. Minors: Ages 9-11
 - d. Majors: Ages 10-12
 - e. Juniors: Ages 12-14

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. Ten-year-olds will not be eligible to play baseball in Majors before they have played two spring seasons of AAA unless approved by the President, Player Agent, and Safety Officer.

B. Tryouts

All player candidates for Baseball AA, AAA, Majors, & Juniors and Softball Minors, Majors, & Juniors 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. A player who does not attend tryouts will not be assigned to a team in a higher division than the previous year by random draw, unless the player's league age requires that he or she be advanced (e.g. a 12-year-old in Majors, an 11-year-old in baseball AAA, etc.) unless approved by the President, Player Agent, and Safety Officer. 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.

Tryouts shall be scheduled by the Player Agents and President for one or more weekends after registration closes and before opening day. The Player Agents may, but are not required to, schedule a makeup day as needed. Tryout format is in the sole purview of the Player Agents and President. In the absence of a desired format, tryouts shall be conducted in the following manner:

1. Baseball

Each player shall demonstrate their ability to run, 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 on the abilities of: running, hitting, and fielding.

2. Softball

Each player shall demonstrate their ability to run, 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 on the abilities of: running, hitting, fielding, and pitching.

C. The Draft

Baseball AA, AAA, Majors, & Juniors and Softball Minors, Majors, & Juniors shall each conduct a draft. The Player Agents 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 Agents, 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 Agents. Requests for players to be placed on specific teams must be submitted by the manager, in writing, to the Player Agents or President. The league is under no obligation to honor requests.

V. Conduct

For a complete list of parent and coach conduct expectations please see Parent Code of Conduct and Coach Code of 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.
- J. Parents, Coaches, Managers, Umpires and spectators must observe a 24-hour waiting period after practices or games before expressing grievances to umpires, other coaches, and league officials. The exception is for managers, who wish to file a formal protest.
- K. Posting or commenting on social media posts must promote the positive spirit of Little League.

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. Time limits for each division are set in the League Local Rules. 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, Majors, and Juniors; Softball: Minors, Majors, and Juniors) home team to have an official scorekeeper who is versed in the current league approved scoring method. The home team shall be considered the official book. 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 twenty (20) minutes starting one hour prior to game time. The visiting team gets the cage for twenty (20) minutes starting forty minutes 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, Majors, & Juniors and Softball Minors, Majors, & Juniors 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, runs allowed, or coin toss.

D. End of Season Tournament Play

A double-elimination postseason tournament for the Baseball Majors & AAA and Softball Minors, Majors, & Juniors 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. There will be no "if game" for the championship game.

The Scheduler and President shall have discretion on the format for Baseball AA postseason tournament based on the number of teams; and will be based on regular season standing-

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, & Juniors and Softball Player Pitch, Minors, Majors, & Juniors.

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 (Baseball)

General Information

The League will follow the official regulation and playing rules as defined by Little League International. The League will have the following All-Star teams for Baseball divisions as long as there are sufficient players to field a team:

- 9- to 10- Division - 9-10-year-old team referred to as the 10's
- 9- to 11- Division - 9-10-11-year-old team referred to as the 11's
- Little League (Major) Division - 11-12-year-old-team referred to as the 12's
- Junior League team - ages 13-15
- Renegades- 9 -10-year-olds
- Hooligans- 12 years olds

If necessary, the age ranges for the upper division teams may overlap in accordance with Little League Rules and Regulations.

All eligible players in AAA, Majors, and Juniors divisions will receive information regarding the Washoe Little League All-Star process by mid-April from the League. Information will come in the format of a league wide email introducing All-Stars and information will also be placed on the WLL Website. Managers will be fully aware of the All-Star process and able to answer general questions regarding the process, however are not able to discuss nomination or selection of All-Star players before due process.

There are costs associated with All-Stars, however scholarships are available.

All-Star Committee

The President, Player Agent, Safety Officer, and 2 members (this must balance the committee out with representation from both Softball and Baseball) from the executive board will serve as All-Star Committee (ASC) representatives. If one of these members are asking to be considered for a post-season position, Coach or Assistant Coach, they will be replaced by a vote from the executive board. The Player agent may elect to not vote if there is an even number of people present, this way the process will result in a majority vote.

The ASC is responsible for:

Establishing and communicating all deadlines and dates for All-Stars. The ASC shall reference State LL dates, District 1 dates, WLL Bylaws and WLL schedules in setting dates with the goal of having the player selection as late as possible in the season.

- Communication with the league regarding All-Stars.
- Facilitating All-Star Manager selection
- Facilitating All-Star Player selection
- Clarifying, resolving and/or escalating issues that arise during the course of All-Stars

Manager and Coach Eligibility

All managers and coaches who have managed or coached in the appropriate division for at least one-half of the regularly scheduled current season games and have not been ejected or suspended due to a Code of Conduct violation in the current season are eligible to serve as an All-Star Team Manager. The All-Star Committee reserves the right to elect managers and/or coaches that did not manage or coach in the appropriate division for at least one-half of the regularly scheduled current season games if no manager/coach steps forward.

- Any AAA or Majors Manager or Coach may be a 10's (9-10) All-Star Team Manager.
- Any AAA or Majors Manager or Coach may be a 11's (9-10-11) All-Star Team Manager.
- Any Majors Manager or Coach may be a 12's - Little League (Majors) (11-12) All-Star Team Manager.
- Any Manager or Coach in the Juniors may become an All-Star Manager in the division in which they coached during the regular season.
- Any AAA or Majors Manager or Coach may be a Renegades Team Manager.
- Any Majors Manager or Coach may be a Hooligans Team Manager

Candidates for All-Star Manager/Coach will be evaluated by the following criteria in no specific order of importance:

- Experience managing/coaching-
- Game/rule knowledge and ability to teach fundamentals, positively motivate and bring out the best in every player.
- Sportsmanship and conduct throughout the season on and off the field.
- Ability to represent Washoe Little League in a positive way.

- Ability to assess the skill levels of players without bias toward their own child or current team players and to assign players to the appropriate positions to field the most competitive team.
- Ability to communicate positively with players, parents, league and district officials.
- Commitment to practice and game schedules throughout the district, state, regional, national and international levels.

Manager and Coach Selection

The President shall send out an email inviting all Managers and Rostered coaches eligible to submit a letter of interest in mid-April. Letters of interest shall then be sent to the President and All-Star Committee for review by a date set forth in the communication. The ASC will facilitate the All-Star Manager selection process, conduct interviews and present to the Board of Directors their selection, as well as the full panel of candidates the applied that year. The Board will vote on these managers in the May board meeting.

The selected All-Star Managers will choose up to two Coaches from eligible Managers and Coaches for each of the 10's (9-10), 11's (9-10-11), 12's Little League (Majors) (11-12) and Junior's (13-14) teams who have also not been ejected or suspended due to a code of conduct violation in the current season and meet the requirements outlined in the Manager and Coach Eligibility section. The All-Star Committee shall provide input, if required. All-Star Managers shall be announced mid-May manager and assistant coaches shall not be announced. Assistant coach(es) shall be announced no earlier than June 1st and not before the team selection is completed. If an All-Star Manager/Coach replacement needs to occur during the tournament season, replacement Managers/Coaches need to be submitted to and approved by the President and All-Star Committee.

Player Eligibility

The President and/or ASC will solicit names of eligible players interested in participating in the All-Star process prior to the end of regular season play in early May. To be eligible for the All-Star selection, a player must meet the following criteria:

- Players must have declared themselves interested in being considered for All-Stars through the process defined by the President and ASC no later than the deadline set.
- Players must meet current Little League International rules for All-Star eligibility: What Parents Need to Know About All-Stars - Little League--[Link](#)
- Players must commit to being available for 100% of practices and tournament games, unless due to injury, illness, or other circumstances, with prior approval by the All-Star Manager.
- To be eligible for the Juniors Little League Division (13-15) All-Star team, a player must be playing in the Juniors Division.
- To be eligible for the 12's Little League (Majors) Division (11-12) All-Star team, a player must be playing in the Majors Division.
- To be eligible for 11's (9-10-11) All-Star teams, a player must be playing in the Majors Division.
- To be eligible for the 10's (9-10) All-Star teams, a player must be playing in the AAA Division.
- Prior to the players vote, a list of declared players will be given to the Regular Season eligibly team coaches for review, if there was a player missed the coaches can add them to this list.

Player selections will be based on:

- **Character** – consistently demonstrating a spirit of fair play, integrity, adaptiveness, humility, confidence and perseverance whether winning or losing.
- **Leadership** – consistently demonstrating a positive attitude, hustle, cooperation, care for teammates on the field and in the dugout, and an overall commitment to the team.
- **Skills and Knowledge** – consistently demonstrating strong regular season on-field performance, ability to compete, experience at various positions, and skill with batting, fielding, baserunning and situational awareness.

Player Selection

Once eligible players have been compiled by the All-Star Committee, the selection will take place in three phases

- (1) Player Vote
- (2) Managers Vote
- (3) All-Star Manager Selection

Player Vote:

Player ballots will be issued to players by the Player Agent. Ballots must be completed no later than the end of regular season play or posted date provided by the ASC.

- Each Juniors player in the Juniors Division will vote for their **top three** 13-15-year-olds to play on the All-Star team. All eligible players will be included on the ballot.
- Each 12 year old player in the Majors Division will vote for their **top three** 12-year-olds to play on the 12 All-Star team. All eligible players will be included on the ballot.
- Each 11 year old player in the Majors Division will vote for their **top three** 11-year-olds to play on the 11 All-Star team. All eligible players will be included on the ballot.
- Each player in the AAA Division votes for their **top three** 10-year-olds to play on the 10 All-Star team. All eligible players will be included on the ballot.

Player Agents tabulate the ballots to identify the top three vote recipients for each All-Star team. Those three players are then awarded a spot on their respective All-Star Team.

- In case of a tie, the top two (2) players are awarded a spot on their respective All-Star team. The tied candidates are voted on at the Managers All-Star voting meeting by ALL Managers present. In the event of another tie, or other unusual circumstances, the All-Star Committee has authority to make or validate all final decisions with the consent of the executive board.

Manager/Coach Vote and All-Star Manager Selection

Player Agents, with support from the All-Star Committee as necessary, will convene a meeting to complete the remainder of the player selection process. The attendees of the player selection meeting shall be:

- President
- Player Agents
- The Manager for each Majors and Juniors team (for the 11s (9-10-11), 12s (10-11-12), Juniors (13-15) and Hooligans selection).
- The Manager for each AAA team for the 10s (9-10) and Renegade selection).

In the event the Manager from a team is unable to attend, then the Manager can appoint a team representative, the All-Star Committee will consider the request on a case-by-case basis. (Team representatives need to be very familiar with the team)

The meeting will proceed as follows:

Little League (Majors) - 12s (11-12) Team

1. The Player Agent will announce the three (3) players awarded a spot on the 12s (11-12) All-Star Team by the players. In case of a tie, the top two (2) players will be awarded a spot on the 12s All-Star Team. The tied position is voted on by the Majors Managers.
2. Majors Managers discuss and evaluate remaining eligible players. If a player is deemed eligible to play up, then the coaches will discuss and vote on those players.
3. Majors Managers vote by ballot on all remaining eligible players.
4. The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 Managers, President and Player Agent shall vote as follows:
 - i. **Round One.** Each Manager, the President, and Player Agent 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.
 - ii. **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.

5. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. This option is 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 a player based on specific needs of the Manager (i.e., additional catcher, pitcher 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 getter will be selected to the position. The Manager's selection shall be subject to review by the President and Player Agent. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief.
6. Following this vote, an Alternative player will be chosen based on the next highest amount of votes. If there is a tie, the managers will continue to vote until the tie is resolved.
7. If the elected coach wants to a team of more than 12 players, the alternate will automatically be placed on the team.
8. This process (**the Draft, all documents associated with it, written and spoken**) is confidential, and information should not leave the room. Any participant in this process who is determined by the executive board to have shared any information regarding this process is subject to disciplinary action as per the Code of Conduct violation consequences.
9. The Little League (Majors) 12s (10-11-12) All-Star team is formed and these players are removed from further consideration.

Hooligans (12) Team

1. The Player Agent will announce the remaining 12-year-old players that are eligible from the pool of applicates.
2. Majors Managers will discuss and evaluate remaining eligible players.
3. Majors Managers will vote by ballot on all remaining eligible players.
4. The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 Managers, President and Player Agent shall vote as follows:
 - a. **Round One.** Each Manager, the President, and Player Agent 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.
5. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. This option is 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 a player based on specific needs of the Manager (i.e., additional catcher, pitcher 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 getter will be selected to the position. The Manager's selection shall be subject to review by the President and Player Agent. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief.
6. Following this vote, an Alternative player will be chosen based on the next highest amount of votes. If there is a tie, the managers will continue to vote until the tie is resolved.
7. If the elected coach wants to a team of more than 12 players, the alternate will automatically be placed on the team.

8. This process (**the Draft, all documents associated with it, written and spoken**) is confidential, and information should not leave the room. Any participant in this process who is determined by the executive board to have shared any information regarding this process is subject to disciplinary action as per the Code of Conduct violation consequences.

11s (9-10-11) Team

1. The Player Agent will announce the three (3) players awarded a spot on the 11s (9-10-11) All-Star Team by the players. In case of a tie, the top two (2) players will be awarded a spot on the 11s All-Star Team. The tied position is voted on by the Majors Managers.
2. Majors Managers discuss and evaluate remaining eligible players.
3. If there were players in this age group that were deemed eligible to play on the 12 year old team, the major managers will vote on the players on to that team.
4. Majors Managers vote by ballot on all remaining eligible players.
5. The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 Managers, President and Player Agent shall vote as follows:
 - i. **Round One.** Each Manager, the President, and Player Agent 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.
 - ii. **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-

6. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. This option is 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 a player based on specific needs of the Manager (i.e., additional catcher, pitcher 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 getter will be selected to the position. The Manager's selection shall be subject to review by the President and Player Agent. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief.
7. Following this vote, an Alternative player will be chosen based on the next highest amount of votes. If there is a tie, the managers will continue to vote until the tie is resolved.
8. If the elected coach wants to a team of more than 12 players, the alternate will automatically be placed on the team.
9. This process (**the Draft, all documents associated with it, written and spoken**) is confidential, and information should not leave the room. Any participant in this process who is determined by the executive board to have shared any information regarding this process is subject to disciplinary action as per the Code of Conduct violation consequences.
10. The Little League 11's All-Star team is formed, and these players are removed from further consideration.

10s (9-10) Team

11. Player Agent will announce the three (3) players awarded a spot on the 10s (9-10) All-Star Team by the players. In case of a tie, the top two (2) players will be awarded a spot on the 10s All-Star Team. The tied position is voted on by the AAA Managers.
 1. AAA Managers will discuss and evaluate remaining eligible players.
 2. AAA Managers will vote by paper ballot on all remaining eligible players.
 3. The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 Managers, President and Player Agent shall vote as follows:
 - i. **Round One.** Each Manager, the President, and Player Agent 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.

- ii. **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-

4. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. This option is 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 a player based on specific needs of the Manager (i.e., additional catcher, pitcher 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 getter will be selected to the position. The Manager's selection shall be subject to review by the President and Player Agent. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief.
5. Following this vote, an Alternative player will be chosen based on the next highest amount of votes. If there is a tie, the managers will continue to vote until the tie is resolved.
6. If the elected coach wants to a team of more than 12 players, the alternate will automatically be placed on the team.
7. This process (**the Draft, all documents associated with it, written and spoken**) is confidential, and information should not leave the room. Any participant in this process who is determined

by the executive board to have shared any information regarding this process is subject to disciplinary action as per the Code of Conduct violation consequences.

8. The Little League 10's All-Star team is formed and these players are removed from further consideration.

Renegades (10's)

1. The Player Agent will announce the remaining 10-year-old players that are eligible from the pool of applicates.
2. AAA Managers will discuss and evaluate remaining eligible players.
3. AAA Managers will vote by ballot on all remaining eligible players.
4. The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 Managers, President and Player Agent shall vote as follows:
 - i. **Round One.** Each Manager, the President, and Player Agent 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.
 - ii. **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.
5. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. This option is 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 a player based on specific needs of the Manager (i.e., additional catcher, pitcher 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 getter will be selected to the position. The Manager's selection shall be subject to review by the President and Player Agent. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief.

6. Following this vote, an Alternative player will be chosen based on the next highest amount of votes. If there is a tie, the managers will continue to vote until the tie is resolved.
7. If the elected coach wants to a team of more than 12 players, the alternate will automatically be placed on the team.
8. This process (**the Draft, all documents associated with it, written and spoken**) is confidential, and information should not leave the room. Any participant in this process who is determined by the executive board to have shared any information regarding this process is subject to disciplinary action as per the Code of Conduct violation consequences.
9. The Little League (Majors) 12s (10-11-12) All-Star team is formed and these players are removed from further consideration.

Juniors League Teams

1. The Player Agent will announce the three (3) players awarded a spot on the Juniors All-Star Team by the players. In case of a tie, the top two (2) players will be awarded a spot on the Juniors All-Star Team. The tied position is voted on by the Juniors Managers.
2. Juniors Managers discuss and evaluate remaining eligible players.
3. Juniors Managers vote by ballot on all remaining eligible players.
4. The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 Managers, President and Player Agent shall vote as follows:
 - i. **Round One.** Each Manager, the President, and Player Agent 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.
 - ii. **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-

5. **Manager's Selection.** The Manager shall be permitted to select the last one (1) player onto the team. This option is 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 a player based on specific needs of the Manager (i.e., additional catcher, pitcher 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 getter will be selected to the position. The Manager's selection shall be subject to review by the President and Player Agent. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the Umpire in Chief.
6. Following this vote, an Alternative player will be chosen based on the next highest amount of votes. If there is a tie, the managers will continue to vote until the tie is resolved.
7. If the elected coach wants to a team of more than 12 players, the alternate will automatically be placed on the team.
8. This process (**the Draft, all documents associated with it, written and spoken**) is confidential, and information should not leave the room. Any participant in this process who is determined by the executive board to have shared any information regarding this process is subject to disciplinary action as per the Code of Conduct violation consequences.
9. The Little League Juniors All-Star team is formed and these players are removed from further consideration.

Announcement & Commencement of All-Star Teams

In accordance with LLI rules, the release of names of players selected for the All-Star Teams will not be announced and practices will not start prior to May 15th. All-Star Teams will be posted to the WLL website.

Replacement of Player

The next highest vote getter that was not initially voted or selected to the team shall be named as a replacement player, eligible to be placed on the roster if a player is lost due to sickness or other circumstances. This process is done by the ASC.

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.

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 Board may approve to pay up to \$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). The league will not be responsible for additional expenses that the team chooses to accrue, e.g. for equipment like apparel, bags, helmets, etc.

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. Postseason Teams (Softball)

A. Player Nomination

Upon request, each Manager of Softball Minors, Majors, & Juniors team shall submit in writing to the President and Player Agent, via email, names of those players who are league age 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 8-15 who played in the Spring Season Softball Minors, Majors, or Juniors 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 the postseason must submit a request to the President in writing. The President shall nominate their Manager selections to the Board for confirmation by simple majority. All regular season Softball Minors, Majors & Juniors Managers are eligible to participate in this vote. It is in the purview of the President to schedule this confirmation vote. If the President wants to be considered as a manager, there will be a special three-person nominating committee formed from the Player Agents and sitting Vice Presidents. Confirmed Managers can select their two rostered coaches (subject to Board review) and have an option to appoint one Business Manager and one female liaison (if necessary) to assist with off-field activities, transportation coordination (if necessary), fundraising, and team finances.

E. Softball Juniors 12/13/14 All-Stars

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 12 and a maximum of 13.
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. Only league-age 12 year-old players who played in the Juniors division will be considered for the 12/13/14 All Star Team. League-age 12 year-old players cannot be pulled up to the Juniors All Star draft. However, any league-age 12 year-old players not selected to the 12/13/14 team can be considered for the 10/11/12 All Star Team.
3. **Voting.** The Player Agent or board member appointed by the President shall tally all votes during the selection process. Any 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 and Player Agent shall vote as follows:
 - a. **Round One.** Each Juniors Manager, the President, Player Agent 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. This option is 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. 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 supermajority vote of seventy percent (70%) of the group consisting of the applicable managers, the President, Player Agent, and the. (i.e., for the Juniors 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:12/13/14 All Stars, 10/11/12 All Stars, Hooligans, then 9/10/11 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.

F. Softball 10/11/12 All-Stars, 9/10/11 All Stars, & Hooligans

The 11/12 All-Stars shall be selected following the Juniors All Stars selection. The same procedures as in Section H.3 shall be followed except for the following:

- 1. **12-Year Old's Playing Juniors.** Juniors Managers shall discuss all nominated 12-year-old players that played in the Juniors Division and that were not elected to the 12/13/14 Juniors 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 12-year-olds should be placed on the 11/12 All Star Team or if such players should be added to the list of eligible players for further consideration pursuant to the Juniors vote set forth in paragraph H.2. In order to receive an automatic placement to a post-season team, 12-

year-old player must receive a unanimous vote of the Juniors 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 Majors 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 Majors and may be voted on in round one of the Majors vote. However, the 4 votes received shall be added to the votes given to the player in round one of the remaining Majors 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 11/12 All-star Team.** The balance of players for the 11/12 All Star Team shall be selected from the remaining eligible 11- and 12-year-old nominees from Majors in the same voting manner as set forth under Section H.3. above, except that the Majors Managers shall replace the Juniors Managers in the voting process.
3. **Remaining Positions on Hooligans Team.** The balance of players for the Hooligans Team shall be selected from the remaining eligible 11- and 12-year-old nominees from Majors in the same voting manner as set forth under Section H.3. above.

G. Softball 9/10 All-Stars & Renegades

The 9/10 All-Stars shall be selected following the 10/11 All Stars selection. The same procedures as in Section H.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 Minors players for further consideration pursuant to the Minors 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 Minors 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 I.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 Minors and may be voted on in round one of the Minors vote. However, the 4 votes received shall be added to the votes given to the player in round one of the remaining Minors 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 Minors in the same voting manner as set forth under Section H.3. above, except that the Minors Managers shall replace

the Major Managers in the voting process.

H. 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.

I. 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 Board may approve to pay up to \$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). The league will not be responsible for additional expenses that the team chooses to accrue, e.g. for equipment like apparel, bags, helmets, etc.

J. 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.

IX. Fall Ball

The league may choose to operate a fall season each year. Fall season 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.

A. Fall Ball Draft (Baseball AAA, Majors, JR's, Softball Minor's and Softball Majors)

For the fall ball season, a draft will be held. Each coach will have the option to pick up to 4 players per team prior to the draft. These selections will need to be submitted to the Player Agent in writing at least one (1) day prior to the draft. Any notices given after that cut may not be considered.

B. Draft Format

The draft will follow a serpentine format. The draft order will determine the day of the draft by drawing numbers out of a hat. These numbers will represent the order of the teams for drafting. Any trades will have to be approved by the President, Player Agent, and Safety Officer at the draft. Both Coaches must do the trade at the table before leaving the draft room.

Friend Requests will be treated as a sibling option during the draft.

C. Baseball A, AA and Rookie. Softball Coach pitch and Player pitch

For Fall Ball, the coaches can provide a list of 6 players to be on their roster. This list is not a guarantee but the league will work to accommodate.

X. Safety

A. Safety Training

Washoe Little League will follow all safety training required by Little League International.

B. 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.

C. 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.

D. Canceling 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 been 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.