



Westside Little League Year 2011 Local Rules

Approved Version (Approved on March 3, 2011, Revision approved on 4/7/11)
(**BOLD** indicates new rule for 2011)

Section 1

Local rules are those that apply to the league, which either clarify or cover omissions in official Little League rules (White Book and Green Book) or the local Constitution.

1. The Official Rules and Regulations of Little League Baseball, Inc. Williamsport, Pennsylvania shall be strictly adhered to at all times. In case of a conflict between Little League Rules and Local Rules, Official Little League Rules shall prevail.

Section 2

The procedure for **approving local rules** shall be as follows:

1. A proposed local rule is submitted to the rules committee and after conducting an investigation; they will be forwarded to the Board of Directors.
2. After the Board approves a proposed rule, it becomes law.

Section 3

Unless otherwise stated, **all local rules** shall apply to Major, Minor, Farm, Rookie, and T-Ball divisions.

1. No member of the Executive Board, manager, or coach of Santa Clara Westside Little League shall manage or coach in any other concurrent baseball programs **in order to be eligible as a Manager at Westside Little League.**
2. All Managers must abide by THE GREEN BOOK Pitching Rules at all times.
3. The number of players and teams in the each division will be determined each year by the Board depending upon the number of players and age make-up of the League. All teams will carry a minimum of twelve (12) and a maximum of fifteen (15) players. The number of players can be reduced to a minimum of ten (10) for the T-Ball, Rookie and Farm divisions.
4. A manager or coach removed from a game, by an Umpire, will be suspended for at minimum of one game. The President and Disciplinary Committee will review the situation and determine any further consequences.
5. **All volunteers, Managers, and coaches must sign the Volunteer Code of Conduct and must adhere to its policies.**
6. Any player ejected from a game will automatically be suspended for the next game. The suspension requires the player to attend the next game, in full uniform, but the suspended player must remain on the bench. The player will not play in another game until the suspension has been served.

7. All disciplinary action must be reported to the Player Agent and divisional director immediately. The Disciplinary Committee will then review the situation for further action.
- 8. No warm-ups allowed on the T-Ball Field (Safety issue with balls going over the fence on the Minor field)**
9. The home team and visiting team are responsible for preparing and cleaning up the field for each game. The home team is responsible for preparing the field for play. The visiting team is responsible for cleaning up the field at the end of the game.
10. The visiting team will reside in the first base dugout, the home team in the third base dugout.
11. The home team is responsible for keeping the official scorebook & the official pitch count for each game. Official scorebooks are kept in the Scorekeeper's Booth.
12. During the regular season, practice sessions will not exceed three (3) days per week and will not exceed two and a half (2-1/2) hours per session. There will be no practice games during the regular season. See rule 8B for Tee-Ball Division.
13. All managers and coaches will emphasize teamwork, good sportsmanship, baseball instruction, and safety.
14. Practice sessions will not be held in unsafe conditions.
15. All players will dress properly for practice and games.
16. All base runners, the batter, and player base coaches will wear Little League approved safety helmets
17. Only molded rubber-cleated shoes are allowed.
18. No jewelry (earrings, bracelets, necklaces etc) are allowed. A medical ID bracelet is allowed but must be taped to the player.
19. Each male player is required to wear a protective hard cup for all practices and games.
20. If a tie occurs between two or more teams at the end of the regular season, the tie breakers are as follows:
 21. Head to Head Play
 22. Runs Against (Between the tied teams)
 23. Record against the Highest Seeded Team
 24. Record against next highest seeded team (continue down through all teams)
 25. Coin Flip

Section 4

Local rules covering the **player draft system** are as follows:

1. All eligible players of league ages 7-12 years old who wish to play in the Major, Minor, or Farm Divisions and who are not already assigned to a Major Division team must attend a minimum of 50 percent of the tryouts. Seven and eight year olds who want to play in the Rookie level may do so by requesting this prior to the last tryout date. The tryouts will be held for a period of weekends following league sign-ups.
2. Nine (9) year old players may not play in the majors. Seven (7) year old players may not play in the minors.
3. Only the Manager and one coach of each team, division director, player agent and league president are allowed in the room during the draft.
4. All players that have completed two years in the same division must advance to the next higher Division (does not apply to the Major Division) unless it is determined by the players parents, Player Agent, divisional director, and the President that the advancement would be a detriment to the player's safety.
5. All returning Minor Division players not drafted to a Major Division team must be drafted onto a Minor Division team.

MAJOR DRAFT:

6. Twelve (12) year old players must be selected in the Major draft unless it is determined by the player's parents, Player Agent, divisional director, and the President that the advancement would be a detriment to the player's safety. The player agent, divisional director, and the President will then assign the player to participate in the minor or farm draft.
7. The Major draft will proceed following the first year of operation plan B of the little league operating manual that says we will be using the Serpentine method 1-2-3-4-4-3-2-1.
8. Managers will draw numbers to determine the draft order.
9. New coaches shall not be appointed nor approved until after the draft is completed.
10. Instead of having two separate drafts (one for returning players and one for new players) Westside Little League has elected to conduct a regular draft wherein, if a number of returning Major League players has not been drafted by the time the same number of picks remain, those returning players must be the only players eligible from that point forward in the draft. (Example: With nine picks left in the draft, there are nine players who were Major League Players in the previous season still not drafted for the current year. Those nine players become the only none eligible players, and must be drafted). (Operation Manual-Player Selection System Alternate Method Plan B; Page 58) For the purpose of the Major League Draft, 12 Year Old players will be treated the same as returning Major League Players.
11. NOTE: *Should the Major division remain at four (4) teams, the previous seasons draft rules will supersede the above draft rules (draft Plan A of the Operating Manual).*

Minor Draft:

12. As soon as practical, following the completion of the Major Division draft, a draft will be held for the Minor division, and then the Farm Division teams.
13. The Minor and Farm divisions draft will proceed following the first year of operation plan B of the little league operating manual (Redraft)
14. Minor Managers may select one coach prior to the draft. The coach selections must be approved by the board of directors prior to the draft.
15. Manager's and Coach's kids will be slotted in the draft in the following rounds based on age:

League Age 9 and 10: Round 5
League Age 11: Round 4
League Age 12: Round 3
16. Managers will draw numbers to determine the draft order.
17. Instead of having two separate drafts (one for returning players and one for new players) Westside Little League has elected to conduct a regular draft wherein, if a number of returning Minor Division players has not been drafted by the time the same number of picks remain, those returning players must be the only players eligible from that point forward in the draft. (Example: With nine picks left in the draft, there are nine players who were Minor Division players in the previous season still not drafted for the current year. Those nine players become the only none eligible players, and must be drafted). (Operation Manual-Player Selection System Alternate Method Plan B; Page 58)

Farm Draft:

18. All players that have not been drafted onto a Major or Minor Division team will return to the player pool to be drafted by the Farm Division.
19. All returning Farm Division players not drafted to a Minor or Major Division team must be drafted onto a Farm Division team.
20. Any remaining players not drafted on a Farm Division team will then be placed on a Rookie or T-ball Division team in a manner determined by the Player Agent and Rookie division director. There is no draft for these two divisions.
21. Farm Managers may select two (2) coaches prior to the draft. The coach's selections must be approved by the board of directors prior to the draft.
22. Manager's and Coach's kids will be slotted in the draft in the following rounds based on age:

League Age 7 and 8: Round 5
League Age 9: Round 4
League Age 10, 11, and 12: Round 3
23. Managers will draw numbers to determine the draft order.
24. Instead of having two separate drafts (one for returning players and one for new players) Westside Little League has elected to conduct a regular draft wherein, if a number of returning Farm Division players has not been drafted by the time the same number of picks remain, those returning players must be the only players eligible from that point forward in the draft. (Example: With nine picks left in the draft, there are nine players who were Farm Division Players in the previous season still not drafted for the current year. Those nine players become the only none eligible players, and must be drafted). (Operation Manual-Player Selection System Alternate Method Plan B; Page 58)

Section 5

Local rules covering the general operation of **Major Division and Minor Division** are as follows:

1. In Minor Division games, the six (6) run or three (3) out rule shall apply, whichever occurs first, in a team's at bat. During the sixth and subsequent innings only the three (3) out rule will apply. A home run (over the fence or cones) can drive in more than six runs in an inning.
2. There is no run limit at the Major Division level.
3. There will be a 12 run maximum lead rule for the Minor Division. If a team is leading by 12 runs after the fourth inning, the game will be called and considered a completed game.
4. There is no time limit.
5. Minor: For each game, players must play a minimum of 9 defensive outs. **They do not need to be consecutive, and you may substitute a player in and out of the lineup at any time as long as the player plays the minimum requirement of 9 defensive out.** In the event that a game is called early due to 12 run rule or darkness, the player/s not completing the 9 defensive outs must be in the starting lineup for the next game.
6. Major: For each game, playing time is established per **green book rules in section 3.03**. In addition to these rules, each **player** must play a minimum of 9 defensive outs. In the event that a game is called early due to 12 run rule or darkness, the player/s not completing the 9 defensive outs must be in the starting lineup for the next game.
7. For each half of the season every player in the Minor and Major Division must play two complete games.
8. Penalty: The team's manager will be suspended for the first game of the second half, or the first game in post season play (playoffs, TOC, All Stars) if the infraction happens in the second half of the season. Managers, who violate this rule, run a serious risk of not being nominated for post season managerial positions.
9. Intentional Walks are limited to one per player, per game (Major Division ONLY).
10. In the Minor and Farm Divisions intentional walks are not allowed.
11. Twelve (12) year old players may not pitch in the Minor Division.
12. **Playoffs (Major Division): Top Seed will have a first round bye. The 2nd Place team will play the 3rd Place team in a best of three format. Winner of the best of three format will then play the top seed in a best of three championship. The Top Seed has the choice of being the designated home team throughout the series. Winner of that Series will represent Westside in the TOC's.**
(Minor Division): The first round will consist of a best of three series in which the #1 seed will play the #4 seed, and the #2 seed will play the #3 seed. Winners of the series will play in a best of three Championship series. The top seed will have the choice of being the designated home team throughout the series. Winner of that Series will represent Westside in the TOC's.

NOTE: the Playoff format may change in the event that there is a change in the number of teams and has to be approved by the Board of Directors prior to the start of the regular season.

Section 6

Local Rules applying only to the **Farm Division** are:

1. The Farm Division is intended to be an instructional level for seven 7-12 year old players where fundamentals and teamwork are stressed.
2. No new inning may begin after two hours from the official start of the game. The next inning begins as soon as the 3rd out is achieved in the previous inning. Even if a game in progress has not yet reached regulation status (4 complete innings is a regulation game) or is in a tie status, the game will be considered a complete game if it reaches the two hour time limit.
3. Goal for all games is to play six (6) innings. After a half inning is completed, the following half inning should start in 1 ½ minutes. If the either team is not ready, a ball will be called by the umpire and will be counted as a pitch thrown with respect to the pitch count for the batter and the pitcher. If it is the team at bat that is the reason for the umpire called pitch, it will not count as one of the player pitcher's five (5) pitches for that batter. The coach will then only be allowed one (1) pitch maximum. If it is the defensive team that is the reason for the umpire called pitch, it will count as one of the player pitcher's five (5) pitches.
4. During the regular season, no game will go into extra innings (six innings maximum).
5. In games, the team's half inning will end with either six (6) runs or three (3) outs, whichever occurs first. A home run over the cones/fence can drive in more than six (6) runs in an inning. During the sixth and subsequent innings, only the three (3) out rule will apply (the sixth inning will be an "open" inning).
6. Play ends when the pitcher catches the ball within the diamond formed by the bases and raises it above his head, and the runners may not advance. Any player that has not reached half way to the next base, must return to the previous base. The pitcher has the option to continue the play to attempt to get an out. The umpire also has the discretion to call the play dead for any reason.
7. Base stealing and bunting are not allowed.
8. No Infield Fly rule.
9. Sliding is allowed.
10. No player will catch more than three (3) innings in any one game.
11. Players must not sit on the bench for more than 1 consecutive inning.
12. Scores and standings will be kept at the Farm Division.
13. **At the end of the regular season, there will be a double elimination tournament to determine a Farm Division Champion. For each game in the tournament, the home team will be the higher seeded team. The 1st and 2nd place teams will receive a bye in the first round. The 3rd place team will play the 6th place team and the 4th place team will play the 5th place team. The highest seeded teams in the winners and losers bracket will always play the lowest seeded teams.**

NOTE: the Playoff format may change in the event that there is a change in the number of teams and has to be approved by the Board of Directors prior to the start of the regular season.

14. The scoreboard will be kept on for the duration of the season, but will be shut off if a team is winning by 10 runs or more.
15. The team at-bat will be responsible for providing a coach or manager to umpire that half of the inning in the event an umpire is not available.
16. Player pitchers will throw no more than five (5) pitches to each batter. If the ball is not put into play during the first five pitches, the "pitching coach" will throw an additional two (2) pitches for a total of seven (7) pitches maximum to each batter (combined player and coach). There are no bases on balls. If the batter fails to put the ball in play after seven pitches, the batter is out on strikes. Exception: If the batter hits a foul ball on the 7th or subsequent pitches, they will be awarded another coach pitch.
17. Batters hit by a pitch thrown by a player pitcher WILL be awarded first base.
18. No pitcher may throw more than six (6) outs per game. Eleven and twelve-year-old players and players who are playing in their third year or more of Farm *cannot* pitch in Farm.
19. Each pitcher shall receive no more than 5 warm up pitches between innings (or no more than one minute). New pitchers or pitchers entering the game shall get 8 pitches to properly warm up.
20. All managers must throw from the pitching rubber, no exceptions. The coach pitcher must attempt to pitch with the same velocity as the player pitcher.
21. A 4th coach is allowed. They are to remain outside the field/dugout and may enter the field only for coach pitch or as a temporary dugout coach if the coach pitcher is coming from the dugout.
22. The coach behind the catcher is there only to help speed the game up by retrieving balls missed by the catcher. They are not allowed to give instruction to the players.
23. Boundaries (if no outfield fence is used)
24. Outfield Fence – If no fences are provided, cones will designate where the outfield fence would be placed. If a ball is hit past the cones, the outfielder MUST raise his/her arms to inform the umpires of this action. The umpire will call a "dead ball" and investigate where the ball last stopped. If the umpire deems the ball went past the cones, the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly. If the outfielder touches the ball that went past the cones, the ball is LIVE. If the ball stops on the line in the outfield, the ball is LIVE.
25. Right Center/Right Field concrete burm – If a batted ball hits the burm and goes back into the field of play, the ball is LIVE. If the batted ball rolls into the tanbark playground area or on to the asphalt, the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly.

Section 7

Local Rules applying to the **Rookie Division** are as follows:

1. The Rookie Division is intended to be an instructional level for six (6), seven (7) eight (8) and nine (9) year olds where wins, losses and standings are not kept, but fundamentals and teamwork are stressed and serve as a transition from T-Ball to Farm. For a player of a different age to play in the Rookie Division, they must be approved by the Player Agent and President based on special circumstances.
2. Goal for all games is to play six (6) innings. No new inning shall start after 90 mins from the start of the game.
3. In games, the team's half inning will ends with three (3) outs, or if a team bats around in order, whichever occurs first.

4. Managers or coaches will pitch to their respective team when they are at bat.
5. Play ends when the pitcher catches the ball within the diamond formed by the bases and raises it above his head, and the runners may not advance. Any player that has not reached half way to the next base must return to the previous base.
6. Base stealing and bunting are not allowed.
7. No Infield Fly rule.
8. Sliding is not allowed.
9. No player will catch more than three (3) innings in any one game.
10. Balls and strikes will not be kept. Each player will receive 6 pitches. If the fifth pitch is not hit the player will hit the ball into play from a "T". A batted ball must travel beyond the 15-foot arc in front of home plate to be considered a fair ball. Each child must hit the ball before being retired.
11. **Beginning sometime after the spring break the division director will decide when kid Pitch will be introduced in games. During the first 3 innings kids will pitch. Player pitchers will throw no more than four (4) pitches to each batter. If the ball is not put into play during the first four (4) pitches, the "pitching coach" will throw an additional three (3) pitches for a total of seven (7) pitches maximum to each batter (combined player and coach). There are no bases on balls. If the batter fails to put the ball in play after seven pitches, the batter is out on strikes. Exception: If the batter hits a foul ball on the 7th or subsequent pitches, they will be awarded another coach pitch.**
12. **A pitcher can only go a maximum of one inning or 35 pitches, whichever comes first. The goal is to have every player on the team having pitched at least in 2 games.**
13. Only a "Reduced Injury Factor" (RIF) or "Safe Soft" ball will be used **during the whole season.**
14. Three adults are allowed on the field for the defensive team and adults or players can be used as base coaches. The adult coaches in the field will position themselves on the grass just beyond the infield so they do not interfere with base running and infield defensive play.
15. Defensive teams may have up to 10 players in the field. (1B, 2B, C, P, 3B, SS, and four (4) Outfielders).
16. Players must not sit on the bench for more than 1 consecutive inning.

Section 8

Local rules applying only to the **T-Ball Division** are as follows:

- A. The length of a game shall not exceed one hour on a Saturday, **when we have back-to-back games. Week day games not affected by daylight should be trying to play a four or five inning game (play past the hour).**
- B. Practices shall be no longer than 1-1/2 hours in duration with no more than two (2) practices per week. All practices will be concluded by 7:30 PM.
- C. A batted ball must travel beyond the 15-foot arc in front of home plate to be considered a fair ball. Each child must hit the ball before being retired (no strikeouts).
- D. There will be no stealing of bases, sliding or bunting.
- E. Adults will act as base coaches and no more than 3 adult coaches will be on the field of play when their team is playing defense. An adult will assist the batter at all times.
- F. Catchers will wear all the issued protective equipment (including a supporter and cup for male players). Batters and base runners must wear safety helmets.
- G. If a child becomes too emotional during the game and cannot be composed after a few minutes, that player will be removed from the game and may reenter after gaining his/her composure.
- H. At the start of the season, managers and coaches will not pitch in T-Ball. The ball must be batted off of the tee. After approx. three weeks coaches should begin pitching if possible. A batter will get 4 (four) pitches to hit the ball. After four pitches, the batting tee will be used.
- I. The offensive side is retired when all players on the roster have batted once in the inning.
- J. **All batters will make it to 1st base, even if they make an "out", however once a runner has made 1st base, the defense can choose to make a "play" on a runner attempting to advance a base, the coaches will act as the umpire, if the player is out, the player will leave the bases & return to the dugout. We will not worry about "tagging up", fly balls, no doubling up runners.**
- K. There are no win/loss standings in T-Ball and the managers, coaches, or parents will not keep score. Emphasis will be on safety, instruction, and recreation.
- L. All players on the defensive team will play in the field, but the infield must consist of no more than one player in each of the standard positions (1st base, 2nd base, short stop, 3rd base, and pitcher).
- M. **A batter or runners may advance only one base per hit.** Exceptions: When the last batter of an inning comes to bat, the coach will announce "LAST BATTER." The batter and runners may advance through all the bases.

Section 9

Local rules governing **the replacement of players** are:

1. If a team loses a player for the remainder of the season they must replace that player with a player from the lower division.
2. **If a player is expected to miss an extended period of time (greater than 21 days) due to injury, illness, or other reason's, the Board of Directors at their next meeting will determine whether or not that team is required to replace the player based on the circumstances of the situation. If required, a player will be called up from the lower divisions. If the Board of Directors does not have a regularly scheduled meeting prior to the 10 day limit (see below), the Board of Directors will call a special meeting to resolve the issue or grant an extension of the 10 day limit. (Revision approved by Board of Directors on 4/6/11)**

3. **In accordance with Green Book Section III Rule D, Note 1: No replacements will be made during the last two weeks of the regular season.**
4. Major, Minor, and Farm Division player replacements during the season shall be made in accordance with the following procedure:
 - A. Replacements will be made within 10 days. Thus any team losing a player before the last two weeks of the regular season schedule, must replace the player. Before the 10 days have been exceeded, extensions may be considered by the Board of Directors.
 - B. No potential player replacements are to be contacted by a team manager/coach directly. All business is to be conducted through the Player Agent and if the Player Agent is not available, then the President of the league. If a manager or coach talks to a player's parent(s), he/she will be subject to disciplinary action and the child's eligibility may be jeopardized. Should a player be eligible for the higher division, the Player Agent will contact all concerned and the replacement will be made.
 - C. Should a player quit a team during the season, that player will no longer be eligible for return. The player must be released by the team through notification to the Player Agent.
 - D. If an eligible player refuses to move to the team this is need of a replacement, that player becomes ineligible for any other move up within that season.

Section 10- Player Pool (Approved by Board of Directors on 4/7/11)

1. As noted in the Little League Rule book, a pool of eligible players can be put together so that when teams are having a hard time fielding 9 players for a game, a player from that pool can be called to play. The rule book states that this only applies to Major and Minor Division players as all other divisions are considered instructional. (Section V (c))
2. The following guidelines have been added:
 - a. All players to be added to the pool will be first year Major/Minor division players. This is in an effort to get these players extra playing time and in effect more Major/Minor Division game experience. **EXCEPTION:** If a first year player in his division is a regular starter on his team and plays a lot of complete games, he/she will be ineligible for the pool of players.
 - b. Managers from the Major division and Minor division will meet with their respective Division Directors and the Player Agent to determine/agree on the kids who will be put into the player pool.
 - c. If you will have less than 9 players for a game, that is when the pool players will be used. **We will not use them "Just in case!"**
 - d. If a player is called and shows up, they will play.
 - e. Managers will notify the Player Agent and Division Director as soon as possible as to their need for a player or two for an upcoming game. **We will try our best to avoid last minute notifications.**
 - f. **REMEMBER** that Managers and Coaches cannot call any player they want off the Player Pool list, it is the Player Agents role to locate a player for your game.
 - g. Managers will notify opponent that they have pulled a player from Player Pool for the game.
 - h. In the event another regular player shows up after a pool player is called up, a pool player may not exceed 9 defensive outs, and 1 at bat.

Section 11- All-Star Selection Process & Procedures (NEW)

1. The All-Star Selection Executive Committee comprises of:
President
Vice President
Division Director or Directors if there is cross over between divisions
Player Agent

NOTE: If any of the above is in the running for an All-Star Manager position, then they will not be a part of that All-Star teams Manager Selection process.

2. Managers for all All-Star teams are nominated by the All-Star Selection Executive Committee, and approved by the Board of Directors no later than Mid-May.
3. Procedures for Nominations for All-Star Manager are as follows:
4. No later than the first week of May, the Division Directors sends out an email to the Division managers and coaches asking all those who wish to manage the 11-12, 9-10, 11-10, U9 and U8.
5. The division directors will then submit the names to the All-Star Selection Executive Committee for review.
6. You **MUST** be currently serving as a Manager or coach at Santa Clara Westside in order to be considered an All-Star Manager or Coach **and not have any strikes against them in accordance with the league's "Three Strikes and You Are Out Policy" or any violations of the leagues Volunteer Code of Conduct at any point during the season.**
7. The Order of which our All-Star teams are picked are as follows:

11/12 All-Stars
9/10 All-Stars
10/11 All-Stars
9U All-Stars
8U All-Stars
8. All-Star nominations/selections will be made as follows or in accordance with methods voted on by the Board of Directors:

Major All-Star Nomination/Selection Process – 11 & 12 Year old All-Stars are as follows:

9. The All-Star team will consist of no less than 12 players. The decision to carry 13 players on the team is initially made by the Manager, but it then requires consent from the All-Star Selection Executive Committee. This consent shall not be unreasonably withheld.
10. All coaches picked by the Manager must be approved by the Board of Directors.
11. All 11 & 12 year old players in the Major Division are eligible for the 11-12 year old All-Star selection.
12. The ballot with the 11-12 nominees is prepared and distributed, by the Majors Director or Player Agent to the Majors players who are 11 and 12 years to make their votes (10 year old players are not eligible to vote). Each player will be allowed four (4) votes that must be cast for four (4) different players.
13. Players cannot vote for themselves or their teammates. The votes are secret ballot votes, and they will be collected, by the Majors' Director, directly from the players.
14. The top four (4) vote getters are selected to the 11-12 team.
15. The ballot is revised and the Majors Managers will choose the eight (8) remaining players .
16. Each Major Manager has Eight (8) votes.
17. The final eight (8) players who receive the most votes are selected to the 11-12 team.
18. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
19. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
20. If there is a tie, the Major All-Star Manager will determine which player(s) will be selected.
21. After the team has been selected the Major All-Star Manager will select a Team Parent.
22. The All-Star team is confidential information. The team must not to be announced or known to anyone other than the Major Managers, Major Director, Major All-Star Manager, All-Star Coaches, Team Parent and the President. The team will be announced on June 15th. Disclosure of any team member prior to June 15th will result in disciplinary action. Disciplinary action will be determined at a special meeting by the Board of Directors in compliance with the League By-Laws. The President will initiate charges against the individual that disclosed the information.

9-10 All-Stars Nomination/Selection Process are as follows:

23. The All-Star team will consist of no less than 12 players. The decision to carry 13 players on the team is initially made by the Manager, but it then requires consent from the All-Star Selection Executive Committee. This consent shall not be unreasonably withheld.
24. All coaches picked by the Manager must be approved by the Board of Directors.
25. After the team has been selected the 9-10 All-Star Manager will select a Team Parent.
26. All 9 and 10 year old players in Majors and Minors are eligible, and considered nominated.
27. The Major and Minor Managers and the 9-10 All-Star Manager (if different from a Major or Minor Manager) will vote for 12 eligible players to make the All-Star team.
28. Each Major and Minor Manager has 12 votes. The twelve (12) highest vote getters are on a team.
29. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
30. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
31. If there is a tie, the 9-10 All-Star Manager will determine which player(s) will be selected.
32. The All-Star team is confidential information and not to be announced or known to anyone other than the 9-10 All-Star Manager, 9-10 All-Star Coaches, Team Parent and the President. The team will be announced on June 15th. Disclosure of any team member prior to June 15th will result in disciplinary action. Disciplinary action will be determined at a special meeting by the Board of Directors in compliance with the League By-Laws. The President will initiate charges against the individual that disclosed the information..

11/10 Year Old All-Star Nomination/Selection Process

33. The All-Star team will consist of no less than 12 players. The decision to carry 13 players on the team is initially made by the Manager, but it then requires consent from the All-Star Selection Executive Committee. This consent shall not be unreasonably withheld.
34. All coaches picked by the Manager must be approved by the Board of Directors.
35. After the team has been selected the 11/10 All-Star Manager will select a Team Parent.
36. All 11 and 10 year old players in Majors and Minors are eligible and not selected on the Major and 9/10 All-Star teams, are considered nominated.
37. The Major and Minor Managers and the 11-10 All-Star Manager (if different from a Major or Minor Manager) will vote for 12 eligible players to make the All-Star team .
38. Each Major and Minor Manager has 12 votes. The twelve (12) highest vote getters are on a team.
39. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
40. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
41. If there is a tie, the 11-10 All-Star Manager will determine which player(s) will be selected.
42. The All-Star team is confidential information and not to be announced or known to anyone other than the 11-10 All-Star Manager, 11-10 All-Star Coaches, Team Parent and the President. The team will be announced on June 15th. Disclosure of any team member prior to June 15th will result in disciplinary action. Disciplinary action will be determined at a special meeting by the Board of Directors in compliance with the League By-Laws. The President will initiate charges against the individual that disclosed the information.

U9 All-Star Nomination/Selection Process

43. The All-Star team will consist of no less than 12 players. The decision to carry 13 players on the team is initially made by the Manager, but it then requires consent from the All-Star Selection Executive Committee. This consent shall not be unreasonably withheld.
44. All coaches picked by the Manager must be approved by the Board of Directors.
45. All 9 and 8 year old players in Minors and Farm who are NOT on the 9-10 All-Star Team are eligible, and considered nominated.
46. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
47. The Minor and Farm Managers will vote for 12 eligible players to make the All-Star team.
48. Each Minor and Farm Manager has 12 votes. The twelve (12) highest vote getters are on a team.
49. If there is a tie, the U9 All-Star Manager will determine which player(s) will be selected.
50. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
51. Players are charged a \$35.00 fee to play on the 9U Tournament Team. This fee covers the costs of uniforms, tournament registration fees, baseballs, etc
52. If an 8-year old player is also selected to play on the 9U Tournament Team, that individual shall be allowed to also play on the 8U Tournament Team.
53. The All-Star team is confidential information and not to be announced or known to anyone other than the U9All-Star Manager, U9 All-Star Coaches, Team Parent and the President. The team will be announced on June 15th. Disclosure of any team member prior to June 15th will result in disciplinary action. Disciplinary action will be determined at a special meeting by the Board of Directors in compliance with the League By-Laws. The President will initiate charges against the individual that disclosed the information.

U8 All-Star Nomination/Selection Process

54. The All-Star team will consist of no less than 12 players. The decision to carry 13 players on the team is initially made by the Manager, but it then requires consent from the All-Star Selection Executive Committee. This consent shall not be unreasonably withheld.
55. All coaches picked by the Manager must be approved by the Board of Directors.
56. All 8 and 7 year old players in Farm are eligible, and considered nominated.
57. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
58. Farm Managers will vote for 12 players.
59. Farm Manager has 12 votes.
60. The twelve (12) highest vote getters are on a team.
61. If there is a tie, the U8 All-Star Manager will determine which player(s) will be selected.
62. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
63. Players are charged a \$40.00 fee to play on the U8 Tournament Team. This fee covers the costs of uniforms, tournament registration fees, baseballs, etc
64. If an 8-year old player is also selected to play on the 9U Tournament Team, that individual shall be allowed to also play on the U9 Tournament Team.
65. The All-Star team is confidential information and not to be announced or known to anyone other than the U8All-Star Manager, U8 All-Star Coaches, Team Parent and the President. The team will be announced on June 15th. Disclosure of any team member prior to June 15th will result in disciplinary action. Disciplinary action will be determined at a special meeting by the Board of Directors in compliance with the League By-Laws. The President will initiate charges against the individual that disclosed the information.

Section 12

Background Check

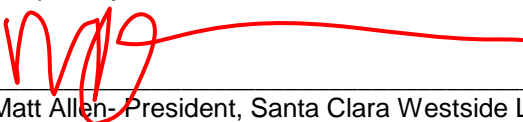
1. All board members, managers, coaches and any other volunteers who will be participating in any league activity involving regular contact with Westside players must complete a Little League approved volunteer application form. This form may not be used to conduct a criminal background check and may form the basis in the discretion of the league President for a rejection of the application. No member of Westside Little League will have authorization to allow for exceptions to this rule. Additionally, all board members, managers, coaches and volunteers who have regular contact with Westside players will be required to provide fingerprints at a designated law enforcement agency prior to any activity involving such players. Any information obtained from the results of fingerprinting may be reviewed by the league President, or by anyone acting at the direction of the league President, and may utilized as a basis for a rejection of an application for involvement in Westside activities. No member of Westside Little League will have authorization to allow for exceptions to this rule.

Section 13

Local Rule Approval

These Local Rules of Santa Clara Westside Little League may be added to, amended, etc. at the discretion of the League's Board of Directors and will be reviewed on a yearly basis. The signature by the President below certifies the above rules have been voted on and approved by the Board of Directors.

Adopted by the Board of Directors on: March 3, 2011 and Revised on April 7, 2011



Matt Allen- President, Santa Clara Westside Little League