

West Seattle Little League By-Laws

League Id: 04470709
Phone Number: (206) 552-5492

MISSION STATEMENT

The purpose of West Seattle Little League (WSLL) is to assist youth in developing the qualities of discipline, teamwork, courage and loyalty. The Little League Baseball program is designed to develop superior citizens rather than superior athletes.

LOCAL RULES

Local rules are in addition to regular Little League rules to reflect the playing rules, conduct, safety conditions, special field conditions, All-Star selection and other league management issues. If a situation is not discussed herein, it shall be consistent with the Little League Regulations and Rules.

A. PROGRAMS

- 1) **T-BALL DIVISION** operates as a program for 5 and 6-year-old players under Little League T-Ball Rules and Regulations.
- 2) **COACH PITCH DIVISION** operates as a program for 7 and 8-year-old players under Little League Minor League Baseball Rules and Regulations.
Note: 6-year olds may only play Coach Pitch Ball if they have played T-Ball as a 5-year old.
- 3) **MINORS DIVISION** operates as a minor league program for 8 through 11-year-old players under Little League Baseball Rules and Regulations.
Note: 7-year olds may only play "Minors" Ball if they have played at least one (1) year of Coach Pitch Ball.
- 4) **MAJORS DIVISION** operates as a major league program for 10 through 12-year old players under Little League Baseball Rules and Regulations.
Note (1): 9-year olds may only play Majors Ball if they have played at least one (1) year of Minors Ball.
Note (2): A 10-year old who made a tournament ("All-Star") team the previous year as a 9-year old is strongly encouraged to try out for Majors Ball as a 10-year old.
Note (3): All 11-year olds must try out for Majors Ball. Exceptions will be made only for justifiable reasons on a case by case basis with Board approval.
- 6) **JUNIORS DIVISION** operates as a program for 13 and 14 year-old players in accordance with Junior League Baseball Rules and Regulations.
- 7) **SENIOR DIVISION** operates as a program for 15 and 16-year-old players in accordance with Senior League Baseball Rules and Regulations.
Note: 14-year olds may play Senior League with Board approval.

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- 8) **BIG LEAGUE DIVISION** operates as a program for 17 and 18 year old players in accordance with Big League Baseball Rules and Regulations.
Note: 16-year olds may play Big League with Board approval.

AA. Player Fees, Refund Policy, Fundraisers and Other Fees

All player fees are due at the time of registration unless prior arrangement and approval is made. A refund will be granted up to the point that the season has started. Any refunds after this point will need the Board of Directors approval and may be at a reduced rate. The league will charge the amount charged to WSLL by the bank for any NSF check returned unpaid.

The League may have one player fundraiser during the season. Contribution by all players to the player fundraiser may be required by either paying a buyout fee or participating in the fundraiser itself. The league auxiliary may put on additional fundraisers, (carnival, raffles, spaghetti dinner, etc.) throughout the year that will be run by the league, parents and/or other adult volunteers.

B. PLAYER SELECTION

All eligible players, as defined by Little League rules, shall make up the player pool.

1. **T-Ball, Coach Pitch Division:** All players will be placed on teams by the President and Player Agent. Players will be placed on teams according to the school they attend, as much as possible. Teams will be dissolved at the end of the current season.
2. **Baseball Minors ("kid pitch"):** All players of the Minors ("kid pitch") division will return to the player pool at the end of the current season and will be subject to the draft each season.
3. **Majors Division & higher:**

Note (1): Player selection shall be in accordance with draft method "A" of the Little League Operations Manual.

Note (2): Only applies if there are more than two teams in a division!

3.1 Eligibility:

All players participating in the draft must be registered prior to the draft and participate in a minimum of 50% of the tryouts. The following players must participate in the draft:

- a) Any players new to the division. This typically involves moving from a lower division to a higher division, for instance Minors to Majors, etc.
- b) Any player that is new to West Seattle Little League (WSLL). Any player who did not play on a WSLL team the prior year will be considered a new player.

A player subject to the draft who does not participate in at least 50% of the tryouts may be a member of the draft pool and selected during the draft only if the reason for his/her

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absence from all or more than 50% of the tryouts was previously notified to and approved by the Board of Directors.

3.2 Draft Order:

Draft order is determined by reverse order of the previous season's team standings, regardless if the team has any returning coaching staff or any returning players. The season standings are determined using either the finish in the end-of-season tournament (first two places only) or the regular season finish. A team's standing is the higher of these two finishes.

The order continues through the draft.

This rule is subject to change depending on the format of the end of season tournament.

3.3 Number of Picks:

The player agent will determine the number of returning players on a team. If a returning player has not been released from a team, then that team has rights to the player and the player is placed back on that team. For a player to be counted on a team roster, their registration must be received 7 days prior to the date of the draft.

No team may pass up their pick in any round in which they are eligible to draft.

The draft shall continue until all eligible players have been selected.

3.4 Age Restrictions:

No more than eight (8) players of the same age may be on a roster. The only exception is if the only players left in the draft are of that age. For example, if you have 8 returning and drafted 11-year olds on your team, you can't draft any more 11-year olds unless only 11-year olds remain in the draft. In no case should a team roster have more than eight (8) league age 12 year olds without an approved waiver to Regulation III(c).

3.5 Options on Sons, Daughters and Siblings:

An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except No. 1) and be submitted to the Player Agent 48 hours prior to the draft. The options are as follows:

1. Brother/Sisters in the Draft

When there are two or more siblings in the draft, and the first brother or sister is drafted by the manager, that manager automatically has an option to draft the other brother or sister in the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

2. Brothers/Sisters of Players Currently on a Team

If desired, a manager shall submit an option in writing on a draftee if the player candidate's brother or sister is a member of that manager's team. If such an option

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is submitted, the manager MUST draft the sibling within the first three (3) draft selections.

3. Sons/Daughters of Managers

If a manager has a son(s) or daughter(s) eligible for the draft, and wishes to draft him/her, the manager must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of the son(s) or daughter(s). Parent/manager option takes priority over any other option.

Note: These provisions also apply for managers having eligible brothers or sisters in the draft.

4. Sons/Daughters of Coaches

A NEW coach shall not be appointed nor approved until after the draft to avoid "Red Shirting" of players through selective coaching appointments. A returning coach, through the manager, may exercise a son/daughter option in writing to the Player Agent provided:

(A) The coach has served as a manager or coach in the league (at any level) for the past two (2) years AND,

(B) The coach is returning to the same team as the previous season.

IMPORTANT: In order for a manager to exercise this option, the coach must qualify under **BOTH** conditions above.

5. Draft Rounds

If an option is submitted in writing for the son and/or daughter of a manager or coach, such candidate must be drafted in or before the following round:

<i>Protected Picks</i>				
<i>Draft Round</i>	<i>Little League</i>	<i>Junior</i>	<i>Senior</i>	<i>Big League</i>
5	9 – 10	12	14	15 – 16
4	11	13	15	17
3	12	14	16	18

3.6 Special Considerations Which Apply

(A) If a manager so chooses, the option on son or daughter may be waived.

(B) In the event the parent becomes a manager in another league, that parent may not claim the son or daughter.

(C) Players are eligible only in the league whose boundaries include the parent/manager's home residence.

(D) When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.

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(E) All players, including sons/daughters of managers and coaches at the Minor league level, are subject to the draft

(F) Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to the requirements for trading.

3.7 Bonus Picks:

Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four (4). If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

3.8 Trading:

Following the draft, managers may, if they desire, trade players until such a time as the players are notified of their team selection. ALL TRADES SHALL BE MADE THROUGH THE PLAYER AGENT. The following restrictions also apply:

1. Trades may only take place within the same division.
2. All trades must be player for player only (Example: Two players from Team A could not be traded for one player from Team B.)
3. Trades involving a player for draft choices are not permitted.

The Player Agent must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE BOARD OF DIRECTORS.

3.9 Secrecy:

Players shall never be told the position in which they were drafted.

C. REPLACEMENT OF A MAJOR DIVISION PLAYER DURING THE SEASON

If a player cannot complete the Major Division season, the Major Division Manager must notify the Player Agent within 48 hours. The Player Agent will contact the player and his family to determine whether the player will/can not play and should be removed from the roster.

Once the Player Agent has determined the player's status he/she shall promptly notify the League President. The President will present the loss of the player to the Board by the quickest means possible, (Board Meeting, e-mail, and/or phone). If the Board approves the loss/removal of the player, the President shall send a letter of release to the player and the parents stating the player has been released from the Major League team and the league for a justifiable reason. This action creates a legal opening for a replacement on the team's roster.

The manager shall review the major draft eligible players list with the Player Agent and shall select a replacement. The replacement shall be notified by the Player Agent and now becomes a permanent member of the team.

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No replacement players will be selected within the final two weeks of the season. If a Minors Division player is chosen to move up to the Majors, and the player declines the move, the coach will take his second choice. The spot vacated by this choice will be filled with the player that declined to move up. Said player will remain with that Minor team for the remainder of the season with no further option to move to a Major team until the following year. If deemed necessary by the manager and Player Agent, the manager may go through the same process of selecting an eligible player from the player pool list playing at Coach Pitch for a replacement.

D. TIME LIMITS ON GAMES

1. **T-ball and Coach Pitch:** A normal game is six (6) innings or one and one half (1-1/2) hours from the scheduled start time, whichever comes first. An inning is defined as one time through the batting order of eligible players.
2. **MINOR:** A normal game is six (6) innings. All games shall have a two-hour game limit from the official starting time. Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fourth inning and reached the two-hour time limit, but has not yet reached a normal game ending sixth inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game. No new inning shall begin after the 2:00 hr. time limit has been reached.

Note: If there is no game scheduled to follow the game in progress, the current game may be continued past the 2:00 hr. time limit, provided the Umpire in Charge feels it is safe to proceed. Notwithstanding the foregoing, for Minors Division, if *both* managers agree to terminate the game once the time limit has been reached and an "official" game (4 or more innings as described above) has been played, then the game shall be terminated, even if the umpire deems it is safe to continue.

3. **MAJORS:** A normal game is six (6) innings. No time limit on games. Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fourth inning and the game is called by the umpire for safety/weather reasons, but has not yet reached a normal game ending sixth inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game.
4. **JUNIORS AND UP:** A normal game is seven (7) innings. No time limit on games. Continuation of play at a later date will be necessary only if fewer than five (5) innings (4 1/2 innings if the Home Team is ahead) of play has been completed. If the game is past the fifth inning and the game is called by the umpire for safety/weather reasons, but has not yet reached a normal game ending seventh inning, then the game will revert back to the last completed inning. The score from that inning will be recorded as the score of the game.

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E. EXCESSIVE SCORES

Managers and Coaches are expected to do their best to prevent very lopsided scoring games. Games in which one team has a ten (10) run or more lead after four (3 1/2 if the home team is leading in score) innings of play, will be called at that point (per LL Rule 4.10(e)).

For Minors and below only: A five (5) run limit is imposed, which would complete the half inning. The five (5) run limit will not apply in the 6th or final inning or in any extra innings; however, the ten (10) run rule remains in effect, as do applicable time limitations.

F. PROTESTS

Protests are described in the Little League Baseball Rules and Regulations. The Umpire and Managers are encouraged to resolve any potential protest immediately. If they cannot, a protest shall be done in accordance with rule 4.19 in the Little League rule book.

EXCEPTIONS: T-BALL, Coach Pitch: Formal protests are NOT allowed, protests must be resolved on the field at the time of play. The Managers are encouraged to resolve the disagreements immediately. Letters describing an ongoing problem should be submitted to the President.

G. UMPIRES

Teams are required to assist the league in the recruitment of umpires to officiate games. The District holds yearly rules and umpire clinics prior to the start of every season to help train those new to umpiring and to give a refresher to those who have been doing it for awhile. In addition, the WSLL Umpire-in-chief is available to help with any questions or training needs. The league also has umpire gear available to be used during the game.

During the season, the home team is responsible for providing the home plate umpire and the visiting team is responsible for providing the field umpire. The plate umpire will act as the umpire-in-charge for the duration of the game. During the end of season tournament the league will assign umpires.

H. SCORE KEEPING

The home team is responsible for providing the official scorekeeper. The home team scorebook will be the official game score-keeping book. Scorekeeping shall be done in accordance with Little League rules. Managers are encouraged to send people to the district's scorekeeping clinic. After the game, the score sheet must be reviewed and signed by the umpire. The League Information officer will keep records of the game scores.

All Managers, when the home team, are required to report and post score and pitching record (include pitch count for each pitcher) at the snack shack within 24 hours of game completion.

Note: No official score is kept at T-Ball and Coach Pitch Division.

Note: Junior, Senior and Big League Baseball are required to notify the identified District Personnel to pass on the same information.

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I. FIELD PREPARATION AND DECORUM

The home team is responsible for field preparation before each game. This includes dragging the infield and chalking the lines. When there is no preceding game scheduled, the infields will be closed 60 minutes prior to the scheduled game start time to allow for field preparation and pre-game warm ups.

Each team must clean its own dugout. All Managers, coaches and umpires shall remind their players that they are not to dig in the field of play with their shoes. If they persist to dig, then they can be suspended for a game for disciplinary action.

Note (1): The Home Team shall occupy the third base dugout.

Note (2): At Bar-S only, when the last game of the day, the home team is responsible for storing the bases and covering the mounds.

Note (3): At Bar-S only, the home team of the South field shall be responsible for raising the U.S. flag (when the first game of the day) and for lowering, folding, and properly storing the flag (when the last game of the day).

J. WARMING UP PITCHERS

Any player warming up a pitcher must follow rule 1.17.

EXCEPTION: If the catcher warming up the pitcher squats into a normal catcher position, he/she must have a catcher's mask on and appropriate safety equipment. At no time shall a manager, coach, or any adult warm up a pitcher.

K. PITCHING ELIGIBILITY AND REST

Pitching eligibility will be in accordance with Regulation VI of the official Regulations and Playing Rules of Little League Baseball.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- If a player has played the position of catcher in four (4) or more innings in a game, that player is not eligible to pitch on that calendar day.

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Pitchers league age 15 – 18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 – 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 – 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 – 45 pitches in a day, no (1) calendar day of rest is required.
- If a player pitches 1 – 25 pitches in a day, no (0) calendar day of rest is required.

L. BASE COACHES

For Minors and Majors Divisions only, base coaches will be provided by the team at bat as per Little League rule **4**, with the additional stipulation that at least one of the base coaches will be a uniformed player of the team at bat. The player-base coach must wear a batting helmet at all times while on the field.

M. SAFETY

All safety procedures as documented in the WSL's A Safety Awareness Program (ASAP) plan ("safety manual") shall be observed at all times. In addition, the following will also be observed:

1. There will be no batting practice or any use of bats by players anywhere on the field 45 minutes prior to game start time. (E.g., the game start time is 6:00 p.m. No one other than a manager or coach shall be permitted to swing a bat after 5:15 p.m.) Once the game commences, only the current batter shall be permitted to hold or use a bat.
2. At Bar-S only, the home team on the North field (if the last game of the day) will designate an adult male manager, coach, or parent to stay with the concession stand ("snack shack") personnel until 'closing' to help insure their security and safety.

N. UNIFORMS

No uniforms, other than those approved by the League, are acceptable. West Seattle Little League will provide uniforms to all divisions of play. Full uniforms will be provided; hat, jersey, pants (belts where applicable) and socks. The jerseys, pants, and belts are the property of West Seattle Little League and **MUST** be returned at the end of the season. The player keeps the hat and socks. Any uniform that is not returned or is damaged in any way (except for normal wear and tear) will have to be paid for by the player.

O. TEE-BALL

1. All defensive players should be used on the field. All infield positions shall be covered with remaining players being used in the outfield.
2. All players should be rotated to all positions. No player can play the same infield position for more than one inning.
3. A continuous batting order will be used following rule 4.04 of the Little League rule book.

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4. All batters will hit off the tee as per Little League rules.
5. Each batter will be allowed five (5) swings. To be called a hit, the ball must travel ten (10) feet. No bunting or walks are allowed.
6. No infield fly rule.
7. Last Batter rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning. An inning will end in one of the following two (2) ways: 1) If the last batter of the inning gets a fair hit, the base runners may cross home plate until a defensive player touches home plate with the ball in his/her possession; 2) All present team members have batted and the last batter makes an out or doesn't get a hit.
8. Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND becomes under control of a defensive player. Any runner over half way to the next base may continue to that base.
9. If needed due to injury or illness, a pinch runner may be used. He/She shall be the last recorded out.
10. Managers and Coaches are allowed on the field.

P. Coach Pitch

1. All defensive players should be used on the field. All infield positions shall be covered with remaining players being used in the outfield.
2. All players should be rotated to all positions. No player can play the same infield position for more than one inning.
3. If a pitch hits a batter, batter may not take a base.
4. No infield fly rule.
5. Last Batter rule: This rule intends to limit the number of batters in a single inning. The limit is the number of players on the roster; each player may not bat more than once in an inning. An inning will end in one of the following two (3) ways:
 1. Defensive teams records 3 outs
 2. If the last batter of the inning gets a fair hit, the base runners may cross home plate until a defensive player touches home plate with the ball in his/her possession;
 3. All present team members have batted and the last batter makes an out or doesn't get a hit.
6. Each player is given five (5) swings or eight pitches, whichever comes first. If the ball is not placed in the field of play, the batter is out (NO EXCEPTIONS). No balls or strikes are called.
7. A regulation baseball will be used for all games.

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8. Stealing bases is not permitted. Runners must stop advancing once the ball enters the infield AND becomes under control of a defensive player. Any runner over half way to the next base may continue to that base.
9. If needed due to injury or illness, a pinch runner may be used. He/She shall be the last recorded out.
10. Managers and Coaches are allowed on the field.

Q. DISCIPLINARY PROCEDURES

1. Disciplinary Action

Disciplinary action may be commenced against any person involved in the WSLL program, including but not limited to WSLL officers, directors, umpires, managers, coaches, parents, players, and those desiring to attend games and/or functions. Activities that may be subject to disciplinary action shall include any violation of the guidelines contained in the Little League Operating Manual, Official Regulations and Playing rules, WSLL By-laws, or WSLL Constitution. Any activity or conduct, which is determined detrimental to the best interest of WSLL, and/or Little League Baseball by any individual, who is in any way involved in WSLL, may also be subject to disciplinary action.

2. Executive Committee

The local Board of Directors shall establish an Executive Committee for the purpose of investigating and determining the merit of allegations which may require disciplinary action. Upon finding merit in the allegations, the Executive Committee will turn the matter over to the Board with its recommendations for disciplinary action.

3. Filing of Charges

To initiate an investigation by the Executive Committee, a written complaint shall be filed, setting forth the grounds upon which the complaint is based. The complaint shall contain necessary information so that a proper investigation of the charges can be made. It shall be signed by the complainant and shall be delivered to or mailed to the league, to the attention of the League President or Vice President, within seven (7) calendar days following the occurrence of the alleged violation. Any Board member may initiate an investigation of wrongdoings at any time.

Note: Upon request of the complainant their name will be held in confidence.

4. Notification of Charges

Normally within three (3) days of receipt of a complaint alleging the need for disciplinary action, and after the Executive Committee has found merit in the allegations, the President or presiding officer shall give written notice to the alleged violator stating the substance of the charge in concise terms and requesting that the alleged violator appear at a hearing before the Board of Directors to be held no sooner than three (3) days or later than ten days from the date of the notice. The notice shall contain a statement that failure to appear at the hearing shall constitute default and an admission of the conduct alleged in the complaint. The notice shall also state that such a default shall allow the WSLL Board to discipline the alleged violator as it deems appropriate including suspension or removal from the WSLL program. In no event shall any hearing member have any direct involvement with the alleged violation.

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5. Decision of the Board

At the conclusion of the fact-finding hearing, the Board shall adjourn for deliberation. The Board must be represented by a valid quorum as stated in the WSLL Constitution. If a 2/3 majority of the Board finds that adequate grounds exist for disciplinary action, then the President or presiding officer shall issue a written decision setting forth the rule, regulation, or policy violated, and the sanction ordered as a result of the violation. Sanctions may include, but not limited to, reprimand or censure, dismissal or suspension from any further WSLL activities.

6. Emergency Disciplinary Action

Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in any WSLL program, the President or any person specifically designated by the President may suspend an individual from further participation in WSLL activities. Following emergency suspension, a complaint shall be made as set forth in Section 2 above and a hearing shall take place as set forth in Section 3.

R. WEST SEATTLE LITTLE LEAGUE CHAMPIONS

Note: This section applies to Minor and Major Baseball Divisions only.

1. The league will hold a double elimination end of season tournament to determine the league champions at each division.
2. The draw for each tournament will be based on regular season standings. The tournament brackets will be taken from the Little League website. Major and above divisions may play double-header games.
3. Regular season rules, including pitch counts and 5-run per inning limits, apply for the end of season tournament.
4. The winner of the Tournament will represent the League in the Tournament of Champions. If the winner is unable to field a complete team, then the second place team will become the representative in the Tournament of Champions.

S. ALL-STARS

1. General Information

The League will have the following All-Star teams for baseball divisions as long as there are sufficient players to field a team:

- 9-10 year old team
- 10-11 year old team
- Major 11-12 year old team
- Junior 13-14 year old team
- Senior 15-16 year old
- Big League 17-18 year old team

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

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2. All-Star Committee

The purpose of the West Seattle Little League All-Star Committee is to assemble the most competitive teams (managers/coaches/players) for district, state, regional, national and international tournaments. These teams must also best represent sportsmanship and team attitude for the West Seattle Little League community.

The President shall appoint the All-Star Committee which will include no less than five and no more than nine members. Any member can be appointed Chairperson of the committee.

The All-Star Committee shall appoint one manager for each team, approve the manager's selection(s) for coaching staff, create the timeline and oversee the All-Star selection process, and review the All-Star bylaws annually.

3. Manager and Coach Eligibility & Selection

All managers and coaches who have managed or coached in the appropriate division for at least one-half of the regularly scheduled season games are eligible to serve as All-Star Team Manager.

- Any Minor or Major Manager or Coach may be a 9-10 year old All-Star Team Manager.
- Any Minor or Major Manager or Coach may be a 10-11 year old All-Star Team Manager.
- Any Major Manager or Coach may be an 11-12 year old All-Star Team Manager.
- Any Manager or Coach in the Junior, Senior or Big League, can become an All-Star Manager, if it is in the division in which he/she coached during the regular season.

The Manager for each All-Star team shall be selected by the All-Star Committee following review of a written "Statement of Interest" which all interested Managers and/or Coaches must submit to the All-Star Committee. All-Star Managers selected by the Committee may select their coach(es) with final approval by the All-Star committee.

Candidates for manager/coach will be evaluated by the following criteria in no specific order of importance:

- Experience managing/coaching tournaments (e.g. All-Stars, end-of the year, outside WSL), West Seattle Little League, and/or outside league teams
- 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
- Able to represent West Seattle Little League in a positive way
- Ability to assess the skill levels of players without bias towards 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.

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4. Player Eligibility & Selection

To be eligible a player must have played in 60% of their team's games and has committed to being available for all practices and tournament games, unless due to injury, illness, or other circumstances, with prior approval by the All-Star Manager.

All-Star players will be nominated by their teammates, regular season managers/coaches, and the All-Star coaching staff. The All-Star Committee will prepare nomination ballots and manage the nomination process. The target date for submission of All-Star nomination ballots will be approximately one week before the End of Season tournament. Nominations will be based on the following process:

Minors

Nominations will be made in the Minors division by giving each player, manager, and official coach an *All Star Nomination Ballot- Minors* with all 9 and 10 year-old All-Star eligible players listed by team, age, and name on the ballot. Players, team managers and official team coaches will be asked to individually vote on who they believe are the top three (3) choices from their team only for nomination to the All-Star tryouts. Once the ballots are collected from each team and the votes tallied, the top 12 vote getters will be invited to the 9-10 year old All-Star tryouts. In addition to the team- and manager/coach-nominated All-Star candidates, the All-Star coaching staff may nominate up to four (4) additional players from the entire Minors division. The All-Star coaching staff additional nominations are optional and not required, but included as a measure to ensure a sufficient pool of players are included in the All-Star tryout process. It is noted that 9 and/or 10 year-old players in the Majors, will be eligible for nomination to the 9-10 year old All-Star tryouts as defined below.

Majors

Nominations will be made in the Majors division by giving each player an *All Star Nomination Ballot-Majors*, which will list all All-Star eligible players in the Majors division by age, name and team. Players will be asked to individually select the 12 most deserving players by age from the entire division; 9-10 year olds; 11 year olds and 12 year olds. (It is unlikely there will be 12 players aged 9-10 playing in the Majors division and, therefore, unlikely that 12 will be nominated from the Majors division.) Once ballots are collected, the votes will be tallied and the top 12 vote-getters from each age group will be invited to the respective, age appropriate, All-Star tryouts. In addition to the player-nominated All-Star candidates, the coaching staff from each Majors team may nominate up to one (1) additional player each from the entire Majors division and the All Star coaching staff may nominate up to two (2) 11-year old players and two (2) 12-year old players from the entire Majors division. The regular season and All Star coaching staff "additional nominations" are optional and not required, but included as a measure to ensure a sufficient pool of players are included in the All Star tryout process.

Each All-Star candidate nominated as per the above process must fill out an application created by the All-Star Committee and take part in a try-out, with the final player selections being made by the All-Star Manager. Any player nominated that cannot attend the try-out must have prior approval from All-Star Manager with notification to the All-Star Committee to remain in consideration.

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The All-Star Manager will select the players based on the following criteria in no specific order of importance:

- Teamwork
- Sportsmanship
- Attitude
- Commitment
- Regular season on-field performance
- Recommendation from regular-season manager
- All-Star try-out performance
- Previous All-Star experience

Any alternates or substitutions to the selected All-Star teams must have participated in the All-Star tryouts. A player who did not attend the All-Star tryout but who had received prior approval not to attend the All-Star try-out can still be considered as an alternate or substitute. The All-Star Manager will submit any alternates or substitution player selections to the All-Star Committee for approval.

5. Uniforms

All-Star Uniforms: Pants, belts, sleeves, jersey, socks and hat will be provided by WSSL. Jackets will be purchased at the discretion of the parents. The player will provide all other uniform/wearing apparel. All-Star uniforms provided by the league are the property of West Seattle Little League and must be returned to the Manager after the final team tournament game.

These by-Laws for West Seattle Little League were approved by a vote of the Board of Directors in January 2010 and are valid until December 31, 2010 unless changed by a vote of the Board of Directors.

Mark Terao, President
West Seattle Little League