



Woodinville Little League Local Rules and Guidelines

(Updated 12/4/2019, subject to change)

Woodinville Little League (WLL) will enforce the 2020 Official Regulations and Playing Rules for all divisions of Little League® baseball and softball; updates may be found on the Little League® website. A few of the rules and guidelines listed here are duplicated directly from the 2020 Official Regulations and Playing Rules in an effort to highlight issues that are commonly encountered.

WLL will participate in Inter-league play and local tournaments. In those instances, separate rules may apply, however, any local/tournament rules will never supersede rules set by Little League International as described in the 2020 Official Regulations and Playing Rules. Interleague rules are included at the end of this document.

WLL may establish additional volunteer policy rules, manager selection rules, player level rules, and All Star program rules. WLL has approved the local rules set out below, to the extent that any local rule conflicts with Little League® rules; Little League International rules will apply.

2020 Rule Changes

- *Approved Volunteers will be issued Volunteer Identification badges*
- *AA*
 - *Games will be 90 minutes*
 - *Players should not sit for more than 1 inning.*
- *AAA*
 - *No new inning will start with less than 20 minutes prior to hard stop of game*
 - *All players will play a minimum of 4 defensive innings or 12 defensive outs. Six of these outs will be played in an infield position.*
 - *No player should sit out more than 2 innings per game*
 - *Continuous Batting Order (CBO) is followed; each team bats their entire roster*
 - *If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.*
 - *If a player has been ejected, his place in the order will be counted as an out for all following at-bats*
 - *Home team will provide the League with a game report.*
 - *AAA will have a season ending Tournament. Seeding will be determined by a blind draw.*
- *Minors/Majors*
 - *No new inning will start with less than 15 minutes prior to hard stop of game*
 - *All players will play a minimum of 4 defensive innings or 12 defensive outs. Six of these outs will be played in an infield position.*
 - *No player should sit out more than 2 innings per game*
 - *TOC Seedings will be determined by finish in the WLL Tournament.*

General Supplemental Rules:

1. Manager Selection:

Managers shall be selected annually and automatically released at the end of every season. No manager retains a right to manage or coach from year to year.

2. Family Volunteers:

Parent/family volunteers are essential to the successful operation of WLL. A list of required team volunteer positions will be provided to each Manager based on the specific division (Assistant Coaches, Team Parent, Umpires, Scorekeepers, etc). For volunteer positions who are on the field with players during practice or games, those individuals must pass a background check prior to spending time on the field with players. WLL will use an online background check form and it is the Team Manager's responsibility to ensure that it has been completed by each volunteer prior to the first practice. **WLL will be issuing Volunteer Identification badges** to all individuals who are approved to be on the field with players. Once the background check is successful, the *badge* will be provided to the Team Manager to distribute. Only volunteers who receive a *badge* are allowed to be on the field with the players and are required to wear the *badge* in an easy to see location. *Umpires will wear the badge prior to the start of each game and then can remove the badge upon game start.*

3. Team Umpires:

- (1) All WLL umpires are volunteers. Most are parents of current or former players. All persons participating in WLL events will act in a manner that is respectful and polite towards all umpires. Any person who demonstrates inappropriate behavior towards an umpire may be required to leave the event and possible become subject to further discipline.
- (2) All umpires are required to wear a Volunteer ID *badge* when on the field with players (refer to Volunteer section above for more details).
- (3) Managers (Majors and Minors and AAA) must identify at least two (preferably three) Team Umpires who shall each:
 - a. Complete at least one session each of field mechanics and rules training annually
 - b. Commit to the Manager to fulfill the team umpire obligations for the entire season (including local end of season tournaments).
- (4) Umpire coverage for each game is ultimately the responsibility of the Managers. The Managers can contact the UIC for last minute help to schedule umpire coverage.
- (5) Home team will supply the plate umpire; visiting team will supply field umpire. If the umpires would like to switch responsibilities, it will be done by them with no influence from the competing teams.
- (6) Home Team manager will supply game balls to plate umpire during pregame plate mtg.

4. Game Day Responsibilities:

- (1) Home team must prepare the field for play in a manner that ensures the game can begin at the scheduled time. After the game, both teams shall put away equipment as well as dispose of trash in dugouts, spectator areas and field after every game.
- (2) Only registered players, league approved coaches and league approved umpires are allowed on the field during a game. To confirm coaches and umpires have been approved by the league and passed WLL league background check, they must wear WLL volunteer *badge* at all times.

5. Pitch Count and Catcher Eligibility:

- (1) All pitch count and catcher eligibility rules are defined by Little League and can be found in the Official Regulations and Playing Rules book provided to every manager. All managers must be cognizant of these rules and league age of their pitchers.
- (2) The Home team is the official scorekeeper of the game and is also responsible for providing the official pitch counter for both teams. The pitch counter may be the scorekeeper or a person working with the scorekeeper, it may not be a manager or coach.
 - a. As a best practice, scorekeepers and pitch counters from both teams should compare information at the end of each inning.
- (3) Each team manager is responsible for communicating with the official pitch counter and knowing when a pitcher has reached the maximum count (determined by age) and must be replaced.
- (4) The game pitch count will be reported with the game score by the WINNING team to the coaching coordinator distribution list via email. Pitch count statistics will be tracked / reported on the WLL website.
- (5) Managers shall provide each other information about pitcher eligibility during the pre-game plate meeting Umpires may facilitate the discussion but are not responsible to address eligibility questions.
- (6) Violations of pitch count and pitching/catcher eligibility will be charged against the manager of the offending team and will be penalized as follows:
 - a. 1st violation – Warning; 2nd violation – (1) game suspension; 3rd violation – Season Suspension

6. Head Injury:

All parents, players and managers will be familiar with the WA State Lystedt Law regarding concussions. This can be found at <http://www.littleleague.org/learn/programs/childprotection/concussions/ConcussionsWashington.htm>

7. Replacement Players (Minors/Majors/Jr, Sr, Big League):

- (1) Managers shall promptly notify the Player Agent upon learning that a player will not be able to play with the team for the remainder of the season
- (2) The Player Agent shall assign a replacement player. The replacement player may be drawn from a waiting list if in the Player Agent's discretion (i) the draw is in the best interest of the player and the league, and (ii) there has been no intent by anyone involved to circumvent the draft or gain unfair advantage. The Player Agent's decision shall not be subject to protest or appeal.
- (3) The replacement must be completed within seven days after learning a player is to be lost for the season if the loss will cause the roster to become less than 11 players, except in the final two weeks of the season, when a Manager shall not pull up a player from the division below except by permission of the Player Agent.

8. Pool Players:

- (1) In the event a team in the Majors or Minors division knows they will have less than 9 players for a scheduled game the Player Agent will select a random pool player from the affected division. This action will only be performed by the Player Agent.
- (2) Refer to LL International Regulations / Playing Rules for further detail on Playing Rules for Majors/Minors.

LOCAL RULES OF PLAY:

T-Ball: Teams of 7-9 players (goal)

- (1) Helmets with face guards are required (worn at all times the player is on the field when team is batting)
- (2) Games are 1 hour from scheduled start time or 4 innings, whichever comes first.
 - a. Rainout makeups are at the discretion of the managers and should be during the practice time of the respective teams or other available field use times
- (3) Each team shall bat the entire roster each inning regardless of the number of outs or runs scored.
 - a. The manager of the at-bat team will call "last batter" when they are about to complete an inning
 - b. The last batter and all base runners will round the bases to home plate after the ball is hit.
- (4) All players will be placed in a field position each inning and shall be rotated through all positions during the season.
 - a. The pitcher is required to wear a batting helmet
 - b. Coaches are encouraged to prioritize filling infield positions over outfield, outfielders can play shallow and should be encouraged to back-up the infielders.
- (5) A team may have up to 4 volunteers in the outfield when on defense (Volunteer ID *badge* required).
- (6) Safety balls (t-balls) issued by WLL (no hardballs) will be used for all games and practices.
- (7) Throw down bases may be used on fields without in-ground base posts. Base paths may be from 50-60' in length. If field has in-ground base pegs, base paths will be 60" and break away bases are required.
- (8) All batters will hit off a tee; no coach pitch
- (9) There are no strikeouts and outs are not tracked.
- (10) Players may advance only one base on a hit ball (except for the last batter situation).
- (11) Stealing and sliding are not allowed.
- (12) Scores or standings are not tracked.

AA Division: Teams of 9-11 players (goal)

- (1) Helmets with face guards are required (worn at all times the player is on the field when team is batting)
- (2) Games are Coach Pitch and limited to **90 minutes** from scheduled start time or 6 innings whichever comes first.
 - a. No new inning should start after 90 minutes
 - b. Rainout makeups are at the discretion of the managers and may be rescheduled during the teams' practice times or at other available field use times.
- (3) The offensive side is retired after:
 - a. 3 outs are recorded or;
 - b. Five runs have scored
- (4) Defensive side will have 6 infielders and 4 outfielders (if the roster supports it).
 - a. No player should sit on the bench for more than **1 inning**.
 - b. Assuming no safety risk, players should have the opportunity to play all positions during season.
 - c. Teams with >10 players should still have 10 fielders with playing time equally split.
- (5) Catcher's mitt is recommended but not required.
- (6) Safety 1 balls will be issued by WLL and will be used for all practices and games.
- (7) Each batter will be allowed 4 qualified coach pitches (qualified pitch equals a hittable pitch).
 - a. No ball/strike count will be kept.
 - b. There will be no walks.
 - c. If the 4th pitch is hit foul the batter will be allowed one more pitch.
 - d. If the batter fails to hit the ball after the 4th pitch, the coach will then switch to soft toss. If the batter fails to hit the ball after the 3rd soft toss, then the coach will provide a tee.
- (8) Bunting will not be allowed.
- (9) There is no infield fly rule
- (10) A fly ball hit over the home run line will be considered a home run
 - a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder
 - b. On NSD and WSF fields, the homerun line shall be marked with cones at 180 feet from home plate unless an adjoining field requires that they be placed closer
- (11) A base runner will be allowed to advance one base on overthrows.
- (12) Sliding is allowed, as per the Little League Regulations and Playing Rules (aka: the Green Book)
- (13) Scores or standings are not tracked.

(13) No base stealing.

AAA Division: Teams of 10-11 players (goal)

- (1) Helmets with face guards are required (worn at all times the player is on the field when team is batting)
- (2) Games are 2 hours from scheduled start time or 6 innings whichever comes first.
 - a. Rainouts may be rescheduled at the discretion of the managers.
 - b. Makeups should be scheduled during practice time if at all possible.
 - c. No new inning will start with less than **20 minutes** remaining before the scheduled end time.
 - d. At the 2-hour mark, the current batter will complete the at bat and the umpire will call the game complete.
- (3) The offensive side is retired after:
 - a. 3 outs are recorded or;
 - b. Five runs have scored (including last inning)
 - i. Five runs can be exceeded only on an over the fence homerun or a ground rule double
- (4) All players will play a minimum of **4 defensive innings or 12 defensive outs**. Six of these outs will be played in an infield position. All players will have an opportunity to play all positions unless there is a safety risk that has been brought to the attention of the Player Agent.
- (5) **No player should sit out more than 2 innings per game**
- (6) **Continuous Batting Order (CBO) is followed; each team bats their entire roster**
 - a. **If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.**
 - b. **If a player has been ejected, his place in the order will be counted as an out for all following at-bats**
- (7) Catcher's mitt is required.
- (8) Catcher's will catch a maximum of 3 innings per game.
- (9) The "highest" rated safety ball is used at this level.
- (10) Modified "California rules" are followed:
 - a. There are no walks; balls and strikes are called.
 - b. Player pitch all Innings.
 - i. After the fourth thrown ball, the batter's coach will pitch.
 - ii. The batter's coach will not be in the field of play during player pitch and will remain ready to pitch to maintain pace of play
 - iii. Coach's back foot needs to be within 3' of pitching rubber when pitching, player pitch is from the rubber (46' from home plate per LL rules).
 - iv. During coach pitch only, the batter does not advance to first base when hit by pitch
 - v. Coaches will assume the batter's strike count when they enter. For example, if batter has 2 strikes from the player pitch they will only have 1 strike remaining before being out.
 - vi. The pitcher is required to be relieved in the event that three batters have been hit by a pitch.
 - vii. Pitcher will pitch no more than (1) inning per day or 35 pitches
 - viii. Not all players are required to pitch in a season.
- (11) Bunting is allowed.
- (12) There is no infield fly rule.
- (13) A fly ball hit over the home run line will be considered a home run.
 - a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.
 - b. *On NSD/WSF fields, the home run line is marked with cones at either 180' from the rear tip of home plate or the approximate center between two adjacent fields with concurrent games.*
- (14) A base runner will be allowed to advance only one base per play on fielder overthrows.
- (15) Sliding is allowed, as per the Little League Regulations and Playing Rules (aka: the Green Book)
- (16) Advancing to 2nd or 3rd base on a passed ball is allowed all season only in the following scenario:
 - a. A baserunner can advance from 1st or 2nd base on a pitched ball only when the ball is beyond the reach of the catcher. If the catcher makes a clean catch or keeps the ball within reach, the baserunner cannot advance.
 - b. A baserunner can only take one base per passed ball. The runner cannot advance on an overthrow from a catcher trying to throw out a runner who is stealing.
 - c. No runner will advance home on a passed ball even in the event of an overthrow.
 - d. This applies to ONLY player pitch, no advancing during coach pitch

- (17) Win / Loss records and standings are not kept. Each team will be responsible for a scorebook to be used for information purposes to assist with keeping outs, batting order and pitch counts. There is not an “official” book and scores during games or final results should not be shared with parents and/or players from either team.
- (20) At the end of the game the home team will email the game report to woodinvillelittleleague@gmail.com
- (21) AAA will play a Season ending WLL Tournament. Seeding for the Tournament will be determined by a blind draw

Minors Division: Teams of 12 players (goal)

- (1) Helmets with face guards are required (worn at all times the player is on the field when team is batting)
- (2) Games are 2 hours from scheduled start time or 6 innings, whichever comes first.
 - a. No new inning will start with less than **15 minutes** remaining before the scheduled end time.
 - b. At the 2-hour mark, the current batter will complete the at bat and the umpire will call the game complete unless section c) applies below;
 - c. If there is no other game scheduled on the field after the game in question and the umpires determine lighting is not an issue, the current inning will be allowed to complete and the game will come to an end even if less than 6 innings have been played. If the score is tied, the game may continue with extra innings until decided or until the game is called ‘for reason of darkness’.
 - d. If a game ends due to the 2-hr time limit or because of darkness, the game winner will be declared as follows:
 - i. If the home team is at bat and has the lead, the current score will stand as the final score with the home team being declared the winner.
 - ii. In all other cases, the score will revert back to the last full completed inning.
- (3) The offensive side is retired after:
 - a. 3 outs are recorded or,
 - b. Five runs have scored (excluding last inning)
 - i. Five runs can be exceeded only on an over the fence homerun or a ground rule double
 - c. The last inning (sixth or earlier based on time) is not limited to 5 runs. After the 1 hr. 40-minute mark of the game, the umpire can declare final inning to both managers. The inning ends when either 3 outs are recorded, or the team bats their entire roster. If the Away team has a roster of 9 and the Home team has a roster of 12, the Away team will bat 9 and the Home team will bat 12.
- (4) Each player must play a minimum of **twelve (12)** defensive out for a six-inning game, **2 full innings** must be at an infield position.
- (5) No player should sit out more than 2 innings per game**
- (6) Rule 6.02c is followed requiring batter to keep one foot inside of batter’s box during at-bat. Some exceptions apply, refer to Green book
- (7) Continuous Batting Order (CBO) is followed; each team bats their entire roster
 - a. If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.
 - b. If a player has been ejected, his place in the order will be counted as an out for all following at-bats
- (8) A fly ball hit beyond the marked home run line will be a home run.
 - a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.
 - b. On NSD/WSF fields, the home run line is marked 200’ from the rear tip of home plate using cones.
- (9) Every player must have an opportunity to pitch during the regular season.
- (10) Batting Practice is allowed prior to the start of the game with the following conditions:
 - a. All players must wear an approved helmet at all time when at bat, whether at games or practices
 - b. Batting practice can only be done in the outfield adjacent to the team’s own dugout
 - c. There will be no hitting of balls into any fence or barrier
 - d. The only balls that can be used are whiffle or pickle balls—no hard balls of any kind can be used
 - e. Balls may be thrown for batting practice by approved league volunteers only. No players can throw.
 - f. Only approved bats may be used. “Thundersticks” and skills hitting sticks are also allowed.
 - g. Batting practice in the outfield cannot occur while anyone is doing infield warm-up.
 - h. Batting practice cannot interfere with the start of the game or the pre-game plate meeting
- (11) Seeding for the post-season interleague Tournament of Champions (TOC) will be determined by the following. Ties are allowed and seeding will be determined first by wins and second by lowest run ratio

(Runs Allowed / Innings Defended).

- a. The results of the WLL post-season tournament will determine TOC seeding.
 - b. All other regular season games will not affect this ranking
- (12) Seeding for the WLL post-season tournament will be blind draw near the end of the regular season

Majors Division: Teams of 12 players (goal)

- (1) Helmets with face guards are optional (worn at all times the player is on the field when team is batting)
- (2) Games are 2 hours from scheduled start time or 6 innings, whichever comes first.
 - a. No new inning will start with less than 15 minutes remaining before the scheduled end time.
 - b. At the 2-hour mark, the current batter will complete the at bat and the umpire will call the game complete unless section c) applies below;
 - c. If there is no other game scheduled on the field after the game in question and in the umpires' discretion lighting is not an issue, then the current inning will be allowed to complete and the game will come to an end, even if less than 6 innings have been played. If the score is tied, the game may continue with extra innings until the game is decided or until the game is called 'for reason of darkness'.
 - d. If a game ends due to the 2-hr time limit or because of darkness, the game winner will be declared as follows:
 - i. If the home team is at bat and has the lead, the current score will stand as the final score with the home team being declared the winner.
 - ii. In all other cases, the score will revert back to the last full completed inning.
- (3) The ten run rule (rule 4.10e) will be enforced.
 - a. The team that is behind must complete at least 4 offensive innings (at-bats).
 - b. If the home team is ahead (after satisfying the above), the game ends as soon as the home team's lead reaches 10 runs.
 - c. If the visiting team is ahead, the game ends as soon as the home team completes its at-bat in the inning in which the visiting team goes ahead by 10 or more in the top of the 5th or 6th inning, the home team still gets opportunity at pulling within 10 runs.
 - d. Once game has concluded due to the 10-run rule, the coaches have the option to continue playing a scrimmage until the 2-hour mark, pitch count will continue to be tracked and reported
- (4) Each player must play a minimum of twelve (12) defensive out for a six-inning game, 2 full innings must be at an infield position.
- (5) No player should sit out more than 2 innings per game
- (6) Rule 6.02c is followed requiring batter to keep one foot inside of batter's box during at-bat. Some exceptions apply, refer to Green book
- (7) Continuous Batting Order (CBO) is followed; each team bats their entire roster
 - a. If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.
 - b. If a player has been ejected, his place in the order will be counted as an out for all following at-bats
- (8) A fly ball hit beyond the marked home run line will be a home run.
 - a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.
 - b. On NSD/WSF fields, the home run line is marked 200' from the rear tip of home plate using cones.
- (9) Batting Practice is allowed prior to the start of the game with the following conditions:
 - a. All players must wear an approved helmet at all times when batting
 - b. Batting practice can only be done in the outfield adjacent to the team's own dugout
 - c. There will be no hitting of balls into any fence or barrier
 - d. The only balls that can be used are whiffle or pickle balls—no hard balls of any kind can be used
 - e. Balls may be thrown for batting practice by approved league volunteers only. No players can throw.
 - f. Only approved bats may be used. "Thundersticks" and skills hitting sticks are also allowed.
 - g. Batting practice in the outfield cannot occur while anyone is doing infield warm-up. Batting practice cannot interfere with the start of the game, or the pre-game meeting between the Managers and umpire(s).
- (10) Seeding for the post-season interleague Tournament of Champions (TOC) will be determined by the following. Ties are allowed and seeding will be determined first by wins and second by lowest run ratio (Runs Allowed / Innings Defended).

- a. The results of the WLL post-season tournament will determine TOC seedings.
 - b. All other regular season games will not affect this ranking
- (11) Seeding for the WLL post-season tournament will be blind draw near the end of the regular season

Intermediate, Jr, Sr, Big League: We will follow LLI rules and regulations with the following exceptions or additions:

- (1) Jr teams will consist of players league age 13 and 14 will play on 80' fields, 54' mounds.
- (2) Sr. League will consist of players league age 15 and 16 will play on 90' fields, 60' mounds.
- (3) Big League will consist of players league age 17 and 18. Upon approval of parents, VP of Jr, SR, BL, players league age 16 may be considered to play Big League
- (4) Batting practice is allowed prior to the start of a game. Only wiffle or pickle balls may be used. BP is designated for outfield only and adjacent to the team's dugout, and may not be conducted against fences or barriers.
- (5) Under no circumstances shall tobacco products be used in proximity to team activities – dugouts, field, practice areas, or common areas that are part of the field or practice facilities.
- (6) We have a zero-tolerance policy for alcohol and drug use. Players participating in team activities deemed to be under the influence of alcohol or drugs, in possession of alcohol or drugs, or in possession of drug paraphernalia as determined by a manager, coach, game official, or league official will be immediately discharged from the team. No refund will be provided to a player in violation of this rule. Players that violate this rule shall not return to any team or league activities.
- (7) Minimum play rules.
 - a. For the first 4 weeks of regular season games, all players will have a "fair play opportunity". This means all players get the same amount of play time and rotated evenly between infield and outfield positions. At the end of 4 weeks, all players should have consistent innings-per-game averages.
 - b. Following the first 4 weeks of regular season games, players will have an opportunity to play consistent with their participation in the first 4 weeks and thereafter:
 - i. All players at 85% participation (all practices and games) will have the maximum play time - they will have no less play time per game than any other player on the roster.
 - ii. All players between 50% and 84% participation (all practices and games) will have a minimum of 3 innings of play per game.
 - iii. All players shall have LLI minimum play rule expectations.
 - c. Post-season and tournament play, LLI minimum play rules will be enforced, however "fair play opportunity" defined in the aforementioned will not be imposed. Participation qualification for LLI-sponsored tournament play will be enforced.
 - d. Minimum play may be suspended on a case-by-case basis at the behest of a player or player's parent request.
 - e. Minimum play statistics will be forwarded to the VP of Jr,Sr,BL and the president every two weeks.

RULES FOR WLL PLAYOFFS

MAJORS/MINORS/AAA: (seeding by random draw)

1. During bracket play, the top team in each game bracket is the HOME team. During the championship game, the HOME team is determined by coin flip. Both managers must be present and the game umpire is not required to be present.
2. The Winning Team's manager is responsible to send the Game Report to the player agent by 11PM. Forfeiture rules will apply if this is not done.
3. A winner MUST be determined for each game and thus ties will not be allowed. If a gameplay ends either due to time limit, light or field scheduling, the score will revert back to a previous inning where a winner can be determined. Last resort is a coin flip.
4. Any rainouts will be scheduled for the very next day on the best available field (even if its a school field). If a rainout at NAF occurs and there is an available field on WSF, all attempts to move the game as quickly as possible.
5. Normal LL & Local Rules apply (except changes notes above)
6. To maintain game pace, the following are requested:
 - a. Batters will keep one foot in the batter's box between pitches during an at bat.
 - b. Both teams will work to minimize the time it takes to transition from offense to defense.

SELECTION OF TEAM MANAGERS AND COACHES

Selection of team Managers is the responsibility of the league Manager's Committee. The Coaching Committee consists of the league President and corresponding (Baseball or Softball) league Vice President and corresponding (Baseball or Softball) league Coaching Coordinator. However, all appointments are subject to the final approval of the local league's Board of Directors. The Manager's Committee should work hand-in-hand with fellow volunteers to ensure the best decisions are being made for the entire league.

Prior management or coaching experience is not required. Manager and Coach training is provided to WLL participants throughout the season, with a heavy focus on training clinics prior to the start of the season. This training is open to all WLL volunteers who wish to learn more about coaching and managing a team. Passing a successful background check is a mandatory requirement for participation as a Manager, Coach, or Volunteer in little league. Attendance at all mandatory meetings is also a requirement for Manager candidates.