

WINDSOR LOCKS LITTLE LEAGUE

**Bylaws/Local Rules/Ground Rules
Baseball Program**

2019

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INTRODUCTION

This document expires annually at the end of the year (12/31) and must be renewed annually. It includes the local board's procedures for selection of Tournament Teams (All Stars) and specific ground rules for various divisions.

Because each local Little League Board of Directors has authority to change local procedures, this document requires only Board of Directors consent, without general membership approval. No part of this document can conflict with or supersede any Little League rule, regulation, or policy.

The by-laws, local rules or ground rules are to be distinguished from the Little League Constitution. The Constitution spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, meeting requirements such as quorum, etc.

The various items in this document contain information that is pertinent to the Managers, Coaches, Players, and Parents. It is the Manager's responsibility that his/her Players and Coaches are aware of them. The Vice President and the Administrator of each Division will oversee their program.

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1. SPORTSMANSHIP

- A. Players should be taught to maintain the will to win; however, they must be taught to accept losses graciously.
- B. Win or lose, the Players will congratulate their opponents at home plate for a good effort following each game.

The Manager and Coaches shall make an extra effort to thank the umpires at the end of each game.

2. RULES OF PLAY

The Official Regulations and Playing Rules for Little League Baseball (A.K.A. Little League Rulebook), as established by Little League Inc. of Williamsport, PA, will be followed by each League except as modified, where permitted, in this document. (NOTE: The Little League Rulebook pertains to the Major League program unless specifically noting the Minor League program, etc.)

- A. W.L.L.L. exercises the option of not utilizing rule 4.10 (e) of the *201 Official Regulations and Playing Rules*, commonly known as the *Mercy Rule*. *The league reserves the right to review the election not to use rule 4.10(e) for the AAA level.*

3. REGISTRATION & RESIDENCY REQUIREMENTS

In order to be registered, Players must meet Residence Eligibility Requirements as set forth in the Little League Official Regulations and Playing Rules for Little League.

- A. No child will be allowed, under any condition, to participate within the League's program until registered by a parent or legal guardian. Approval of registration will be by the President and/or Player Agent (or assigned delegate). Signature other than the above is not acceptable.
- B. Registration is considered closed upon the commencement of the draft at each Baseball Division. Late registrations may be accepted into the League and is dependent on available space. Every effort will be made to accommodate all late Tee Ball registrations. (NOTE: a Late Registration Fee may be applicable.)
- C. Former Major League Players who register after the Major League draft has been completed will be assigned to a team by the Player Agent. Players will lose their right to remain as Major League players if they register after the Major League draft.

4. MANAGERS, COACHES AND UMPIRES

- A. **Appointment of Managers:** The President (with input from Administrator of each division) shall appoint the Managers of regular season teams. The President shall bring forward an equal number of appointments to managerial positions. The Board shall confirm all appointments by majority vote. In order to receive or keep an appointment, every Manager must attend the league held safety and skills clinics, pass a background check, and remain in good standing (not subject to disciplinary actions See Section 8 Discipline of Team Personnel).

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All appointments shall expire at the end of the team's playing season, unless terminated earlier at the discretion of the President or the Vice President. Managers are responsible for the selection, as outlined in Sections 5 and 6 of this document, and training of their teams. Managers are also responsible for the actions of their Coaches during all practices and games.

No person may manage more than one team within Windsor Little League Baseball or Softball. A Manager may be a Coach on another team, but that team must be at a different division level. A member, who holds a Manager and Coach position simultaneously, must fulfill Managerial responsibilities first.

- B. **Appointment of Coaches:** Coaches will be selected by Managers following the completion of the Draft process for that division, thus avoiding the pre-selection of Players through selective coaching appointments. All appointments shall expire at the end of the team's playing season, unless terminated earlier at the discretion of the President or the Vice President. Coaches shall assist their Managers in team training, conduct and games.

The Manager of each team shall appoint Coaches subject to the review of Division Administrators and the President. The Board shall confirm all appointments by majority vote. Parents of players on that team are preferred over extended family members and non-relatives.

- C. **Limitations on Managers and Coaches:** While holding such office, the President shall neither manage nor coach a special, post season team, such as a tournament team or All-Star team (inter-league and intra-league). However, the President may manage or coach a regular season team.
- D. **Protests – Managers, Coaches, & Umpires:** Each Manager and Coach has a Moral Obligation to help prevent protests, and work together for the success of the League. It is the responsibility of all adults coaching during a game to eliminate a possible protest. Remember that the Umpires may make many honest judgment errors during the season. Managers and Coaches should accept them as honest judgment errors and will not intimidate the Umpire about them.
- E. **Appointment, Training and Scheduling of Umpires (Baseball):** Before and during the playing season, the Umpire in Chief shall train, schedule, observe, and evaluate all volunteer Umpires for their respective Leagues.

It may become necessary for AAA Managers and Coaches to umpire other AAA games on days their team does not play. In such an instance best efforts will be made to assign an equal number of games to umpire.

The appointment of any Umpire may be revoked at any time by the President or Vice President or his delegate with the approval of the Board of Directors.

League age 12 Player members are authorized to umpire in AAA division or lower as field Umpires only.

5. EVALUATIONS - ALL PLAYERS

- A. The Player Agent is primarily responsible for the overall management, confidentiality, and fairness of the Evaluations.
- B. **Confidentiality** - The Player Agent will maintain all documents pertaining to the scores of the

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Evaluations in strict confidence. Under no condition are Players (or parents) to be told any score results and whether or not they or other Players made the Majors, AAA, or AA.

- C. The Player Agent and the President shall determine the persons that may participate in the Evaluation rating process.
- D. The Rating System for Tryouts will be a 1-5 point system for each category. A Player will receive a rating for the following categories: Fielding/Catching, Throwing, and Hitting. Running skills may also be measured, but will not impact a players overall rating.
- E. All players interested in playing in AAA (including returning players) and Majors should attend Evaluations. Major League Players do not need to attend Evaluations if they were in Majors the previous year.
- F. All Players league age 11 shall be required to play AAA or Majors, unless it is determined there is a player safety reason for the player to play in AA.
- G. All Player members, not previously selected to a Major League division team must be evaluated to be eligible for the Major League draft.

Exception:

- 1. Submission of acceptable written or confirmed verbal excuse (e.g. sickness, traveling) to the Player Agent prior to the scheduled Evaluation dates.
- H. Excused candidates cannot be drafted until they have been assigned an Evaluation rating by the Player Agent. The Player Agent coordinates the process of assigning an Evaluation rating for excused Players (Note: This Evaluation rating is based on the knowledge of the Team Managers/Coaches attending the draft).
- I. W.L.L.L. will have a minimum of two Evaluation days, normally Saturday and Sunday, on the same weekend.

6. DRAFTS

- A. The rules outlined below are based on 3 Major League teams. If the League will have 4 Major League Teams we will have a redraft of all teams and these rules will have to be edited accordingly.
- B. The Player Agent is responsible for the overall management and fairness of the draft. Under no condition may the Majors, AAA or AA drafts commence unless the Player Agent and President (or an approved replacement) is in attendance to oversee the draft. Should the draft proceed without the Player Agent, the draft shall be deemed as invalid.
- C. The following people are allowed at the draft and will constitute the Draft Committee:
 - a. League President
 - b. Vice President
 - c. Player Agent

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- d. Administrator of division
 - e. Managers in said division
- D. For the Major League, returning Major League players will stay on the same team they played on the previous year. The balance of the teams will be filled via draft starting with the team with the previous year's worst league record selecting first.
1. For AAA, each team will be redrafted in full via a snake draft format with selections made by the League President, Vice President, Player Agent, and AAA Coordinator. AAA managers will not select players for teams, as the goal for AAA will be to field competitively balanced teams across AAA.
- E. The Player Agent will determine the total number of eligible league age 12 players who must be selected in the Major League draft. Please note that LL rules state that no more than eight 12 year olds may be on any team. League age 8 players will not be eligible to play in the Major Leagues. League age 8 players will not be eligible to be placed on the Major League "Call Up" list. Also, all players who played at the Majors level last season must be placed on a Majors team during this draft process. All 12 year old players not granted a waiver to stay in AAA due to safety issues must be selected to a Major League team.
- F. Baseball players are required to play a minimum of one spring season at each division of W.L.L.L and cannot skip divisions (applies to players who have played consecutive years and have not taken years off). While there may be circumstances where younger players may develop more quickly over the off-season, the League requires that players experience playing each level of minor leagues before being drafted into Majors.
- G. Requests for siblings.
- a. For the purposes of the draft, unless otherwise requested by Parents/Guardians, siblings playing at the same level will play on the same team.
 - The manager may exercise an option on an eligible player if the player's sibling is a member of the manager's team. The option must be exercised prior to the commencement of the draft and the player must be drafted within the first three regular draft rounds.
 - b. When there are two or more siblings in the draft and the first sibling is drafted by a manager, that manager automatically has an option to draft the other sibling on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.
 - c. Parents/Guardians may request siblings to play on different teams within the same level. This request must be in writing to the President and/or Player Agent and must be received no later than 48 hours prior to the Major League Draft.
 - d. Notify Player Agent if child should not be drafted on Managers team.
- H. The draft order will be based on the previous season's regular season record. The team with the worst record will have first selection. In the event of a tie between prior year records for 1st and 2nd place, the intra-league champion will be determined to have the last pick of each round of the draft. In case of a tie between the 2nd and 3rd place teams, the head/head record will be the first determinant. If Team A lost both matchups, they will select first in each round of the draft. If Team A and Team B split their matchups in the previous season, a coin flip will determine the draft order between the two teams.

Round 1

Team #1 selects

Team #2 selects

Team #3 selects

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Round 2

Team #1 selects

Team #2 selects

Team #3 selects

- I. **Bonus Picks:** Any team that needs more than 5 players to fill its roster will be given a bonus pick for each player over the 5 needed. Bonus picks will commence after the third regular drafting round and before the fourth regular drafting round. Only 1 bonus pick per team may be made between drafting rounds. Example: A team needing 6 players will get a bonus pick between the third and fourth regular drafting rounds. A team needing 7 players will get 2 bonus picks, 1 between the third and fourth regular drafting round and 1 between the fourth and fifth regular drafting round. This procedure will continue until all bonus picks to which a team is entitled are complete. Where multiple teams are entitled to bonus picks between any regular drafting rounds, the picks will be made in the same order as they would during the regular drafting round. Selection of Manager's children and siblings has no effect on bonus picks.
- J. Each manager will have the option to trade up to 3 player(s) from their team for a player(s) from another team. This will allow a manager to address any deficits or special needs their team may have (e.g., adequate supporting coaching staff needs, perceived weakness at a skill needed for the team).
- K. **Things to Note**
 - a. **Major League:** Every attempt will be made to hold the draft as soon as possible.
 - b. **AAA:** The AAA draft will follow the Major League draft; every attempt will be made to hold this draft by the day after the Major League draft.
 - c. A Manager may choose to waive the option on their son or daughter.
 - d. 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.
 - e. **Notifications/Assignment:** It is critically important that all players are notified of their assignment at essentially the same time. The Player Agent will advise the proper procedure for player notification. All Managers are expected to adhere to this rule. (Note: Any Manager that is found to be in violation of this rule is subject to disciplinary action, up to and/or including removal as Manager.)
 - f. Prior Major League Players who have not completed a registration form by draft day will lose their rights to remain at the Major League level. Managers/Coaches should contact these Players prior to the draft to clarify the status. The Player Agent will be primarily responsible for resolving the situation prior to the draft. Player Agent should check Major League rosters against registration, and contact anyone that was previously on a Major League team who has not yet registered to clarify status and inform family of the player's options should they not be registered by draft day.
 - g. AA League Players will be assigned by the AA Administrator, Player Agent, President and Vice President. Team balance, including balance of age groups, should be maintained.
 - h. **Eligible Players** The following outlines the eligible age groups at each baseball level:

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- Juniors 13, 14, 15
- Major Leagues 9, 10, 11, 12
- AAA 8, 9, 10, 11, 12
- AA/A 6*, 7, 8, 9, 10, 11
- Tee Ball 4**, 5, 6, 7

*Little League rules allow for league age 6 year olds to play at the Minor League Coach-pitch level provided they have participated in Tee Ball for at least one year.

**4 year olds may be eligible for Tee Ball if the parent is involved as a coach.

7. ROSTERS

- A. See L.L. Rulebook
- B. The Player Agent, Vice President and Administrator of the applicable League shall maintain equal Rosters.
- C. **Any dismissal or termination of any Player from the League must be in writing.** The memorandum should be provided to the Player Agent, Vice President, applicable league Administrator, and the President. It should include the team name, Player, and reason for termination/dismissal. Any termination/dismissal that is disciplinary in nature requires the approval of the Board of Directors/Disciplinary Committee.
- D. **Injuries:** unavailable due to an injury must be cleared by a physician before being reinstated.
- E. Roster size: Major league rosters shall be set at 11 players. Should a team lose a player (for the remainder of the season) prior to the 4th game of the year, a player from AAA will be selected to take his/her place on the roster. The selection should be determined by the Player Agent based on the draft eligible players with the highest overall score from the Player Evaluations.

8. DISCIPLINE OF TEAM PERSONNEL

(Note: All disciplinary action requires the approval of the Board of Directors)

- A. If a Manager, Coach or Player is removed from the game for disciplinary action by the Umpire, he must leave the field. The Manager or adult Coach must not sit on the bench or in the stands and may not be re-called. If a Player is removed from the game, the Team Manager is responsible for ensuring that the matter is handled appropriately. See L.L. Rule 9.05.
- B. The following is taken from Article III, Section 4, paragraph (b) of the Windsor Locks Little League Constitution.

“The Board of Directors shall, in case of a Player Member, give notice to the manager of the team for which the player is a Player Member. Said manager shall appear, in the capacity of an adviser, with the player before the Board of Directors or a duly appointed committee of the Board of Directors. The player’s parent(s) or legal guardian(s) may also be present. The Board of Directors shall have full power to suspend or revoke such player’s right to future participation by two-thirds vote of those present at any duly constituted meeting (quorum is required).”

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The following are reasons for discipline:

- Fighting
- Insubordination
- Cursing
- Stealing articles in the park.
- Abuse towards Coaches/Umpire/fellow Players
- Improper dress.
- Unsportsmanlike conduct
- Destruction of League Equipment

9. SCHEDULED GAMES/PRACTICES

- A. All teams should practice a minimum of one time per week during the regular season, weather permitting.
- B. **Once the season's schedule is issued, no games may be rescheduled without the approval of the League Administrator.**
- C. Managers/Coaches are responsible for turning on/off lights and locking the bathrooms, snack shack, as well as any sheds that may be open. W.L.L.L's facilities are located in public parks; W.L.L.L. is responsible to secure/police-up after all practices/games or other functions. The facility should be policed- up/secured following the last game/practice of the day.
- D. Parents are required to stay with their children for the duration of games and practices for Tee Ball and A players. If a parent cannot stay for the duration of the practice or game, a guardian should be present to oversee the child.

10. RAINOUTS

- A. The Manager and League Administrator will be responsible for re-scheduling make-up games. Administrators will make every effort to ensure that re-scheduled games are made-up within one week.

Note: An open date is not considered open if it forces one of the teams to:

- Play four consecutive games in a calendar week.

Note: This rule can be amended in cases where the end of the regular season limits open date availability and jeopardizes Playoff scheduling. This would be at the discretion of the Division Administrators in conjunction with the Vice President and the President

- B. In the case of multiple re-scheduled games, the first canceled will have first priority and be played per Section 10-A.
- C. On game day, prior to the first pitch being thrown, Managers of each team will be responsible for evaluating and determining playing conditions of the field. In the event of a conflict over field conditions, the League Administrator and/or Field Maintenance Coordinator are to be contacted to render a final decision. Once the first pitch is thrown, field conditions fall under the jurisdiction of the umpire.
- D. Teams that fail to play a scheduled game shall be subject to receiving a forfeit.

11. EQUIPMENT/UNIFORMS

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- A. Care must be taken to prevent misuse of equipment by Players.
- B. Any throwing of helmets or intentional flinging of bats, under any condition, will be cause for disciplinary action listed below:
- First Offense = Warning.
 - Second Offense = One Game Suspension
 - Third Offense = TBD by Disciplinary Committee
- C. Upon the conclusion of each Player's last game of the season or playoffs, Managers are responsible for the collection of their team's uniforms (if applicable) and equipment that is League property. This includes "All Star" uniforms. Managers are responsible for returning uniforms/equipment to the Equipment Manager or League Administrator within two weeks of the last game unless otherwise directed.
- D. Baseball uniforms will only be worn for the following occasions: opening day, participation in parades, collection day, scheduled games (not practice) or at other times that are approved by W.L.L.L
- E. Facemasks for batters and infielders are not required but recommended at all levels of baseball. Facemasks for batters and infielders are required for levels AA and higher of softball.

Home Team Manager has the responsibility of securing all umpire equipment at the end of each game. Keys to the sheds will be under the control of the Field Maintenance Coordinator. The following volunteers will have access to keys:

- Board members
- Administrators
- Juniors managers
- Major league managers
- AAA managers
- AA managers
- A managers
- T-Ball managers

All volunteers are required to sign for their serialized key and return it at the end of regular season. Any manager of a tournament team will return their key at the end of the tournament.

12. SAFETY DURING GAME

- A. See Safety Code in Little League Rulebook.
- B. If the alarm indicating lightning sounds, or if lightning or thunder is observed by the umpire, all players shall wait in cars for a minimum of 20 minutes after the last lightning/thunder indication. The game will be ended/suspended if the wait time exceeds 45 minutes, or if the umpire calls the game at an earlier time.
- C. Food, **nor gum**, is allowed in the dugouts or on the field of play. **There are no exceptions.** This will be enforced by the Umpires and Managers.

13. SCOREKEEPERS

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- A. Juniors, Major, AAA and AA teams must keep a scorebook during the game. The home team maintains the official scorebook in any case of discrepancy.
- B. Pitch Counts:
 1. Both teams (Juniors/Majors/AAA/AA) have the responsibility of maintaining pitch counts for their own pitcher and the opposing team's pitcher.
 2. At the end of each half inning the pitch count of each team will be compared. Any discrepancies will be resolved with the Managers/Coaches of each team with the Home Team having the final say in resolving disputes.
- C. Pitch Count Tracking:
 1. Managers (Juniors/Majors/AAA/AA) have the responsibility of recording pitchers and pitch counts at the end of each game in a Pitch Count Log. Each League Administrator has the responsibility of reviewing these procedures with the Managers/Coaches of their level/division. An appointed coach will e-mail the pitch counts of the game to all the other Managers within 24 hours.

14. GAME PREPARATIONS, GAME COMPLETION, SECURING AND POLICING OF ALL FIELDS

- A. Home team responsibilities:
 - Make sure that the assigned parent is in concession stand. (**Note: If this rule is not complied with, the game may not begin.**)
 - Check that bases are properly installed (safety concern)
- B. Home and visiting team joint responsibilities: **Excluding out of town teams**
 - Check the entire field from a safety perspective
 - Rake dirt section of infield, if necessary.
 - Mark baselines; foul line in outfield, and batters' box.
 - Get six batting helmets for each team. (Each field will have a location for storage of helmets).
 - Return of all helmets and umpire equipment to its proper place after the game.
 - Managers/Coaches are responsible for turning on/off lights and locking the bathrooms, bleachers, and snack shack.
 - W.L.L.L's facility is located in a public park; W.L.L.L. is responsible to secure/police-up after all practices/games or other functions. The facility should be policed-up/secured following the last game/practice of the day. This includes the total area internally and around the bleachers–bike racks – concession stand – dugouts – benches, bathrooms locked and lights turned out.

15. GAME TIME/FINISH TIMES

- A. For consecutive games, the next game will start no later than thirty (30) minutes after the previous game, unless that time is earlier than the next scheduled game time.
- B. On School night games an inning will not start after 8:00. School nights are Sundays through Thursdays.

16. INNING START UP

- A. Managers/Coaches and Umpires should have all Players hustle on and off the field to keep the game moving along. The umpire has the primary responsibility to keep games moving along.

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- B. For regular season games, no inning shall start more than two (2) hours after the first pitch, except for the Majors.

17. GROUND RULES AND PRE-GAME DISCUSSION

- A. Prior to each game both Managers and the Umpires will meet at home plate to discuss ground rules.
- B. At the same time the Managers will discuss and agree to Pitcher eligibility for that game. Scorebooks should be kept up-to-date in case a question arises either during or after the game.

Player's shirt numbers must be noted in all score books for all games.
- C. It is the Managers responsibility to ensure that their team is properly equipped.
- D. Excessive stepping out of the batter's box shall result in a warning from the umpire. This applies only to Majors.

18. PITCHING

- A. Please see L.L. Rulebook
- B. AA League will utilize "Minor League Coach Pitch" i.e., a Manager/Coach pitches to their own team.

19. INDIVIDUAL PLAYING TIME – W.L.L.L. RULE

- A. To ensure a reasonable amount of playing time for each Player, the following rules will be in effect:

1. Major League – L.L. Rulebook

- All players will get at least the minimum playing time in the field as outlined in the L.L. rule book.
- Special pinch runners are allowed twice per game and it may be the same player who pinch runs twice. [The intent of this rule is to allow players, who might otherwise get less playing time, to enjoy more playing time.]

2. AAA & AA –

It is the Manager's responsibility to maintain equitable playing time for all players, weather permitting. As much as possible every player should play at least half of the game in the field. For a six-inning game this would mean each player plays at least three innings in the field.

- The batting order will be a continuous rotation that is made-up of every Player on the team (that attends the game). If a player arrives late to the game they will be added to the end of the batting order.
- Special pinch runners are allowed twice per game and it may be the same player who pinch runs twice. [The intent of this rule is to allow players, who might otherwise get less playing time, to enjoy more playing time.]

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20. PLAYOFF GAMES

- A. All playoff games, for either positioning or the championship, will be played at the end of the season after all the regular season games have been completed.
- B. If possible, the playoffs should be scheduled to commence on the Sunday immediately following the regular season. The regular season pitching rules shall apply.
- C. The Intra-League championship (for WLLL) will be based on the two teams with the highest win totals against common opponents (i.e. including town teams outside of WL). All teams should make every effort to make up all of their postponed games.
- D. **Playoff Format Majors and AAA** - The Playoff format shall either be winners/losers bracket, single elimination or round robin. The playoff format is to be determined prior to the start of the regular season by the Majors Administrator/Team Managers and AAA Administrator/Team Managers, respectively. Home team will be awarded to the team with the better overall record. Follow Tie Breaker Rules (Section 20, paragraph E) if needed.
- E. **Tie Breaker Rules** – In the case of two teams having identical records the tie will be broken using the following:
 1. Teams head-to-head record then, if needed,
 2. Runs allowed in the head-to-head matchup
 3. A coin flip

In the case of more than two teams having identical records the tie will be broken using the following:

1. The overall best head-to-head record against other teams with the same record then, if needed,
2. Matching the records against the team with the best won-lost record (Note: This approach will continue until only two teams are left with the same record, then the above tie breaker will be used.).

21. TOURNAMENT AND ALL STAR TEAM SELECTION

Mission Statement: *It is WLLL's intent to field the best possible Tournament Teams with the most skilled, eligible players. Eligibility is determined by completion of the Tournament Eligibility Form.*

Tournament teams permitted by the Board of Directors shall be selected using the authorized method detailed below, as determined annually by the President in consultation with the Administrators of Major Leagues, AAA and AA. WLLL has the option to field the following Tournament Teams by using **Method 1** as the selection process.

- 12 Year Old Tournament Team (or 11/12)
- 11 Year Old Tournament Team (or 10/11)
- 9-10 Year Old Tournament Team

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Teams can be filled in with younger players only if there are no other eligible players in that age group.

There will only be a tournament team if there are enough players at the age level for the team.

The Player Agent (or designated representative) must be in attendance at all selection meetings and/or tryouts conducted.

- A. **Method 1-** On or before the next to last week of the regular season (on a date established not less than seven (7) days in advance by the President), the President, the Player Agent, the Major League Administrator and the regular season Managers and Coaches of each Major League team shall meet for the purpose of selecting the Williamsport Tournament team (also known as the 11-12 year old All-Star team). The President, Managers, Coaches, and the Administrator shall have one vote* in the selection of the Player Members for that team. Player Members shall be selected for the All Star tournament team by majority vote**. In the event any Manager cannot attend said selection meeting, said Manager shall so notify the President and shall provide and absentee ballot with his/her selections for the team.

At the conclusion of the selection of the 11-12 year old Tournament team, the President, Majors & AAA Managers & Coaches, Majors & AAA Administrators and the Player Agent shall vote to populate the remaining tournament team(s) from among the remaining Player Members in the Major, and Minor divisions, employing the same procedure for voting as described above.

* If the President and/or Administrator are/is also a Manager, then that individual shall have only one vote.

** The number of Players that can be voted on the team by a majority vote is no less than 9 and no more than 12. This number will be part of the selection process as outlined in the previous paragraph.

22. ALL STAR MANAGER AND COACHES SELECTION

- A. Any regular season Manager or Coach at the Major League or Minor Division (AAA, AA, Divisions) are eligible to Manage or Coach the 9-10 All Star Tournament Team. Major League Managers and Coaches are the **only eligible candidates** to Manage or Coach the 11-12 All Star Tournament Team. Any eligible Manager or Coach who desires to Manage/Coach the All Star Tournament team(s) will self-nominate to the President no later than the date set forth by the President each year.
- B. The Vice President shall coordinate/facilitate a meeting between Major League Managers, Major League Administrator, AAA Administrator and AA Administrator to discuss the selection of the 12, 11 and 9-10 All Star Managers and Coaches. Based on a discussion or a vote, the Vice President shall appoint the Managers/Coaches of the 11-12, and 9-10 All-Star teams, subject to the approval of the League President. The Administrators of Majors and AAA must notify all Managers and Coaches of the All-Start process, they (the Managers and Coaches) must self-notify the Vice President that they are eligible to be selected as an All-Start manager or Coach. The All-Star Managers and Coaches will be selected after the player selection process.