



Westside Little League 2014 Bylaws & Local Rules

Approved Version (Effective as of March 6, 2014)

Section 1 – Rule Conflicts

These Bylaws and Local Rules apply to the Santa Clara Westside Little League in order to clarify or cover omissions in the Official Rules and Regulations of Little League International (White Book and Green Book) or the local Constitution. The Official Rules and Regulations of Little League International, Williamsport, Pennsylvania, shall be strictly adhered to at all times. In case of a conflict between the Official Rules and Regulations of Little League International and these Bylaws and Local Rules, the Official Rules and Regulations of Little League International shall prevail. Unless expressly stated otherwise, all local rules shall apply to Major, Minor, Farm, Rookie and T-Ball divisions.

Section 2 – General

1. The number of players and teams in each division will be determined each year by the Board of Directors depending upon the number of players and age make-up of the League. All Major teams will carry a minimum of twelve (12) and a maximum of fifteen (15) players. The number of players may be reduced at the lower divisions to a minimum of eleven (11) for Minor and ten (10) for the Farm, Rookie and T-Ball divisions.
2. All volunteers, managers, and coaches must sign and adhere to the Westside Little League Code of Conduct.
3. No member of the Board of Directors, manager or coach of Santa Clara Westside Little League shall manage, coach or volunteer in any other concurrent baseball program(s), if such program(s) compete with Westside Little League for players or otherwise creates a conflict of interest, as determined by the Board of Directors in its sole discretion.
4. A manager or coach ejected from a game by an Umpire will automatically be suspended for the next game. The Disciplinary Committee will review the circumstances of the suspension to determine any further consequences.
5. Any player ejected from a game will automatically be suspended for the next game. The suspension requires the player to attend the next game, in full uniform, while remaining on the bench. The player will not play in another game until the suspension has been served.
6. All disciplinary action must be reported to the Player Agent and Division Director immediately. The Disciplinary Committee will then review the situation for further action.
7. Major, Minor and Farm players and teams are not allowed to practice or warm-up on the T-Ball Field (safety issue).

8. The home team and visiting team are responsible for preparing and cleaning up the field for each game. The home team is responsible for preparing the field for play. The visiting team is responsible for cleaning up the field at the end of the game.
9. The visiting team will reside in the first base dugout and the home team in the third base dugout.
10. The home team is responsible for keeping the official scorebook and the official pitch count for each game (official scorebooks are kept in the Scorekeeper's Booth on the Major field). The official pitch count must be signed and dated by BOTH managers at the end of the game.
11. During the regular season, practice sessions will not exceed three (3) days per week and will not exceed two and a half (2-1/2) hours per session. There will be no practice games during the regular season.
12. If a tie occurs between two or more teams at the end of the regular season, the tie breakers are as follows:
 - Total Record, including interlock
 - Total Record, not including interlock
 - Head to Head Play
 - Runs Against (Between the tied teams)
 - Record against the Highest Seeded Team
 - Record against next highest seeded team (continue down through all teams)
 - Coin Flip

Section 3 – Drafts

1. All eligible players of league ages 7-12 years old who wish to play in the Major, Minor or Farm Divisions must attend at least one day of tryouts. Seven and eight year olds who want to play in the Rookie level may do so by requesting this prior to the last tryout date.
2. Nine (9) year old (or younger) players may not play in the Major Division. Seven (7) year old (or younger) players may not play in the Minor Division.
3. Only the manager and one coach (only the manager may attend Major Division) of each team, the Division Director, the Player Agent and President are allowed in the room during the draft.
4. All players that have completed two (2) years in the same division generally must advance to the next higher Division (i.e. considered "must picks") unless it is determined by the player's parents, Player Agent, Division Director, and the President that the advancement would be a detriment to the player's safety; provided that only twelve (12) year old players and returning Major Division players are "must picks" for the Major Division.
5. All returning Minor Division players not drafted to a Major Division team must be drafted onto a Minor Division team.

Major Draft:

6. Twelve (12) year old players and returning Major Division players must be selected in the Major draft, unless it is determined by the player's parents, Player Agent, Division Director, and the President that the advancement would be a detriment to the player's safety. The Player Agent, Division Director, and the President will then assign the player to participate in the Minor or Farm draft.
7. The Major draft will proceed following the Serpentine method 1-2-3-4-4-3-2-1. Managers will draw numbers to determine the draft order.
8. Manager's kids will be deemed "picked" in the draft in the following rounds based on age:
 - League Age 10: Round 5
 - League Age 11: Round 4
 - League Age 12: Round 3

9. Assistant coaches shall not be appointed or approved until after the draft is completed.
10. When the number of Major Division “must pick” players (returning Major Division players and 12-year-olds) that have not been drafted equals the number of picks remaining, those returning players must be the only players eligible from that point forward in the draft. For example, with nine picks left in the draft, there are nine players who were Major League Players in the previous season still not drafted for the current year. Those nine players become the only nine eligible players, and must be drafted).

Minor Draft:

11. Eleven (11) year old and ten (10) year old players who have not been selected to Majors must be selected in the Minor draft, unless it is determined by consensus of the Player Agent, President and Minor managers that the advancement would be a detriment to the player’s safety. The Player Agent will then assign the player to participate in the Farm draft.
12. As soon as practical following the completion of the Major Division draft, a draft will be held for the Minor division, and then the Farm Division teams.
13. The Minor draft will proceed following the Serpentine method 1-2-3-4-4-3-2-1. Managers will draw numbers to determine the draft order.
14. Minor Managers may select one coach prior to the draft.
15. Manager’s and coach’s kids will be deemed “picked” in the draft in the following rounds based on age:

League Age 8/9/10: Round 5
League Age 11: Round 4
League Age 12: Round 3
16. When the number of returning Minor Division players that have not been drafted equals the number of picks remaining, those returning players must be the only players eligible from that point forward in the draft. For example, with nine picks left in the draft, there are nine players who were Minor Division players in the previous season still not drafted for the current year. Those nine players become the only nine eligible players, and must be drafted.

Farm Draft:

17. All players that have not been drafted onto a Major or Minor Division team will return to the player pool to be drafted by the Farm Division.
18. All returning Farm Division players not drafted to a Minor or Major Division team must be drafted onto a Farm Division team.
19. The Farm draft will proceed following the Serpentine method 1-2-3-4-4-3-2-1. Managers will draw numbers to determine the draft order.
20. Any remaining players not drafted on a Farm Division team will then be placed on a Rookie or T-ball Division team in a manner determined by the Player Agent and Rookie Division Director. There is no draft for Rookie and T-Ball divisions.
21. Farm Managers may select one (1) coach prior to the draft. The Board of Directors prior to the draft must approve the coach selections.
22. Manager’s and coach’s kids will be deemed “picked” in the draft in the following rounds based on age:

League Age 7/8: Round 5
League Age 9: Round 4
League Age 10, 11, and 12: Round 3

23. When the number of returning Farm Division players that have not been drafted equals the number of picks remaining, those returning players must be the only players eligible from that point forward in the draft. For example, with nine picks left in the draft, there are nine players who were Farm Division Players in the previous season still not drafted for the current year. Those nine players become the only none eligible players, and must be drafted.

Section 4 – Major and Minor Divisions

1. There is no run limit at the Major Division level.
2. There will be a 12 run maximum lead rule for the Minor Division. If a team is leading by 12 runs after the fourth inning or 10 runs after the fifth inning, the game will be called and considered a completed game.
3. In Minor Division games, the six (6) run or three (3) out rule shall apply, whichever occurs first, in a team's at bat. During the sixth and subsequent innings only the three (3) out rule will apply. A home run (over the fence or cones) can drive in more than six runs in an inning.
4. There is no time limit.
5. For each Minor game (including interlock games), players must play a minimum of 9 defensive outs and all eligible players participate in a continuous batting order throughout the game. They do not need to be consecutive defensive outs, and you may substitute a player in and out of the lineup at any time as long as the player plays the minimum requirement of 9 defensive outs. In the event that a game is called early for any reason, the player(s) not completing the 9 defensive outs must be in the starting lineup for the next game.
6. For each Major game (including interlock games), each player must play a minimum of 9 non-consecutive defensive outs (including 6 consecutive outs to satisfy green book). In any game shortened to four (4) innings, this rule shall not apply and green book rule prevails. In a game where the visiting team loses and a sub on the visiting team has only completed 6 defensive outs, the sub shall be deemed to have completed 9 defensive outs rule. The penalty for the first offense is a 1 game suspension for the manager and the penalty for the second offense is suspension for the remainder of the season.
7. For each half of the season every player in the Minor and Major Division must play two complete games (both offense and defense. Failure to comply with this rule will result in the team's manager being suspended for the first game of the second half, or the first game in post season play (playoffs, TOC, All Stars) if the infraction happens in the second half of the season. In addition, managers who intentionally violate this rule will not be eligible for post-season managerial positions.
8. Intentional walks are limited to one per player, per game (Major Division only).
9. In the Minor Division intentional walks are not allowed.
10. Twelve (12) year old players may not pitch in the Minor Division.
11. Major Play-off Format (3 teams): The first round will consist of a best of three Semi-Final Series in which the #2 seed will play the #3 seed in three consecutive days. On the fourth day following the 3rd scheduled Semi-Final game, the winner will play the #1 seed in a best of three Final series in three consecutive days to determine 1st and 2nd place. In each series, the higher seeded team has choice of home or visitor in each game. The Championship team will represent Westside in the District 44 Tournament of Champions following the regular season.
12. Minor Play-off Format (4 teams): The first round will consist of a best of three series in which the #1 seed will play the #4 seed, and the #2 seed will play the #3 seed. The winners of each first round series will play in a best of three "Championship" series to determine 1st and 2nd place. The higher seeded team has choice of home or visitor in each game of the series. The Championship team will represent Westside in the District 44 Tournament of Champions following the regular season.

Section 5 – Farm Division

1. The Farm Division is intended to be an instructional level for seven 7-12 year old players where fundamentals and teamwork are stressed. Scores and standings will be kept at the Farm Division.
2. In the event that a team does not have 9 players present at any point, the team may play with only 8 players.
3. No new inning may begin after two hours from the official start of the game. The next inning begins as soon as the 3rd out is achieved in the previous inning. Even if a game in progress has not yet reached regulation status (4 complete innings is a regulation game) or is in a tie status, the game will be considered a complete game if it reaches the two-hour time limit.
4. Goal for all games is to play six (6) innings. After a half inning is completed, the following half inning should start in 1 ½ minutes. If either team is not ready, a ball will be called by the umpire and will be counted as a pitch thrown with respect to the pitch count for the batter and the pitcher. If it is the team at bat that is the reason for the umpire called pitch, it will not count as one of the player pitcher's five (5) pitches for that batter. The coach will then only be allowed one (1) pitch maximum. If it is the defensive team that is the reason for the umpire called pitch, it will count as one of the player pitcher's five (5) pitches.
5. During the regular season, no game will go into extra innings (six innings maximum).
6. The team's half inning will end with either five (5) runs or three (3) outs, whichever occurs first. A home run over the cones/fence can drive in more than six (6) runs in an inning. During the sixth and subsequent innings, only the three (3) out rule will apply (the sixth inning will be an "open" inning).
7. Play ends when the pitcher catches the ball within the diamond formed by the bases and raises it above his head, and the runners may not advance. Any player that has not reached half way to the next base must return to the previous base. The pitcher has the option to continue the play to attempt to get an out. The umpire also has the discretion to call the play dead for any reason.
8. Base stealing and bunting are not allowed.
9. Intentional Walks are not allowed.
10. No "Infield Fly" rule.
11. Sliding is allowed.
12. No player will catch more than three (3) innings in any one game.
13. All players bat in a continuous batting order. Players should not sit on the bench for defense for more than 1 consecutive inning (Westside allows 4 outfielders).
14. Farm Play-off Format (6 teams): All teams will participate in a 6-team seeded double elimination tournament. The higher seeded team has choice of home or visitor in each game of the series.
15. The scoreboard will be kept on for the duration of the season, but will be shut off during a game if a team is winning by 10 or more runs.
16. The team at-bat will be responsible for providing a coach or manager to umpire that half of the inning in the event an umpire is not available.
17. Player pitchers will throw no more than five (5) pitches to each batter. If the ball is not put into play during the first five pitches, the "pitching coach" will throw an additional two (2) pitches for a total of seven (7) pitches maximum to each batter (combined player and coach). There are no bases on balls. If the batter fails to put the ball in play after seven pitches, the batter is out on strikes; provided that if the batter hits a foul ball on the 7th or subsequent pitches, they will be awarded another coach pitch.

18. Batters hit by a pitch thrown by a player pitcher WILL be awarded first base.
19. No pitcher may throw more than six (6) outs per game. Eleven and twelve-year-old players, and players who are playing in their third year or more of Farm, *cannot* pitch in Farm.
20. Each pitcher shall receive no more than 5 warm up pitches between innings (or no more than one minute). New pitchers or pitchers entering the game shall get 8 pitches to properly warm up.
21. All managers must throw from the pitching rubber, no exceptions. The coach pitcher must attempt to pitch with the same velocity as the player pitcher.
22. A 4th coach is allowed. They are to remain outside the field/dugout and may enter the field only for coach pitch or as a temporary dugout coach if the coach pitcher is coming from the dugout.
23. The coach behind the catcher is there only to help speed the game up by retrieving balls missed by the catcher. They are not allowed to give instruction to the players.
24. Outfield Fence – If no fences are provided, cones will designate where the outfield fence would be placed. If a ball is hit past the cones, the outfielder MUST raise his/her arms to inform the umpires of this action. The umpire will call a “dead ball” and investigate where the ball last stopped. If the umpire deems the ball went past the cones, the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly. If the outfielder touches the ball that went past the cones, the ball is LIVE. If the ball stops on the line in the outfield, the ball is LIVE.
25. Right Center/Right Field concrete burm – If a batted ball hits the burm and goes back into the field of play, the ball is LIVE. If the batted ball rolls into the tanbark playground area or on to the asphalt, the hit is considered a ground rule double and the umpire will advance the batter and runners accordingly.

Section 6 – Rookie Division

1. The Rookie Division is intended to be an instructional level for six (6), seven (7), eight (8) and nine (9) year olds where wins, losses and standings are not kept, but fundamentals and teamwork are stressed and serve as a transition from T-Ball to Farm. For a player of a different age to play in the Rookie Division, they must be approved by the Player Agent and President based on special circumstances.
2. Goal for all games is to play six (6) innings. No new inning shall start after 90 minutes from the start of the game.
3. In games, the team’s half inning will ends with three (3) outs, or if a team bats around in order, whichever occurs first.
4. Managers or coaches will pitch to their respective team when they are at bat.
5. Play ends when the pitcher catches the ball within the diamond formed by the bases and raises it above his head, and the runners may not advance. Any player that has not reached half way to the next base must return to the previous base.
6. Base stealing and bunting are not allowed.
7. No “Infield Fly” rule.
8. Sliding is NOT allowed.
9. No player will catch more than three (3) innings in any one game.
10. Balls and strikes will not be kept. Each player will receive 6 pitches. If the fifth pitch is not hit the player will hit the ball into play from a “T”. A batted ball must travel beyond the 15-foot arc in front of home plate to be considered a fair ball. Each child must hit the ball before being retired.

11. Beginning sometime after the spring break the division director will decide when kid Pitch will be introduced in games. During the first 3 innings kids will pitch. Player pitchers will throw no more than four (4) pitches to each batter. If the ball is not put into play during the first four (4) pitches, the "pitching coach" will throw an additional three (3) pitches for a total of seven (7) pitches maximum to each batter (combined player and coach). There are no bases on balls. If the batter fails to put the ball in play after seven pitches, the batter is out on strikes. Exception: If the batter hits a foul ball on the 7th or subsequent pitches, they will be awarded another coach pitch.
12. A pitcher can only go a maximum of one inning or 35 pitches, whichever comes first. The goal is to have every player on the team having pitched at least in 2 games.
13. Only a "Reduced Injury Factor" (RIF) or "Safe Soft" ball will be used **during the whole season**.
14. Three adults are allowed on the field for the defensive team and adults or players can be used as base coaches. The adult coaches in the field will position themselves on the grass just beyond the infield so they do not interfere with base running and infield defensive play.
15. Defensive teams may have up to 10 players in the field. (1B, 2B, C, P, 3B, SS, and four (4) Outfielders).
16. Players must not sit on the bench for more than 1 consecutive inning.

Section 7 – T-Ball Division

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

12. All players on the defensive team will play in the field, but the infield must consist of no more than one player in each of the standard positions (1st base, 2nd base, short stop, 3rd base, and pitcher).
13. A batter or runners may advance only one base per hit. Exceptions: When the last batter of an inning comes to bat, the coach will announce "LAST BATTER." The batter and runners may advance through all the bases.

Section 8 – Replacement Players

1. If a team loses a player for the remainder of the season they must replace that player with a player from the lower division.
2. If a player is expected to miss an extended period of time (greater than 21 days) due to injury, illness, or other reason's, the Board of Directors at their next meeting will determine whether or not that team is required to replace the player based on the circumstances of the situation. If required, a player will be called up from the lower divisions. If the Board of Directors does not have a regularly scheduled meeting prior to the 10-day limit (see below), the Board of Directors will call a special meeting to resolve the issue or grant an extension of the 10 day limit. In accordance with Green Book, no replacements will be made during the last two weeks of the regular season.
3. Major, Minor and Farm Division player replacements during the season shall be made in accordance with the following procedure:
4. Replacements will be made within 10 days. Thus any team losing a player before the last two weeks of the regular season schedule, must replace the player. Before the 10 days have been exceeded, extensions may be considered by the Board of Directors.
5. No potential player replacements are to be contacted by a team manager/coach directly. All business is to be conducted through the Player Agent and if the Player Agent is not available, then the President of the league. If a manager or coach talks to a player's parent(s), he/she will be subject to disciplinary action and the child's eligibility may be jeopardized. Should a player be eligible for the higher division, the Player Agent will contact all concerned and the replacement will be made.
6. Should a player quit a team during the season, that player will no longer be eligible for return. The player must be released by the team through notification to the Player Agent.
7. If an eligible player refuses to move to the team this is need of a replacement, that player becomes ineligible for any other move up within that season.

Section 9 – Player Pool

1. As noted in the Little League Rule book, a pool of eligible players may be put together for Minor and Major Divisions so that when teams are having a hard time fielding 9 players for a game, a player from that pool can be called to play.
2. The following guidelines have been added:
 - a. All players to be added to the pool shall be first year Major/Minor division players. This is in an effort to get these players extra playing time and in effect more Major/Minor Division game experience. EXCEPTION: If a first year player in his division is a regular starter on his team and plays a lot of complete games, he/she will be ineligible for the pool of players.
 - b. Managers from the Major division and Minor division will meet with their respective Division Directors and the Player Agent to determine/agree on the kids who will be put into the player pool.
 - c. If you will have less than 9 players for a game, that is when the pool players will be used. *We will not use them "Just in case!"*
 - d. If a player is called and shows up, they must play the minimum number of defensive outs and have at least 1 at-bat.

- e. Managers will notify the Player Agent and Division Director as soon as possible as to the need for a player(s) for an upcoming game. *We will try our best to avoid last minute notifications.*
- f. Managers and Coaches may not call any player directly from the Player Pool list. It is the Player Agent's role to locate a player for the game.
- g. Managers will notify opponent that they have pulled a player from Player Pool for the game.
- h. In the event another regular player shows up after a pool player is called up, a pool player may not exceed 9 defensive outs, and 1 at bat.

Section 10 – All-Star Selection Process & Procedures

- 8. Managers for all All-Star teams are nominated by the President, with the assistance of the All-Star Selection Committee (President, Vice President, Division Directors and Player Agent), and approved by the Board of Directors no later than Mid-May.
- 9. No later than the first week of May, the President sends out an email to the Division managers and coaches asking all those who wish to manage the 11-12, 10-11, 9-10 and 8-9.
- 10. A person MUST be currently serving as a manager or coach at Santa Clara Westside in order to be considered an All-Star Manager or Coach and not have any strikes against them in accordance with the league's Three Strikes Policy or any violations of the league's Code of Conduct at any point during the season.
- 11. The order in which our All-Star teams are picked is as follows:
 - a) 11/12 All-Stars
 - b) 9/10 All-Stars
 - c) 10/11 All-Stars
- 12. Each All-Star team will consist of no less than 12 players. The decision to carry 13 players on the team is initially made by the manager and approved by the President, which shall not be unreasonably withheld.
- 13. When possible, prior to the voting, the Player Agent provides the season offensive and pitching statistics to the voters.
- 14. In the event a player is not able to participate due to injury, conflict, or any other cause, the next highest vote getter will be placed on the team.
- 15. If there is a tie in any vote, the manager will determine which player(s) will be selected.
- 16. After the team has been selected, the manager will select a team parent and coaches. All coaches picked by the manager must be approved by the President and the Board of Directors.
- 17. The All-Star team is confidential information. The team must not be announced or known to anyone other than the Manager, Division Director, Coaches, Team Parent, Player Agent and the President. All Star teams will be announced on June 15th. Disclosure of any team member prior to June 15th will result in disciplinary action, which will be determined at a special meeting by the Board of Directors in compliance with the League By-Laws.
- 18. All-Star nominations/selections will be made as follows or in accordance with methods voted on by the Board of Directors:

11-12 All-Star Nomination/Selection is as follows:

 - a) All 11 and 12 year old players in the Major Division are eligible for 11-12 All-Star selection.
 - b) The ballot with the 11-12 nominees is prepared and distributed, by the Major Division Director or Player Agent to the Majors players who are 11 and 12 years to make their votes (10 year old players

are not eligible to vote). Each player will be allowed four (4) votes that must be cast for four (4) different players.

- c) Players cannot vote for themselves or their teammates. The votes are secret ballot votes and will be collected by the Majors Division Director or Player Agent directly from the players.
- d) The top four (4) vote getters are selected to the 11-12 team.
- e) The ballot is revised and the Major Managers will choose the eight (8) remaining players.
- f) Each Major Manager has eight (8) votes.
- g) The final eight (8) players who receive the most votes are selected to the 11-12 team.

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

- a) All 9 and 10 year old players in Majors and Minors are eligible for 9-10 All-Star selection. Any player selected for the 9-10 team may NOT play in the D44 8-9 tournament.
- b) The Minor Managers, the Major Managers (assuming any 10 year olds played in the Major Division) and the 9-10 All-Star Manager (if different from a Major or Minor Manager) will vote for 12 eligible players to make the All-Star team.
- c) Each Major and Minor Manager has 12 votes. The twelve (12) highest vote getters are on a team.

10-11 All-Star Nomination/Selection Process is as follows:

- a) All 10 and 11 year old players in Majors and Minors not selected on the 11-12 and 9-10 All-Star teams, are eligible for 10-11 All-Star selection.
- b) The Major and Minor Managers and the 11-10 All-Star Manager (if different from a Major or Minor Manager) will vote for 12 eligible players to make the All-Star team.
- c) Each Major and Minor Manager has 12 votes. The twelve (12) highest vote getters are on a team.

Section 11 – Background Checks

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

Section 12 – Bylaw and Local Rule Approval

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

Adopted by the Board of Directors on: March 6, 2013

John Teixeira- President, Santa Clara Westside Little League

2013 Batting Cage Rules and Regulations

Practice Hours

Monday-Friday: 4:00pm (or on game days, following the Home Team BP) to **no later than** 7:30pm

Saturday and Sunday: **No Practice before 8:00 a.m.**

Major and Minor Teams playing that day will have priority in the cage over everyone else: (Farm may take BP in the cage on days they play on the Major Field)

- A Monthly Schedule will be sent out by Division Directors.
 - You may trade days with anyone. Please work it out between yourselves.
1. Only Official Santa Clara Westside Teams from the Major, Minor and Farm divisions may use the cage, not individuals. A team must consist of at least eight (8) players and two (2) coaches. If you don't have enough players, feel free to trade your date or combine with another team. If caught violating this policy, you will lose the cage privileges for your whole team for the remainder of the season.
 2. Only Manager and/or Coach may run the Pitching Machine.
 3. All Players must sit on the Bench inside the Cage at all times.
 4. No rough housing
 5. Helmets **MUST** be worn at all times.
 6. No food or drink allowed in the cage.
 7. Team **MUST** cover the Pitching machine after use.
 8. Turn off all lights and make sure all trash has been removed from the cage.
 9. Make sure that the lock is locked and the key is back in the lock box.

Any violation of the rules may result in losing your batting cage privileges for the remainder of the season.

2013 Code of Conduct