



# WEST HILLS LITTLE LEAGUE LOCAL RULES – 2026



The following are the Local Rules adopted by the West Hills Little League (WHLL) Board of Directors (BOD) for the 2026 season. These local rules are intended to supplement the 2026 Official Rules and Regulations of Little League Baseball, Inc., which are binding on WHLL. The health and safety of our athletes, staff, and volunteers is WHLL's highest priority and the WHLL BOD may suspend or modify any of the following rules at any time to maintain the safest environment. At no time may any manager or coach suspend or modify any of these rules for any purposes. Failure to adhere to these and the national rules may result in disciplinary action by the WHLL BOD.

**WHLL Fair Play and Good Conduct Policy Statement:** While healthy competition in baseball is generally a good thing, too much competition can be inappropriate for Little League. As such, the desire to win must be secondary to fairness and should never result in treating a player unfairly. Managers and coaches should model positive behaviors and discover how to be competitive while also being fair to all players. The WHLL rules are intended to provide a great experience for all players, while maintaining flexibility for managers and coaches in how they play and position players. WHLL is committed to fair play and positive role modeling behaviors to be demonstrated for all managers, coaches, volunteers, spectators, and players. Generally, fair play is measured in terms of opportunities to play infield/outfield, pitching time, and the number of at bats. Specific rules establishing minimum playing time and other fair play issues are set forth below for each division.

## A. GENERAL RULES FOR ALL DIVISIONS

### 1. Time Limits

- 1.1. **Tee Ball:** No new inning will begin after one (1) hour and fifteen (15) minutes.
- 1.2. **Rookies:** No new inning will start after reaching the one (1) hour and forty-five (45) minute time limit. Saturday games will commence as soon as possible after completion of the previous game.
- 1.3. **Minors B:** No new inning will start after reaching the two (2) hour time limit. Saturday games will commence as soon as possible after completion of the previous game.
- 1.4. **Minors A:** No new inning will start after reaching the two (2) hour and fifteen (15) minute time limit. Saturday games will commence as soon as possible after completion of the previous game.
- 1.5. **Majors, Intermediate, Juniors, Seniors:** During weekday games, no new inning will start after 9:30PM. For weekend games, the game will be suspended at 9:50PM and completed the next time the two teams are scheduled to play. Saturday games will be played to completion before the next game may start.

## 2. Sunset

In the interest of player safety, all weekday games played on unlit fields must end at the published sunset time as indicated in the Scorekeeper's Book. Sunset will be announced by the Board Member on Duty (BMOD) from the concession stand as follows, "Umpires, it is now sunset." If a batter has received at least one (1) pitch before the announcement, the batter will be allowed to complete their at-bat. All games played on lighted fields will play as indicated by their division time limit. **PLEASE NOTE: This rule is not protestable. Sunset supersedes all division time limits for games played on unlit fields.**

## 3. Field Preparations and Maintenance

- 3.1. **Team Responsibilities:** The home team is responsible for prepping the field before the game. The visiting team is responsible for taking the field down after the game. If the visiting team is from another league, the home team shall also take down the field at the end of the game.
- 3.2. **Field Prep:** Pre-game field prep includes chalking the field, prepping the infield, and placing bases and other field equipment. Field prep must be completed at least forty-five (45) minutes prior to the start of all weekday games and the first game on Saturday. For all subsequent games on the same day, field prep shall include re-chalking, raking, and dragging the infield as needed.
- 3.3. **Field Take-Down:** Taking the field down includes returning bases and equipment to the dugout immediately after the game, repairing the batter's box and pitching mound, watering and dragging the field as necessary, and securing all lock boxes in the dugouts. Each team is responsible for removing trash from its own dugout after the game. Spectators are expected to pick up all trash from the stands following their game.
- 3.4. Each team will be assigned at least one Sunday cleanup day during the season, scheduled by the Manager Coordinator.
- 3.5. Failure to fulfill these responsibilities may result in disciplinary action by the WHLL Disciplinary Committee.

## 4. Facility Conduct

- 4.1. It shall be the responsibility of the Manager and/or Coaches to inform players to stay off the field of play until they arrive to supervise. **PLEASE NOTE: This is for insurance purposes.**
- 4.2. The operation or use of motorized and non-motorized scooters, hoverboards, skateboards, bicycles, rollerblades, roller skates, or similar devices is prohibited on sidewalks and areas surrounding the fields, restrooms, and snack bar.
- 4.3. Managers and coaches are responsible for ensuring that private property is respected during practices held at permitted school facilities. Any balls hit over the fence onto private property must remain there unless the property owner grants permission to retrieve them. If permission is given, managers and coaches must ensure that players and volunteers act courteously and respectfully toward the property owner's wishes. At the conclusion of each practice, it is the manager's or coach's responsibility to lock all school gates. **PLEASE NOTE: Past violations have jeopardized the league's access to school facilities. Continued disregard for this rule may result in disciplinary action and loss of field privileges.**

4.4. In the spirit of fostering good sportsmanship, the use of artificial noise makers, such as but not limited to cowbells, air horns, “loud mouth” cups, and bench slamming or stomping by players, coaches, and spectators is strictly prohibited during WHLL games. The only exception is the playing of music at a reasonable volume, ensuring it does not disrupt play on adjacent fields. The focus should be on fair play and positive encouragement of our players.

## **5. Injury Reporting and Return-to-Play Policy**

- 5.1. An injury is defined as any condition that prevents a player from participating in a game and/or requires medical treatment, regardless of where or how it occurred. If an injury occurs during any WHLL activity (games, practices, or other events), the Manager must notify the Player Agent and Safety Officer within twenty-four (24) hours and complete and submit an injury report.
- 5.2. If a player requires a doctor’s visit for any injury, whether baseball-related or not, the player must provide a doctor’s note to the Player Agent and Safety Officer, may not return to play or practice until a medical release is issued by their attending physician, and the Manager must collect the medical release and provide copies to the Player Agent and Safety Officer.
- 5.3. Failure by a Manager to report injuries as required may result in disciplinary action by the WHLL Disciplinary Committee.

## **6. Player Eligibility and Pitch Count Compliance**

- 6.1. It is the responsibility of each Manager and/or Coach to verify player eligibility in the official scorebook before and after every game.
- 6.2. Pitch count rules must be strictly followed in accordance with Little League International regulations. Pitch count affidavits shall be maintained by all Managers for every game their team participates in and must be signed by both the official scorekeeper and the Manager following the game. These affidavits must be made available to the opposing Manager, umpire, or Board Member upon request.
- 6.3. Any violation of the pitch count rules will result in disciplinary action by the WHLL Disciplinary Committee.

## **7. Warm-Up Procedures**

- 7.1. Each team will be allotted ten (10) minutes of infield and outfield warm-up time, beginning thirty (30) minutes prior to game time. The visiting team shall take the field first, followed by the home team.

## **8. Interleague Game Policy**

- 8.1. Interleague games will not count toward WHLL division standings but will count toward player All Star eligibility. To remain eligible, a player must participate in at least eight of all scheduled games, including interleague.

## **9. Game Play and Player Requirements**

- 9.1. WHLL will adopt Little League International Rule 5.07 for the Minors Division, allowing the sixth (6th) inning, and subsequent innings, to be played as an open innings for both teams.

## **B. SPECIAL LEAGUE RULES BY DIVISION**

### **10. Tee Ball Division League Rules**

#### **Eligibility**

- 10.1. All players league age four (4), five (5), and six (6) are eligible for Tee Ball.
- 10.2. Participation in the 4-Year-Old Tee Ball Division does not count as an accrued Tee Ball year of Little League experience (see Rookies Division Rule 11.1.2).
- 10.3. Once rosters are finalized, no trades between managers are permitted. Any roster change request must be submitted in writing and approved by both the Lower Player Agent and the President.

#### **Division Playing Rules**

- 10.4. No official score will be recorded in Tee Ball.
- 10.5. A tee, Tee Ball, and Tee Ball bat will be used.
- 10.6. The Tee Ball Division shall have adult base coaches at first and third base.
- 10.7. The pitcher will be positioned with both feet on the mound or within the pitcher's circle.
- 10.8. Beginning the first Saturday in April, for players league age five (5) and six (6), coaches will pitch to batters from one knee at a point halfway between the pitcher's circle and home plate. If a player fails to hit after four (4) coach-pitches, they shall hit off the tee.
- 10.9. When hitting off the tee, the batter is allowed four (4) swings. If the player fails to make contact after the fourth swing, the Manager/Coach will instruct the player to run to first base.

### **11. Rookies Division League Rules**

#### **Eligibility**

- 11.1. All players league age seven (7) and eight (8) who are not drafted to the Minors B division are eligible for the Rookies division.
- 11.2. All players league age six (6), with one (1) year of organized baseball and/or Little League baseball experience, as approved by the Lower Player Agent, may request to play in the Rookies division. Players league age six (6) will be placed in the Rookies division as space allows after all eligible league age seven (7) and eight (8) players have been placed.
- 11.3. Once rosters are finalized, no trades between managers are permitted. Any roster change request must be submitted in writing and approved by both the Lower Player Agent and the President.

#### **Division Playing Rules**

- 11.4. No official score will be recorded in the Rookies Division.
- 11.5. Tee Ball bats are permitted in the Rookies Division, but are not recommended.

- 11.6. If three (3) outs are not recorded in an inning, the batting order will continue until every player in the lineup has batted once.
- 11.7. There is a maximum of six (6) pitches per at-bat. If the batter does not hit a fair ball within those six pitches, the batter is out. If the sixth pitch (or any subsequent pitch) is hit foul, the at-bat will continue until the batter either puts the ball in fair territory or strikes out.
- 11.8. There are no walks. A batter will continue their at-bat until they reach base safely, are put out, strike out on three (3) swinging strikes, or reach the six (6) pitch maximum.
- 11.9. There is no base stealing.
- 11.10. A player may advance only one base on an overthrow. For example, if a runner is running to first base and the throw to first is overthrown, the runner may advance to second base but no farther. Only one overthrow advance is permitted per batted ball.
- 11.11. There shall be 10 players in the defensive field, if there are at least 10 players present. Players above the standard 9 will be placed in the outfield. For instance, there may be a left fielder, a left center fielder, a right center fielder and a right fielder.
- 11.12. The Manager or Coach from the offensive team will feed the baseballs into the machine to be pitched to the batter. The pitching machine shall be placed on the pitching mound, with the ball delivery mechanism placed over the pitchers' plate. The speedometer on the pitching machine shall be set to 37-38 MPH.
- 11.13. A ball that hits the pitching machine is a dead ball single. All runners advance one base.
- 11.14. One (1) manager and up to three (3) coaches are allowed on the field during game play.

## **12. Minors B Division League Rules**

### **Eligibility**

- 12.1. Minors B Division players must attend at least one try out to be eligible. Players aged seven (7), eight (8), and nine (9) are eligible to participate in the Minors B Division. League age ten (10) players must request a waiver in order to play in Minors B Division.
- 12.2. League age seven (7) or eight (8) players that fail to attend a try out will be placed in the Rookies Division.
- 12.3. League age seven (7) and eight (8) players are eligible to be drafted before league age nine (9) players, but all eligible league age nine (9) players must be drafted.
- 12.4. If a parent declares "Minors B Only," that player MUST be drafted to Minors B and is not eligible for any upper divisions. The player then must remain in the Minors B division the entire season.

### **Division Playing Rules**

- 12.5. A five (5) run limit is in effect in innings 1-4. The fifth (5th) and subsequent innings will be played as open innings for both teams. The only way to score more than 5 runs in an inning prior to the fifth (5th) inning is by an over-the-fence home run. All runs scoring on an over-the-fence home run would count.
- 12.6. Tee Ball bats are not permitted for use in Minors B.
- 12.7. Base stealing will be permitted in the following manner:
  - 12.7.1. Runners may steal one base per pitch.

12.7.2. Stealing home is not permitted. The runner on third base may only advance if forced in by a walk or hit-by-pitch, or if batted in on a routine and reasonable play.

12.8. **Minimum play time:** Each player will have three (3) additional defensive outs in a six inning game (need not be consecutive) **in addition to** the mandated Little League play time rule of six (6) defensive outs and one at-bat. No player shall sit consecutive innings on defense.

12.8.1. Players are required to play a minimum of three (3) consecutive defensive outs in an infield position, for regular season play only.

12.9. Teams may field up to ten (10) players on defense, including a fourth (4th) outfielder. If only nine (9) players are available, the game will proceed without penalty.

12.10. All games at the point of being “called” are legal games. The score will revert to the last COMPLETE inning, even if this results in a tie. At least one (1) inning must have been completed. If the home team is in the lead when time is called, that inning is considered complete.

12.11. **In-House TOC Tie-Breaker Rule:** If a game is tied at the end of the time limit, play will continue until the tie is broken or until play is stopped due to sunset. If the game remains tied at sunset, the winner will be determined as follows: The team with the most defensive strikeouts through the last completed inning will be declared the winner. If still tied, the team with the fewest walks allowed will be declared the winner (hit batters do not count as walks). If still tied, the winner will be determined by a coin flip.

12.12. **Run Rule:** A game will end early if one team leads by the following margins:

- 15 runs or more after 3 innings (or 2½ innings if the home team is ahead)
- 10 runs or more after 4 innings (or 3½ innings if the home team is ahead)
- 8 runs or more after 5 innings (or 4½ innings if the home team is ahead)

In these cases, the manager of the trailing team shall concede the victory to the opponent.

12.13. Managers are responsible for umpiring other games within their own division. Each Manager will be given an umpire schedule from the division rep for the season and will be responsible for seeing that each assignment is covered. Managers will be assigned to umpire each game (one for the bases and one for home plate). The determination of who umpires at which position will be made just prior to the game. If the Manager cannot fulfill their assignment, it is their direct responsibility to send a replacement. Continued failure to fulfill this responsibility will result in disciplinary action by the WHLL Disciplinary Committee.

12.14. **Tournament of Champions (TOC):** Tournament seeding will be based on total points earned during the regular season: Win: 2 points, Tie: 1 point, Loss: 0 points

12.14.1. **Head-to-Head Tiebreaker:** In the event of a tie, the higher seed will be determined by the team’s head-to-head record against the next highest placed team. If the 1st and 2nd place teams are tied, compare their records against the 3rd place team. If still tied, compare against the 4th place team, and so on, until the tie is broken. If a tie still exists after applying head-to-head comparisons, use the *Runs-Allowed Ratio* as defined in the **Little League Rulebook, Section IV**.

12.14.2. **Home and Visitor Designations:** The higher-seeded team will choose to be the home or visiting team in each game leading up to the Championship Round. In the Championship Game, the team from the Winner’s Bracket will choose home or visitor. If an “if” game is necessary, home/visitor choice will be determined by a coin flip. For all Losers Bracket games, home/visitor will also be determined by a coin flip.

12.15. **Pool Players:** A list of eligible pool players will be created and managed by the Player Agent. Pool Players may only be used when a team is unable to field nine (9) eligible players at the scheduled game time. Pool Players may not be used to bring a team's roster above nine (9) players. Pool Players may be used only during regular season games. Pool Players are not permitted in Tournament of Champions (TOC) games. If the team's ninth rostered player arrives during warmups or the game, that player may join the lineup, but the Pool Player must remain in the minimum play rotation as described below. Pool Players must play a minimum of three (3) innings, may not pitch or catch, must bat last in the lineup, and may play a maximum of two (2) innings in the infield.

### Division Draft

12.16. There are two (2) special draft options in the Minors B Division:

12.16.1. **Manager's Option:** If a Manager's Option is declared, it is based on the age of the manager's child and that player must be selected by the respective draft round as follows: In the event the manager has two or more children in the division, the oldest child will be used as the manager option.

League age 9                  4th round

League age 7 & 8            5th round

12.16.2. **Brother/Sister Option:** This Option is declared as soon as the first brother or sister is drafted. The remaining brother or sister will then be drafted in the very next round. In the case of more than two siblings, each subsequent player will be drafted in the next round until all siblings declared in the Option have been drafted. In the event of a Manager Option, the second sibling would be taken by the next available round after the first sibling.

## 13. Minors A Division League Rules

### Eligibility

13.1. All players league age eight (8), nine (9), and ten (10) with at least one year of organized and/or Little League baseball experience in a player-pitched division (not to include Fall Ball), are eligible. All players league age eleven (11) and twelve (12) are eligible for Minors A. Players league age twelve (12) must request a waiver to play Minors A.

13.2. All players must try out and will be drafted. If a player fails to attend one of the try-out dates offered and is league age nine (9), the Player Agent will place him in the Minors B Division unless they've played in the Minors A Division in the previous spring seasons. If they've played in the Minors A division in the previous spring division, they will remain in the Minors A division. Players League Age eleven (11) who do not try out and are not the property of the Major Division will be placed in the Minors A draft by the Player Agent.

13.3. If a parent puts "Minors A Only" on the Player Registration Form, then that player MUST be drafted to Minors A and is not eligible for Majors. The player then must remain in Minors A the entire season.

13.4. The maximum number of players per team will be 12.

### Division Playing Rules

13.5. Each player will have three additional defensive outs in a six-inning game during the regular season, excluding the in house TOC tournament. This is in **addition** to the mandated Little League playtime rule of six defensive outs and one at-bat. The in house TOC tournament will revert to the Little League mandated minimum play of 6 defensive outs and 1 at bat. This need not be consecutive. In a

shortened game, if a player does not play at least  $\frac{1}{2}$  of the game, he/she must start the next game and play at least three defensive innings before he/she may be taken out of the game. If a complete game has been played (5 $\frac{1}{2}$  innings is complete) and a player has not met the minimum play time of three defensive innings, he/she must start the next game, make up the missed defensive outs, and then play the next nine defensive outs before being eligible to be taken out of the game. If the 2nd game is a shortened game, the player's time is considered made up if he/she played the entire game, even if all the time from the first game was not made up.

**13.6. Run Rule:** A game will end early if one team leads by the following margins:

15 runs or more after 3 innings (or 2 $\frac{1}{2}$  innings if the home team is ahead)

10 runs or more after 4 innings (or 3 $\frac{1}{2}$  innings if the home team is ahead)

8 runs or more after 5 innings (or 4 $\frac{1}{2}$  innings if the home team is ahead)

In these cases, the manager of the trailing team shall concede the victory to the opponent.

**13.7.** Managers are responsible for umpiring other games within their own division. Each Manager will be given an umpire schedule from the division rep for the season and will be responsible for seeing that each assignment is covered. Managers will be assigned to umpire each game (one for the bases and one for home plate). The determination of who umpires at which position will be made just prior to the game. If the Manager cannot fulfill his/her assignment, it is his/her direct responsibility to send a replacement. Continued failure to fulfill this responsibility will result in disciplinary action by the WHLL Disciplinary Committee.

**13.8. Tournament of Champions (TOC):** Tournament seeding will be based on total points earned during the regular season: Win: 2 points, Tie: 1 point, Loss: 0 points

**13.8.1. Head-to-Head Tiebreaker:** In the event of a tie, the higher seed will be determined by the team's head-to-head record against the next highest placed team. If the 1st and 2nd place teams are tied, compare their records against the 3rd place team. If still tied, compare against the 4th place team, and so on, until the tie is broken. If a tie still exists after applying head-to-head comparisons, use the *Runs-Allowed Ratio* as defined in the **Little League Rulebook, Section IV**.

**13.8.2. Home and Visitor Designations:** The higher-seeded team will choose to be the home or visiting team in each game leading up to the Championship Round. In the Championship Game, the team from the Winner's Bracket will choose home or visitor. If an "if" game is necessary, home/visitor choice will be determined by a coin flip. For all Losers Bracket games, home/visitor will also be determined by a coin flip.

**13.9. Pool Players:** A list of eligible pool players will be created and managed by the Player Agent. Pool Players may only be used when a team is unable to field nine (9) eligible players at the scheduled game time. Pool Players may not be used to bring a team's roster above nine (9) players. Pool Players may be used only during regular season games. Pool Players are not permitted in Tournament of Champions (TOC) games. If the team's ninth rostered player arrives during warmups or the game, that player may join the lineup, but the Pool Player must remain in the minimum play rotation as described below. Pool Players must play a minimum of three (3) innings, may not pitch or catch, must bat last in the lineup, and may play a maximum of two (2) innings in the infield.

### **Division Draft**

**13.10.** There are two (2) special draft options in the Minors A Division:

13.10.1. **Manager's Option:** If a Manager's Option is declared, it is based on the age of the manager's child and that player must be selected by the respective draft round as follows: In the event the manager has two or more children in the division, the oldest child will be used as the manager option.

League age 11 & 12 3rd round

League age 10 4th round

League age 8 & 9 5th round

13.10.2. **Brother/Sister Option:** This Option is declared as soon as the first brother or sister is drafted. The remaining brother or sister will then be drafted in the very next round. In the case of more than two siblings, each subsequent player will be drafted in the next round until all siblings declared in the Option have been drafted. In the event of a Manager Option, the second sibling would be taken by the next available round after the first sibling.

## 14. Majors Division League Rules

### Eligibility

14.1. Any player league age nine (9), ten (10), or eleven (11), that does not complete at least one of the try outs shall be assigned to a Minors A Division team. Unless they've played in the Majors in the previous spring season. If they've played in the Majors in the previous spring season, they will remain in the Majors division.

14.2. Players league age ten (10), eleven (11), and twelve (12) year olds who are a property of the Major Division, and do not attend try outs are not eligible for the draft, and will be waitlisted for Majors. League age twelve (12) year olds who do not try out and are not property of the Major division may choose to be waitlisted for majors or may request a waiver to play Minors A (note any league age twelve (12) year old who requests a waiver to play Minors A, may not be drafted to Majors later in the season). A letter of release must be sent by the player's parent(s).

14.3. The maximum number of players per team will be 12.

### Division Playing Rules

14.4. **Run Rule:** A game will end early if one team leads by the following margins:

15 runs or more after 3 innings (or 2½ innings if the home team is ahead)

10 runs or more after 4 innings (or 3½ innings if the home team is ahead)

8 runs or more after 5 innings (or 4½ innings if the home team is ahead)

In these cases, the manager of the trailing team shall concede the victory to the opponent.

14.5. **Pool Players:** A list of eligible pool players will be created and managed by the Player Agent. Pool Players may only be used when a team is unable to field nine (9) eligible players at the scheduled game time. Pool Players may not be used to bring a team's roster above nine (9) players. Pool Players may be used only during regular season games. Pool Players are not permitted in Tournament of Champions (TOC) games. If the team's ninth rostered player arrives during warmups or the game, that player may join the lineup, but the Pool Player must remain in the minimum play rotation as described below. Pool Players must play a minimum of three (3) innings, may not pitch or catch, must bat last in the lineup, and may play a maximum of two (2) innings in the infield.

14.6. **Tournament of Champions (TOC):** Tournament seeding will be based on total points earned during the regular season: Win: 2 points, Tie: 1 point, Loss: 0 points

14.6.1. **Head-to-Head Tiebreaker:** In the event of a tie, the higher seed will be determined by the team's head-to-head record against the next highest placed team. If the 1st and 2nd place teams are tied, compare their records against the 3rd place team. If still tied, compare against the 4th place team, and so on, until the tie is broken. If a tie still exists after applying head-to-head comparisons, use the *Runs-Allowed Ratio* as defined in the **Little League Rulebook, Section IV**.

14.6.2. **Home and Visitor Designations:** The higher-seeded team will choose to be the home or visiting team in each game leading up to the Championship Round. In the Championship Game, the team from the Winner's Bracket will choose home or visitor. If an "if" game is necessary, home/visitor choice will be determined by a coin flip. For all Losers Bracket games, home/visitor will also be determined by a coin flip.

#### Division Draft

14.7. There are two (2) special draft options in the Minors A Division:

14.7.1. **Manager's Option:** If a Manager's Option is declared, it is based on the age of the manager's child and that player must be selected by the respective draft round as follows: In the event the manager has two or more children in the division, the oldest child will be used as the manager option.

League age 12	3rd round
League age 11	4th round
League age 9 & 10	5th round

14.7.2. **Brother/Sister Option:** This Option is declared as soon as the first brother or sister is drafted. The remaining brother or sister will then be drafted in the very next round. In the case of more than two siblings, each subsequent player will be drafted in the next round until all siblings declared in the Option have been drafted. In the event of a Manager Option, the second sibling would be taken by the next available round after the first sibling.

14.7.3. The Majors Division Draft will adopt the Little League Alternative Method for Plan B Rule.

### 15. Intermediate, Junior, Senior Divisions

15.1. No metal cleats or "spikes" will be used at the WHLL city fields.

15.2. For all other rules, WHLL shall adopt the District 41 rules for these divisions.

## C. PLAYER RELEASE AND REPLACEMENT

Release and replacement of players shall follow the Little League Rule Book, Operating Manual, and the following local rules:

16. Teams may have a vacancy due to player choice or by injury; WHLL has defined player choice and injury as follows:
  - 16.1.1. **Player Choice:** A player indicates they plan to leave Little League during the season for any reason (moving, quitting, illness, family issues, etc.).
  - 16.1.2. **Injury:** A team has an injured player that has been or is anticipated that he/she will not return for any part of the last two weeks of regularly scheduled games.
- 16.2. The Manager shall within 48 hours notify the Player Agent and President that a replacement is needed and the information regarding the vacancy. Players in Majors must be replaced if the roster would otherwise be smaller than other teams in the same Division. It is not up to the Manager to make a decision to play with fewer players. This requirement is waived if the team loses the player during the last two weeks of scheduled regular season league games. Failure of manager to advise the Player Agent of continued absence shall result in disciplinary action below.
- 16.3. Per Little League Operating Manual guidelines, the Player Agent shall obtain the official release of the player to be replaced (if leaving Little League) or confirmation of injury date and duration.
- 16.4. Date and time of notification to the Player Agent that a replacement is needed shall establish the order in which replacements shall be assigned when more than one vacancy occurs at the same time.
- 16.5. Managers and Coaches shall not have any contact with a potential replacement player, or their families/guardians or current Manager or Coach. All communication will be to and by the Player Agent, and any violation of this rule shall be subject to disciplinary action as outlined below.
- 16.6. The Player Agent shall provide the Manager with an eligible player list within 48 hours with first priority given to players on the Waiting List and second priority to eligible candidates in the Minors Division who had tried out for the Major's division. i.e., Replacements shall come from the Majors level waiting list, and if none, from the pool of any player in the Minors Division that had not completed the Minors Only waiver, provided the player had attended at least one (1) of the tryouts.
- 16.7. The Manager with the vacancy makes 3 choices in rank order and provides that information to the Player Agent within 48 hours.
- 16.8. The Player Agent shall immediately communicate directly with the players' parents selected to move up to fill the vacancy without informing that player's current Manager or seeking their approval.
- 16.9. A MANAGER'S OR COACH'S FAILURE TO ABIDE BY ANY OR ALL OF THESE RULES REGARDING REPLACEMENT PLAYERS, IS SUBJECT TO DISCIPLINE, REGARDLESS OF INTENT, as follows: 1st time: Suspended for the next played game; 2nd time: Suspended for 3 consecutive games played; the penalty for additional violations or offenses of this rule will be decided by WHLL BOD.

## D. ALL STAR TEAM SELECTION

### 17. 7/8-Year-Old “Little Stars” All Stars Team Selection

- 17.1. Twelve (12) players will be selected for the 7/8-Year-Old All Star Team.
- 17.2. **Player Selection:** By a majority vote (50% + 1), the Minors A Managers will determine which league age eight (8) players from the Minors A Division, if any, will be included on the 7/8-Year-Old “Little Stars” All Star Team. The Minors B Managers will then vote to select the remaining league age seven (7) and eight (8) players from the Minors B Division to complete the roster.
- 17.3. **Draft:** The Minors B Team Managers will meet with the Player Agent to review the list of eligible players, which will serve as the ballot. Each Manager will present and discuss their own players. Following the meeting, the Player Agent will distribute an electronic voting form to be completed the following day. If a tie occurs, the Player Agent will conduct a second vote on the tied players. If a tie remains, the Player Agent and Managers will discuss the tied players to reach an agreement. The Minors A Division Managers may be consulted if needed. Ballots will be counted by three (3) members of the Board of Directors: the President, Parliamentarian, and Upper Division Player Agent.

### 18. 10U All Star Team Selection:

- 18.1. Twelve (12) players will be selected for the 10U All Star Team.
- 18.2. **Player Selection:** By a majority vote (50% + 1), the Majors Managers will determine which league age nine (9) and ten (10) players from the Majors Division, if any, will be included on the 10U All Star Team. The Minors A Managers will then vote to select the remaining league-age nine (9) and ten (10) players from the Minors A Division to complete the roster.
- 18.3. **Draft:** The Minors A Team Managers will meet with the Upper Player Agent to review the list of eligible players, which will serve as the ballot. Each Manager will present and discuss their own players. Following the meeting, the Player Agent will distribute an electronic voting form to be completed the next day. If a tie occurs, the Player Agent will conduct a second vote on the tied players. If a tie remains, the Player Agent and Managers will discuss the tied players to reach an agreement. The Majors Division Managers may be consulted if needed. Ballots will be counted by three (3) members of the Board of Directors: the President, Parliamentarian, and Upper Division Player Agent.

### 19. 11U All Star Team Selection:

- 19.1. Twelve (12) players will be selected for the 10/11-Year-Old All Star Team.
- 19.2. **Draft:** The Majors Team Managers will meet with the Player Agent to review the list of eligible players, which will serve as the ballot. Each Manager will present and discuss their own players. Following the meeting, the Player Agent will distribute an electronic voting form to be completed the next day. If a tie occurs, the Player Agent will conduct a second vote on the tied players. If a tie remains, the Player Agent and Managers will discuss the tied players to reach an agreement. The Minors A Division Managers may be consulted if needed. Ballots will be counted by three (3) members of the Board of Directors: the President, Parliamentarian, and Upper Division Player Agent.

## 20. 12U All Star Team Selection

- 20.1. Twelve (12) players will be selected for the 12U All Star Team.
- 20.2. **Player Selection:** The Majors Division players will vote by secret ballot to select the first six (6) players for the 12U All Star Team. Each team will receive a roster listing all eligible players for consideration.
- 20.3. **Draft:** The remaining players will be selected by the Majors Division Team Managers. The Majors Team Managers will meet with the Player Agent to review the list of eligible players, which will serve as the ballot. The Managers will not be given the names of the six (6) players selected via player vote. Each Manager will present and discuss their own players. Following the meeting, the Player Agent will distribute an electronic voting form to be completed the next day. If a tie occurs, the Player Agent will conduct a second vote on the tied players. If a tie remains, the Player Agent and Managers will discuss the tied players to reach an agreement. Ballots will be counted by three (3) members of the Board of Directors: the President, Parliamentarian, and Upper Division Player Agent.

## 21. Intermediate, Juniors, and Seniors All Star Team Selection

- 21.1. Twelve (12) players will be selected for the Intermediate, Juniors, and Seniors All Star teams.
- 21.2. **Player Selection:** Players of the respective divisions will vote by secret ballot to select the first six (6) players for the All Star teams. Each team will receive a roster listing all eligible players for consideration.
- 21.3. **Draft:** The remaining players will be selected by the Division Team Managers. The Managers will meet with the Player Agent to review the list of eligible players, which will serve as the ballot. The Managers will not be given the names of the six (6) players selected via player vote. Each Manager will present and discuss their own players. Following the meeting, the Player Agent will distribute an electronic voting form to be completed the next day. If a tie occurs, the Player Agent will conduct a second vote on the tied players. If a tie remains, the Player Agent and Managers will discuss the tied players to reach an agreement. Ballots will be counted by three (3) members of the Board of Directors: the President, Parliamentarian, and Upper Division Player Agent.

## **E. DISCIPLINARY POLICY**

WHLL expects all participants to exhibit exemplary behavior both on and off the field while involved in any WHLL-related activity. WHLL may discipline any Manager, Coach, Parent, Volunteer, Player, or other participant who creates an unsafe situation, whose conduct does not reflect the values of Little League International or WHLL, or who violates League rules or policies. Disciplinary action shall be taken according to the procedure and policy outlined below.

## **22. COMPLAINTS**

- 22.1. Complaints must be submitted in writing to the League President. Complaints submitted verbally, through social media, or anonymously may be reviewed for informational and safety purposes but shall not serve as the sole basis for formal disciplinary action.
- 22.2. If any WHLL Board member receives a written complaint, that Board member shall forward it to the League President. If the complaint involves the League President, or if the League President is unavailable, the complaint shall be forwarded to the 1st Vice President, who shall act in the role of League President for purposes of handling the complaint.
- 22.3. Upon receipt of a written complaint, the League President or acting President shall conduct an initial review solely to determine whether the complaint alleges a potential violation of League rules or policies. If the initial review determines that no potential violation is alleged, the complaint may be closed without further action, provided the basis for closure is documented in writing.
- 22.4. If a potential violation is identified, the complaint shall be referred to the Disciplinary Committee for investigation.
- 22.5. Any individual identified in a complaint shall be informed of the allegations and given an opportunity to respond before disciplinary action is imposed, except where temporary action is necessary to protect the safety of participants or the integrity of League operations.
- 22.6. In cases where a complaint is referred to the Disciplinary Committee, the League President may impose a temporary suspension or other interim restrictions on a manager, coach, parent, spectator, volunteer, or player solely to protect the safety of participants or the integrity of League operations while the matter is under Disciplinary Committee review. Any such interim action shall not reflect a determination that a violation occurred.

## **23. DISCIPLINARY COMMITTEE REVIEW AND ACTION**

- 23.1. The Disciplinary Committee shall be composed of the League President, 1st Vice President, Parliamentarian, and 2nd Vice President. Additional members of the committee may be added as follows:
  - 23.1.1. The Umpire-in-Chief, if the complaint involves an umpire or alleged rule violation.
  - 23.1.2. The appropriate Division Player Agent, if the complaint involves a player or their player's parent, guardian, or family member.
  - 23.1.3. The Manager Coordinator, if the complaint involves a manager or coach.
  - 23.1.4. The Head Scorekeeper or other officers of the Board of Directors, as deemed necessary.

- 23.2. If a complaint is against or directly involves a member of the Disciplinary Committee, that individual shall not observe, participate in, or vote on the matter, and the League President shall appoint a substitute.
- 23.3. In all cases referred to the Disciplinary Committee, the Committee shall conduct an investigation and prepare written findings stating whether the complaint is substantiated and whether disciplinary action is recommended.
- 23.4. If the Disciplinary Committee determines that no violation occurred or that the allegations are not substantiated, the matter shall be closed and the disposition shall be documented. No Board approval is required in such cases.
- 23.5. If disciplinary action is recommended and Board approval is required under these rules, the Disciplinary Committee shall forward its written findings and recommended disciplinary action to the League President for presentation to the Board of Directors. The League President shall present the Committee's findings and recommendation to the Board and shall not modify them, except as to correct clerical errors or as directed by the Board.
  - 23.5.1. In accordance with the West Hills Little League Constitution and Local Rules, a vote of the Board of Directors is required only when disciplinary action involves (a) discipline, suspension, or removal of any Director, Officer, or Committee Member; (b) discipline or suspension of any Member that affects League membership or future participation; (c) suspension or revocation of a player's right to future participation; (d) removal of any individual from participation in West Hills Little League for the remainder of the season; (e) expulsion or termination of membership from West Hills Little League; or (f) any other disciplinary action that the Constitution or Local Rules expressly require to be approved by the Board of Directors.
- 23.6. A written summary of the outcome shall be provided to the subject of the complaint, including whether disciplinary action was imposed. Notice may be delivered by email, U.S. mail, or other reasonable means.

## **24. PENALTIES**

- 24.1. WHLL establishes the range of disciplinary measures that may be imposed for violations of League rules or policies. This disciplinary policy applies to players, parents, guardians, volunteers, spectators and other participants.
- 24.2. Disciplinary action shall be determined based on the nature and severity of the violation and may include, but is not limited to:
  - 24.2.1. Verbal or Written Warning
  - 24.2.2. Suspension from one or more games or league activities, including practices and events
  - 24.2.3. Removal or expulsion from WHLL.
    - 24.2.3.1. Expulsion may be imposed for a first violation if the severity of the conduct warrants such action. In accordance with Little League International rules, any individual suspended from League activities shall not be present at any Little League event or function during the suspension period, including practices, games, dugout, or spectator areas (bleachers, outfield, etc.).
- 24.3. Any disciplinary action resulting in removal from the League for the remainder of the season must be approved by a fifty percent (50%) plus one (1) vote of the WHLL Board of Directors. The individual

subject to removal, or the individual's parent(s) or guardian(s) if applicable, shall be given opportunity to address the Board before a vote is taken.

- 24.4. If a complaint is against one or more members of the WHLL Board of Directors, those individuals shall not observe, participate in, or vote on the proceedings.
- 24.5. If a complaint is against a member of the Disciplinary Committee, that member shall not observe or participate in the proceedings, and a substitute shall be appointed by the League President.
- 24.6. If a coach is ejected, the coach shall be suspended for their team's next physically played game in accordance with Little League Rule 4.07. The coach may not be replaced by another volunteer or parent for that game, and the team shall be limited to two approved adults for all game-related activities, including pre-game and post-game activities.

The West Hills Little League Local Rules are effective upon approval of the Board of Directors.

Approved on December 18, 2025.

Amended and approved on January 22, 2026 (Section E, Disciplinary Policy only).

## **2025/2026 West Hills Little League Board of Directors**

Tim Plein – President

Beau Gray – 1st Vice President

Mike Gregus – 2nd Vice President

Daniel Flores – Secretary

Brandon Cully – Treasurer

Zane Thompson – Parliamentarian

Ryan Mowrey – Safety Officer

Jenna Jenkins – Community Engagement Manager

John Stearns – Manager Coordinator

Kristin Freitas – Information Officer

Kelsey Cully – Lower Division Player Agent

Charr Jervis – Upper Division Player Agent

Will DeFelice – Equipment Manager

Brian Delaney – Field Maintenance Coordinator

Danielle Gregus – Auxiliary President

Heather Dennis – Auxiliary Vice President

Chase Bowen – Umpire-in-Chief

Jesse Davis – Head Scorekeeper

**Members at Large** – Aaron Starns, Ally Small, Blake Richards, Brandon Hatton, Courtney Hatton, Deven Small, Drew Roseberry, Felicia Jarrell, Jerad Graham, Matt Bell, Matt Elinoff, Monicka Mowrey, Muaau Valentine, Nick Vick, Robert Chassar, Steven Sims