

ARTICLE XI – NWLL By-Laws
2026

This Constitution and By-Laws may be amended, repealed, or altered in whole or in part by a majority vote of the Board of Directors at any duly organized meeting of the members, provided notice of the proposed change is included in the notice of such meeting.

SECTION 1

The league shall consist of five distinct levels of play:

1. T-Ball Division (Ages 4-5)
2. Minors - Competitive Coach Pitch Division (Ages 6-8)
3. Minors - Player Pitch Division (Ages 8 -10)
4. Majors Division (Ages 11-12)
5. Juniors Division (Ages 13-14)

The Board of Directors may approve players to play up or down a division in accordance with National Little League rules, especially when player safety is considered.

ARTICLE XII – AMENDMENTS AND BY-LAWS

SECTION 2

General By-Laws. The following General By-Laws pertains to all teams participating in Northwest Little League.

1. The Official Playing Rules and Regulations as published by Little League Baseball, Inc. shall be binding on Northwest Little League. Standing rules shall be adopted by April 1st of each year and such rules shall remain in effect throughout the playing season.
2. Each ball player shall be expected to attend all practice sessions, games, and other team functions or activities scheduled or called for their team. If a player anticipates being absent for vacations, camp, etc..., they should notify their team manager at least seven (7) days prior to the time of absence. Absences from practice sessions or games, etc..., which are due to sickness, accidents, dental or medical appointments, or other legitimate reasons are deemed to be excusable. However, team managers should be notified as soon as possible. Three (3) unexcused absences from practice sessions, games, etc..., may be considered sufficient reason for dropping a ball player from the team's active roster. The NWLL Board, in conjunction with consultation with the respective team manager, will vote to keep/remove said player/family from the league. A two-thirds vote is required by the Board. Refunds will be given on a case-by-case basis prior to the distribution of uniforms; no refunds will be given after distribution of team uniforms. Managers/coaches will work with the NWLL Player Agent to assist with working with the respective player and family to find a solution.
3. Northwest Little League requires that a team must field a minimum of eight (8) players at game time or they must forfeit in all divisions but T-Ball. A forfeited game score is scored as 7-0. An out will be recorded in the 9th spot in the order and will be determined and mutually decided by the plate umpire and both managers before the game starts. All pitching counts still apply. If at any time a team drops below eight (8) players, the game is over and the team with less than eight (8) players receives a loss. The score will be 6-0 in favor of the team who wins by forfeiting, regardless of the score at the time. If at game time both teams have less than 8 players, the game will be considered a "tie" in the standings and be scored 6-6 in the standings.
4. Each ball player and/or their parent(s) or guardian(s) are responsible for the care, upkeep, and cleanliness of their uniform and equipment. Disregard for care of uniform, habitual unsportsmanlike conduct,

profanity, fighting, or insubordination shall be considered sufficient cause for dropping a player from a team. The BOD may vote on this matter, after consulting with the team manager, the NWLL Player Agent, the family involved, and a 2/3 vote is needed to drop the player.

5. Ball players shall refrain from eating candy, drinking pop, etc., during a game. This rule is intended only to minimize the chances of a player becoming ill from exertion or overeating during the excitement of the game. The Manager or Umpire will give one warning. If said warning goes unheeded, the player will be removed from the game.
6. The signatures of parents or guardians on the official playing contract shall be considered as their acceptance of the rules of Northwest Little League and for insurance purposes.
7. In case of inclement weather on game day, the League President and Field Maintenance Manager(s) will decide on playability. A decision will be attempted to be made by 1.5 to 2 hours ahead of a game time. Every effort will be made to play the games; note that an early set of games may be postponed, but the later set may be able to be played. See each league section for rain out policy. Failure to field a team at the designated time for the make-up game may result in forfeit, pending an investigation by the Board. For make-up games, it is the manager's responsibility to schedule a make-up date within 48 hours of being canceled, working with the NWLL Information Officer.
8. The regular order of business at all monthly meeting of Davenport Northwest Little League shall be as follows:
 - a. Call to order
 - b. Roll call
 - c. Reading of the minutes of the previous meeting
 - d. Communications
 - e. Reports of the officers
 - f. Reports of the standing or special committees
 - g. Elections
 - h. Unfinished business
 - i. New Business
 - j. Adjournment
9. The Official Playing Rules and Regulations will cover any rule not covered by Northwest Little League By-Laws.
10. The Home team will be the official scorekeeper for each contest and report the game result to the league GroupMe chat at the end of the game. *Exception: T-Ball Division does not need to report scores.
11. For the safety of all players no baseballs will be hit by players into the field of play during warm ups. **Wiffle-ball and total control balls are the only types of balls to be used, and all pre-game warm-ups shall be conducted in the outfield.**
12. All rosters will be determined by a draft selection process as facilitated by the NWLL Player Agent. *Exception: T-ball Division does not assign players via draft.
13. During the draft the Manager's option will be their 3rd round pick and all brother/sister options must be picked consecutively. *If a Coach's Option is in place, that pick is the 4th round pick.* *Exception: T-ball Division does not assign players via draft
14. After player evaluations, any ball player registering to play in Northwest Little League will be placed on a waiting list and assigned to a team requiring another player. The NWLL Player Agent will manage this process. *Exception: T-ball Division does not do player evaluations.
15. A coach's clinic/meeting will be held before the beginning of the season to go over league rules. ***Managers/Coaches are required to attend this meeting.***

16. Every effort will be made to make up rainouts. The date and field location will be determined by the league Information Officer in conjunction with the two managers affected. This must be done within 48 hours of postponement. *Exception: T-ball Division, see Section 3 for more details.
17. No one except eligible players in uniform, team manager, and coaches shall occupy the bench or dugout.
18. Any rostered manager or coach can submit an application to coach All-Stars to the league president by the first Monday in May and the board will vote on said manager at the subsequent board meeting. The NWLL Board will approve all All-Star managers and coaches. Experience, attitude, and attendance are three components that the Board will consider when selecting managers/coaches. Any all-star coach must have managed or coached in the respective division in which they desire to coach all-stars. The All-Star Managers will be responsible for selecting the teams and coaches with the roster being set at a minimum of twelve (12) players. *Exception: T-ball Division does not have All-Star teams.
19. All prospective All-Star players should attend a one (1) day mandatory tryout session. This will occur by June 1.
20. If anything prevents one of the original players selected from participating on the all-star team, the manager of the all-stars will pick a replacement player at his/her discretion.

SECTION 3

T-Ball Division By-Laws. The following by-laws pertain to teams competing only in the T-Ball Division of Northwest Little League.

1. A batting tee may be used after six (6) pitches.
2. Managers and coaches will be allowed to base coach their team members at 1st and 3rd base when their team is at bat. In addition, coaches for the defensive team will be allowed in the outfield to help coach and instruct their team. Any coach in the field will not function as a part of the defense. Any ball hitting a coach will be considered a live ball.
3. Pitchers will throw overhand when pitching at all times.
4. Managers and coaches will teach and keep the kids at bases/positions, rotating kids to various positions, including outfield (edge of grass). Every effort should be made to coach the players at that position to field the ball when it is hit to/near that position.
5. All players may be used in the game with the extra players being used in the outfield. No games will be forfeited because of a shortage of ball players.
6. No bunting will be allowed in T-Ball games.
7. When running the bases, kids advance one base at a time upon each hit. The last batter in the order each half inning will clear the bases once a fair ball is into play. All runners come around to score on the last batter.
8. Side retired when the roster of players from either team completes a turn at bat. A continual revolving batting order will be implemented regardless of substitutions.
9. Coaches should make a concerted effort to move players around the field.
10. T-Ball will play 2 innings or 1 hour.
 - a. Opposing managers may opt to play a 3rd inning, time permitting, as long as they both agree to do so.
11. Any rainouts will be extended two (2) extra innings, up to an hour and a half extended time, at the discretion of the managers the next time the same two teams play each other.
12. The minimum age of T-Ball players is four (4).
13. In this division, a maximum of 4 parents are allowed on the field or in the dugout to assist.

SECTION 4

Minors - Competitive Coach Pitch Division By-Laws. The following by-laws pertain to competition only in the Minors - Competitive Coach Pitch Division of Northwest Little League.

1. Minor League teams will NOT affiliate with a Minors Player Pitch or Major League team.
2. No walks will be allowed in Minor League/Competitive Coach Pitch games. Each batter will get a maximum of six (6) pitches. If the batter does not put a fair ball into play within six (6) pitches the batter will be out. If the batter fouls off the sixth (6) pitch, he/she will continue the at-bat until a strike out or hit is recorded.
3. The manager or coach of the team at bat will be the pitcher for his or her own team. The manager or coach/pitcher must have at least one foot inside a circle that will be chalked around the mound when he/she delivers the pitch. However, the Manager/ Coach/Pitcher will not function as part of the defensive team, nor coach any base runners. Any batted or thrown ball hitting said pitcher will be considered a “dead ball” and all runners must return to their respective bases they were at before that pitch. The “dead ball” does count as one of the six (6) pitches per at-bat.
4. The ball will be “in play” until returned to and in control of the player who is playing the defensive position of pitcher and within the circle around the mound. In addition, there will be a line chalked halfway between 1st and 2nd base, 2nd and 3rd base, and 3rd and home plate. The base runner must return to the previous base if the player/pitcher has control of the ball within the circle prior to the runner completely crossing the line marking the halfway point. If a runner is beyond the halfway point, the runner will be allowed to advance to that base. No play can be made on *any* runner once the player/pitcher has control of the ball within the circle.
 - a. If the initial play involves the pitcher catching a fly-out in the circle, the pitcher may make an immediate play to a base to make an out without the play being called dead due to pitcher control in the circle. If the pitcher makes no immediate attempt at a base, they forfeit their ability to make a play at a base and the ball is dead.
 - b. Immediate play will be considered a judgment call by the umpire.
 - c. This includes making a play behind a runner that fails to tag up on a fly-out. If the immediate play after the catch is to the pitcher and the pitcher secures the ball in the circle, the play is dead, runners return to the previous base as if they tagged up and did not advance.
5. The league will provide one (1) umpire for each league contest. All decisions made by the umpire are final. Coaches are expected to coach their teams. Unsporting behavior towards an umpire will not be tolerated. Coaches failing to adhere to exhibiting good sportsmanship may be ejected from the game, without warning. If a coach is ejected, he/she is removed from the dugout, and suspended for the next game. Depending on the severity of the situation, the coach may be suspended for the rest of the season. The Board reserves the right to review situations that rise to this level, and by a 2/3 vote may remove the manager for the remainder of the season.
6. The five (5) run rule per half inning will be in effect for all games. Each team can score a maximum of five (5) runs per inning and unlimited runs in the 6th inning or later.
 - a. When an umpire determines the last inning, and announces it to both teams and their scorekeepers, each team will have the opportunity to score unlimited runs during their at-bat.
 - b. Games called due to weather or darkness will refer to the National Little League rulebook to determine the result.
7. The game shall consist of two (2) hours or six (6) innings, whichever comes first. Inning can not start after 1 hr. 45 min. An inning starts with the last out recorded of the previous inning. The umpire and manager shall be told exactly what time the game starts, and they must agree on what is the “last inning.” If there is disagreement, the umpire’s decision is final.
8. No stealing of any base, runners can only leave when the ball is hit.

- a. Infraction: no pitch, runner is out after one team warning as issued by the umpire.
9. Teams will be allowed up to ten (10) defensive players *in the field*. Teams must have at least eight (8) players to start a game. If playing with less than ten (10) players, no “out” is recorded in the 10th spot in the order for that player. The 9th spot is not to be recorded as an “out” if playing with nine (9). If starting the game or at any time during a game, a team plays with or drops to 8 players, the team *will* take an “out” for the 9th position, *but not in the 10th position*. If players arrive late, they must be added at the end of the batting order that is also submitted prior to the start of the game.
10. Players are not required to play a minimum number of innings in the infield. Rotating the player's defensive positions is under the discretion of the manager and coaches. Player safety should also be considered when determining defensive positions.
11. An arc will be drawn in front of home plate that exists as a “foul area.” A batted ball hit into the arc, shall be ruled a “foul ball.” The pitch counts for the at-bat. The umpire’s ruling is final. Any part of the ball touching the line is fair.
12. Players are required to play the positions in the field. At no time may players play “in” more than 2 kid-sized steps from even with the base or baseline if playing the infield. The player playing the “pitcher” position may not play “in” ever. Managers and coaches must instruct the “correct” player to field a ball into play at or near the player playing the position to where the ball is hit. The umpire has the authority to reposition players to their correct defensive alignment.
13. Continuous batting order is required.

SECTION 5

Minors - Player Pitch Division By-Laws. The following by-laws pertain to competition only in the Minor League Player Pitch Division of Northwest Little League.

1. Minor League umpires will be instructed to use a liberal strike zone and must stand behind home plate. One umpire will be used in the regular season, a two umpire crew will be used in all tournament games.
2. No player shall throw their bat for any reason. The first offense will result in a warning to the violator. A second offense the player will be out. **All umpire rulings are final.**
3. The five (5) run rule per half inning will be in effect for all games. Each team can score a maximum of five (5) runs per inning and unlimited runs in the 6th inning or later.
 - a. When an umpire determines the last inning, and announces it to both teams and their scorekeepers, each team will have the opportunity to score unlimited runs during their at-bat.
 - b. Games called due to weather or darkness will refer to the National Little League rulebook to determine the result.
4. The game shall consist of two (2) hours or six (6) innings, whichever comes first. Inning can not start after 1 hr. 45 min. An inning starts with the last out recorded of the previous inning. The umpire and manager shall be told exactly what time the game starts, and they must agree on what is the “last inning.” If there is disagreement, the umpire’s decision is final.
5. If a game is tied after the 6-innings, extra innings will be played to determine a winner. The format will be as follows: each team will start their half inning with one (1) out and runners on 2nd and 3rd. The runners on 2nd and 3rd are the last two recorded outs from the previous inning, **no exceptions**. The last batted out is on 2nd base.
6. Continuous batting order is required.
7. Any league playoff games will be played according to regular season rules.

SECTION 6

Majors Division By-Laws. The following by-laws pertain only to the Major League Division of Northwest Little League.

1. The Major League team's roster must consist 2/3 of 11 and 12 years olds with a minimum of four (4) 12 year olds. The only exception to this rule is if numbers dictate otherwise.
2. ALL Major League teams will play on a scheduled day of play or EVERY Major League's games will be canceled with the exception if said game(s) is affected by weather or played at a later hour.
3. The game shall consist of two (2) hours or six (6) innings, whichever comes first. An inning cannot start after 1 hour and 45 minutes. An inning starts with the last out recorded of the previous inning. The umpire and manager shall be told exactly what time the game starts, and they must agree on what is the "last inning." If there is disagreement, the umpire's decision is final.
4. If a game is tied after the 6-innings or time limit, extra innings will be played to determine a winner. The format will be as follows: each team will start their half inning with one (1) out and runners on 2nd and 3rd. The runners on 2nd and 3rd are the last two recorded outs. The last batter out is on 2nd base.
5. Managers shall set their team's batting order. Continuous batting order is required.
6. If a player is injured or quits, the team is required to bring up player(s) from the Minors Player Pitch division to fill the roster if less than 2/3 of the scheduled games are remaining. Any player brought up must not have been declared "minors only" and will be placed back in the draft the following year.
7. The drop third (3rd) strike rule will be in effect.

SECTION 7

Juniors Division By-Laws. The following by-laws pertain only to the Junior League Division of Northwest Little League. All national Little League rules for Junior League baseball, as described in the current season rulebook, apply unless specifically changed in these local rules.

1. Juniors Division baseball is recommended for players who are Little League age 13 - 14.
2. All managers, coaches and players are required to be in proper League attire, which is considered full uniforms for players and team hats for managers/coaches; Juniors division players may wear metal or rubber cleats.
 - a. When using a field with a portable pitching mound, only rubber cleats, turf shoes, or tennis shoes will be allowed.
3. Teams forfeit if they have fewer than eight players to participate in a game. A team has fifteen minutes from the scheduled starting time to obtain eight players before a forfeit is declared.
 - a. When both teams have less than eight players, a double forfeit occurs.
 - b. When a forfeit takes place, teams are strongly encouraged to scrimmage one another, sharing players as needed. This scrimmage is not an official game & will not count toward league standings.
4. All regular season games are limited to seven innings with no new inning beginning at or after an elapsed playing time of 1 hour & 45 minutes.
 - a. If an inning is underway at the 1 hour & 45 minute mark, the inning should be completed in full unless the home team is ahead after the top half inning of play or takes the lead in the bottom half. In that case, the game is considered completed and the home team wins.
5. Complete games are defined as a minimum of five innings or four and a half innings if the home team is winning.
6. When a game is tied after the time limit has expired, the top half of the next full inning & each half inning thereafter will begin with the offense placing a runner on second base. The runner must be the player who

is scheduled to bat last in that respective half inning. Each half inning begins with no outs & play will continue in this manner until a winner is decided.

7. Games may end in a tie if time expires and/or a minimum of 5 innings have been played and the game is called due to weather or light levels.
8. A minimum of one adult and a maximum of three adults from the coaching staff or parent volunteers are allowed in the dugout area at one time.
9. Players on the team roster in uniform are the only children allowed in the dugout.
10. Players must have their own helmets.
 - a. If a player cannot provide their own helmet, they should contact NWLL.
11. Injured players are allowed to temporarily leave games and return to play. Injured base runners will be replaced by the player who made the last out in the current or prior inning.
12. Each player shall play at least three innings defensively. The minimum defensive innings in this rule must be full half innings. The only exceptions to the playing time rule will be:
 - a. If a player misses practices and/or games without a valid reason, the coach may decide to reduce the number of innings played in the field for the next game by a maximum of one inning. Absences due to family vacations should not affect playing time.
 - b. If a player is being disciplined, a head coach must inform the opposing head coach prior to the game or immediately after an incident which requires removal, for the participation rule to be satisfied. The player who is being disciplined should be advised of why he/she is not participating. If the discipline results in the player being “docked” more than one inning below the league minimum, the coach must inform the League President in writing of the discipline and the cause. This method of disciplining should be used with reasonable discretion.
 - c. If a game is shortened because of the time limit, inclement weather or run limit, all players will not be required to satisfy the playing rule.
 - d. If an eligible player does not fulfill the participation rule, that player must be a starter in the team’s next game and play the whole game. Any head coach who violates this rule will be subject to dismissal by the league’s Board of Directors.
13. Pitching rules, including pitch counts and rest days, apply to ALL NWLL sponsored games, including playoff, in-house tournament, interleague, and/or special games which may not count toward league standings (i.e., pitch counts do not reset for a play-off or in-house tournament).
14. Each head coach must maintain an accurate record of the pitch count and innings pitched for each player who pitches in a game and adhere to all pitching requirements. A counter will be provided to each team by NWLL.
 - a. Members of the coaching staff are required to check pitching affidavits before games in order to determine pitching eligibility for that game.
 - b. All pitch counts will be reported when coaches submit scores in the manager’s GroupMe message.
15. Any violation of the pitching rules will result in the ineligible pitcher being removed from the pitching position and an automatic protest to be ruled on by the NWLL Board.
 - a. The game will continue with a new eligible pitcher and both scorebooks should note the ineligible pitcher’s name and the inning in which the violation was said to have occurred.
 - b. Coaches will be subject to disciplinary action for using ineligible pitchers.
16. Pitching distance will be 54’ for all games played at Northwest Park unless agreed upon by the managers of both teams to follow Little League International guidelines.
17. Base path distance will be set at 80’ for games played at Northwest Park unless agreed upon by the managers of both teams to follow Little League International guidelines.

18. A batter may try to advance to first base after a dropped 3rd strike as stated in Little League Junior Division rules (when first base is unoccupied or when first base is occupied with two out).
19. Headfirst sliding when advancing is allowed.
20. On a close play at second base, third base or home plate, the runner is required to either slide or avoid contact with a defensive player in possession of the ball while located within the batter's box area or within the vicinity of another base. If contact is made and the runner did not slide, the umpire shall call the runner out for offensive interference.
 - a. Additional Guidance: For a non-sliding runner to be automatically out, all three of the following must be true:
 - i. There was contact between the non-sliding runner and the defensive player.
 - ii. At the time of contact the defensive player had possession of the ball.
 - iii. At the time of contact the defensive player was within the batter's box area or within the vicinity of another base.
21. When a runner initiates malicious contact with any fielder, with or without the ball, in or out of the baseline, the umpire shall eject the runner for the game. The runner has the primary responsibility to avoid a collision with the defensive player.
22. No negative chatter is allowed at any point during games by players, members of the coaching staff or spectators.
23. No chanting by players, members of the coaching staff or spectators is allowed once the batter is in the batter's box.