



NORTHWEST LITTLE LEAGUE BY-LAWS

General

Northwest Little League utilizes the Official Little League Age Calculator to determine the league age of all participants or candidates. Click [HERE](#) to access the Official Little League Age Calculator.

Draft Policy

Once a player is drafted to a team, they will remain on that team each year, and do not need to be drafted again, with the following exceptions:

- Player has completed at least 1 year with NWLL in the division they are currently assigned, and would like to try out to play up to the next level. Trying out for playing up does not guarantee that a player will be drafted up to the next level; it simply makes them eligible for the draft in the next level.
- A Player has aged out of the current division based on Little League regulations. The only exception would be if there is a safety concern with that player moving up. This will require a little league waiver and a meeting between the parents of the child and the League drafting board.
- The player is participating in the T-Ball division. All players in this division will be placed on a team by the league Player agent. No draft will occur at this level.

Refer to the NWLL Draft Policy for more details.

Practices

All teams will have established practice time slots at the NWLL (Cambridge Lakes) and Tuscany fields that must be followed. Offsite practices are allowed only at approved locations. Before an offsite location is approved, NWLL must submit paperwork to receive approval from little league for insurance purposes. **An Offsite practice at a non-approved location is not insured by Northwest Little League.**

Volunteers

Our Northwest Little League (NWLL) is a **100% volunteer based organization**. As such, our league needs more than just registration fees to run the league efficiently and effectively. It is absolutely necessary to have the support of EVERY family to run a successful program. Parent participation and volunteering helps keep the registration fees reasonable and more importantly creates a sense of family, pride and shared ownership within the league.

EVERY family (regardless of the number of players) will be requested to volunteer a minimum of 3 shifts throughout the Spring season. This can be achieved through the efforts of multiple family members (including siblings 18+ years of age or other adult family members). Parents, including coaches, may volunteer for any open slot that fits their schedule. A minimum of 2 volunteer shifts will be requested for the Fall season.

Please understand that anyone inside the concession stand must be at least 13 years old with an accompanying adult for safety and legal reasons.

Profits from the concessions allow us to provide new equipment, field upgrades and maintenance and other league improvements throughout the season. Without these profits, these costs would be passed on to our families at registration.



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The league will provide additional volunteer opportunities for those looking to fill their shifts outside of concessions. Please reference our league's website for more opportunities during the regular season.

Here are examples of ways that you can volunteer your time:

- Field work days
- Concessions
- Grilling
- Special events (opening and closing ceremonies, uniform distribution, fundraising distribution)
- Field maintenance (weed trimming, mowing, etc.)
- Team Coach *
- Team Manager **
- NWLL Board Member ***
- Check league volunteer website for additional opportunities or email volunteers@northwest-ll.org

All families will provide a volunteer check deposit as part of their registration for the regular season as follows: \$150 for Spring, \$50 for Fall. Volunteer deposits will be returned at the conclusion of each regular season **only** if the minimum volunteer obligation has been met as confirmed by a NWLL board member. If a family's volunteer obligation has not been met by the last day of the regular season, the league will consider the deposit forfeited in lieu of volunteering, and the check will be deposited by the league.

Divisions of Play

Advanced T-Ball

Rosters

All team rosters are developed at random. There are no tryouts or draft at the Advanced T-ball level.

On the Field

Only four (4) league-approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 2 Assistant Coaches. All other adults, children (not on the team roster) and spectators are required to sit outside of the playing area. When a team is in the field, the team's coach may have a maximum of two (2) coaches on the field, one (1) coach backing up the catcher and one coach in the dugout. When a team is batting, there will be a coach at first base, third base, and a coach pitching. The coach pitching will also assist at home plate, the batters when using the tee. A dugout coach is required at all times.

Game Play

- Teams do not keep score.
- Game length will be a maximum of 1.5 hours long. The 1.25-hour limit applies to weekday games only. No New inning after a 1-hour limit. If the inning has started, the home team will always get their last at bats. Both teams will try to play as many innings within the time period. A minimum of one hour must be played.
- Although an out will end a play, it will have no effect on the end of the inning.



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- The coaches from both teams will decide to call a game due to darkness.

Offense

- Coach(s) will pitch **3** pitches to the batter. If the ball is not put into play, then the batter will get the chance to hit off of a tee. Any coach who wishes to pitch must be an approved NWLL volunteer. The same coach should pitch the entire half inning.
- Every player on the team roster present at the game will be placed in the batting order and bat once per inning.
- Bunts are not allowed.
- Base runners must stay on the base, until the ball is hit. There are no lead offs.
- The batting order should be rotated every game.
- Stealing bases is not allowed.
- Players should not slide into bases when a play is made on them. Generally, this is a skill they are not prepared to execute.
- Runners should not be encouraged to advance if a ball is overthrown.
- The play is ruled dead once the ball enters the infield.
- The last batter clears the bases. The defensive team should be encouraged to advance the ball to the catcher in an effort to make a play on the final batter.

Defense

- Teams should field as many positions as possible. Teams with more than nine (9) players should add those additional players in the outfield.
- A fielding player should play a different position each inning. A player should not play the same position twice in the same game.
- The play will stop once a fielder makes a throw to any base, or when the ball is thrown from the outfield into the infield.
- Outs can be made by tagging another player, catching a fly ball, or by force out.
- The infield fly rule does not apply.
- Runners cannot tag up on a fly out.

Minor AA Baseball

Rosters

Players will be drafted at this level based on the draft policy. Returning players will remain on their previous AA team unless a written request is submitted to the league requesting to be released and returning them to the draft. A player release will be at the discretion of the Player Agent.

On the Field

Only three (3) league---approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 1 Assistant Coaches. All other adults, children (not on the team roster) and spectators are required to sit outside of the fenced playing area.

Player-Pitch Rules

Pitching is introduced at this level and all players should have a chance to try pitching. All pitchers are subject to maximum pitch counts and required rest based upon pitch counts as explained in the Little League Baseball Official Regulations and Playing Rules. With the introduction of called balls and strikes



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at this level, comes the introduction of baseball etiquette to parents and coaches. Since Umpire / Coaches will be calling balls and strikes, there will be questionable calls. All calls by the coach/umpire are final, and cannot be challenged. Batters may not initially attempt to swing at the pitches provided. To overcome this, the introduction of called balls and strikes has been implemented. The coach of the batter will be calling balls and strikes. Decisions made by the coach should not be challenged by parents or coaches.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played, the log must be completely filled out and signed by both Managers.

Participation

- No player shall sit out two consecutive innings. All players should sit at least one inning prior to any player sitting a second inning.
- All players must play at least six (6) defensive outs (not necessarily consecutive) per game.
- All players are required to play at least one inning in an infield position each game. An infield position is Pitcher, Catcher, Shortstop, 1st, 2nd & 3rd Base
- No player shall play the same position for more than three (3) innings in the same game.
- All players must meet the participation requirement of playing both the infield and the outfield by the fourth inning.
- Four players will be allowed in the outfield.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played, the log must be completely filled out and signed by both Managers.

- Players may not pitch more than three (3) innings or 50 pitches in a given game.
- Each batter will receive three (3) strikes as normal. If ball 4 is reached a coach from the offensive team, regardless of the count, will throw 3 pitches. If the player fails to put the ball in play on the 1st or 2nd pitch, the third pitch will be handled as strike three where foul balls are considered. If the batter does not swing at the 3rd pitch the umpire will call the pitch a ball or a strike. If a strike is called on the 3rd pitch the batter is out. If a ball is thrown on the 3rd pitch, or after, the coach will throw another pitch and the same rules will apply as did on the 3rd pitch. The coach-pitcher should always pitch from the designated pitching mound and pitchers' plate.
- The pitching rubber/plate will be set at 42 feet from the back of home plate to the front of the pitching rubber/plate
- If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. a. Pitchers league age 14 and under must adhere to the following rest requirements: i. If a player pitches 36 or more pitches in a day, two (2) calendar days of rest must be observed. ii. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed. iii. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- If at any time a pitcher has hit two (2) batters in an inning, or three (3) batters in a game, the pitcher shall be replaced.
- Mound visitation will take place at the mound or the foul line.
- The Pitcher must have one foot within 5 feet of the pitching rubber/plate while the coach pitches



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- A pitcher removed from pitching cannot be brought back to pitch during the same game.
- A pitcher will be allowed six (6) warm-up pitches in the first inning and four (4) warm-up pitches each of the following innings. New pitchers entering during an inning will be allowed six (6) warm-up pitches.
- Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long sleeved undergarment (which may distract the batter).

Game Play

- Teams do keep score and standings. Managers will report scores to league information officer after each game.
- Game length will be a maximum 6 innings or two hours long. The two-hour limit applies to weekday games only. A one hour and forty-minute time limit will apply to weekend games, due to scheduled games. If the inning has started, the home team will always get their last at bats. Both teams will try to play as many innings within the time period.
- Three outs will end a ½ of an inning, including strike outs from the player pitcher.
- A strike out will count as an official out and can end the inning when obtained by the player pitcher.
- Walks – No walks are awarded at this level
- The coaches from both teams will decide to call a game due to darkness.
- Overthrows – A dead ball shall be called and the runner shall not advance
- The play is ruled dead once a fielder makes a throw to any base.
- The Mercy Rule is not in effect.
- Runs – A maximum of five (5) runs per half inning will be allowed.
- The 5 run rule will be suspended during the 6th inning only.
- No throwing of bats by any player will be allowed. Each team will be allowed one warning. On additional occurrences, a batter will be called out. If the Umpire deems the incident intentional or malicious, the player may be ejected from the game. 13. Late arrivals to a game will be placed at the end of the batting order.

Offense

- Continuous batting order will be used. Every player on the team roster present at the game will occupy a position in the batting order. Only ten defensive players may be used (see Defense #1) but all players rostered in attendance will bat.
- Bunting – Once a bunt is shown, a player may not swing at the ball. The penalty will be the player being called out.
- **No lead-offs. Teams will receive one (1) warning for a runner leaving the base early and the runner will be sent back to the base occupied prior to the pitch. A second (2nd) offense is an automatic out.**
- No runner shall advance to an additional base after an infielder has control of the ball in the infield. The runner shall be able to advance to the base he/she is going to. *** **Key point of emphasis here.** We do NOT want anyone trying to "Run up the Score". If the infield has control of the ball the runners cannot advance. Our umpires will call out "Infield has control, runners stop!"
- Sliding: Base runners shall slide feet first to avoid contact at 2nd base, 3rd base & home plate. There is no sliding into 1st base. If a player slides head first or runs into a fielder or slides into 1st base the player is called out. If the player slides head first or runs into a fielder, the player is deemed out.



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- Foul balls will count as strikes.
- Runners cannot tag up on a fly out.
- The last batter and base runners should advance at their own risk. The last batter does not clear the bases like the rule in T-ball.
- If a batter is hit by a youth pitch they will advance to first. Players hit by a coach pitch are allowed to advance to first base but a player can continue batting if they so desire.
- If a player is injured and cannot bat for his designated spot in the order, he must leave the game and no out will be recorded.
- Offense: In the event that ball four is reached to pitch the player receives three additional pitches. In the event that the coach pitches he/she must pitch from the pitching plate overhand. Additional coaches at first and third bases are allowed as well. The Manager or Coach assigned to pitch will come in from the sidelines after ball four has been reached. This individual must be ready to enter as ball four is reached.

Defense

- Ten (10) players will be utilized: four (4) outfielders, four (4) infielders, a pitcher and a catcher. Every player will play a minimum of two innings per game.
- A fielding player should play a different position every other inning. A player should not play the same position more than twice in the same game. Players should play both infield and outfield each game. The only exception to this rule is if a team has nine or less players.
- Outs can be made by tagging another player, catching a fly ball, force out, or doubling up on a runner that advances on a fly out.
- The infield fly rule does not apply.
- Any infielder who fake tags a runner when no throw is made will receive a team warning. Subsequent occurrences will result in the fielder being removed from the game
- Coaches will be allowed on the field during the first half of the season.

Baseball All-Stars

NWLL will form a 7-8 year-old All-Star team from participants in the AA division. This team typically plays in the 7-8 Futures Tournament. All players must meet a minimum playing time. All players must resubmit original birth certificates (with raised seal) and three (3) form of proof of residency as to their home address (or previous in boundaries address if a 2D player).

Minor AAA Baseball

Rosters

Players will be drafted at this level based on the draft policy. Returning players will remain on their previous AAA team unless a written request is submitted to the league requesting to be released and returning them to the draft. A player release will be at the discretion of the Player Agent.

On the Field

Only three (3) league-approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 1 Assistant Coach. All other adults, children (not on the team roster) and



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spectators are required to sit outside of the fenced playing area. When a team is batting, there will be a coach at first base, third base and a dugout coach.

Player-Pitch Rules

All pitchers are subject to maximum pitch counts and required rest based upon pitch counts as explained in the Little League Baseball Official Regulations and Playing Rules. With the introduction of called balls and strikes by an umpire at this level, comes the introduction of baseball etiquette to parents and coaches. Since the umpire may be a youth umpire calling balls and strikes, there will be questionable calls. All calls by the umpire are final, and cannot be challenged.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played, the log must be completely filled out and signed by both Managers.

Minor AAA Division Records and Tournament

An end of season tournament may be held at this level. Game play rules will remain the same as during the regular season.

Special Games

The team with the best record for the pool play tournament will represent NWLL at the South Elgin Sperry Tournament held in late June or July. Only that team's rostered players are eligible. No substitutions are allowed. If not enough players are available from that team's roster, then the 2nd place team will be offered the opportunity to play in the Sperry Tournament.

Game Play

- Teams will keep score. Managers will report scores to league information officer after each game.
- Game length will be a maximum of two hours long. The two-hour limit applies to weekend games only. A one hour and forty-minute time limit will apply to weekday games, due to scheduled games. If the inning has started, the home team will always get their last at bats. Both teams will try to play as many innings within the time period. 3. Little League green book rules will be in effect
- The Mercy Rule is not in effect. Game play will continue until three fielded outs.

Pitchers

- If a pitcher hits three (3) batters during a game, he must be replaced. If a pitcher is dangerously wild, the umpire will give a warning to the manager. The second warning will require a pitching change. This is an umpire decision. If a pitcher hits two (2) batters in one (1) inning he must be replaced.
- All pitchers are subject to maximum pitch counts and required rest based upon pitch counts as explained in the Little League Baseball Official Regulations and Playing Rules.
- There will be penalties for violation of the pitching rule policy. Any manager or head coach who violates the pitching rule policy will be suspended from their next 2 games. If a second violation occurs, the manager or head coach will be suspended from their next 2 games and the manager will be ineligible for any postseason play. A manager or head coach who is serving their suspension cannot be at the complex where his/her game is being played.



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Batters and Base Runners

If the catcher is in the process of making a play, the batter must step out of the batter's box to avoid interference.

Mandatory Play

Managers are expected to have players rotate positions throughout the game as well as throughout the field. Players should be given the opportunity to play both infield and outfield positions. No position should be occupied by only one player during a game.

Baseball All-Stars

NWLL will form a 9-10 and/or 10-11 year-old All Star team(s) from the participants in the Minor AAA Baseball Level (dependent on participation and interest). All players must meet a minimum playing time. All players must resubmit original birth certificates (with raised seal) and three (3) form of proof of residency as to their home address (or previous in boundaries address if a 2D player).

Pool Player Guidelines

- The request for a Pool Player must be made to the Player Agent **NO LESS THAN 24 HOURS** before the game when possible. Players can be requested in advance if you know you will be short (i.e. players on vacation)
- Player Agent will make decision as to which player from the pool is selected to play on a given day. Managers may not request a specific player. Player must come from a team not scheduled to play that day.
- Once a Manager makes his request for a pool player; he must use that player even if his original missing player shows for the game.
- Managers may only request a pool player if they will have 9 or fewer players on game day.
- Pool players must play at least the minimum play time (9 defensive outs and 1 at bat) even if the original missing players show for the game.
- No more than 2 pool players may be requested for any one game. (Unless prior approval from BOD and Player Agent)
- **Pool Players CANNOT PITCH under any circumstance.**
- Pool player must wear their own uniform.
- Each team should try to recruit as many pool players as possible and report them to the player agent. 10. Pool Players cannot play more innings than any rostered player in attendance at a complete (6 inning) game.

Majors Baseball

Rosters

Players will be drafted at this level based on the draft policy. Returning players will remain on their previous Majors team unless a written request is submitted to the league requesting to be released and returning them to the draft. A player release will be at the discretion of the Player Agent.



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On the Field

Only three (3) league-approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 1 Assistant Coach. All other adults, children (not on the team roster) and spectators are required to sit outside of the fenced playing area. When a team is batting, there will be a coach at first base, third base and a dugout coach.

Player-Pitch Rules

All pitchers are subject to maximum pitch counts and required rest based upon pitch counts as explained in the Little League Baseball Official Regulations and Playing Rules. With the introduction of called balls and strikes by an umpire at this level, comes the introduction of baseball etiquette to parents and coaches. Since the umpire may be a youth umpire calling balls and strikes, there will be questionable calls. All calls by the umpire are final, and cannot be challenged.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played, the log must be completely filled out and signed by both Managers.

Special Games

The team with the best Metro record for season may participate in an end-of-season tournament in late June or July. Only that team's rostered players are eligible. No substitutions are allowed. If not enough players are available from that team's roster, then the 2nd place team will be offered the opportunity to play in the Tournament.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played the log must be completely filled out and signed by both Managers. **Note: Refer to the District 13 Major Intermediate Metro League Rules for additional rules of the game.**

Majors All-Stars

NWLL will form a 10-12 year-old Majors All-Star team for the District 13 All-Star tournament. All players must meet a minimum playing time. All players must resubmit original birth certificates (with raised seal) and three (3) form of proof of residency as to their home address (or previously in boundaries address if a 2D player). This division has the opportunity to advance and compete in the Little League World Series.

Intermediate (50/70) Baseball

Rosters

Players will be drafted at this level based on the draft policy. Returning players will remain on their previous Intermediate team unless a written request is submitted to the league requesting to be released and returning them to the draft. A player release will be at the discretion of the Player Agent.

On the Field

Only three (3) league-approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 1 Assistant Coach. All other adults, children (not on the team roster) and



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spectators are required to sit outside of the fenced playing area. When a team is batting, there will be a coach at first base, third base and a dugout coach.

Player-Pitch Rules

All pitchers are subject to maximum pitch counts and required rest based upon pitch counts as explained in the Little League Baseball Official Regulations and Playing Rules. With the introduction of called balls and strikes by an umpire at this level, comes the introduction of baseball etiquette to parents and coaches. Since the umpire may be a youth umpire calling balls and strikes, there will be questionable calls. All calls by the umpire are final, and cannot be challenged.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played, the log must be completely filled out and signed by both Managers.

Special Games

The team with the best Metro record for season will represent NWLL at the Elgin National Hamm's Tournament held in late June or July. Only that team's rostered players are eligible. No substitutions are allowed. If not enough players are available from that team's roster, then the 2nd place team will be offered the opportunity to play in the Tournament.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played the log must be completely filled out and signed by both Managers. **Note: Refer to the District 13 Major Intermediate Metro League Rules for additional rules of the game.**

Intermediate (50/70) All-Stars

NWLL will form an 11-13 year-old All-Star team for this independent All-Star tournament. All players must meet a minimum playing time. All players must resubmit original birth certificates (with raised seal) and three (3) form of proof of residency as to their home address (or previously in boundaries address if a 2D player).

Junior/ Senior Baseball

Rosters

Players will be drafted at this level based on the draft policy. Returning players will remain on their previous Jr./Sr. team unless a written request is submitted to the league requesting to be released and returning them to the draft. A player release will be at the discretion of the Player Agent.

On the field

Only three (3) league-approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 1 Assistant Coach. All other adults, children (not on the team roster) and spectators are required to sit outside of the fenced playing area. When a team is batting, there will be a coach at first base, third base and a dugout coach.



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Player-Pitch Rules

All pitchers are subject to maximum pitch counts and required rest based upon pitch counts as explained in the Little League Baseball Official Regulations and Playing Rules. With the introduction of called balls and strikes by an umpire at this level, comes the introduction of baseball etiquette to parents and coaches. Since the umpire may be a youth umpire calling balls and strikes, there will be questionable calls. All calls by the umpire are final, and cannot be challenged.

Pitching Record

Managers are expected to carry an NWLL approved Pitching Log to all games. After each game played, the log must be completely filled out and signed by both Managers. **Note: Refer to the District 13 Major Metro League Rules for additional rules of the game.**

Junior All-Stars

NWLL will form one 13-15 year-old All-Star team. All players must meet a minimum playing time. All players must resubmit original birth certificates (with raised seal) and three (3) forms of proof of residency as to their home address (or previous "in boundaries" address if a 2D player).

Softball (All Levels)

Rosters

Players will be drafted at this level based on the draft policy. Returning players will remain on their previous team unless a written request is submitted to the league requesting to be released and returning them to the draft. A player release will be at the discretion of the Player Agent.

On the field

Only three (3) league-approved adults are allowed to be in the team's dugout during a game, consisting of the Manager, Head Coach and 1 Assistant Coach. All other adults, children (not on the team roster) and spectators are required to sit outside of the fenced playing area. When a team is batting, there will be a coach at first base, third base and a dugout coach. **Note: Refer to the District 13 Softball League Rules for additional rules of the game for Minor, Major, Junior and Senior Softball.**

Softball All-Stars

NWLL will form two separate All-Star teams: Majors 10, 11&12 year olds and Minors 9 & 10 year olds. The Major Manager with the best record at the midpoint of the season will have his choice of level, followed by the Manager with the second best record, etc. The Head Coach and other coaches are chosen by the Manager. These teams are selected by votes from the Managers and Head Coaches of the Major teams. A committee consisting of the President, VP, Player Agent, All-Star Manager and any two other board members will count ballots. Each Major Manager and Head Coach will vote for 12 players from each age group. The top 10 vote getters will automatically be placed on the All-Star roster. The Manager of the All-Star team has the option to increase the roster to a maximum of 14 players. Twelve (12) players will be the minimum rostered. The teams are typically announced mid-June. All players must meet a minimum playing time. If a shortage of Major level players exists for any of the All-Star teams, then Minor players can be brought up upon a successful tryout before the Major Managers. All players



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must resubmit original birth certificates (with raised seal) and three (3) form of proof of residency as to their home address (or previous in boundaries address if a 2D player).

Junior All-Stars

NWLL will form one 13-14 year-old All-Star team. This team is selected by votes from the Managers and Head Coaches of the Jr. Teams. Teams will be announced typically in mid-June. The Junior Manager with the best record at the midpoint of the season will be named the manager of the team. The Head Coach and other coaches are chosen by the Manager. Twelve (12) players will be the minimum rostered. The Manager of the All-Star team has the option to increase the roster to a maximum of 14 players. All players must meet a minimum playing time. All players must resubmit original birth certificates (with raised seal) and three (3) forms of proof of residency as to their home address (or previous "in boundaries" address if a 2D player).

Disclaimer THE NWLL BOARD OF DIRECTORS RESERVES THE RIGHT TO MODIFY OR ADJUST THESE BY-LAWS AS NEEDED FOR THE BETTERMENT OF THE PLAYERS AND THE LEAGUE AND TO CORRECT/CLARIFY THE CONTENTS HEREIN.