



Mountain Ridge  
Little League  
By-Laws, Policies,  
Procedures & Local  
Playing Rules



Spring and Fall 2024

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# **I. INTRODUCTION**

Welcome to Mountain Ridge Little League. Our league is one of more than 7,000 chartered Little League programs around the world. Together, we make up the largest youth sports organization in the world.

Our league was established in 1998 and is one of the largest Little Leagues in Southern Nevada. We routinely register more than 600 baseball players ages 4-16 during the Spring Season and over 500 players during our Fall Season. Approximately 250 adult volunteers serve as coaches, scorekeepers, board or committee members, and team parents to make our league the overwhelming success it is. Our goal is to deliver the best quality youth sports experience possible.

The purpose of these Bylaws (Policies, Procedures, and Local Playing Rules) is to provide parents, coaches, and volunteers with a comprehensive course of information concerning Mountain Ridge Little League's organization, baseball, and softball\* operations, policies, procedures, and rules. Although we have attempted to be thorough in this handbook, no one document can completely explain all applicable rules and procedures.

Because we operate under a charter granted annually by Little League International, we apply Little League International rules and structure to our own league. In addition to the policies and rules contained in or referred to in this handbook, Mountain Ridge Little League strictly adheres to all provisions of the Little League Baseball Official Regulations and Playing Rules (the "Blue book") and the Little League Operating Manual. The Blue books are provided to each team/manager each season. In addition, parents can read about and review Little League's policies at [www.littleleague.org](http://www.littleleague.org). Little League also provides a free app from your app store.

If you have any questions after reviewing this document or the information pages on our league website ([www.mrll.org](http://www.mrll.org)), please feel free to reach out for additional information.

Thank you for trusting us to provide your children and our community with a healthy and fun baseball experience.

\*We currently do not offer a Softball Program.

Mountain Ridge Little League Board of Directors

## **LEAGUE CONTACT INFORMATION**

Mountain Ridge Little League

League ID: 4280220

EIN: 88-0376514

6955 N. Durango Drive

Las Vegas, Nevada 89149

702-970-7304

[information@mrll.org](mailto:information@mrll.org)

[www.mrll.org](http://www.mrll.org)

## **II. LEAGUE BOUNDARIES & GEOGRAPHIC ELIGIBILITY**

### **GEOGRAPHICAL ELIGIBILITY FOR MOUNTAIN RIDGE LITTLE LEAGUE**

Players are eligible to play in Mountain Ridge Little League only if they reside inside the league's boundaries OR they attend a school located within the league's boundaries. The league's boundaries are described on the next page.

A player resides within the league boundaries if:

The player's parents are living together and are residing within the league's boundaries, OR Either of the player's parents (or his/her court-appointed legal guardian) reside within the league's boundaries.

A player will be deemed to attend school in the league's boundaries if the physical location of the school where they attend classes is within the league's boundaries. Under Little League regulations, this excludes home schools, cyber schools, sports-related schools, sports academies, preschool, or after school program where a student participates outside of the primary school the player is enrolled. Currently, the following schools are located within Mountain Ridge Little League's boundaries:

Bilbray Elementary	Indian Springs Elementary, Middle, and/or High School
Bozarth Elementary	Cadwallader Middle School
Divich Elementary	Escobedo Middle School
Heckethorn Elementary	Saville Middle School
Kitty Ward Elementary	Arbor View High School
Lundy Elementary	Shadow Ridge High School
O'Roarke Elementary	
Rhodes Elementary	Coral Academy of Science
Scherkenbach Elementary	Imagine School at Mountain View
Thompson Elementary	Merry Hill Preschool
	Somerset Academy - Skypointe Campus
	Somerset Academy - Skye Canyon Campus

A false statement of residence or school attendance may lead to a player's ineligibility to play Little League baseball or softball.

### **AGE ELIGIBILITY FOR MOUNTAIN RIDGE LITTLE LEAGUE**

Mountain Ridge Little League welcomes male and female players with "league ages" 4-16 to participate. How league ages are determined and the divisions in which each age player is eligible to play are described in Section III. Parents and players should be aware that the league's ability to charter teams in a specific age group is dependent on interest. Sometimes there are not enough players in older divisions to form even a single team. In such instances, the player and his/her parents will be notified as soon as possible, the league will refund registration fees, and the league will attempt to assist the family in locating an alternate baseball opportunity.

## LEAGUE'S GEOGRAPHIC BOUNDARY

The league encompasses the area north of CC-215 and west of Rainbow Blvd and the area north of Farm Road and west of Decatur Blvd. As of March of 2021, our boundary has been expanded to include the areas encompassing Mount Charleston, Corn Creek, Cold Creek, and the Indian Springs communities. All players who reside in or attend a school within our boundary are eligible to play at Mountain Ridge. Prospective players can use the mapping tool at <http://www.littleleague.org/LeagueFinder.htm> to determine what little league they can join.



## WAIVERS FOR PLAYERS LIVING OUTSIDE THE LEAGUE'S BOUNDARIES

Any player who does not reside in or go to a school located within the league's boundaries must have an approved waiver issued by the Charter Committee at Little League International to play in Mountain Ridge Little League. All waiver requests to the Charter Committee must be submitted and approved in writing by the league president BEFORE the start of the league's regular season. Parents should be aware that waivers are rare and difficult to obtain.

The types of waivers are:

### **Regulation II(d) Waiver (for former residents of the league who have moved)**

If a player has lived within the league's boundaries while registered and playing in the league but later moves outside the league's boundaries, this waiver allows the player to continue participating in Mountain Ridge Little League. Siblings of players approved under this waiver may also qualify to play in Mountain Ridge Little League. The player in question must continue uninterrupted involvement in Mountain Ridge Little League after moving (or after the boundary changed) or the waiver lapses. Three valid Proofs of Residency from the last season in which the player resided within the league's boundaries are required for this waiver request.

### **Regulation IV(h) Waiver (residency waiver for children of longstanding league volunteers)**

If a person had previously resided within Mountain Ridge Little League's boundaries for two years while serving as a volunteer manager, coach, or member of the league's Board of Directors for two years, his or her children are eligible to play in Mountain Ridge Little League if (1) he or she continues such volunteer service with the league, (2) the league within whose boundaries the volunteer currently resides consents to this waiver, and (3) the waiver request is approved by the District Administrator. Three valid Proofs of Residency from the last season in which the player resided within Mountain Ridge Little League's boundaries are required for this waiver request.

## **REQUESTING A WAIVER**

Waiver forms can be downloaded from the league's [website](#). Once completed, the waiver should be emailed to the Board of Directors or turned in to the President during an in-person residence verification session. No out-of-boundary players will be rostered or drafted without a waiver in place.

### **III. DIVISIONS AND AGE ELIGIBILITY**

Mountain Ridge Little League welcomes male and female players with "league ages" 4-16 to participate.

#### **DETERMINING PLAYER AGE**

Little League International rules dictate how a child's age is calculated. The player's actual age at the time of registration or the season beginning is not necessarily his or her age for Little League registration purposes. Instead, Little League uses a concept called "league age," which is different for baseball and softball:

For baseball players, league age is defined as the age the player is on August 31 following completion of the season. This principle applies regardless of age.

You can determine a player's league age by consulting the Little League International league age calendar calculator which can be assessed by visiting:

[http://www.littleleague.org/leagueofficers/Determine\\_League\\_Age.htm](http://www.littleleague.org/leagueofficers/Determine_League_Age.htm).

#### **IMPORTANT DISCLAIMER**

Parents and players should be aware that the league's ability to charter teams in a specific age group is dependent on interest. Sometimes there are not enough players in older divisions to form even a single team. In such instances, the player and his/her parents will be notified as soon as possible, the league will refund registration fees, and the league will attempt to assist the family in locating an alternate baseball opportunity.

#### **TEE BALL DIVISIONS**

##### **TEE BALL (League Ages 4-6)**

The co-ed Tee Ball division is for league age 4-, 5- and 6-year-olds. It is a pure tee ball division (NEVER COACH PITCH) designed to introduce our youngest players to the basics, fundamentals, and fun of baseball. This is a non-competitive division where players can learn and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. Tee Ball players do not evaluate to play. There are no team standings or playoffs, and scores are not recorded. Players can request a coach but are not guaranteed to be placed on that team. Rosters will be composed of 12-14 players.

##### **ROOKIES - (League Ages 5-8)**

The co-ed Rookies division is a Coach Pitch division for league age 5-, 6-, 7-, and 8-year-olds. 5-year-olds must have at least one season (preferably 2) of Tee Ball (or equivalent) experience in order to play in this division. League age 7- and 8-year-olds who do not attend an evaluation session or are not selected at the A ball draft are placed in this division. Rookies is a non-competitive division where players can learn, develop, and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. League Age 7-8-year-olds are invited to attend evaluations, but they do not have to evaluate to play in this division. There are no team standings or playoffs, and scores are not recorded. Players can request a coach but are not guaranteed to be placed on that team. Rosters will be composed of 12-14 players.



## **BASEBALL DIVISIONS**

### **MINORS A Ball (League Ages 7-9)**

The Minors A-Ball Division is a competitive division primarily focused on live game fundamentals for league age 7, 8, and 9-year-olds. It is a modified player/coach pitch division where coaches pitch the first 3 innings of each game followed by player pitch for the final 3 innings or until time expires. League Age 7- & 8-year-olds must attend an evaluation session and be selected during the A-Ball draft in order to play in this division. League age 9-year-olds who do not attend an evaluation session or who are not selected during the AA-Ball draft will be placed in this division. Game scores and standings are kept and there will be an end of season tournament. Rosters will be composed of 12-13 players.

### **MINORS AA (League Age 7\* - 10)**

The Minors AA-Ball division is our first competitive, 100% kid pitch division for players league ages 7\*-10. League age 7\*-year olds may request a waiver (see clarification below) to attend the 8-year-old evaluation session to be considered for AA-Ball. If they are not selected by a manager in the AA-Ball division at the draft, they will be placed in the draft pool during the A-Ball draft. League Age 10-year-olds who do not attend an evaluation session or who are not selected during the AAA-Ball draft will be placed on a roster in the AA-Ball division. Game scores and standings are kept and will be used to seed the teams for the end of season tournament. Rosters will be composed of 12 players.

### **MINORS AAA (League Ages 8\* - 11)**

The Minors AAA-Ball division is a competitive division for players league ages 8\*-11. League Age 8\*-year olds may request a waiver (see clarification below) to attend the 9-year-old evaluation session to be considered for AAA-Ball. If they are not selected by a manager in the AAA-Ball division at the draft, they will be placed in the draft pool during the AA-Ball draft. League Age 11-year-olds who do not attend an evaluation session or who are not selected during the Major draft will be placed on a roster in the AAA-Ball division. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. The Champions from the playoffs in this division are eligible to play in a District 4 Tournament of Champions after the spring tournament ends, typically in late May. Players who attend an evaluation session and are drafted into this division during the spring season are also eligible to receive a nomination to represent Mountain Ridge on our 8-10- or 9-11-year-old All-Star teams. Rosters will be composed of 12 players.

### **MAJORS (League Ages 10\* - 12)**

The Majors division is a competitive division for players league ages 10-12. League age 10-year-olds may request a waiver to attend the 11-year-old evaluation session to be considered for Majors. If they are not selected by a Majors manager at the draft, they will be placed in the draft pool during the AAA-Ball draft. League Age 12-year-olds who do not attend an evaluation session will be randomly placed on a Major roster. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. The Champions from the playoffs in this division are eligible to play in a District 4 Tournament of Champions after the spring tournament ends, typically in late May. Players who attend an evaluation session and are drafted into this division during the spring season are also eligible to receive a nomination to represent Mountain Ridge on our 9-11-year-old or Little League (10-12-year-old) All-Star teams. Rosters will be composed of 12 players.

### **INTERMEDIATE (50/70) (League Age 13\*\*)**

This Intermediate division is a transition program for league age 13-year-olds. It uses a diamond where the pitching distance is 50 feet, and the base distance is 70 feet. The division is designed to help players adjust to playing on a 90-foot diamond before they reach the Junior division. Players must attend an evaluation session to be eligible for the draft. Players who do not attend an evaluation will be randomly rostered.

Players who attend an evaluation session are also eligible to receive a nomination to represent Mountain Ridge on our Intermediate All-Star team. Rosters will be composed of 12-14 players. The Intermediate division may be scheduled and run at the District 4 level and may be played at locations other than Mountain Ridge Park. **The league's ability to charter a team in this division is dependent on sufficient interest, as well as field availability.**

### **JUNIORS (League Ages 13 – 14\*\*)**

This division is the first to utilize a regulation sized baseball field with a 90-foot base path and 60-foot 6-inch pitching rubber. Players must attend an evaluation session to be eligible for the draft. Players who attend an evaluation session are eligible to receive a nomination to represent Mountain Ridge on our Junior All-Star team. Rosters will be composed of 12-14 players. The Junior division may be scheduled and run at the District 4 level and may be played at locations other than Mountain Ridge Park. **The league's ability to charter a team in this division is dependent on sufficient interest.**

### **SENIORS (League Ages 13 – 16\*\*)**

This division utilizes a regulation sized baseball field with a 90-foot base path and 60-foot 6-inch pitching rubber. Players must attend an evaluation session to be eligible for the draft. Players who do not attend an evaluation will be randomly rostered. Players who attend an evaluation session are eligible to receive a nomination to represent Mountain Ridge on our Senior All-Star team. Rosters will be composed of 12-14 players. The Seniors division may be scheduled and run at the District 4 level and may be played at locations other than Mountain Ridge Park. **The league's ability to charter a team in this division is dependent on sufficient interest.**

\*Minor and Major age groups with an asterisk require a joint recommendation and skill evaluation from the League President and Player Agent to waive up to an older evaluation session.

\*\*Participation in the Intermediate, Junior, and Senior age groups can vary from season to season. 13- and 14-year-olds may have to play in a combined age division if there is not sufficient interest to support a lower aged division.

## **IV. REGISTRATION & VERIFICATION DATES & FEES**

### **SEASONS**

Mountain Ridge Little League offers three seasons each year:

Spring (plays early-March – early-June)

All Star Season (by invite only / June – August)

Fall (plays early-September – mid-November)

### **REGISTRATION DEADLINES (SPRING 2024 SEASON)**

- Early registration for all divisions may be available from November 25<sup>th</sup> to December 10<sup>th</sup>. Early registration discounts are:
  - \$10 discount per player (league age 4-6)
  - \$25 discount per player (league age 7 and above)
- Registration close for Tee Ball, Rookies, Minors, and Majors
  - January 5<sup>th</sup> or sooner if registration caps have been reached.
- Registration close for Intermediate, Juniors, and Seniors
  - On or about February 23<sup>rd</sup> or sooner based on registration caps or High School evaluation schedules.

### **RESIDENCE AND AGE VERIFICATION SESSIONS**

- Mountain Ridge will conduct in-person residence and age verification. All players are required to attend a verification session in order to be eligible for the spring season. Players registered after January 15<sup>th</sup> will have to verify eligibility during evaluations.
- Verification sessions are planned during the following dates with times and locations TBD:
  - Wednesday, January 3<sup>rd</sup>
  - Thursday, January 4<sup>th</sup>
  - Saturday, January 6<sup>th</sup>
  - TBD

These dates are approximate and can be changed at any time. Players who do not register by the deadline or before a registration cap for their age group has been reached can join the wait list. Players who register on the wait list are not guaranteed a roster spot.

### **REGISTRATION FEES**

League Age 4-8	Tee Ball & Rookies Divisions	\$180 per player
League Age 7-9	A-Ball Divisions	\$210 per player
League Age 7-10	AA-Ball Divisions	\$230 per player
League Age 8-12	AAA-Ball & Majors Divisions	\$260 per player
League Age 13+	Junior & Senior Division	\$260 per player

### **SIBLING DISCOUNT**

A Sibling Discount is offered as follows: \$25 less for the second child, \$35 less for the third child and \$45 less for every sibling thereafter to help reduce costs for large families. The sibling discount is only applied when multiple children are registered at the same time during online registration.

### **WHAT IS INCLUDED IN REGISTRATION FEES**

The spring registration fee includes a uniform (jersey, hat, socks & belt. Belts are N/A for Tee Ball &

Rookies Divisions), field time for practices and at least twelve games (more in older divisions), field preparation fees, umpire fees (in non-tee ball and Rookies divisions), game balls, insurance, participation awards for Tee Ball/Rookies and trophies for tournament Champions and Finalists. Registration fees do not include team or player pictures, which can be ordered directly from the vendor providing the service each season. Fall registration fees are slightly reduced but do not include a uniform.

## V. HOW TO REGISTER

### ONLINE REGISTRATION

The only way to register players for Mountain Ridge Little League is through our online registration portal hosted by Sports Connect at [www.mrll.org](http://www.mrll.org). There are many benefits to online registration:

- Secure payment via credit card.
- Ability to select uniform sizes for all players (spring season).
- Users have access to their own account dashboard where they can view historical registration entries, modify contact preferences, and manage sub-profiles of family members.

The league no longer offers in-person registration sessions. If you need assistance with online registration, please email the league at [information@mrll.org](mailto:information@mrll.org) and a league volunteer will get back to you to guide you through the online registration process or answer any questions you have about the league and its programs.

### AGE AND RESIDENCE VERIFICATION

Due to the number of players and questions regarding residency documents in our league, residence and age verification will be conducted during in person sessions this season.

#### **DO NOT LOAD YOUR DOCUMENTS INTO OUR WEBSITE**

ALL players will be required to present a Birth Certificate along with acceptable proofs of address on documents dated or in force between February 1, 2023 (previous year) and February 1, 2024 (current year) that show the parent's name and address. Please review [Little League's Residency Checklist](#) to determine what documents will be required.

In addition, players who attend a school located within the league's boundaries are eligible no matter where they live. School attendance must be established by a completed [School Enrollment Form](#). If you are verifying per school enrollment form, you must also provide the most recent report card or attendance record to support this form.

## **VI. REFUND POLICY**

A player may withdraw his/her registration and receive a full refund of the registration fee (minus a \$25 service charge) up until the date registration closes for that player's division. After registration closes for a particular division and teams are formed, any refund is for extraordinary circumstances only (such as an injury, moving away from the area, etc.) and is at the Board's sole discretion. Refunds will not be given for a player who withdraws his/her registration to pursue another sports program.

This policy is subject to change due to unforeseen circumstances such as acts of God, natural disaster, or pandemic response. It is our intent to provide refunds minus expenses in the event circumstances force cancellation of a season.

Refund requests must be submitted via email to: [information@mrl.org](mailto:information@mrl.org)

## **VII. WHAT TO EXPECT AFTER REGISTRATION**

Once a player has completed the online registration process, they are placed into the pool of players to be rostered onto a team. The process for forming teams is different depending on the division and the season.

### **TEAM FORMATION IN DRAFTING DIVISIONS**

For the Spring Season, players in the following divisions are assigned to teams through the draft:

- Seniors (if number of registrants warrant multiple teams)
- Juniors (if number of registrants warrant multiple teams)
- Intermediate (if number of registrants warrant multiple teams)
- Majors
- Minors AAA-Ball
- Minors AA-Ball
- Minors A-Ball

In the drafting divisions, players must evaluate (attend an evaluation session) to be drafted each Spring Season. The process for evaluations and the draft is described in Sections XIII and XIV of this Bylaw/Handbook.

Currently there is no draft in the fall, however the Board of Directors can hold a draft if they choose. Each manager may be provided with a list of players that made a coach request. The Board of Directors will determine an appropriate number of players that each coach can select each fall season.

### **TEAM FORMATION IN NON-DRAFTING DIVISIONS (OR FALL BALL FOR ALL DIVISIONS)**

In the other divisions, where there is no draft and rosters are assigned by the Board of Directors for that division:

In the Tee Ball and Rookies divisions, managers may "reserve" his/her child, the children of his/her assistant coaches and/or team parent. Managers will be provided with a list of players who made a coach request during registration. Managers may choose to fill their roster with a limited number of players (determined each season by the board of directors) from this list. The league does not require managers to select players from their list of coach requests. The balance of the roster will be assigned by the board.

During the Fall Season, if there is not a draft, the managers in the Minor, Major, Junior, and Senior Divisions will be provided with a list of players who made a coach request during registration. These managers may choose to fill their rosters with a limited number of players (determined each season by the board of directors) from this list. The league does not require managers to select players from their list of coach requests. The balance of the roster will be assigned by the board.

Rostering typically occurs in January for the Spring Season and mid-to-late-August for the Fall Season. It is therefore possible that, depending on when a player registered, there is a "quiet period" after registration. Do not worry if that is the case.

### **CHANGING TEAMS AFTER ROSTERS ARE FORMED**

For the equity of all players and to comply with Little League rostering guidelines, players must play on the team in which they are rostered. During the spring season the league will allow managers in drafting divisions to propose equitable trades before rosters are finalized on draft night. Proposed trades must be submitted to the player agent and approved by a committee of attending members of the Board of Directors. The league will not move players from team to team, with the exception of a player being moved up to a Major team to fill a vacancy as outlined in Section XIV. Trades are not considered during the fall season.

## **VIII. SIBLINGS ON THE SAME TEAM**

Some families have children that are close enough in age where they could be eligible to play in the same division and rostered on the same team. Parents must select the “Sibling Option” during registration in order to request their children be placed on the same team. The following exceptions apply to a parent requested sibling option:

- In the Majors, Intermediate, Juniors, and Seniors divisions, there is no guarantee that siblings will be drafted to the same team. A parent cannot enforce an option for siblings to be drafted together.
- Sibling options typically will require the older player to remain in a division they have previously participated in. Each case will be evaluated but the “sibling option” cannot be used to compel the league to roster a player with his/her sibling if there is a disparity of age, skill, and/or ability between the two children such they should not be placed in the same division.



## **IX. WHAT EQUIPMENT IS NEEDED**

### **EQUIPMENT THE PLAYER IS RESPONSIBLE FOR PROVIDING**

- Baseball Glove
- Batting Helmet (see details below)
- Cleats
  - Tee Ball – Majors players must use molded or turf-style cleats.
  - Intermediate – Senior players may use metal cleats.
- Athletic supporter/cup (required for male catchers and STRONGLY recommended for other male players)
- Water bottle (multiple bottles are often necessary in hot weather games – put your players name on this)
- USA Stamped Bat (not absolutely necessary; there are usually plenty to use)

### **EQUIPMENT THE LEAGUE PROVIDES**

- Player uniform\*\* (jersey, hat, pants, socks, belt)
- Batting tees (in appropriate divisions)
- Catcher's gear (shin guards, chest protector, catcher's mitt, helmet w/ dangling throat guard)
- Game balls
- First Aid Kit with instant ice packs (ice available in the snack shack)

\*\* Teams are not permitted to alter league purchased uniform elements (pants, hats, etc.). Some of our older divisions may choose to purchase an additional "alternate" jersey at an additional cost. This jersey must include an iron or sew on Little League Patch for their division which must be purchased or ordered through Little League.

### **AN IMPORTANT NOTE ON BATS**

All bats must comply with Little League's bat restrictions, discussed in Section X below. Little League's bat regulations changed effective January 1, 2018; all previous bats are no longer permitted for use in Little League.

### **AN IMPORTANT NOTE ON BATTING HELMETS**

The league does not provide batting helmets. They are, however, available if needed by any player or coach who requests them and cannot afford their own. If a player has his or her own helmet it must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label. Under Little League rules, helmets may not be re-painted and may not contain decals or stickers unless approved in writing by the helmet manufacturer or authorized dealer. The only non-manufacturer decals that will be authorized on batting helmets will be for players using their Mountain Ridge All Star helmet during a follow-on season. This means players may NOT wear helmets with club ball logos or other decals.

### **A NOTE ON COLD WEATHER GAMES**

Some games are played in colder weather and will necessitate that players wear a long sleeve base layer under their jersey. When players are in a pitching division, Little League rules require that any part of the undershirt or undersleeves of a pitcher be of a **solid color**. White undersleeves are not permitted for pitchers. Players should wear only dark, solid base layers and be properly clothed to play in chilly weather.

For safety and conduct reasons, managers and coaches are required to wear the league-issued jersey at all games. In chilly weather games, managers and coaches are not permitted to wear outerwear over the

jersey and should plan appropriately for a long sleeve base layer under their jersey.

## **X. LITTLE LEAGUE BAT RESTRICTIONS**

Only Little League-approved bats are permitted to be used in Mountain Ridge Little League. The requirements for each division are listed below. In addition, Little League International has assembled an online resource page dedicated to bat information. The latest bat information, including the current Little League rules and regulations governing bats, definitions, information on the moratorium on the use of composite bats, a series of bat FAQs, and lists of licensed bat can be accessed at <http://www.littleleague.org/learn/equipment/baseballbatinfo/batrules.htm>.

**Little League Baseball® has adopted USA Baseball's new standard for bat performance for mandated use effective January 1, 2018. This means that, effective January 1, 2018, previously approved Little League bats will no longer be approved for use in Mountain Ridge Little League. All bats for the spring 2021 season forward will have to comply with the new USA Baseball bat standard.**

### **TEE BALL & ROOKIES DIVISIONS**

Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats may not be used in the Minors divisions.

### **MINORS (A, AA, & AAA-Ball) & MAJORS DIVISIONS**

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USA Bat – USA Baseball's Youth Bat Performance Standard. All BPF 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2<sup>5</sup>/<sub>8</sub> inches for these divisions of play.

### **INTERMEDIATE & JUNIOR DIVISIONS**

Players in the Intermediate and Junior division may use a single piece wood bat, a USA Stamped baseball bat, or a BBCOR stamped baseball bat.

### **SENIOR DIVISION**

Approved bats shall not be more than 36" in length, nor more than 2 5/8" in diameter, and if wood, not less than 15/16" inches in diameter (7/8" for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33" long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats must be labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.

## **XI. SCHEDULE AND IMPORTANT DATES FOR SPRING 2021**

The league will follow the schedule below; however, dates and times can change depending on the season. Players and parents should check the league's website at [www.mrll.org](http://www.mrll.org) for the up-to-date calendar information for each season on the home page at the bottom.

### **APPROXIMATE REGISTRATION DATES & DEADLINES**

- Day after Thanksgiving      Early registration opens (register online at [www.mrll.org](http://www.mrll.org))
- December 15th                  Early registration ends (\$10 or \$25 discount expires)
- January                              Registration closes for Tee Ball, Rookies, Minors, & Majors
- February                              Registration closes for Intermediate, Juniors, and Seniors

Registration closes at 11:59pm. These dates are approximate and can be changed at any time. Players who do not register by the deadline or before a registration cap for their age group has been reached can join the wait list. Players who register on the wait list are not guaranteed a roster spot.

### **EVALUATIONS / EVALUATIONS**

- Minor A-Ball, AA-Ball, AAA-Ball and Major evaluation sessions (please check the league calendar for times at [www.mrll.org](http://www.mrll.org))
  - Session 1 for players with last names A-M: Wednesday January 3<sup>rd</sup>, 2024
    - A-Ball      League Age 7, 8 & 9:                  Times TBD
    - AAA-Ball   League Age 8\*, 9, 10 & 11:      Times TBD
  - Session 2 for players last names A-M: Thursday January 4<sup>th</sup>, 2024
    - AA-Ball      League Age 7\*, 8, 9 & 10:      Times TBD
    - Majors      League Age 10, 11 & 12:      Times TBD
  - Session 3 for players last names N-Z: Saturday January 6<sup>th</sup>, 2024
    - A-Ball      League Age 7, 8 & 9:                  Times TBD
    - AA-Ball      League Age 7\*, 8, 9 & 10:      Times TBD
    - AAA-Ball   League Age 8\*, 9, 10 & 11:      Times TBD
    - Majors      League Age 10, 11 & 12:      Times TBD

\*Players wanting to move up into this division, must have approval by the President and Player Agent, as well as an evaluation of skills prior to being eligible for this division.

- Intermediate, Junior, and Senior evaluation sessions are subject to change based on High School Baseball schedules but are tentatively scheduled for:
  - Session 1 for players with last names A-M: February TBD, 2024
    - League Age 13-14:                  Times TDB
    - League Age 15-16:                  Times TBD
  - Session 2 for player with last names N-Z: February TBD, 2024
    - League Age 13-14:                  Times TBD
    - League Age 15-16:                  Times TBD

**All players in drafting divisions must attend an evaluation session in order to be eligible for selection during the draft. Players who do not attend an evaluations session are randomly rostered and will not be eligible for nomination to an All-Star Team.**

## **DRAFTS**

- Majors January 8<sup>th</sup>, 2024
- AAA January 9<sup>th</sup>, 2024
- AA January 10<sup>th</sup>, 2024
- A January 11<sup>th</sup>, 2024
- Seniors TBD
- Juniors TBD
- Intermediate TBD if applicable

Only teams in the Majors, Minors A, AA & AAA divisions draft. Seniors, Juniors, and Intermediate teams will draft if multiple teams are formed in each division.

## **ANNOUNCEMENT OF TEAMS & BEGINNING OF PRACTICE**

- The Week of draft Minor and Major division roster announced.
- The Week of draft Tee ball and Rookies rosters announced.
- After the draft Practices begin on fields 1-6
- TBA Intermediate, Junior, and Senior rosters announced.

## **MANDATORY MEETINGS FOR MANAGERS, COACHES & OTHER VOLUNTEERS**

- Managers meeting: Prior to the division draft on their draft night.
- Safety and CPR training: February 3<sup>rd</sup>, 2024. 10am to Noon, location at the field house.
- Ridge Day for fields 1-6: February 24<sup>th</sup>, 2024.
- OPENING DAY CEREMONIES: March 2<sup>nd</sup>, 2024.
- All Minor and Major Divisions will participate in the Opening Day Ceremonies.

## **XII. PLAYER EVALUATIONS**

### **PLAYERS WHO MUST EVALUATE & BE DRAFTED**

All players who are League Age 7 and older who wish to participate in a Minor division or higher-level team must attend an evaluation session. Players who are League 7 and 8 who prefer to play in our Rookies Coach Pitch division DO NOT need to attend an evaluation session. The information below summarizes how our drafting divisions are structured.

- Minors A-Ball (League Age 7-9)
  - League Age 7-8 players must attend an evaluation session and be selected by a manager at the draft to play in the A-Ball division.
  - League Age 7-8 players who attend an evaluation session but ARE NOT SELECTED AT THE DRAFT are placed in the Rookies Coach Pitch division.
  - League Age 7-8 players who do not attend an evaluation session are placed in the Rookies Coach Pitch Division.
  - League Age 9-year-olds who are not selected during the AA-Ball draft will be placed in the A-Ball draft pool and rostered in A-Ball.
- Minors AA-Ball (League Age 7\*-10)
  - League Age 10-year-olds who are not selected during the AAA-Ball draft are placed in the AA-Ball draft pool and rostered in AA-Ball.
  - League Age 7-year-olds may request a waiver to attend the 8-year-old evaluation session in order to be eligible for the AA-Ball draft. If they are not selected during the AA-Ball draft, they will be placed in the A-Ball draft pool.
- Minors AAA-Ball (League Age 8\*-11)
  - League Age 11-year-olds who are not selected during the Majors draft are placed in the AAA ball draft pool and rostered in AAA.
  - League Age 8-year-olds may request a waiver to attend the 10-year-old evaluation session in order to be eligible for the AAA draft. If they are not selected during the AAA draft, they will be placed in the AA draft pool.
- Majors (League Age 10\*-12)
  - League Age 12-year must play in the Majors division.
  - League Age 10-year-olds may request a waiver to attend the 11-year-old evaluation session in order to be eligible for the Majors draft. If they are not selected during the Majors draft, they will be placed in the AAA draft pool.
- Intermediate 50/70 (League Age 13)
  - League Age 13-year-olds will be placed in our Intermediate (50/70) division. Our ability to offer this division is based on interest from players in the 13-year-old age group. This age group may be combined to play Juniors, Seniors, or participate in an inter-league season with another Little League.
- Juniors (League Age 13-14)
  - League Age 13- & 14-year-olds are primarily rostered in our junior's division but are eligible to be selected by a Seniors manager if participant numbers are limited. Our ability to offer this division is based on interest from players in the 13- & 14-year-old age group. This age group may be combined to play Seniors or participate in an inter-league season with another Little League.
- Seniors (League Age 13-16)
  - League Age 15- & 16-year-olds are primarily rostered in our Senior's division. League Age 13- & 14-year-olds are eligible to be selected by a Seniors manager if participant numbers are limited. Our ability to offer this division is based on interest from players in the 13-16-year-old age group. This age group may be combined to play Seniors or participate in an inter-league season with another Little League.

\*Minor and Major age groups with an asterisk require joint recommendation from the League President and Player Agent as well as an evaluation of skills to waive-up to a higher division.

Mountain Ridge does not currently conduct a draft during the Fall Season, but this can change with a vote from the Board of Directors. The Board of Directors allows managers to select a limited number of coach requests for their team each year. The Board will determine this number based on registration numbers each season. The league then randomly assigns players to the remaining roster spots.

## **SCHEDULE FOR EVALUATIONS**

The schedule for evaluations is posted on the league website. There will be two sessions available for each division for players to choose from, but it is requested that players attend the evaluation day scheduled for their last name to keep evaluation days balanced. If a scheduling conflict occurs, you may contact the league's player agent to obtain approval to attend a different session. You can find the player agent's email address on our homepage at <https://www.mrl.org/Default.aspx?tabid=2240919>

## **WHAT TO BRING TO EVALUATIONS**

Players should be dressed and equipped for baseball. The early morning, or late evening evaluation sessions in January can have temperatures in the low to mid 30s so dress accordingly. Players should have a fielding glove, bat, and batting helmet. They should wear baseball or softball clothes, a hat, athletic supporter, and cleats. The league strongly discourages players from wearing sneakers or shorts to evaluate. If your player is looking to be evaluated as a catcher, please have them bring all their gear (if a player does not have gear, we will have some available for them to use).

## **EVALUATION PROCESS**

Players will be grouped by league age and run through a series of baseball drills involving ground balls, fly balls, pitching, hitting, and base running. The drills are run by Junior/Senior age players, coaches, and members of the Board of Directors. Managers for the drafting teams will be on the field observing and taking notes. Each player will have a number of chances at each station. The evaluation process lasts about 1.5-2 hours.

## **PARENTS AND GUARDIANS AT EVALUATIONS**

Parents, even if they anticipate being an assistant coach, are not permitted on or near the field or in the dugout during evaluations unless they are volunteering to facilitate evaluation activities. Volunteers may contact the Board of Directors to sign up to help on evaluation day.

The league may rope off the bleachers and areas surrounding the field during the evaluation. Parents should not attempt to coach or communicate with their child during the evaluation session. In the league's experience, this is typically detrimental to the player's performance. Parents who are not able to refrain from coaching or communicating with their child during the evaluation process will be removed from the evaluation site.

## **PLAYERS WHO DO NOT ATTEND EVALUATIONS**

If a player does not participate in evaluations, he/she will not be draft eligible. Players who are not draft eligible will have their name randomly placed on the draft board which results in them randomly being placed on a roster in an age-appropriate division.

**Additionally, players who miss evaluations in the AAA, Majors, Juniors, Intermediate, and Seniors divisions are not eligible for All-Star participation.**

The only exceptions to this requirement that a player attend an evaluation will be (1) a pre-approved waiver; or (2) an unexpected emergency. If a player has a prior commitment and cannot reasonably participate in any set of evaluations, that player must present the prior commitment to the league ([information@mrl.org](mailto:information@mrl.org)) at least one week prior to the beginning of evaluations. The Board of Directors will then review the request and determine if it is an excusable reason. If it is determined to be excusable, then that player would be eligible to be drafted to any team. If it is not excusable, then that player will not be draft or All Star eligible. In the case of an emergency that prevents a player from participating in any of the evaluation sessions, that player must present the circumstance of the emergency to the league President within two days following the last evaluation session. The Board of Directors will review the circumstance and determine if it was excusable. If it is determined to be excusable, then that player would be eligible to be drafted to any team. If it is not determined to be excusable, then that player will not be draft or All Star eligible.

## **INJURED PLAYER EVALUATION ATTENDANCE**

Players must be physically able to perform 100% of the evaluation drills in order to participate. Players are still eligible to register and will be randomly rostered if they are unable to participate in their scheduled evaluation session due to a previous injury. Injured players are not automatically disqualified from All Star participation. However, they must notify the division's player agent prior to the draft and provide medical documentation of the injury that caused them to miss their evaluation session.

## **AN IMPORTANT NOTE ON EFFORT AND PERFORMANCE**

From time to time, a player or parent attempts to manipulate a player's draft selection by not exerting maximum effort during evaluations or intentionally underperforming. The league will not tolerate any such manipulation. Players are expected to always give their maximum effort during evaluations.

## **EVALUATION WAIVERS FOR PLAYERS WHO WANT TO "PLAY UP"**

Players who are League Age 7 may request a waiver to attend the 9-year-old evaluations session to be considered for the AA-Ball draft. If approved, the players' names will be provided to the AA-Ball coaches and will be eligible to be selected during the AA-Ball draft. Players not selected during the AA-Ball draft will be placed in the A-Ball draft pool.

Players who are League Age 8 may request a waiver to attend the 9-year-old evaluations session to be considered for the AAA-Ball draft. If approved, the players' names will be provided to the AAA-Ball coaches and will be eligible to be selected during the AAA-Ball draft. Players not selected during the AAA-Ball draft will be placed in the AA-Ball draft pool.

Players who are League Age 10 may request a waiver to attend the 11-year-old evaluations session to be considered for the Majors draft. If approved, the players' names will be provided to the Majors coaches and will be eligible to be selected during the Majors draft. Players not selected during the Majors draft will be placed in the AAA draft pool.

Parents should email the League President and Player Agent to request their evaluation waiver at least 2 weeks in advance of their evaluation date. The League President's and Player Agent's email addresses can be found on our website <https://www.mrl.org/Default.aspx?tabid=2240919>



### **XIII. UNDERSTANDING THE DRAFT**

A few days after evaluations are complete, managers in the drafting divisions will convene for the draft to select their teams. After the completion of the draft, managers will notify players on their teams.

#### **DRAFT SYSTEM**

The league conducts its player selection for drafting divisions in strict compliance with the Little League Operating Manual and Official Regulations and Playing Rules Book (the "Blue Book").

Mountain Ridge Little League will use Option 3 from the Operating Manual for their draft. All drafting teams will draft new rosters each season from eligible players in the draft pool. Managers draft their entire team each spring, using the serpentine draft plan described in the Little League Operation Manual.

#### **ATTENDANCE AT THE DRAFT**

Attendance at the draft is limited to each team's manager, Board of Directors, and observers from District 4. No other guests or assistants are permitted in or near the draft room. During the draft, a manager is not permitted to communicate with any person not in the draft room by any method. Once the draft begins, no draft participant may leave the room until the draft for that division has concluded. Exceptions to this policy are only granted in extreme circumstances.

#### **PRIVACY**

Players and parents are never told of the round in which candidates were drafted. The League considers any violation of this rule a serious breach that subjects the manager or coach to discipline and calls into doubt his/her suitability to coach in the League.

#### **ORDER OF PLAYER SELECTION**

Draft order is established using a random, double-blind drawing, but in "serpentine" fashion each round. The manager who draws number one will select first and so on down to the last number. The Manager with the last number will begin the process for the second round through the selections. This process will be repeated until all of the players have been chosen. For example, in a six team draft, the order will be 1, 2, 3, 4, 5, 6 in the first round, and then 6, 5, 4, 3, 2, 1 in the second round, before recommencing in the third round with 1, 2, 3, 4, 5, 6 then 6, 5, 4, 3, 2, 1 in the fourth round, etc.

#### **PLAYER AVAILABILITY AND SELECTION LIMITATIONS**

A manager may select players from the total pool of eligible players unless his or her team has reached the limit for players of specific league age (established by the board or by the Blue Book). If that limit has been reached the team's manager is prohibited from selecting another player of that league age. An example of this would be Mountain Ridge placing a cap on how many 11-year-olds a Majors manager may select.

Managers also need to understand that to comply with Little League and Mountain Ridge Little League rules governing age divisions, there could be a point in each draft where a team's picks will be limited to players of a certain league age. For example, under Little League rules all 12-year-olds must typically be drafted to a Majors division team. Thus, in the Majors division draft, when the number of 12-year-olds remaining on the draft board is equal to the number of picks remaining in the draft, teams will be limited to selecting 12-year-olds and will not be permitted to select 11- or 10-year-old players.

In the Minors A, AA, and AAA divisions, there may be more players available than roster spots available. This may require players to remain in a division that they have previously participated in.

## OPTIONS ON SONS, DAUGHTERS, AND SIBLINGS

An option is an agreement between a manager and the Player Agent covering a special condition. There are two possible options discussed below.

Brothers/Sisters in the Draft:

A parent can request a **Sibling Option** during registration. When a manager selects a player with a brother or sister who is also on the same draft board, the player agent will inform the manager that he/she can automatically take the brother or sister in the next round. Failure to exercise option makes the second sibling available to be drafted by any team. The Board of Directors highly encourages our managers to keep siblings together when their ability and League Age make it reasonable to do so but we cannot guarantee that children of different ages will be rostered together. The sibling option typically requires an older child to remain in a division that they have previously participated in unless a younger child has enough experience to play up.

**Parents must select the sibling option during registration in order for the League to consider it. There is no other place to request the sibling option.**

Sons/Daughters of Managers:

A manager who has sons and/or daughters eligible under Regulation II has an option to select them no later than a specific draft round depending on their league age(s):

Draft Round	Player's League Age
5	8, 9, 10
4	11
3	12

Failure to exercise this option makes the manager's child available to be drafted by any team after the specified round.

## TRADES

Each team is permitted trades under the following conditions:

- Trades must be player for player only (for example, two players from Team A could not be traded for one player on Team B).
- Trades involving a player for draft choices are not permitted.
- Majors Division players may not be traded for Minors Division players.

All trades will be made through the Player Agent and must be approved by the majority of the members of the Board of Directors on draft night. The Board will refuse permission for any trade that attempts to manipulate the system and create an imbalance in the Division.

## ASSISTANT COACH / TEAM VOLUNTEER PLAYERS

The only children protected during a draft are those of team managers. Assistant coaches and other team volunteer's children are eligible to be drafted by any team manager during the draft. Assistant coaches are not named until after the draft in order to prevent reserving additional players.

## **VACANCIES / REPLACEMENT PLAYERS**

Mountain Ridge will do our best to find a replacement player to fill roster vacancies due to illness, injury, or relocation. Little League rules require us to fill vacancies on Major division rosters. Our preferred method for identifying the replacement player is for the Board to select a League Age-appropriate player from the wait list. In the event there are no age-appropriate wait listed players, the manager will be able to select a League Age-appropriate player from a AAA roster who attended evaluations. If a Minors AAA player refuses the call up, he or she is not eligible to be placed on a Majors division team for the remainder of the season. Any player selected to fill the vacancy becomes a permanent member of the team, governed by the same regulations as all members of the team selected in the draft. Vacancies in all other divisions will be filled using our registration wait lists. Roster vacancies that occur during the last 2 weeks of the regular season will not be filled.

Managers are required to inform their player agent or division rep whenever a player has an issue that forces them to miss more than 2 consecutive games or 7 days of team activities (whichever is less). If the issue is not expected to be resolved within 10 days, the Board will begin the replacement player process.

Injured or ill players never lose their roster spot. They are entitled to return to their team if they are medically cleared to play before the end of the season, even if it results in a team carrying more than 12 players. Managers who fail to notify the league of their roster vacancy will have their team disqualified from the end of season playoff tournament.

## **XIV. WHAT TO EXPECT AFTER TEAMS ARE FORMED**

### **NOTIFICATION TO PLAYERS AND PARENTS**

After teams are formed, the league releases rosters to the team's managers. The team managers contact the players on their team and provide them with the practice schedule for the pre-season. Every team's practice schedule is unique and there is no way to predict what night or time a team will practice.

The team manager will typically serve as the point of contact between team members and the league.

### **PRACTICES DURING THE SEASON**

Before Opening Day, teams typically practice 2-3 days each week. Once games begin, most teams hold one weeknight practice. Some teams also schedule off site practices at other facilities (batting cages) and some tee ball teams do not practice during the season (manager's discretion and/or field availability).

Players will receive their practice schedule from their team's manager. Practice times are selected by the manager based on availability. Availability is dictated by the following factors: seniority (older divisions select practice times first), manager & field availability (the league has way more teams than field space), and the needs of a particular division (Tee Ball and Rookies teams may be doubled up on fields).

Parents and coaches should realize that practice slots are not plentiful and therefore practices sometimes must be scheduled at inconvenient or late evening times, especially once games begin. Refunds or roster changes will not be provided due to scheduling preferences.

### **RECRUITMENT OF ASSISTANT COACHES, SCOREKEEPERS & OTHER VOLUNTEERS**

A number of volunteers are needed to assist a team manager in running a successful Little League team. Team managers select their own assistants, scorekeepers, team parents, and other volunteers subject to League approval. See Section XVII for a description of the volunteers needed and how to volunteer.

### **UNIFORMS**

Mountain Ridge Little League is proud to offer what it considers one of the highest quality uniforms among other Little Leagues. Each player receives the following:

MRLLE Jersey with an MLB or College name  
Belt (Minors and above)  
Socks  
Hat (Velcro or Flex fit style depending on age and availability from vendor)

**Each player and team must wear the entire uniform provided by the league. Teams are not permitted to "upgrade" or otherwise alter league purchased uniform elements (pants, hats, etc.).** Some teams opt to purchase an alternate jersey for away games. The cost of this is on the parents and per team, this is not required.

Players receive their uniform a day or two before Opening Day. Jerseys will only be exchanged if the delivered jersey was not the size ordered at time of registration. Otherwise, the player's family is responsible for the cost of replaced or re-ordered items.

## **MANDATORY MEETINGS FOR MANAGERS & COACHES**

Managers for every team will be required to attend a division manager meeting and/or safety meeting each season. The dates are located on the calendars in Section XI and XII. This meeting is mandatory, and attendance is a condition of being able to manage a team. Prospective managers should plan accordingly.

## **SCOREKEEPER CLINIC**

The role of the scorekeeper is described in Section XVII below. The league will host a scorekeeper clinic during "Ridge Day" where volunteers can learn to score using the Team Manager App. The clinics will provide instruction on how to keep a good score book (including through electronic scoring applications) and outline procedures on keeping the pitch count. The date for this clinic can be found on the calendars in Section XI and XII.

## **XV. WHAT TO EXPECT DURING THE SEASON**

### **OPENING DAY**

The league kicks off each spring season with a huge Opening Day celebration at Mountain Ridge Park. Opening Day is filled with fun and excitement, home run derby featuring the Majors Division sluggers, food, and the parade of teams, along with many other activities. Opening Day is also an excellent opportunity to purchase Mountain Ridge Little League fan gear and participate in the Opening Day fundraisers.

Opening Day for the spring season is Saturday March 2<sup>nd</sup>, 2024. The schedule for each Opening Day will be announced a few weeks before Opening Day.

### **GAME SCHEDULE**

Games for most teams will begin each season on Opening Day. Younger teams in the tee ball divisions usually start their games the week after opening day. The regular season for all divisions will end by the end of May for the spring season, and mid-November for the fall season. There will not be any regular season games during the Clark County School District spring break or the weekend of Memorial Day, and Labor Day. However, coaches may still elect to have practices during those times.

Each team typically plays two games per week (one weeknight; one Saturday) unless there is a bye situation or holiday. Older division teams (Minors AAA-Ball and above) will routinely play three games per week. The league plays all Minor and Major baseball games at Mountain Ridge Park. Intermediate, Junior, and Senior games may be played at appropriate fields throughout the valley, most commonly Children's Memorial Park, Doc Romeo, or Rainbow Family Park. Games are scheduled in two slots each night; 5:15 and 7:30. We do our best to schedule Minors A and below in the early time slot and older teams in the later time slot. Minors AA-Ball & AAA-Ball could play in both time slots.

The number of games a team will play in a given season varies by division: Tee Ball divisions:

Tee Ball: 10-14 games  
Rookies: 10-14 games

Baseball divisions:

Minors A: 12-15 games + postseason tournament  
Minors AA: 12-15 games + postseason tournament  
Minors AAA: 12-18 games + postseason tournament  
Majors: 16-20 games + postseason tournament  
Intermediate: TBD  
Juniors: TBD  
Seniors: TBD

The game schedule is not created until teams are rostered. It is typically released two weeks before Opening Day. Therefore, it is impossible to predict when a given team or division will play. The league attempts, however, to have each division play its games on the same night each week. Some divisions, however, are so large that its games are played on two different weeknights. Saturday games usually start with the youngest divisions in the morning and move up in age until the older divisions are playing at night.

The league typically has over 40 teams playing two games per week in tight succession. Requests for games not to be played on certain days therefore cannot be considered.

## **HOLIDAYS**

Mountain Ridge Little League does not schedule games during the CCSD spring break, Memorial Day weekend, and Labor Day weekend. In some instances, games are scheduled during portions (play Saturday but not Monday or vice versa) of holiday weekends such as Columbus Day or Veteran's Day.

## **TEAM PICTURES (Spring Season Only)**

The league will select a vendor for opening day photographs. You will receive information on pictures, an order form, and schedule from your team's manager.

## **END OF SEASON TOURNAMENTS & AWARDS**

The Tee Ball and Rookies divisions do not have an end of season tournament. These divisions are considered purely non-competitive and instructional. Participation trophies are awarded to each player in these divisions.

All other divisions (Minors A-Ball and above) will have an end of season tournament. The tournament format varies based on the size of the division and field availability, but the league typically chooses a single elimination format for A-Ball and double elimination format for AA-Ball and above.

Trophies are not awarded to regular season champions or finalists. Instead, the focus of the regular season should be player development. Trophies are awarded to the tournament champions and finalists in each division.

## **END OF SEASON TIE BREAKERS**

For the purposes of tournament seeding, in the event of a tie, the better seed will be determined as follows:

1. The team with the best record in head-to-head play.
2. Runs Against.
3. Coin flip.

## **DISTRICT 4 TOURNAMENT OF CHAMPIONS (SPRING SEASON ONLY)**

The District 4 Tournament of Champions (TOC) is a single elimination tournament hosted by District 4 with the end-of-season champions from each D4 league. The AAA-Ball and Major Division teams that win their respective post season tournaments will represent Mountain Ridge in the TOC. If the championship team is unavailable or declines the opportunity to participate in TOC, the opportunity to participate shall be offered to the team finishing second in the post-season tournament. If the runner-up is unavailable or declines the opportunity to participate in TOC, the Board of Directors shall determine if and how additional opportunities to participate in TOC will be offered. Schedules and brackets for TOC can be found on District 4's website, <https://www.leaguelineup.com/welcome.asp?url=nvd4>

## **BATTLE BORN / BLUE vs GRAY GAMES (not All-Stars)**

If schedules permit, MRLL MAY host Battle Born games in certain competitive divisions after completion of the end of season tournament. Battle Born games are an exhibition game where rosters are compiled from manager nominations to recognize players for outstanding seasons. The managers from all teams nominate players from their regular season roster to compile this team. The Board of Directors will determine the number of nominations each team will receive each season and will select the manager of each team. If financially feasible, players will receive a token such as a shirt or pin for being selected to participate. Players nominated for participation should possess outstanding sportsmanship, coachability and positivity.

## **XVI. VOLUNTEERING IN THE LEAGUE**

Mountain Ridge Little League relies on a devoted legion of adult volunteers to help ensure that the league remains structured and runs smoothly. The league is always looking for responsible and enthusiastic individuals to support and coordinate its events and activities.

### **WHO CAN VOLUNTEER**

Anyone can apply to become a volunteer. Whatever talents or skills you have, the league can use them. Volunteers are grandparents, siblings, aunts and uncles, retirees, friends, neighbors, and more. Any community member who wishes to become a volunteer may apply.

All parents of children involved in the league are strongly encouraged to volunteer. Volunteering allows your life and your child's life to intersect on common ground, with shared interests and goals.

On rare occasions, Little League, through District Administrators and your local Board of Directors, may deny individuals the privilege of volunteering for reasons, past or present that may be detrimental to the positive development of young people, other volunteers, and/or Little League International. When you apply to become a volunteer, you give Mountain Ridge Little League the right to conduct the necessary criminal background check.

### **WHAT ARE VOLUNTEERS NEEDED FOR?**

The league typically needs volunteers in the following areas:

**Managers & Assistant Coaches:** Managers and Assistant Coaches are the core of the league's volunteers. Given their close relationship and influence over the players, they are also among the most important. Their role is so important that it is described in detail in Section XVIII below.

**Team Parent:** Most teams have a volunteer who is known as the team parent. The role of the team parent is defined by the manager's needs and wishes, but team parents often help the managers organize team activities, oversee logistical issues like uniforms and scheduling, and make the whole team experience more fun. The manager decides whether or not he wants a volunteer for this position and makes the appointment.

**Scorekeeper:** Each team in the Seniors, Juniors, Intermediate (50/70), Major, and Minor's divisions in baseball and softball need at least one volunteer scorekeeper. The scorekeeper keeps the team's scorebook (the league encourages the use of electronic scoring applications).

**Board of Directors:** The Board of Directors is responsible for the day-to-day operations of the league within the rules, regulations, and policies of Little League. Its role and the selection process are described in Section XXVIII below.

**Division Representatives:** Each year, the Board may appoint a representative for each division to assist the Board in organizing and supervising the operations for that particular division. Their role and the selection process are described in Section XXVIII below.

**Committee Members:** Each year, the Board of Directors may appoint a number of committees to assist it in managing league operations. The committees and their role are described in Section XXVIII below.

**Umpires:** Mountain Ridge Little League contracts for umpires with the Clark County Umpire Association and does not maintain its own volunteer umpire corps.



Most opportunities require little or no training. The league will provide you with any necessary training.

## **HOW TO VOLUNTEER**

Anyone who wishes to volunteer must start by submitting a Volunteer Application through our website, [www.mrll.org](http://www.mrll.org). Volunteers can submit their application at the same time that they register their child for the season. Volunteers wishing to apply to be a Team Manager may have to submit their application sooner or through different methods before registration is available. Volunteer Applications are required to be completed ANNUALLY for all volunteers for any position.

## **WHAT HAPPENS AFTER YOU SUBMIT A VOLUNTEER APPLICATION?**

If you are selected to serve as a volunteer, we are required to conduct background checks on managers, coaches, members of the board of directors, and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with, players or teams. The league's safety officer will send you an email with a link to JD Palentine, Little League's official background screening service. You will be required to complete the form in order to be cleared for league activities. In some instances, you may receive a copy of the report from the background check provider. At times, these reports refer to individuals who share your name but who could not be excluded because the database in which they were listed did not contain the offender's social security number. The reports, however, contain other descriptive information to differentiate between you and the offender listed. This is not an uncommon occurrence and should not alarm any prospective volunteers. The league will notify you if there is an issue with your background check.

## **XVII. SELECTION OF MANAGERS AND COACHES**

### **COACH'S/MANAGER'S ROLE**

Mountain Ridge Little League recognizes that Little League managers and coaches must be leaders. All must recognize that they hold a position of trust and responsibility in a program that deals with a sensitive and formative period of a child's development.

The manager and coach have understanding, patience and the capacity to work with children. The manager and coach should be able to inspire respect. More than anything else, managers and coaches must realize that they are helping to shape the physical, mental, and emotional development of young people.

The Little League manager must be something more than just a teacher. Knowledge of the game is essential, but it is not the only badge of a Little League coach or manager.

While an adult with training and background in the game is a desirable candidate for manager or coach, league screening committees should look for other important qualities. The screening of managers, coaches and others at the local league level who have contact with children is also important in attempting to discover those with a history of child abuse.

Managers and coaches must be adults who are sensitive to the mental and physical limitations of children of Little League age and who recognize that the game is a vehicle of training and enjoyment, not an end in itself. It has been stated many times that the program of Little League can only be as good as the quality of leadership in the managing and coaching personnel. Leagues should make a determined effort to enlist the best adults in the community to serve as managers and coaches.

Anyone interested in being a Little League manager or coach should contact their local league president in person and be willing to undergo a screening process that may include a background check, as well as interviews of those with personal knowledge of your qualifications.

As the chief administrator, the president selects and appoints the managers and coaches. As such, no person becomes a manager or coach without the approval of the president. All appointments are subject to final approval by the local league's board of directors.

### **VOLUNTEERING TO BECOME A TEAM MANAGER**

If you wish to volunteer to manage a team, you will need to complete the interview and selection process prior to each season. Prospective managers will be required to schedule an interview with the Board of Directors and fill out the electronic application on the homepage of the league website at [www.mrll.org](http://www.mrll.org). This is the only method by which a volunteer will be considered to manage a team. Emails or texts to Board Members or league officials will not result in a volunteer being considered as a manager. Volunteering to become a manager does not guarantee one of being selected as a manager. The process for selecting managers is outlined below. In certain circumstances, a person who has a proven ability to manage may be considered to manage teams in more than one division.

### **VOLUNTEERING TO BECOME AN ASSISTANT COACH**

Mountain Ridge Little League permits managers to select his/her own assistants, subject to Board approval and the completion of the appropriate background check. The league does not review all applications or requests to be an assistant coach and will refer the volunteer to the team manager.

## PROCESS FOR THE SELECTION OF MANAGERS AND COACHES

Given the importance of managers and coaches in the Little League system, Mountain Ridge Little League uses the following process for reviewing and selecting managers:

1. The League will establish a Selection Committee to assist the President in nominating managers in each division.
2. The Committee will screen the list of candidates and schedule interviews for those who are deemed suitable representatives of the league.
3. The interest list will be composed primarily of volunteers who have declared their interest in managing a team (by submitting a Volunteer/Manager Application).
4. Additional managers are recruited as needed.
5. Delegates from the Coaches Committee conduct interviews for all prospective managers.
6. The Coaches committee meets and provides the league President with its recommendations.
7. The President presents a list of candidates to the Board and the Board approves the candidates or denies the candidates.
8. Managers select their own assistant coaches (subject to approval by the Board) consistent with the League's policy of allowable coaches; and
9. All appointed volunteers must submit to and pass a background check.

While the League strives to always adhere to this specific policy, time restraints and other variables may make it necessary to deviate in some manner. Decisions are finalized in December/January for the Spring Season and August for the Fall Season. Prospective managers and coaches should recognize the following:

1. It is a privilege, not a right to coach in the league. Under Little League regulations, there is no "tenure" for coaches or managers, and each must be reappointed each season.
2. Many divisions have more people interested in managing than there are teams (especially the Majors division). Therefore, no one is guaranteed a position as coach or manager even if they have managed or coached in the past.
3. **All volunteers must strictly adhere to the Code of Conduct (posted on the League's Website and in this Handbook) and manifest their commitment to the league by signing a Manager's Contract each season. Adherence to the Code of Conduct and Manager's Contract is a vital consideration in coaching appointments.**
4. All volunteers must submit to (and pass) a background check through Little League; and
5. Under Little League regulations, the decision to appoint a manager or coach is strictly within the discretion of the President with approval from the Board of Directors.

In making these decisions, the League strictly adheres to Little League's directives concerning the role of a Coach/Manager outlined on the previous page.

## TEAM NAMES

Managers will have an opportunity to choose their team's name after one of the following:

1. Managers who return to the same division from the previous season have first right of refusal of their previously used team name. However, returning managers who do not secure a sponsor by draft night can lose their team name to any manager with a sponsor check at draft night.
2. Managers who secure a "Triple" level sponsor (or higher) for their team can select any team name that is still available (see #1) at any time until draft night/roster construction.
3. Managers who do not have a sponsor or team name on draft night will select their team name based on their draft order. Managers are still expected to find a sponsor to assist fundraising efforts.

Unless otherwise notified, spring team names will be one of the 30 MLB teams. Use of non-MLB teams is only permitted during the fall season with approval from the Board of Directors.

## **XVIII. ACCESS TO FIELDS FOR GAMES AND PRACTICES**

The safety of the players is the league's highest priority. The league has therefore adopted the following policy on who may have access to fields during games and practices to ensure that all volunteers participating in the league have completed the Little League International background check and fulfilled all other safety requirements:

### **ACCESS TO FIELDS DURING GAMES**

1. Only players, umpires, managers, and coaches approved by the league, and board members are permitted in the dugout or on the field during or before a game.
2. All approved managers and up to 2 assistant coaches will be issued a jersey which they must wear at all games.
3. Scorekeepers and team moms are not permitted in the dugout or on the field except in the Tee Ball and Rookies divisions or in the event a cleared coach or manager is not available for a game.
4. Parents who are not approved as managers or coaches are not permitted in the dugout.
5. At least one coach must be in the dugout at all times during the game. If a team does not have enough background checked volunteers to safely run a team activity it must be suspended until they do.

### **ACCESS TO FIELDS DURING PRACTICE**

1. The league recognizes that managers sometimes wish to have additional volunteers other than approved coaches assist during practice.
2. Any manager desiring an adult who is not an approved coach to assist during practice must have that volunteer submit a volunteer application to be approved before being allowed to participate in practice.
3. Any such volunteer will not be issued a team jersey or league identification badge and is not permitted in the dugout or on the field during games.
4. The manager retains discretion to select which volunteers may assist at practice, subject to the background check requirements outlined above.

**No other parents, adults, or individuals are allowed in the dugout or on the field, ever.**

## **XIX. SPONSORSHIPS & FUNDRAISERS**

Mountain Ridge Little League is a non-profit organization which relies on registration fees and fundraising to fund the league. Registration fees paid by each player do not cover all of the costs associated with operating our league. The largest expenses each season include fields and lights, uniforms, umpires, field maintenance, playing equipment, safety training and devices, and insurance. For this reason, the league solicits sponsors each season to offset these costs and assist in providing a better experience for our players. The league encourages each team to secure a sponsor for their team at the Triple level or above. Triple, Home Run, and Grand Slam sponsorship opportunities are subject to availability based on the number of teams registered or scoreboard space.

**GRAND SLAM :** For a donation of \$2,500 you will receive all of the benefits of the Triple Sponsorship package, but we will print your business name on five team's jerseys, and we will print five banners that will be hung on the outfield fences of fields 1-4 and field 7.

**HOME RUN:** For a donation of \$1,000, you will receive all of the benefits of the Triple Sponsorship package, but we will print your business name on two team's jerseys, and we will print two banners that will be hung on the outfield fences of fields for the division teams you sponsor.

**TRIPLE:** For a donation of \$500 we will print your business name on the back of one team's jerseys, print a banner with your company's logo or other artwork that the team's manager will hang on the outfield fences of fields for the division of team you sponsor, and post your business link on our homepage at [www.mrll.org](http://www.mrll.org). After completion of the Spring season, the banner will be moved to the outfield fence until the completion of fall activities. The link on our website will remain active until the completion of fall activities. This is our most popular sponsor package. Managers are asked to secure a Triple level sponsor for their team each Spring season.

**DOUBLE:** For a donation of \$350.00 we will hang a banner with your company's logo or other artwork on an outfield fence and post your business link on our homepage at [www.mrll.org](http://www.mrll.org). The banner and link will remain posted throughout both spring and fall season activities.

**SINGLE:** For a donation of \$200 we will post your business name and website link on our homepage as a sponsor for the duration of our Spring and Fall activities.

### **FUNDRAISERS**

In addition to sponsorships to fund league operations, the league is also always looking to make enhancements for the benefit of its players. The largest fundraisers the league conducts are the Opening Day raffle which has included HD TVs and game systems as well as the Silent Auction Basket bidding. Each spring, we ask each team to organize and contribute a themed basket to be raffled on Opening Day. Previous baskets have included video games, rounds of golf, spa, and restaurant certificates, show tickets, etc. Many businesses in our community are willing to donate items for this cause, or families can contribute them.

These are the only league wide fundraisers we do each year and are only conducted during the Spring Season. All Star teams may be required to conduct additional fundraising or find additional sponsorships to help cover the costs of All Star activities during the summer months.

In 2023, registration fees covered approximately 80% of our total expenses. Our generous sponsors, fundraising, and concessions operations helped cover the remaining 20%. Ultimately, families who chose to participate at Mountain Ridge are responsible for funding league activities. We highly encourage all of our families to participate in fundraising activities to help pay the operating expenses that are not covered by

registration fees alone. Successful fundraising over the years has directly contributed to our ability to provide enhancements such as more games, higher quality uniforms and newer catching equipment.

## **XX. PLAYING RULES & REGULATIONS**

### **THE "BLUE BOOK" RULES**

Mountain Ridge Little League follows the Official Regulations and Playing Rules established by Little League Baseball. These are the same rules and regulations that every chartered Little League in the country must follow as a condition of their Little League Charter. Each team will be provided a copy of these rules and regulations for their use and understanding during the season. If you would like a personal copy of the rules and regulations, visit <https://www.littleleague.org/playing-rules/little-league-rulebook-app/> to order a hardcopy rule book or to download a digital rule book resource.

### **ALL MANAGERS SHOULD HAVE A BASIC UNDERSTANDING OF ALL THE RULES AND REGULATIONS IN THE BLUE BOOK.**

### **LOCAL RULES**

The rules and regulations within the Blue Book allow the local league some room for modifications. Mountain Ridge Little League policy is to play by the published rules with minimal modifications. Each season, the local rules are posted on the league's website and delivered to managers and coaches and discussed with managers and coaches at the rules meetings. If you would like a personal copy of the Local Rules for your child's division, they are available at the League's website and at the end of this handbook.

Pursuant to Rule 4.00 of the Blue Book, Mountain Ridge Little League has adopted a Local League Option allowing teams to start and continue games with eight (8) players. This League Option applies to all divisions. In the event that a team starts and/or continues to play with eight players, the ninth (9<sup>th</sup>) position in the batting order shall be skipped without penalty. Any team starting and/or continuing play with eight players shall field a standard infield configuration (pitcher, catcher, first baseman, second baseman, thirds baseman, and shortstop); under this League Option, NO infielders can begin play on the outfield grass. The remaining two players shall be positioned in the outfield, preferably in a Left-Center, Right-Center configuration. If a team wishes to begin and/or continue play with eight players, the team manager must inform both the umpire and the opposing team manager. UNDER NO CIRCUMSTANCES SHALL PLAY START/CONTINUE WITH only seven (7) available players; if at any time a team drops to seven available players (due to injury, illness, absence, etc.) play shall cease immediately and the team shall be subject to automatic forfeiture.

### **GRIEVANCES**

From time to time there will be situations before, during or after games that will warrant the league to investigate and take appropriate actions. Since this league is for the enjoyment of the children, any reported inappropriate action by any manager, coach, player, or spectator that is detrimental to the enjoyment of the game for the kids and their parents will be investigated. Two diverse types of situations may arise. The first is an official protest of a game (not allowed in the Minors divisions). The other is a violation of the Conduct Policy by a manager, coach, player, or spectator.

In the case of a game protest, the manager protesting the game must do so during the game according to the Blue Book and then submit a written explanation to the league's President within 24 hours of the game. The Discipline and Protest Committee will review the written explanations submitted by the manager and umpire, review the rule book, and make a decision as soon as possible.

## **PROTESTING A GAME**

Protesting a game shall be per the Little League rulebook rule 4.19. Mountain Ridge has adopted rule 4.19 (g) that requires protests in the minor divisions to be resolved before the next pitch or play.

MRLC Clarification to protesting a game in the minor divisions: Minor division Managers, along with umpires in divisions where umpires are present, are expected to come to an agreement to resolve a rule issue on the field before the next pitch or play (otherwise there are no protests in the minor divisions). An Umpire's judgement calls (balls, strikes, outs, etc.) are not protestable. If no agreement is made, the managers/umpire must call the Board Member on Duty to help resolve the protest. The decision of the Board Member is final. Any protest will not pause the game clock, and the time will continue to run while the protest is resolved.

In the case of a violation of a Code of Conduct or non-game rule grievance, whoever initiates the grievance must notify Mountain Ridge Little League of their concern in writing. The grievance must be sent to our general email account, [information@mrlc.org](mailto:information@mrlc.org). The Board of Directors will investigate the issue and the parties involved in the situation **MAY** be asked to meet with The Discipline and Protest Committee. The Board of Directors has delegated to the Discipline and Protest Committee complete and total authority to establish any and all procedural aspects of a reported grievance. Decisions by the Discipline and Protest Committee are guided by the Blue Book, local handbook, Codes of Conduct, and the best interest of the league.

**All Committee decisions are final.**

## **POSTPONING GAMES**

The only postponement of games that will be allowed is due to City field closure, inclement weather, power failure, acts of God, etc. The Board of Directors will make the determination to postpone a game through league email and social media channels. Once a game begins, an umpire must consult with the board member on duty in order to suspend an in-progress game. Never assume that a scheduled game will not be played because of inclement weather. Games are typically not cancelled due to wind.



## **XXI. ALL STARS**

Mountain Ridge Little League proudly supports Little League's tournament tradition. Since 1947, in the summer months Little Leagues around the world select an All-Star team made up of players from its league. These All-Star teams compete in district, state, and regional tournaments, hoping to advance to Williamsport for the Little League World Series.

Each Spring Season, Mountain Ridge Little League hopes to charter All-Star teams in the following divisions:

- 8–10-year-old, referred to as the 10's All-Star Team
- 9–11-year-old, referred to as the 11's All-Star Team
- 10-12- year-old, referred to as the Little League All-Star Team
- Intermediate
- Juniors
- Seniors

All-Star teams are carefully selected and require an enormous commitment of time and energy from potential All- Star players and their families.

### **ALL-STAR COMMITMENT INFORMATION**

The first step in the selection process for Mountain Ridge Little League's All-Star teams is ensuring that eligible candidates and their families understand eligibility requirements, the required commitment and conduct to represent the league on one of its All-Star teams.

All-Star Tournament play is intensely competitive and requires dedication beyond the requirement of a regular Little League season. Consequently, only those players, managers, and coaches who desire to commit their time and effort will be considered.

To be considered, a player must:

- Attend and complete regular Spring season scheduled evaluation session(s).
- Participated in at least 65% of Mountain Ridge Little League team's regular season games (unless excused by the Board of Directors and/or in compliance with Little League rules and regulations).
  - Mountain Ridge All Star requirements are more stringent than that of Little League's 8 game minimum requirement. In no case will a player be eligible for All-Stars if they do not participate in at least 8 of their team's regular season games.
- Be available for all All-Star practices (usually five-six days a week; some two-a-days) prior to the games starting (late-June/early-July). This may include playing on Sunday or holidays.
- Be available without interruption for the entirety of all tournament games which could run into August if a team advances beyond the Western Region tournament.
- Provide an original and copy of the player's birth certificate; and
- Provide three forms of proof the player resides in the league's boundaries with (acceptable forms of proof described on the Little League Residency Checklist or approved waiver from District 4).

**All documentation MUST be provided prior to the start of All Star practice to the Player Agent.**

Participation on an All-Star team is by invite only and is strictly voluntary. Potential players and families must also understand that there are additional costs involved and different mandatory/minimum play rules that govern All-Star Tournament play. If selected, the player's family **will be required** to pay All-Star fees prior to the start of All Star practice to shoulder some of the costs (financial hardship considered on a case-by-case basis) and agree to respect and accept all coaching decisions concerning line-ups and playing time without complaint.

## **MANDATORY/MINIMUM PLAY RULES**

The rules governing All-Star tournament play are different than those that govern the Little League regular season. Players on a roster with 12 or fewer eligible players in uniform at a game are only ensured one at bat. Players on a roster with 13-14 eligible players in uniform at a game are only ensured one at bat and are not ensured any playing time in the field. In shortened games, these mandatory/minimum play rules do not even have to be satisfied. It is possible that players, in any given game, could neither bat nor see playing time in the field. In the event this occurs, MRLL encourages the managers to play these players first in the next tournament game.

Mountain Ridge Little League requires that any player being considered for selection to one of its All-Star teams understand these rules and agree to refrain from criticizing coaching decisions concerning line-ups or playing time.

## **ALL-STAR SELECTION PROCESS**

The Mountain Ridge Little League Board of Directors has adopted the following procedure for naming its All-Star teams each spring:

Preamble: These rules are intended to supplement, and not replace, existing Little League rules on player and manager selection. All existing rules on player eligibility and the timing of player selection shall remain in place, as set forth in the Little League "Blue Book."

### **1. Selection of All-Star players**

- a. Managers from all of the spring teams in the AAA, Majors, Intermediate, Junior, and Senior divisions will be given the opportunity to nominate players for All-Star consideration in the division in which they managed a team. The number of votes each manager will receive will be based on the number of registered players in each age group and determined by the League each season.
- b. Managers may not nominate a candidate from their own roster.
- c. The President may nominate players for an All-Star nomination outside of this process, subject to the approval of the Board of Directors.
- d. The President and Player Agent will create a list of approximately 20 players with the most votes and notify those players of their All-Star nomination.
- e. The All-Star team manager will select his/her final roster from the list of nominees provided by the President subject to approval by the Board of Directors.
- f. Managers shall consider the following criteria when nominating and choosing an All-Star player:
  - i. Overall ability, in the current and past seasons.
  - ii. Regular season performance and participation in 65% of regular season games.
  - iii. Sportsmanship.
  - iv. Demonstration of a special skill that will assist the performance of the All-Star team in All-Star competition.
  - v. Availability for All-Star competition.
- g. Managers may, but are not required, to hold one or more player evaluations to decide All-Star team composition.
- h. Manager's will select at least 12 players for their All-Star roster unless participation in specific age group does not provide enough candidates.

### **2. Selection of All-Star managers:**

- a. The League President solicits requests from managers in the AAA, Majors, Intermediate, Junior, and Senior divisions to create a candidate list for each All-Star team. Volunteers who managed a team in AAA or above are the preferred candidates for All-Star selection.

- b. The League President will screen candidates and appoint a manager for each All-Star team with approval from the Board of Directors. The President and Board shall consider the following criteria when nominating an All- Star manager:
  - i. Regular season performance.
  - ii. End-of-season tournament performance.
  - iii. Ability to communicate with players and parents.
  - iv. Ability to develop players.
  - v. Sportsmanship; and
  - vi. Cooperation with Mountain Ridge Little League and its Board of Directors
- c. The Board of Directors may deny any candidate presented but must realize the President has the sole authority to present managers for approval.
- d. Selection as an All-Star manager does not assure that manager's son/daughter of selection to the All-Star team.

## **XXII. LEAGUE PHILOSOPHY & CODES OF CONDUCT**

### **LITTLE LEAGUE MISSION STATEMENT**

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.

### **THE LITTLE LEAGUE PLEDGE**

I trust in God,  
I love my country And will respect its laws.  
I will play fair And strive to win But win or lose.  
I will always do my best.

### **THE LITTLE LEAGUE PARENT/VOLUNTEER PLEDGE**

I will teach all children to play fair and do their best.  
I will positively support all managers, coaches, and players. I will respect the decisions of the umpires.  
I will praise a good effort despite the outcome of the game.

Little League is a Youth Development Program to service the youth in our community, on and off the baseball field. It is geared to provide an outlet of healthful activities and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It inspires them with a goal and enriches their lives towards the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship, and fair play.

To further its philosophy as outlined above, Mountain Ridge Little League has adopted Codes of Conduct for all participants. By registering your child in the league, you agree to abide by the league's Conduct Policy. Please read the Little League pledges and Codes of Conduct that follow carefully. If you have any questions regarding it, please ask a Board member for clarification. The league will strictly enforce these pledges and conduct codes.

### **CODE OF CONDUCT**

Any board member, manager, coach, player, or parent/member or other league volunteer who conducts himself/herself in a manner unbecoming a representative of Mountain Ridge Little League, including unsportsmanlike conduct, shall be subject to disciplinary action as determined appropriate by the Board of Directors Disciplinary Committee, up to and including suspension from the League.

Players, Managers, Coaches, or any party associated with any Mountain Ridge Little League team shall not ride, abuse, heckle, or make uncomplimentary remarks whatsoever, to any opposing player, umpire, or team official. Any individual violating this regulation may be ejected from the game.

The team manager will be responsible for the conduct of his coaches, players, and parents. **The umpire can eject a manager or suspend a game for inappropriate behavior.**

**ANY PLAYER, MANAGER, COACH OR PARTY ACCOMPANYING A TEAM WILL BE SUSPENDED FOR THE REMAINDER OF THE GAME FROM THE TIME OF RULE INFRACTION IF THEY:**

1. Use any profane language.
2. Make any unnecessary gesture in protesting an umpire's decision. Only the manager or coach may

ask for a clarification of a rule and the umpire in chief must give him such clarification.

3. Throw helmets, bats, or any other equipment.
4. Make unnecessary gestures to fans or opposing players.
5. Use alcoholic beverages of any kind on the playing field, dugout or on City parks or School District property.
6. Use tobacco, vaping, or any other illegal substances on the playing field, dugout, or general area of the game.

Any player ejected from the game will be required to exit the dugout unless a parent or guardian is not present. If any MANAGER or COACH is ejected from the game, they must leave the park. They can no longer take part in the game. If he/she refuses or creates a problem, the game in progress may be suspended until the problem is resolved. If the situation becomes uncontrollable, the police will be called. The above also pertains to parents, fans, or family members.

The minimum penalty for any player, manager, coach, or member (family member or friends) who was justifiably ejected from a game for any of the above will be:

- 1st time: Suspended for at least 1 league game.
- 2nd time: Suspended for at least 2 league games.
- 3<sup>rd</sup> time: Removal from volunteer service (3<sup>rd</sup> Strike you are out).

The penalty for more flagrant offenses will be decided by the Mountain Ridge Board of Directors Disciplinary Committee.

A manager or coach suspended for any reason is not permitted to be at the game site, including parking lots. They must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result in further suspension and possible forfeiture of a game.

Mountain Ridge will adhere to a ZERO TOLERANCE policy for any inappropriate physical contact or abusive language. Any manager, coach, player, spectator, parent, or anyone associated with the league, caught fighting in or around the playing field, before, during or after a game or practice, will be suspended indefinitely until Mountain Ridge Little League has reviewed the situation. There is no room for this type of behavior. There will be no warnings and no second chances when it comes to any uninvited physical contact, verbal and/or physical violence.

## **PARENT CODE OF CONDUCT**

Mountain Ridge Little League has implemented the following Sport Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand, and sign this form prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to act appropriately or may be asked will be asked to leave the area. Games may be suspended by a league official until parents comply with league directives.

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles: Trustworthiness, Respect, Responsibility, Fairness, Caring, and

Good Citizenship. The highest potential of sports is achieved when competition reflects these “six pillars of character.”

I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice, or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or Parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials, and spectators with respect regardless of race, creed, color, sex, or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices unless I am one of the official coaches of the team.

## **XXIII. SAFETY ISSUES**

The safety of the players, coaches and spectators is Mountain Ridge Little League's ultimate priority. There is always some risk of injury in any sporting event. The league will do as much as it can to ensure that the playing fields and the league-supplied equipment adequately protect the players, coaches, and spectators.

Each year, the league publishes a Safety Manual according to the requirements provided by Little League. The league provides a copy to each manager and likewise posts it on the league's website. In addition, the league has mandatory safety training for every manager each season.

In addition to these efforts, the league has adopted the following safety policies:

### **BACKGROUND CHECK POLICY**

1. All volunteers including managers, coaches, board members and any other persons, volunteers or hired workers, who provide regular service to the league or who have repetitive access or contact with the players in Mountain Ridge Little League must fill out the Volunteer Application Form and provide the league with a copy of their photo identification card for ID verification.
2. The league will conduct annual background checks for all volunteers through JDP, the national criminal records search available through the Little League website for complete records. The JDP File database contains more than 350 million records which include criminal records and sex offender registry records across 50 states and the District of Columbia.
3. The league may elect to use additional resources if needed to perform adequate background checks.
4. Anyone refusing to fill out Volunteer Application is ineligible to be a league member.
5. Anyone refusing to provide the league with any requested information in regard to background check will be ineligible to be a league member.
6. New volunteer applications must be submitted each fiscal year (October – September).
7. Online Volunteer Application may be submitted on our website, [www.mrll.org](http://www.mrll.org).
8. All Volunteer Applications must be approved prior to the volunteer having any contact with the children participating in Mountain Ridge Little League activities.

### **PARENT/SPECTATOR SAFETY CODE**

Protective equipment cannot prevent all injuries a player might receive while participating in Baseball or Softball. Parents should become aware of the safety code and help us prevent injuries.

1. All players must have a medical release form signed by a parent or guardian before they are permitted to play. Your manager should distribute these. Please fill it out and return it to him/her.
2. If your child is a pitcher and has pitched in a game on the current day or the day prior with another league, please inform your Manager. Our goal is to reduce the chances of serious shoulder, elbow, or arm injuries to our young pitchers.
3. If your child is ill, please inform your Manager.
4. Only parents are permitted to administer medication to their children. Managers and coaches are NOT permitted to give children any medication, including pain relievers such as Tylenol.
5. Parents should make sure their child has water at practices and games to keep them hydrated.
6. Parents are responsible to watch children not playing in a game or practice at all times and to keep them away from the parking areas and driveways.
7. Spectators must stay alert for foul balls and errant throws.
8. There is no running on the bleachers. Parents should supervise young children on the bleachers and encourage them to sit on the lower levels.
9. Only parents designated by the manager as coaches may be on the playing field for a game or practice. These individuals must pass a background check and be approved by the Board of Directors.

10. During a game, parents who are not coaches should not confer with the manager unless they see a safety problem or a problem concerning a player's wellbeing. The manager is supervising up to 15 players, and it takes his or her full concentration to remain vigilant concerning safety problems while orchestrating the game.
11. Parents are in a much better position to know the health of their youngster than the manager. If a player has any kind of injury, illness, ache, or pain, is unusually tired, or just does not feel well, the parent must bring it to the manager's attention before the game or practice.
12. No smoking, vaping, alcohol, or drugs allowed on the premises at any time.

## **PLAYER SAFETY CODE**

Players need to adhere to some important safety rules to avoid injury. Children who consistently ignore the safety rules and endanger the health and safety of others may be suspended from future games and practices.

1. Players must stay alert! This means knowing where the ball is AT ALL TIMES!
2. Players and coaches must remain in the dugout. If a player needs to use the restroom or leave the dugout, they must notify the Manager or Coach in the dugout and the player's parent should escort them to the restroom.
3. In the dugout, players must NEVER swing bats, or throw balls or other objects. There should be no horse play.
4. No swinging bats or throwing balls in spectator areas.
5. All pre-game warm-ups should be performed in areas apart from those frequented by spectators.
6. Foul balls batted out of playing area will be returned to the umpire or one of the playing team's coaches or managers between at bats or innings. No balls should be thrown over the fence during a game.
7. Except when a runner is returning to a base, headfirst slides are not permitted (exception: Senior/Big League).
8. On-deck batters are not permitted. Only the first batter of each half inning will be permitted outside the dugout between half innings in Tee Ball, Minors, and the Majors Divisions.
9. The use of a traditional batting donut is not permissible.
10. Shorts may be approved in limited activity practices but not for games.
11. Mouth guards are encouraged but not required.
12. All male players should wear athletic supporters or cups during games (exception –t-ball). Managers should encourage athletic supporters should be worn at practices and during games.
13. Catchers and pitchers must wear a cup at all times.
14. Male catchers must wear the metal, fiber or plastic type cup and a long-model chest protector. Female catchers must wear long or short model chest protectors.
15. Catchers must wear a catcher's mitt, not an infielder's or outfielder's glove, when catching.
16. Catchers must wear catcher's helmet, face mask and throat guard in warming up pitchers. This applies between innings and in bullpen practice.
17. Batters must wear Little League approved protective helmets for batting practice and games. Helmets with masks are strongly encouraged, but not required.
18. Shoes with metal spikes or cleats are NOT permitted. Only shoes with molded cleats are permissible. Intermediate/Junior/Senior/ Big League players may wear metal spikes.
19. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)
20. No climbing fences or boxes in dugout. There is to be no standing on benches inside the dugouts.
21. No playing in the parking area.
22. All gates to the fields must remain closed at all times.

## **PITCHERS**



Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The league's goal is to reduce the chances of serious shoulder, elbow, or arm injuries to young pitchers. If your child is a pitcher and has pitched in a game on the current day or the day prior with another league, please inform your team's manager.

## **CONCUSSION POLICY**

Forty-nine states and the District of Columbia have enacted laws which address concussions and protect the health and safety of young athletes. Little League International has compiled a summary of all currently existing and proposed state and federal laws regarding concussions in youth athletes.

Mountain Ridge Little League complies with any applicable Nevada laws. Managers are required to view the information and training materials on concussions which are available free of charge on the Centers for Disease Control website at [http://www.cdc.gov/concussion/headsup/online\\_training.html](http://www.cdc.gov/concussion/headsup/online_training.html).

NRS 386.435 requires the league adopt a policy on head injuries in youth athletes requiring the athlete be removed immediately upon sustaining a suspected concussion, may not return until given written clearance from health care professional, and that before participating, the student and parents must return a form acknowledging receipt of information on concussions.

Each parent will be required to read and sign the Concussion Policy for each player prior to the start of each season as a part of registration.

## **XXIV. INJURIES & INSURANCE**

Despite the best efforts of the league and its volunteers, injuries sometimes happen. The league has adopted the following policy on the reporting of injuries and accidents:

### **WHAT TO REPORT**

Any incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first-aid must be reported to the Safety Officer. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or period of rest. Any player who, in the opinion of an umpire, coach or manager, suffers loss of consciousness or memory loss due to an accident should be immediately removed from the game and the parents or guardians advised to seek a medical evaluation immediately.

### **WHEN TO REPORT**

All such incidents described above must be reported to the Safety Officer within 48 hours of the incident.

### **HOW TO MAKE THE REPORT**

The most effective way to make a report is for your manager to email the Safety Officer. The following information should be provided:

1. The name and number of the individual involved.
2. The date, time, and location of the incident.
3. As detailed a description of the incident as possible.
4. The preliminary estimation of the extent of injuries.
5. The name and phone number of the person reporting the incident.

### **WHAT HAPPENS NEXT**

Within 48 hours of receiving the incident report, the Safety Officer will contact the injured party or the party's parents and:

1. Check on the status of the injured party.
2. Verify the information received.
3. Obtain any other information deemed necessary.
4. In the event that the injured party requires other medical treatment, will advise the parent or guardian of Little League's insurance coverage and the provisions for submitting any claims.
5. Complete and file a Little League Incident/Injury Tracking Form.
6. If there is any chance that Little League insurance may be used, provide the appropriate insurance forms to the injured party's parents.

### **INSURANCE**

Mountain Ridge Little League, through Little League Baseball, has purchased excess insurance in the form of the Little League Player Accident Policy to cover the players, managers, coaches, volunteer umpires, and league officials during Mountain Ridge functions. If a manager enlists the help of parents during a practice and these parents have not been appointed by the league as a volunteer to the team, including having a background check run on them, they are not covered by the league's insurance. Only league approved volunteers will be covered.

The Little League Player Accident Policy is an excess coverage, accident only plan, to be used as a supplement to other insurance carried under a family policy or insurance provided by an employer. If there

is no primary coverage, Little League insurance will provide benefits for eligible charges, up to Usual and Customary allowances for your area. A \$50 deductible applies for all claims, up to the maximum stated benefits.

This plan makes it possible to offer exceptional, affordable protection with assurance to parents that adequate coverage is in force for all chartered and insured Little League approved programs and events.

If your child sustains a covered injury while taking part in a scheduled Little League Baseball or Softball game or practice, here is how the insurance works:

1. The Little League Baseball and Softball accident notification form must be completed by parents (if the claimant is under 19 years of age) and a league official and forwarded directly to Little League Headquarters within 20 days after the accident. A photocopy of the form should be made and kept by the parent/claimant. Initial medical/dental treatment must be rendered within 30 days of the Little League accident. The forms for submitting this claim are contained in the ASAP Safety Plan located on or website, [www.mrll.org](http://www.mrll.org).
2. Itemized bills, including description of service, date of service, procedure, and diagnosis codes for medical services/ supplies and/or other documentation related to a claim for benefits are to be provided within 90 days after the accident. In no event shall such proof be furnished later than 12 months from the date the initial medical expense was incurred.
3. When other insurance is present, parents or claimant must forward copies of the Explanation of Benefits or Notice/ Letter of Denial for each charge directly to Little League International, even if the charges do not exceed the deductible of the primary insurance program.
4. Policy provides benefits for eligible medical expenses incurred within 52 weeks of the accident, subject to Excess Coverage and Exclusion provisions of the plan.
5. Limited deferred medical/dental benefits may be available for necessary treatment after the 52-week time limit when:
  - a. Deferred medical benefits apply, when necessary, treatment requiring the removal of a pin /plate, applied to transfix a bone in the year of injury, or scar tissue removal, after the 52-week time limit is required. The Company will pay the Reasonable Expense incurred, subject to the Policy's maximum limit of \$100,000 for any one injury to any one Insured. However, in no event will any benefit be paid under this provision for any expenses incurred more than 24 months from the date the injury was sustained.
6. If the Insured incurs Injury, to sound, natural teeth and Necessary Treatment requires treatment for that Injury be postponed to a date more than 52 weeks after the injury due to, but not limited to, the physiological changes of a growing child, the Company will pay the lesser of: 1. A maximum of \$1,500 or 2. Reasonable Expenses incurred for the deferred dental treatment.

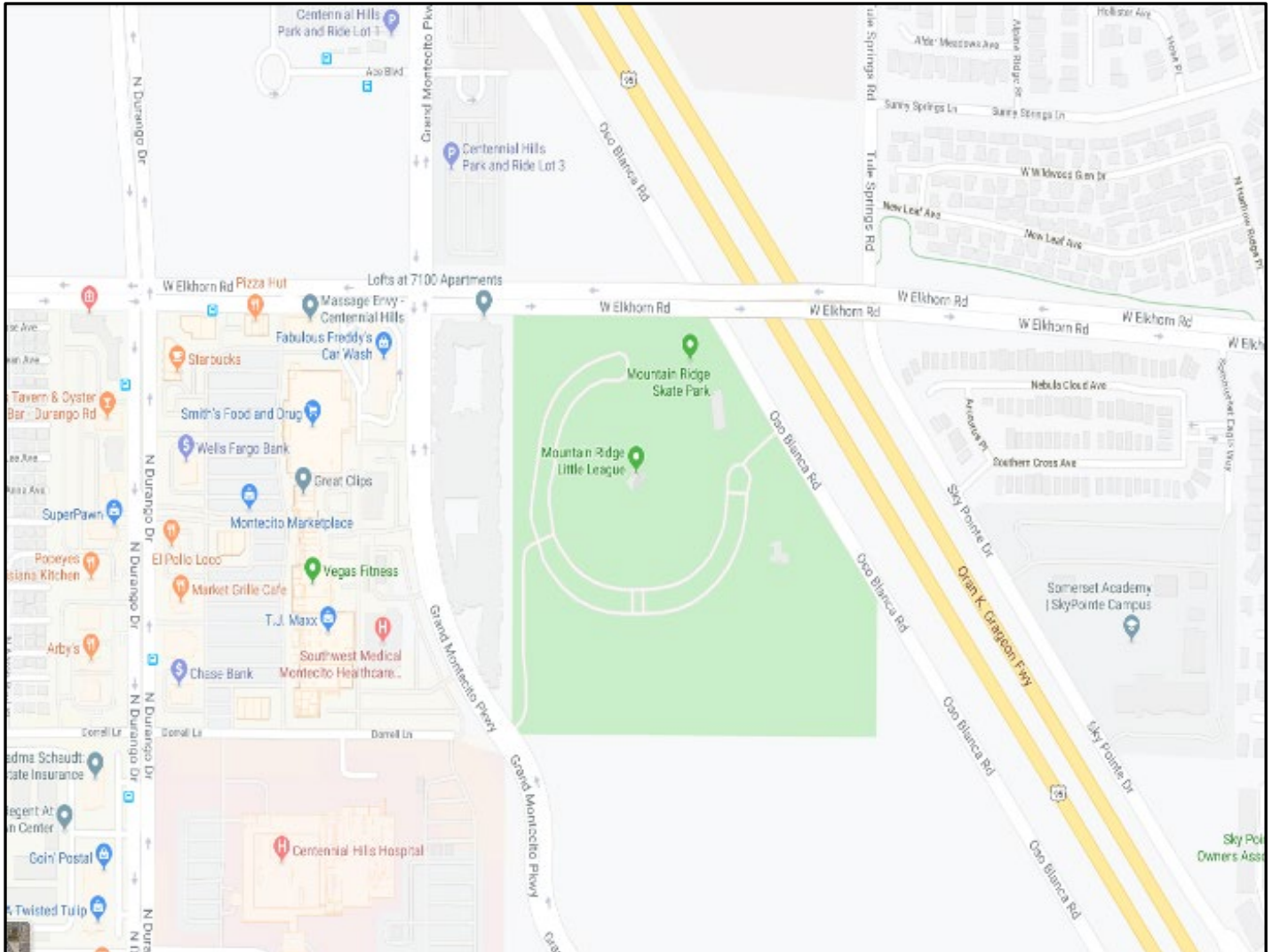
**If an injury or accident does occur during a practice, game, or other official Mountain Ridge function, please notify the Safety Officer as soon as possible. In order to be eligible for coverage under the League's insurance there are claim forms that must be filled out by the party that was injured, then the Safety Officer, and the forms must be submitted to Little League Baseball for processing.**

## XXV. FIELD & FACILITY LOCATIONS

Mountain Ridge Little League uses the following fields and facilities. All field use (including practices, or other activities) must be scheduled through the appropriate contact on the Board of Directors.

### MOUNTAIN RIDGE PARK

Address: 7151 Oso Blanca Rd  
Las Vegas, NV 89149



The main entrance to “The Ridge” is located on Oso Blanca Road or you can use the west entrance on Grand Montecito Parkway between Elkhorn Road and Deer Springs Way. There is no access to the park or fields directly from Elkhorn Road.

## XXVI. LEAGUE ADMINISTRATION

### LEAGUE CONTACT INFORMATION

Mountain Ridge Little League  
League ID: 4280220  
EIN: 88-0376514  
District 4 Nevada  
6955 N. Durango Drive, Suite 1115-109  
Las Vegas, Nevada 89149  
702-970-7304 (Voicemail and text message service only)  
[information@mrl.org](mailto:information@mrl.org)  
[www.mrl.org](http://www.mrl.org)

### ORGANIZATIONAL STRUCTURE

Mountain Ridge Little League is a Nevada Non-Profit Corporation and is a 501(c)(3) charitable organization under the guidelines established by the IRS tax codes and operates under a charter provided annually by Little League International.

### CONSTITUTION

The league has adopted a Little League-approved Constitution that governs the league's management and operations. The Constitution is available on the league's website at [www.mrl.org](http://www.mrl.org)

### BOARD OF DIRECTORS

The Mountain Ridge Little League Board of Directors is responsible for the day-to-day operations of the league within the rules, regulations, and policies of Little League. Although the board does not have the authority to alter, suspend or change any of the rules, regulations or policies of Little League, Little League gives the Board wide latitude in many areas of operation to ensure that the local needs of the league and our community are being met.

Under Little League rules and the Mountain Ridge Little League Constitution, the regular membership of each Little League is required to meet and elect the board of directors each September. Following the election, the board of directors meets to elect its officers from within the newly elected board. The Mountain Ridge Little League board members and officers are shown below.

The Board has regular monthly meetings. During busy times of the year the board will hold regular committee meetings and telephone conferences in addition to regular board and executive committee meetings. Members missing 3 meetings, without prior approval by the President, are subject to removal from their position on the board.

### 2022-2023 BOARD OF DIRECTORS

President	Melissa Vravis	<a href="mailto:melissav@mrl.org">melissav@mrl.org</a>
Vice President & Schedules	Paul Engen	<a href="mailto:paule@mrl.org">paule@mrl.org</a>
Secretary	Victoria "Tori" Young	<a href="mailto:toriy@mr.org">toriy@mr.org</a>
Treasurer	Jesse Sleezer	<a href="mailto:jesses@mrl.org">jesses@mrl.org</a>
Safety Officer	Laura Christman	<a href="mailto:laurac@mrl.org">laurac@mrl.org</a>
Player Agent	Matt Bielma	<a href="mailto:mattb@mrl.org">mattb@mrl.org</a>
Field 7 Commissioner	Open	
Tee-Ball & Rookies Comm.	Bree Ray	<a href="mailto:breer@mrl.org">breer@mrl.org</a>

Coaching Coordinator	Zohn Koven	<a href="mailto:zohnk@mrl.org">zohnk@mrl.org</a>
Website & Information	Brie Fulce	<a href="mailto:brief@mrl.org">brief@mrl.org</a>
Fields & Equipment	Mike Kane	<a href="mailto:michaelk@mrl.org">michaelk@mrl.org</a>
Umpire Coordinator	Laura Christman	<a href="mailto:laurac@mrl.org">laurac@mrl.org</a>
Events Coordinator	Misty Stubbs	<a href="mailto:mistys@mrl.org">mistys@mrl.org</a>
Sponsors & Fundraising	Elizabeth Heredia	<a href="mailto:elizabethh@mrl.org">elizabethh@mrl.org</a>
Uniforms	Andy Lynch	<a href="mailto:andyf@mrl.org">andyf@mrl.org</a>
Concessions	Candi Lynch	<a href="mailto:candil@mrl.org">candil@mrl.org</a>

## COMMITTEES

Each year, the Board of Directors appoints several committees to assist it in managing league operations. Membership on most committees is open to all parents or friends of the league, and the league encourages anyone who is interested to volunteer. To volunteer, please email [information@mrl.org](mailto:information@mrl.org). The executive committee is made up of the President, Vice President, Secretary, Treasurer, Safety Officer, and Minor/Major Player Agent. Executive Committee members are appointed to two-year terms. The President, Secretary, and Safety Officer are appointed during even numbered years and the Vice President, Treasurer, and Player Agent are appointed during odd numbered years.

### 2023 COMMITTEES

COMMITTEE	CHAIRPERSON	CHAIRPERSON EMAIL
Executive Committee	Melissa Vravis	<a href="mailto:melissav@mrl.org">melissav@mrl.org</a>
Finance & Audit	Jesse Sleezer	<a href="mailto:jesses@mrl.org">jesses@mrl.org</a>
Opening Day	Tori Young	<a href="mailto:toriy@mrl.org">toriy@mrl.org</a>
Discipline, Rules, & Protest	Executive Board	
All Stars	Melissa Vravis	<a href="mailto:melissav@mrl.org">melissav@mrl.org</a>
Election and Membership	Tori Young	<a href="mailto:toriy@mr.org">toriy@mr.org</a>

## DIVISION REPRESENTATIVES

Each year, the Board appoints division reps (if there are enough volunteers to fill these positions) to assist the Board in organizing and supervising the operations for that division. Specifically, the Division Reps:

- Communicate with and represent the needs of division teams and managers to the Board.
- Coordinate with all the managers and coaches in his/her division to explain Little League rules, Mountain Ridge Little League Local Rules, and league operating procedures.
- Communicate with managers concerning game and practice scheduling.
- Assist the Player Agent(s) in conducting the annual player selection/team assignment after registration.
- Assist in verification of eligibility of players after registration.
- In conjunction the league President, address all other issues as they arise (rosters, rules, complaints, conduct of fans, players or representatives, umpiring, parent complaints, etc.).

### 2023 DIVISION REPRESENTATIVES

DIVISION(S)	REPRESENTATIVE NAME	EMAIL
Juniors & Seniors	Open	
Intermediate & Majors	Open	
Minor AAA	Open	
Minor AA	Open	
Minor A	Open	

Tee Ball & Rookies	Open	
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Anyone who is interested in being considered as a Division Representative should email [information@mrl.org](mailto:information@mrl.org).

## **XXVII. TOBACCO USE**

Smoking and use of smokeless tobacco products (including e-cigarettes or vapors) are prohibited by Mountain Ridge Little League and Little League International. The designated smoking area for each field is the parking lot. Smoking is not permitted in the bleachers, the snack area, along the outfield fences or foul lines, or behind the snack shack.

Per the State of Nevada in NRS 207.200

Smoking is permitted in outdoor areas in Nevada, including the Las Vegas Strip. BUT if a business prohibits smoking in its outdoor areas, and a person smokes there anyway, the business can ask him/her to leave. And if the smoker refuses, he/she faces criminal charges for trespass.

Per City of Las Vegas Ordinance code 13.36.020 - Prohibitions:

(B) Smoking in any form is prohibited at any of the following locations within a park:

- (1) In or upon any area that has been designated and posted as a children's play area, or within fifty feet of any such area.
- (2) Upon or within fifty feet of any bleachers that are being occupied for purposes of observing sporting events or recreational activities; and
- (3) In or upon any sports field or within fifty feet of the sideline, perimeter fence, or other outer boundary or perimeter of a sports field that is marked as such.



## **XXVIII. LOST AND FOUND ITEMS**

Lost and found items are typically turned into the Snack Shack located in the middle of fields 1-4 and can be claimed there. Oftentimes, lost equipment is retrieved by a league member on their way out of the park and returned to the Snack Shack a day or two later. Be sure to check over the course of a couple of days before replacing lost equipment.

In certain circumstances, such as when an entire gear bag or large items are lost, the league can send an email inquiry to all members or coaches. If this is the case, please email [information@mrl.org](mailto:information@mrl.org) with your request. Please realize that not all lost items warrant a league-wide email blast.

If items are not claimed by the start of the next season, they are either donated or placed for trade during an equipment exchange day.

## **XXIX. MISCELLANEOUS**

Since its formation, Mountain Ridge Little League has collected the following suggestions for parents and spectators:

1. DO respect the wishes of the manager with regard to arrival times for both games and practices and notify the manager ahead of time if the child will be absent or late. Try to get your child to practice and games on time or arrange transportation.
2. DO take your child home when practices and games are over. The managers and coaches are not child-care providers. Please be courteous and pick up your child promptly after practices or games so that your manager and coach can get home to his/her own family. The manager/coach cannot leave any player at the fields after practice or a game until a parent shows up.
3. DO get involved. Managers/coaches and Mountain Ridge Little League really need your help. Get involved!
4. DO encourage your child to do his home training. This is just like homework and the parents need to get involved and cherish the experience.
5. DON'T pressure your child to succeed in the games. This experience is about the journey - not the destination.
6. DO attend your child's games and practices.
7. DO cheer for all players on the team.
8. DON'T ever cheer against the opposition. In fact, if they make a good play you should applaud.
9. DON'T ever yell at or criticize the umpires. This is insulting to the manager and indicates that you think he is not looking out for the best interest of the team.
10. DON'T ever coach from the stands. The child has enough trouble focusing on hitting, throwing, and catching the ball, as well as running the bases all while listening for the coach's guidance.
11. DO be realistic about your child's physical ability.
12. DO respect your child's coaches. Communicate openly with them. If you disagree with their approach, discuss it with them. But do it at the proper time and place (not during the game or right after). We suggest that managers and parents adopt the "24 Hour Rule," where if either party disagrees with decisions made you sleep on it and address the issue after a cooling off period. This will allow both parties to communicate more effectively.
13. DON'T come to the manager with your ideas about the lineup, practice, or playing time. If a player has something to say about his situation, he should talk with the manager.
14. DO set an example of good sportsmanship at all times by positively encouraging players, and not vocally questioning or criticizing umpires' calls or managers' decisions.
15. DO HAVE FUN Enjoy this precious time in your child's life.

# **APPENDIX A LOCAL DIVISION RULES**

**Revised Spring 2024**

## **APP A - SENIORS DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

### **GENERAL:**

1. The Senior Division is considered competitive. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in a District 4 interleague division will follow the host league's instructions for pitch count and score reporting.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.

### **TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is no run limit in any inning.
5. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.

### **PLAYING RULES:**

1. The baseball diamond will be a 90-foot diamond with a 60-foot 6-inch pitching distance.
2. Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
3. Pitchers will be penalized for illegal pitches and balks.
4. Players may wear metal spikes.
5. Batters may use the on-deck batting position outside of the dugout.
6. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
7. The infield fly rule is in effect.
8. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
9. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in

the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).** EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).

10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - a. 1st Offense – Suspended for the next played game.
  - b. 2nd Offense – Suspended for the next and consecutive played games.
  - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**Senior players must use a single piece wood bat or BBCOR certified bat.**

**If a lack of participation does not allow for a separate Intermediate or Junior division, league age 13- and 14-year-olds may continue to use a USA baseball certified bat.**

# **APP A - JUNIORS DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

## **GENERAL:**

1. The Junior Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLLE website within 24 hours of the end of the game. Teams participating in a district 4 interleague division will follow the host league's instructions for pitch count and score reporting.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.

## **TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is no run limit in any inning.
5. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.

## **PLAYING RULES:**

1. The baseball diamond will be a 90-foot diamond with a 60-foot 6-inch pitching distance.
2. Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
3. Pitchers will be penalized for illegal pitches and balks.
4. Players may wear metal spikes.
5. Batters may use the on-deck batting position outside of the dugout.
6. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
7. The infield fly rule is in effect.
8. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
9. Every rostered player present at the start of the game will participate in each game. No player will sit on

the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).** EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).

10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rule and correcting the issue on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - a. 1st Offense – Suspended for the next played game.
  - b. 2nd Offense – Suspended for the next and consecutive played games.
  - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**Junior players may use a single piece wood bat, BBCOR certified bat, or USA Baseball certified bat.**

## **APP A - INTERMEDIATE (50/70) DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book") The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

### **GENERAL:**

1. The Intermediate Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in a district 4 interleague division will follow the host league's instructions for pitch count and score reporting.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.

### **TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is no run limit in any inning.
5. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.

### **PLAYING RULES:**

1. The baseball diamond will be a 70-foot diamond with a 50-foot pitching distance.
2. Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
3. Pitchers will be penalized for illegal pitches and balks.
4. Players may wear metal spikes.
5. Batters may use the on-deck batting position outside of the dugout.
6. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
7. The infield fly rule is in effect.
8. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.



9. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLI Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).** EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).
10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - a. 1st Offense – Suspended for the next played game.
  - b. 2nd Offense – Suspended for the next and consecutive played games.
  - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is mentioned at [www.mrll.org](http://www.mrll.org).
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**Intermediate players may use a single piece wood bat, BBCOR certified bat or USA Baseball certified bat.**

## **APP A - MAJORS DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

### **GENERAL:**

1. The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLLE website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

### **TIME AND RUN LIMITS:**

1. Each game shall be a "regulation game" as described in the Blue Book with no drop-dead time.
  - a. Exception 1: If a game is called due to weather or lights out but has completed 4 or more innings, it will be considered complete by reverting the score to the last completed inning.
  - b. Exception 2: If a regular season game is tied after 6 innings, the game will be considered complete and will end in a tie.
2. There is no run limit in any inning.
3. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

### **PLAYING RULES:**

1. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
3. The infield fly rule is in effect.
4. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
5. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.

6. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLLE Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
7. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book.
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - a. 1st Offense – Suspended for the next played game.
  - b. 2nd Offense – Suspended for the next and consecutive played games.
  - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**Minor and Major players may use a single piece wood bat or USA Baseball certified bat.**

# **APP A - MINORS AAA DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

## **GENERAL:**

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

## **TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
4. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

## **PLAYING RULES:**

1. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
3. The infield fly rule is in effect.

4. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
5. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
6. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - a. 1st Offense – Suspended for the next played game.
  - b. 2nd Offense – Suspended for the next and consecutive played games.
  - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**Minor and Major players may use a single piece wood bat or USA Baseball certified bat.**

# **APP A - MINORS AA DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

## **GENERAL:**

1. The Minors AA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

## **TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
5. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

## **PLAYING RULES:**

1. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.

3. The infield fly rule is in effect.
4. Base stealing is permitted but only up to third base. To advance to home from 3rd base, the runner must be batted in or continuously running from the previously batted ball. Overthrows from the catcher to the pitcher does count as a live ball but will not allow a runner from 3rd to advance home. However, an overthrow from the catcher to the pitcher will allow a runner to advance to the next base if he or she is starting from 1st or 2nd and the next base is unoccupied. **An overthrow from the catcher to the pitcher is not a bobbled ball by the pitcher.**
  - a. The intent of this rule is to develop catchers, base running, and batting in runs, in turn preparing them for Little League play in AAA.
5. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLLE Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
6. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Blue Book, subject to the modifications described below. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - a. 1st Offense – Suspended for the next played game.
  - b. 2nd Offense – Suspended for the next and consecutive played games.
  - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**Minor and Major players may use a single piece wood bat or USA Baseball certified bat.**

## **APP A - MINORS A BALL DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

### **GENERAL:**

1. The Minors A Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and/or pitcher and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLLE website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

### **TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
5. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

### **PLAYING RULES:**

1. This is a modified coach pitch division. Players will pitch in all innings and Coaches will only assist in the first 4 innings if needed.
  - a. Batters may not advance on a walk by a player and a coach will come into relief if a pitcher throws 4 balls during an “At Bat”. Once a coach enters the game, the batters count resets to a 0 ball and 1 strike count.
    - i. Players will receive up to 4 pitches during a coach pitch at bat.
    - ii. Coaches can pitch no closer than 2 normal steps in front of the rubber and must remain directly in line from home plate to the rubber.



- iii. Batters CAN strike out with less than 4 pitches during a coach pitch at bat.
- iv. Batters cannot walk during a coach pitch at bat. Batters struck by a coach pitch will remain at home to complete the at bat.
- v. Batters will be called out if the 4th pitch is not put in play.
  - 1. Exception: An "At Bat" cannot end on a coach hitting a player with a pitch or a foul ball.
  - b. Umpires will call balls and strikes during all at bats.
  - c. Players will begin pitching with no coach assistance beginning in the 5<sup>th</sup> inning of every game.
  - d. Batters may walk after 4 balls and may take a base if the player pitcher hits them with a pitch.
- 2. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- 3. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
- 4. The infield fly rule is in effect.
- 5. Base stealing in the A division is not permitted.
- 6. Runners may lead off of their base after a pitch reaches the batter. Runners must return to their base when the pitcher returns to the pitching rubber.
  - a. The intent of this rule is to coach runners to pay attention and take a proper lead off preparing them for Little League stealing in AA. Abuse of the lead off technique (baiting a throw) in the A division will not be tolerated.
- 7. Runners may advance up to one base on the first defensive overthrow of a defensive sequence on infield plays. Multiple overthrows will not result in multiple bases.
  - a. Umpires should call time as runners reach their next base regardless of what the defense is doing.
  - b. Throws coming from the outfield to a cutoff man, or an infield location are considered live balls.
- 8. The play is considered dead when the pitcher returns to the pitching rubber.
  - a. Runners in motion who have not arrived at the next base are returned to their previous base.

**MRLI reserves the right to change running rules if managers abuse them.**
- 9. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLI Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
- 10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

#### **PITCHING LIMITS:**

- 1. Pitching limits are governed by the Blue Book, subject to the modifications described below. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
  - a. Exception: League Age 9-year-olds playing A ball may pitch but are limited to 50 pitches
- 2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
- 3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
- 4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
- 5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - d. 1st Offense – Suspended for the next played game.
  - e. 2nd Offense – Suspended for the next and consecutive played games.

- f. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

**APPROVED BATS:**

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

**A-Ball players may use a single piece wood bat or USA Baseball certified bat.**

**Minors A-Ball players cannot use a certified Tee Ball bat. These bats are 26" and shorter, will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS.**

# **APP A - ROOKIES DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

## **GENERAL:**

1. The Rookies Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing player from the opposing team.
4. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Each team can have only one manager, three coaches, and a cleared team parent in the dugout. One of the cleared volunteers must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that a manager or coach is not at the game.
6. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
7. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

## **TIME LIMITS:**

The Rookies Division will have the opportunity to play 6 innings but will have a drop-dead time of 1:30 from the scheduled game time, whichever occurs first.

## **PLAYING RULES:**

1. The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be used in this division.
3. 12 defensive players are allowed on the field each inning (5 outfielders).
4. A maximum of seven infielders are permitted (catcher, 2 pitchers, 1st base, 2nd base, 3rd base and Shortstop).
5. At the beginning of each play, the outfielders must start playing behind the infielders near the outfield grass.
6. At the beginning of each play, no infielder (besides the pitchers and catcher) is allowed in the infield grass. Pitchers must start each play by standing with at least one foot on the dirt area of the mound.
7. Players will rotate positions at least every inning. The goal is to give all players an opportunity to experience as many positions as possible.
8. The catcher position may only be used if a player is properly equipped with catcher's protective gear.
9. The infield fly rule is not in effect.
10. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
11. On a batted ball that reaches the outfield, the batter and existing runners may continue to advance until the ball is in possession (glove or bare hand) by any defensive player anywhere on the infield dirt or infield grass.
12. Stealing of bases and leadoffs are not allowed. A base runner may advance one base an overthrown

ball.

13. No bunting and no half swings are permitted.
14. The team's at bat is over after half the lineup has batted.
15. The last batters in each inning **may** run all the way home. Coaches should discuss how to manage the last batter before game time.
16. Hitters and/or runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.

#### **COACH PITCHING:**

1. Coaches pitch to the batter from a standing, sitting, or kneeling position approximately 30 feet from home plate.
2. If the coach pitches to the batter, the batter gets no more than eight pitches to put the ball into play.
3. If the batter has not put the ball into play after eight pitches the batter will return to the dugout and the next player in the batting order will take their at bat.

#### **RECOMMENDED COACHING POSITIONS:**

1. Offense
  - a. One coach pitching to the batter (see pitching rules below).
  - b. One 1st base coach.
  - c. One 3rd base coach.
  - d. One coach at/near home plate to retrieve pitched balls.
  - e. One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
2. Defense
  - a. One coach in the infield behind the pitcher assisting infielders.
  - b. One coach in right-center field assisting fielders.
  - c. One coach in left-center field assisting fielders.
  - d. One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
3. Additional coaches may be used as needed provided they have successfully completed a volunteer application and a criminal background check.

#### **UMPIRING THE GAME:**

1. Umpires are not provided for Rookies games. Managers and coaches will be responsible for umpiring the game as follows:
  - a. The offensive 1st base coach will be responsible for 1st base calls.
  - b. The defensive infield coach will be responsible for 2nd base calls.
  - c. The offensive 3rd base coach will be responsible for 3rd base calls.
  - d. The home plate coach will be responsible for home plate calls and assisting the catcher and batter.
2. Managers and coaches are responsible for starting and ending games on time and maintaining order and decorum on the field.

## **APP A - TEE BALL DIVISION RULES**

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

### **GENERAL:**

1. The Tee Ball Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing player from the opposing team.
4. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Each team can have only one manager, three coaches, and a cleared team parent in the dugout. One of the cleared volunteers must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that a manager or coach is not at the game.
6. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
7. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

### **TIME LIMITS:**

The Tee Ball Division game is complete after all players have batted twice or will have a drop-dead time of 1:15 from the scheduled game time, whichever occurs first.

### **PLAYING RULES:**

1. The batting order will consist of all players on the team roster. Each team will bat half of their players each inning. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be used in this division.
3. All players play in the field every inning (2 pitchers, 5 infielders and 5 outfielders)
4. The pitcher must start each play by standing with at least one foot on the dirt area of the mound.
5. Players will rotate positions at least every inning. The goal is to give all players an opportunity to experience as many positions as possible.
6. The catcher position **IS NOT** used in the Tee Ball Division.
7. The infield fly rule is not in effect.
8. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
9. On a batted ball that reaches the outfield, the batter and existing runners may continue to advance until the ball is in possession (glove or bare hand) by any defensive player anywhere on the infield dirt or infield grass.
10. Stealing bases or leading off is not allowed.
11. A base runner may not advance on an overthrown ball.
12. No bunting and no half swings are permitted.
13. Runners that are put out in the field of play may remain on the bases.
14. If a batted ball does not go further than ten feet from home plate, it is considered a foul ball.
15. If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

**COACH PITCHING:**

There is NO coach pitching in the Tee-Ball division. All players will hit from the tee at all times.

**RECOMMENDED COACHING POSITIONS:**

1. Offense
  - a. One coach at home plate operating the tee.
  - b. One 1st base coach.
  - c. One 3rd base coach.
  - d. One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
2. Defense
  - a. One coach in the infield behind the pitcher assisting infielders.
  - b. One coach in right-center field assisting fielders.
  - c. One coach in left-center field assisting fielders.
3. Additional coaches may be used as needed provided they have successfully completed a volunteer application and a criminal background check.

**UMPIRING THE GAME:**

Umpires are not provided for Tee Ball games. Managers and coaches will be responsible for starting and ending games on time and maintaining order and decorum on the field.

## **APPENDIX B - END OF SEASON PLAYOFF RULES**

***\*These playoff rules are in addition to what your division rules previously stated.***

1. Every team in each competitive division will be entered into the end of season playoff tournament. Playoff tournaments will normally be a single Playoff tournament seeding is determined by each team's record as reported on the Mountain Ridge Little League website ([www.mrll.org](http://www.mrll.org)) at the end of the regular season. Teams participating in a District 4 interleague division will follow the host league's process for determining playoff seeding.
2. If there is a regular season tie, it will be broken by comparing:
  - a. Head-to-head record during the regular season.
  - b. Runs allowed during the regular season.
  - c. Coin flip.
3. In the playoff brackets, the higher seeded team is always the home team, and lower seeded team is the visiting team. The initial standings at the start of playoffs are based off the end of season standings. Once the playoff games have begun, the higher seeded team is always the home team, and lower seeded team is the visiting team. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.

### **SCORE REPORTING:**

1. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during playoff games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time. Teams participating in a district 4 interleague division will follow the host league's instructions for pitch count and score reporting.
2. Playoff results (scores and pitch counts) must be reported to the MRLLE website immediately (in most cases, the same night) after your game in order to update schedules and brackets.

### **TIME LIMITS AND RUN LIMITS:**

1. Senior, Junior, and Intermediate Playoff Games
  - a. No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
  - b. If the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will continue until a winner is determined.
  - c. In the event a game is called due to time expiration, lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
    - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
    - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
  - d. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.
2. Major Playoff Games
  - a. Each playoff game shall be a "regulation game" as described in the Blue Book with no drop-dead time.
  - b. If the game is tied after 6 innings, the game will continue until a winner is determined.
  - c. In the event a game is called due to lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
    - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
    - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.

- d. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.
3. Minor AAA Playoff Games
- a. No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
  - b. If the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will continue until a winner is determined.
  - c. In the event a game is called due to time expiration, lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
    - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
    - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
  - d. There is a 5-run limit per inning with the exception of the 6th inning and each extra inning thereafter, where unlimited runs are allowed, until such time as three outs are made. No inning prior to the fifth inning shall allow for unlimited runs, even if any such inning will be the last inning of the game due to time constraints.
  - e. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.
4. Minor A & AA Playoff Games
- a. In the AA and A Divisions, if a playoff game is tied at the end of 6 regulation innings, or 2 hours and 15 minutes from official game time, whichever occurs first, the International tiebreaker goes into effect. The player recording the last out of the previous inning shall be placed automatically at second base. Play shall continue until a winner is determined.
  - b. In the event a game is called due to time expiration, lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
    - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
    - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
  - c. There is a 5-run limit per inning with the exception of the 6th inning and each extra inning thereafter, where unlimited runs are allowed, until such time as three outs are made. No inning prior to the fifth inning shall allow for unlimited runs, even if any such inning will be the last inning of the game due to time constraints.
  - d. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.
5. Championship Games
- a. **TIME LIMITS FOR CHAMPIONSHIP GAMES:**
    - i. There shall be no time limits for Championship Games in the Majors and AAA Divisions
    - ii. In the AA and A Divisions, if a Championship Game is tied at the end of 6 regulation innings, or 2 hours and 15 minutes from official game time, whichever occurs first, the International tiebreaker goes into effect. The player recording the last out of the previous inning shall be placed automatically at second base. Play shall continue until a winner is determined.



## **APPENDIX C - SUMMARY OF PITCHING RULES**

This summary is intended to be a quick reference of the basic pitching rules and limits. Managers are required to read and be familiar with Regulation VI in its entirety.

### **PITCHER TO CATCHER / CATCHER TO PITCHER LIMITS**

- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.
- A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

### **PITCH COUNT LIMITS:**

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

- League Age 13-16: 95 pitches per day
- League Age 11-12: 85 pitches per day
- League Age 9-10: 75 pitches per day
- League Age 7-8: 50 pitches per day
- Players who are League Age 6 and younger are not allowed to pitch.

### **DAYS OF REST:**

1. Pitchers league age 14 and under must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
2. Pitchers league age 15-16 must adhere to the following rest requirements:
  - If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
3. UNDER NO CIRCUMSTANCES SHALL A PLAYER PITCH IN 3 CONSECUTIVE DAYS
4. Days of rest threshold / last batter exception
  - If a pitcher/catcher reaches a day(s) of rest threshold while facing a batter, the pitcher/catcher may continue to pitch/catch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher/catcher will only be required to observe the calendar day(s) of rest for the threshold reached during that at-bat, provided they are removed before delivering/receiving a pitch to another batter.

### **INTENTIONAL WALKS (MINOR & MAJOR ONLY):**

- The defense can "Intentionally Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
- The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the Intentional Walk will be added to the players pitch count.
- Intermediate/Junior/Senior teams must pitch 4 balls to a batter in order to issue an Intentional Walk.

# APPENDIX D – LEAGUE AGE CHART

## 2024 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	4
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	5
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	6
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	7
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	8
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	9
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	10
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	11
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	12
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	13
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	14
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	15
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2024.

