

Mountain View Little League Scottsdale, Arizona

Rules and Regulations

Revised and Approved by Board, September 28, 2010 President: Rene Salazar

Revised and Approved by Board, February 8, 2017 (hmb): Pres. Justin James

Revised and Approved by Board, November 28, 2017 (hmb): Pres. Justin James

Mountain View Little League

I. Purpose

Little League is a program of service to youth. It is geared to provide an outlet of helpful activity and training under strong leadership in the atmosphere of wholesome community participation.

The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their place in the world. It establishes the values of teamwork, sportsmanship, and fair play.

II. Administration

Mountain View Little League (MVLL) operates under a charter granted by Little League Baseball. MVLL is governed by an annually elected Board of Directors. The Board follows the guidelines of the Little League Handbook, Manual, and Official Regulations and Playing Rules (O.R.P.R.), and Little League Constitution and Bylaws. The Board meets regularly throughout the year.

Mountain View Little League reserves the right to make decisions that are in the best interest of the League and players, and comply with the Little League guidelines.

III. Eligibility

There are three options for determining which Little League program a player may join:

1. Kids whose primary residence is within the local league's boundary;
2. Kids may play for the league where their school is located;
3. Kids from divided homes may choose to play in a league where either parent resides.

A player may not participate in more than one Little League program. Any boy or girl who meets league age requirements and satisfies one of the three above options is eligible to play in MVLL. MVLL's League Boundaries:

From Shea Boulevard and Pima Road: south to Doubletree Ranch Road (Native American reservation on the south), east to 144th Street, north to Via Linda alignment, east to 148th Street, north to Cactus Road alignment, west to 144th Street, north to Thunderbird Road alignment, west to 136th Street, north to Bell Road alignment, west to 120th Street, south to Thunderbird Road alignment, southwest to CAP canal/Sweetwater intersection/104th Street alignment, south to Cholla, west to 96th Street, south to Shea Boulevard, west to Pima Road.

IV. League/Divisions/Ages

League age is determined by the age chart as published by Little League International: (http://www.littleleague.org/Assets/forms_pubs/age-chart-baseball.pdf).

Beginning with players born on or after Sept. 1st, 2006, the age of the player will be determined by their age on August 31st of each season.

For players to be considered for a division outside of their age range, observation and discussion will be undertaken by the President, Player Agent, and/or Commissioner(s) to make a recommendation and decision to waive age divisions up to majors for safety issues or any other circumstances. The Divisions are as follows:

a. AA Division (Ages 5-6)

The focus in AA is to introduce the basics of baseball and to have fun! The emphasis is to teach fundamentals, teamwork, and friendship. We will use a combination of coach pitch and T-Ball: once a player has graduated from hitting off of a tee, coaches will pitch from a knee at a distance of 20 feet. Players will be allowed up to 6 pitches, after which they must use the tee. In AA the entire roster bats every inning and everyone plays in the field. Teams switch once all players have batted. For a batted ball that stays in the infield, the runners may not advance more than one base. For a batted ball that is hit on a fly or rolls to the outfield, the runners may advance no more than two bases. There is no advancement on overthrows. The last batter each inning will circle the bases and all runners will “score”. The batting order should rotate each game. We do not keep score or track outs. Defensive positions should be varied per player, so that all players get the opportunity to play the infield at least once per game (pitcher, 1B, 2B, 3B, SS), although an equal amount is recommended. Pitcher will wear a batting helmet and stand behind coach who is pitching. Catcher will wear full gear (teams have the option of not using a catcher). Games and practices will last approximately one hour.

b. AAA Division (Ages 7-8)

In AAA the entire roster bats and ten positions are used on defense (4 outfielders, 4 infielders, catcher, pitcher). A pitching machine is used and each batter receives up to 6 strikes to put the ball in play (or three swinging strikes). Coach pitching is also a viable option and may be determined by each team. In the first inning all players bat, although bases will be cleared if three outs are made before everyone bats. After the first inning, each team bats until three outs are made or all players bat, whichever comes first. Runners may advance one base if a ball is hit to the infield. If a ball is hit to the outfield, runners may advance until the ball is returned to the infield (does not need to be in possession of a fielder; a throw that rolls to the infield counts) and continue to the base they are going to. On overthrows, runners may advance one base (at their own risk) but no more. If a second overthrow occurs on the same play, the ball shall be declared dead immediately and runners shall stay at their base. Score is not recorded and standings are not kept. In the field, each player will be regularly rotated to gain experience at different positions. Players playing the pitcher position must wear a helmet; catchers should wear full gear. Games and practices will last about 90 minutes.

c. Minors Division (Ages 9, 10, 11)

The Minors division is the first level of true competition. Although still considered instructional, the players will experience tryouts, learn specific skills, and be introduced to baseball strategies. Players will pitch the entire game, with strict pitch limits enforced. Game scores will be recorded and standings will be kept. Teams are “drafted” by the Managers and League Officers to be as competitively equal as possible. A "five run rule" is in effect and works to keep the game progressing. Only the nine defensive positions are filled, but every member of the team is placed in the batting order. Free defensive substitutions are allowed. Practices will expand up to 2 hours, and games will consist of 6 innings or approximately 1 3/4 – 2 1/4 hours. Emphasis is placed on fundamentals so that the players are prepared for the Majors Division. An offensive inning will consist of 3 outs or the scoring of 5 runs (the 5/8 run rule is in effect – 5 runs end the inning unless the ball leaves the field of play). At the conclusion of the season a tournament is played (structure to be determined by the Board of Directors). All 8-year-olds are invited to tryout, as some may be drafted (if necessary) and/or “called up” during the season. Umpires are utilized.

d. Majors Division (Ages 10, 11, 12)

Majors is the standard premier division of Little League. The play within this division is highly competitive and all Little League rules apply (“Green Book”). Once drafted, a player will remain on that team for the remainder of his/her Majors career. Rosters will be filled with new players based on tryout evaluations and a draft will occur, with the last place team from the previous season selecting first. All players will be in the continuous batting order, but only nine players will play the field. Each player must play six defensive outs. Since we utilize the full batting order, free defensive substitution is allowed. League standings are kept, which determine seeding for any post-season league tournament. There are no run limit rules in the Majors division. **10-year-olds may be considered for this division based on the needs of the league.** Each year this division participates in the All Star Tournament, with the championship games of the Little League World Series held in Williamsport, PA. It is undoubtedly the most visible of all youth baseball events. In order to qualify for All Stars, a player must appear in 60% of their team’s games.

e. 50-70 Intermediate Division (Ages 11-12-13)

50-70 Intermediate Baseball is a transition division and utilizes a modified baseball field using a 50-foot pitching distance and 70-foot base paths, with traditional baseball rules including leads and pick-offs, etc. The full roster will bat, with free defensive substitutions. It is a transition from 46/60 to 60/90 and is similar to other competitive baseball programs. MVLL usually fields one team and competes against other local teams. Players who are 11 or 12 may enter this division AND play in the Majors division. In order to qualify for All Stars, a player must appear in 60% of their team’s games. Interleague play in this division may occur with other District 6 teams. As the team may progress, the All Star season concludes with a World Championship game.

f. Juniors Division (Ages 12-13-14)

Juniors is also a transition year, with base paths extended to the regulation 90 feet and the pitching distance is 60 feet 6 inches. Leading off and pitching from the stretch are allowed, and the full roster is in the batting order. Base runners are not required to wait until the ball reaches the batter before attempting to steal. Headfirst sliding is allowed. Free defensive substitution is allowed. Interleague play occurs with other leagues within District 6. Senior league rules apply with additional standards established by an Interleague Agreement established by the District each season. An All-Star team is selected: in order to qualify for All Stars, a player must appear in 60% of their team's games. Interleague play in this division occurs with other District 6 teams. As the team may progress, the All Star season concludes with a World Championship game. MVLL won the WORLD championship in this division in 2009!

g. Senior Division (Ages 13-14-15-16)

Seniors use rules similar to more advanced leagues. Only nine members of the team are in the batting order at any time. Each player must play six defensive outs and bat once during each game. Defensive substitution is limited by Little League rules. Field dimensions are 90 foot base paths with 60' 6" pitching distances. Senior League rules apply. Interleague play applies under the Seniors rules with additional standards established by an Interleague Agreement established by the District each season. An All-Star team is selected: in order to qualify for All Stars, a player must appear in 60% of their team's games. Interleague play in this division occurs with other District 6 teams. As the team may progress, the All Star season concludes with a World Championship game.

h. Challenger Division (Ages 5 – 18)

The Little League Challenger Division is a program for mentally and/or physically disabled youth to enjoy the full benefits of Little League participation in an athletic environment structured to their abilities. The Challenger Division players register with MVLL but play on a team established and organized by the District.

V. Playing Fields

MVLL contracts with the Scottsdale School District and the City Parks and Recreation Department, and pays a field usage fee for the use of the playing fields. MVLL, in conjunction with the City, has invested in excess of \$150,000 in improvements into the Scottsdale Ranch Park complex since the inception of receiving its charter. This includes fields #1, #2, #3 and #4, as well as the fields adjacent to the Senior Center and the Boys and Girls club, and the concession stand. MVLL's portion of the investment was raised from fundraisers and a portion of the registration fees. Continued support is needed by the members of the league in order to continue maintaining the fields for the use of the members of our league.

Please observe the following rules:

- We contract for the playing fields only – not the entire park.
- No Tobacco of any form is allowed on the fields.
- No alcohol is allowed in the park or school area. This area is a drug-free zone, violators will be prosecuted.
- No bicycles, skateboards, roller skates, scooters, or horses on or near the playing fields.
- No dogs in stands or behind backstops. Dogs are not allowed on Laguna School property (fields 3, 4, 5, 6); OK beyond the 1st and 3rd base areas on fields 1 & 2.
- The league (parents, players, volunteers) is responsible for picking up trash at the end of each day of use.

VI. Volunteers

The backbone of MVLL is its volunteers. It takes countless volunteer hours to make the league successful each year. These volunteers are needed to manage, coach, umpire, serve on the Board, operate the concession stand, perform field maintenance, organize and conduct fundraisers, and a number of other functions that make the year enjoyable for the players in our league that participate. **The Board asks that each family actively participate and provide at least 3 hours of volunteer time each season.**

VII. Responsibilities

1. Players Responsibilities

- a. Practice fair play, good sportsmanship, and always do their best.
- b. Players are expected to attend all practices and to be on time. If a player is unable to attend a practice or game they are responsible for contacting the manager and finding out when the next practice and/or game will be held. Game schedules will be posted on the website, and managers should keep players and parents aware of any changes.
- c. MVLL will schedule to end the regular season in early May and have playoffs completed before the school year is completed, as outlined for the Scottsdale Unified School District. However, situations that are out of our control (weather, field issues) may force post-season tournaments to extend past the end of the school year. Players understand that they are expected to be available through this period.
- d. Players must supply his/her own glove, athletic supporter/cup (males), and game pants. Players are required to wear the complete team uniform at each game.

- e. Rubber-molded baseball cleats are allowed in all divisions. ***Metal spikes are only allowed in 50-70, Juniors, and Seniors divisions.***
- f. Male Catchers, or other male players performing the duties of a catcher, must wear a protective cup and supporter at all times while catching. In addition, the catcher (and other players performing duties normally performed by the catcher) must wear a facemask (with dangling throat guard) when warming up a pitcher during a game, at practice, or while assisting a coach hitting infield and/or outfield warm ups.
- g. Players must wear a batting helmet any time they are out of the dugout area while on offense. This includes running the bases and coaching the bases. All helmets must be worn low and tight across the forehead. Helmets may not be removed until the player is inside the dugout. Removing the helmet while on the playing field is grounds for EJECTION from the game.
- h. Players may not pick up a bat unless they are proceeding directly to home plate to bat. **There are no on deck batters** (except in Juniors and Seniors Divisions). When a player picks up a bat, they are required to be wearing a batting helmet.
- i. Players are not allowed to swear or make derogatory remarks towards other players, umpires, managers, coaches, or parents. Players, coaches, or managers who use profanity **WILL BE EJECTED** from the game. The only warning given is at the beginning of each game by the umpire at the pre-game home plate meeting. Lower divisions (AA and AAA) are to “self-police” this issue and shall notify a member of the Board of Directors should this become an issue.
- j. Players are to remain in the dugout throughout the entire game. Players are not to eat during the game. If a player needs to use the restroom they are to get permission from the umpire through their manager and must return directly from the restroom to the dugout area. During night games all players must be escorted by a parent or fellow player.

2. Parents Responsibilities

Role of Parents (the following “*Role of Parents*” is taken directly from the Little League Official Regulations and Playing Rules)

Parents must take the initiative to make the local program successful. Little League is not a club in which membership implies baby-sitting benefits and entertainment privileges in exchange for a fee.

Practically speaking, Little League is an adult, volunteer, work project constructed, supervised, and assisted by parents who want to extend this benefit to their children. The parent who shirks this responsibility cannot, in turn, expect others to assume the burden.

Responsibilities

- a. Assure that your player attends and is on time for all practices and games. You must notify your manager if you are going to be late or absent from a practice or game. Please be on time to pick up your player from practices and games: **managers and coaches are not allowed to leave until all players have been picked up.**
- b. Cheer for your team and acknowledge good play on either team.
- c. Refrain from all negative comments. Stress positive action and emphasize good sportsmanship and fair play. Any parent that continually verbalizes negative comments in the judgment of the umpire, manager, coach, player, or league official will be asked to leave the park.
- d. Assist your manager and coaches whenever possible. Remember they are volunteering their time to help your child learn the game of baseball. If you have a concern or question please bring it to the manager's attention in a professional and respectful manner, at a time other than game day. If you are not pleased with the manager's decision or behavior, contact a league official.
- e. Be aware that players are available for promotion or demotion (safety issue), as determined by League Officials. Read and abide by the MVLL call-up procedure as ratified at the beginning of each season.

3. Managers and Coaches Responsibilities

- a. The League President appoints all personnel for the league, including managers and coaches, on an annual basis.
- b. The actions of managers and coaches **MUST** be above reproach. This means no swearing, no derogatory comments directed towards players, other managers and coaches, umpires, or parents.
- c. Managers are responsible for the conduct and appearance of their coaches and players.
- d. Managers are strongly encouraged and may be required to attend all Coaching Clinics offered by the league, and district managers **MUST** attend the rules clinic annually offered each year by the District or MVLL (attendance is mandatory **EACH** year, failure to attend will be brought before the League President and Executive Board for action).
- e. Any manager ejected from a game is automatically prohibited from participating in his/her next game. Managers may request to appear before the Board of Directors or Executive Committee. Any manager or coach who is ejected from 2 games, for any reason, will be suspended for the following 2 games and will be required to appear before the Board or Executive Committee. If a manager is ejected from a 3rd game, the manager or coach may be relieved of his/her responsibilities, as per Executive Committee or Board decision.

- f. Managers and Coaches **MUST** remember the umpires control the game and **MUST** abide by their rulings. If there is a problem it should be discussed after the game, away from the players and parents and with the umpire-in-chief or league officials on hand. MVLL will not allow managers and/or coaches to abuse umpires, nor should a Manager ever allow their players to argue with an umpire's call.
- g. Managers are responsible for returning all league equipment at the end of each season. Equipment should be returned in good condition except for normal wear and tear.
- h. Manager is responsible for having a scorekeeper at each home game and a pitch counter at each visiting game (Minors Division and above). Managers have certain field maintenance responsibilities that must be performed before and after each of their games. In addition, managers and coaches are expected to assist with special and routine field maintenance.
- i. Managers must report any injuries to the Board-Member-on-Duty or another league official immediately. Manager must report any dropouts, in writing (email), to the Division Commissioner within 24 hours. Player agents for Minors and Majors, along with Commissioners for Minors and Majors, will present a recommendation in each player call up situation for approval by a majority of MVLL Board's Executive Committee. Each situation will be reviewed on a case by case basis using Little League Baseball Rules (O.R.P.R) as a guide on making the decision.

VIII. Umpires

MVLL utilizes umpires at minors, majors, juniors, and seniors levels. AA and AAA will use parents or coaches as volunteer umpires (each team shall make their own calls on close plays). The league provides umpires for the Minor, Major, Junior, and Senior Divisions. If an umpire does not show, each manager shall appoint a qualified individual to umpire. Extra umpire equipment is available in the coaches shed, if needed.

IX. Scorekeepers, Pitch Counters, and Announcers:

The home team will provide the official scorekeeper and the visiting team will provide the pitch counter. The scorekeeper and pitch counter for the Majors Division will **sit at the scorer's table**, with the announcer (when in use) and available league officials. The scorekeeper is the official bookkeeper for the umpire in chief. The official scorekeeper may not keep a scorebook for either of the playing teams. The official scorekeeper is to accept the official line up from the umpire. In the event a team bats out of order the **official scorekeeper is not to report this to either team**, if it is not discovered during the inning then the scorekeeper will report the batting out of order after that ½ of the inning to the home plate umpire. The official scorekeeper will not engage in conversation or answer any questions concerning the game for any spectator, player, manager, or coach, unless authorized by the umpire.

The home team will supply an announcer, if announcing is in effect. The announcer will sit at the scorer's table and announce the batter that appears at the plate (note: announce the player that walks to the plate, **not** the player scheduled to bat. The announcer is not to make either team aware if they are batting out of order). The announcer will also keep track of balls, strikes, outs, and score on the electronic scoreboard, if necessary.

The home team will provide the official scoreboard operator (Minors, Majors, Juniors, and Seniors). The scoreboard operator shall sit at the scorer's table with the announcer and scorekeeper.

The home team is responsible for collection of all materials used during the game. This includes the scorebook, pitch count book, and turning off electronic scoreboard. Return the field box to the snack bar.

AA Division Local Ground Rules, Ages 5 - 6

These Local Playing Rules shall apply to all sanctioned AA games and practices within Mountain View Little League. Matters not expressly set forth herein are governed by such rules and regulations of Little League Baseball, Inc. and this league, as are expressly provided to apply to play in any league or division. Such rules are contained in publication entitled "Official Regulations and Playing Rules of Little League Baseball, Inc." (O.R.P.R).

The AA Division was created to allow new and returning players the chance to learn the basic rules of the game of baseball.

Managers and Coaches Conduct:

No manager or Coach shall:

- Use alcohol or tobacco prior to or on the premises of the playing field. We contract for the playing fields only – not the entire park.
- Use alcohol or tobacco prior to or on the premises of the playing field. Incite by word, sign, sound, gesture a demonstration by spectators.
- Verbally harass or abuse umpires, players, parents, other managers or coaches.
- Verbally harass or abuse umpires, players, parents, other managers or coaches.

Each Manager and Coach is charged with (1) knowledge of the playing rules; (2) conducting at least 5 pre-season practices and one practice per week during the season; (3) attending required meetings and training; (4) maintaining a safe and orderly environment to conduct practices and games; (5) teaching minimal fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 foot base paths.
- Catchers (if used) are required to wear complete catchers equipment including mask with dangling throat guard. Male catchers are required to wear a protective cup. If no equipment is available, no catcher is to be used. A coach may stand behind the catcher to assist in keeping the game moving by shagging pitches.
- Home team will supply the tee.
- Home team is responsible for putting out the bases and for repairing the batters boxes and pitchers mound (rake and tamp) after the game.
- **OPTIONAL:** Orange cones may be placed 150 feet from home plate and serve as outfield bounds marker (there will not be outfield fences).

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex fields, as assigned by the League.

AA players should develop the following skills:

- Develop the batting stance and swing and introduce the proper grip.
- Develop throwing mechanics with emphasis on the shoulder and elbow position.
- Show an understanding of the ready position and be in that position prior to each pitch.
- Develop ground ball fielding position and introduce the concept of charging the ball.
- Develop the proper technique for receiving the ball.
- Understand the definition of a ball and a strike.
- Understand concept of foul ball strike and swinging strike.
- Introduction of defensive positions.
- Introduction of base running.
- Introduction of catcher with equipment.
- Introduce the difference between the tag out and the force out.
- Know the safety rules and follow them.

Ground Rules

- Score is not kept during the game.
- Each team will bat the entire roster each inning regardless of the number of outs or runs. If a batter or base runner is put out on a play they should leave the base and return to the dugout area. If 3 outs are obtained during an inning the bases are cleared of all base runners but the offensive team will continue to bat until all players have batted that inning. Each player shall receive a maximum of 6 pitches per at bat. If the player fails to hit after maximum 6 pitches (including fouls), the ball is then placed on a tee (or soft toss) for the player to hit. The Manager has the option to start an at-bat with ball on tee if necessary in an effort to keep the game moving.
- All players will play defense. Effort should be made to line players up at approximate positions so that learning may occur. Outfielders need to be in normal depth and spread out. The infield shall consist of the positions of first base, second base, third base and shortstop

- no extra positions are allowed in the infield. NOTE: defensive team should provide a coach/parent behind the catcher to collect and bring out balls to the pitching coach - recommend using buckets or bags and use about 12 balls. Try to have a parent/coach help with catchers equipment after he/she has hit; you may start play if he/she isn't ready.
- Batters must wear a helmet at all times, low and tight across the forehead. Encourage players to leave their helmet on until back in the dugout area.
 - Coaches are allowed to coach 1st and 3rd bases, and 2 coaches are allowed on the field for the defensive team. A coach/volunteer **MUST** be in the dugout at all times to help the kids stay behaved, focused, and ready to play.
 - Limited flight balls should be used.
 - Games will last 6 innings or approximately one hour. If there is no game following, managers may agree to continue play up to 1 ½ hours.
 - Players are to stay in the dugout area. No eating in the dugout area, including sunflower seeds. Parents should be discouraged from visiting players during the game. Players are not allowed to chew gum while playing, as this is considered a safety hazard in that the player may swallow the gum and it could become lodged in the player's throat. We realize these rules may be hard to abide by at the AA level, but we want to continue to remind the players so that as they continue to move up the players and their parents know the rules.
 - Sliding is allowed, but head first sliding is **not** allowed even when the player is returning to a base.
 - Base runners are allowed to advance one base on a batted ball that remains in the infield, and two bases if a ball is hit to the outfield. As defined previously, the last batter of each half-inning may circle the bases. If cones are utilized, rules for ground rule double and home runs will apply.
 - Approved wood bats are allowed.
 - All players should wear an athletic supporter and cup (required for male catchers).
 - Jewelry is **NOT** allowed (metal, paper, or any other material). This includes watches, activity trackers, Phiten necklaces/bracelets, and any other similar items. **EXCEPTION:** medical notification bracelet or necklace.
 - Each batter will be thrown 6 pitches (only) from a coach, if the batter has not hit a fair ball within these 6 pitches the ball will be placed on a tee (or soft toss). It is understood that not all pitches may be "good" pitches but should still be limited to six, regardless, in order to keep the game moving. All batters will hit a fair ball. Coaches are requested to throw from one knee about half way for the first half of the season - throw overhand and keep on correct hitting plane: **DO NOT LOB**. The second half of the season, Coaches are requested to throw from the mound on correct hitting plane: **DO NOT LOB**. Managers/Coaches should

understand each player's abilities and adapt to keep the game enjoyable for all. Remember, we are preparing for the next level (machine pitch).

- Bunting is not allowed.
- A Player may not pick up a bat unless they are proceeding **directly** to the plate to bat. Players are not allowed to take practice swings until at the plate and ready to bat. Helmets must be worn low and tight across the forehead anytime a bat is picked up.
- Emergency First Aid kits will be provided to each team at the beginning of the season. Please have them available at every practice and game. Extra kits and ice packs may be available in the snack bar.
- Coaches are required to have player medical releases available at all times during practices and games. The League should supply these – if not, please ask your Commissioner for copies.
- The Batting order will be rotated each game - recommendation: keep the order based on uniform number. From one game to another, move lead off to last position, etc.
- Defensive rotations should occur so that the kids get a chance to play all positions so learning may occur. Plan ahead and make sure all players get to play.
- If cones are used, and a batted ball goes over and past any cone in fair territory in the air, it is a home run. If it is deflected by a player attempting to make a catch and it goes over a cone in fair territory in the air, it is a home run.
- If cones are used and a batted ball bounds past any cone on the ground in fair territory, it is a ground rule double. The ball becomes dead as soon as the condition described in the preceding sentence occurs and no play may be made on the ball even though the fielder retrieves it. All base runners are allowed two bases.
- If cones are used and a batted ball hits a cone and bounces back into play, it is live and all runners may advance at the risk of being put out.
- Players may NOT advance on overthrows.

AAA Division Local Ground Rules, Ages 7 - 8

These Local Playing Rules shall apply to all sanctioned AAA games and practices within Mountain View Little League. Matters not expressly set forth herein are governed by such rules and regulations of Little League Baseball, Inc. and this league, as are expressly provided to apply to play in any league or division. Such rules are contained in publication entitled "Official Regulations and Playing Rules of Little League Baseball, Inc." (O.R.P.R).

Level of Play

The AAA division is the level where increased emphasis is placed on learning the fundamentals of the game and putting them into game situations. It is still considered a **Developmental League**, as score is not kept and standings not recorded, but skills are expected to advance to the point of being ready for the next level (Minors). Managers and coaches need to communicate to parents that this level is integral to their child's development and preparation for a competitive environment.

Managers and Coaches Conduct:

No manager or Coach shall:

- Use alcohol or tobacco prior to or on the premises of the playing field.
- Incite by word, sign, sound, gesture a demonstration by spectators.
- Verbally harass or abuse umpires, players, parents, other managers or coaches.
- Each Manager and Coach is charged with (1) knowledge of the playing rules; (2) Conducting at least 6 pre- season practices and one practice per week during the season (field availability and time permitting); (3) attending required meetings and training; (4) maintaining a safe and orderly environment to conduct practice and games; (5) teaching fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 foot base paths and 46 foot pitching distance.
- Catchers are required to wear complete catchers equipment. Male catchers are required to wear protective cup and dangling throat guard on catcher's mask.
- Home team is responsible for putting out and taking up the bases (unless the bases are left in the pegs permanently during the season), setting up the cones, if used (cones should be set 150 feet from home plate) and watering down the field and for repairing the batters boxes and pitchers mound (rake and tamp) after the game. The league only provides this service PRIOR to first game each day.

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex. Most AAA games will be played on Field 4 (nearest the lake on Laguna School grounds).

AAA players should develop the following skills:

- Proper throwing mechanics are consistently demonstrated, as players must prepare for the next level. Once players reach the minors division it becomes difficult to break poor throwing habits and arm injuries may occur.
- Continue to develop the batting grip, stance and swing.
- Introduce the double play concept.

- Understand responsibilities of defensive positions.
- Develop base running awareness.
- Follow safety rules consistently.
- Demonstrate proper ground ball fielding position.
- Introduce the basic 4-seam grip for throwing the baseball.
- Ability to play catch safely.
- Ability to catch fly balls or pop ups using proper technique.
- Begins to understand situational defensive and offensive baseball.
- Runs on and off the field and understands how to hustle.

Ground Rules

- Each batter will be pitched to by a pitching machine. The machine will be operated by an offensive coach. The machine should be adjusted before the first batter and not reset unless it becomes inaccurate. The speed should not be changed after agreed to by the managers and set before the first pitch. During the first half of the season each batter will be allowed 6 pitches (6 pitches only, not 6 “good” pitches). If after 6 pitches the batter has not hit a fair ball the player is out (including fouls). During the second half of the season each batter will get the normal 3 strikes, Note: each defensive team should provide a coach/parent behind the catcher to collect and bring out balls to the pitching coach - recommend using buckets or bags and at least 12 balls. Coach should help with catcher’s equipment after he/she has hit so that he/she is ready when the inning is over. Play should not begin if the catcher isn’t ready.
- The first inning that each team comes to bat will consist of batting the entire roster regardless of the number of outs (bases to be cleared each time 3 outs are recorded). Each subsequent inning will consist of 3 outs or batting the entire roster, whichever comes first.
- In the event there is an overthrow that goes out of the field of play or in the dugout area, the ball is dead and the base runner(s) will be awarded one base.
- Base stealing and leading are not allowed.
- Bunting is not allowed.
- Sliding is allowed but head first sliding is **NOT** allowed, even when the player is returning to a base.
- No more than 10 players will play defense. The extra player must be used as an extra outfielder. The pitcher will be required to wear a helmet low and tight across the forehead for protection and position themselves next to the pitching machine, with one foot on the mound.
- All players should wear an athletic supporter and cup. Required for male catchers.
- Batters must wear helmets at all times low and tight across the forehead and must leave their helmet on until back in the dugout area.

- Coaches are allowed to coach 1st and 3rd base, and one coach is allowed on the field for the defensive team. Each team must have coach/volunteer in the dugout at all times to help the kids stay focused, behaved, and ready to play.
- Regulation Little League Baseballs will be used. The home team will be responsible for baseballs, bases, cones, and pitching machine set up prior to game.
- Games will last 6 innings or approximately 1½ hours.
- Approved wood bats are allowed.
- Players, managers, and coaches of the participating teams shall not address or mingle with the spectators, nor sit in the stands during the game in which they are engaged. This is directly out of the Little League Rule Book (3.09). This rule will be enforced at the next level so the players and parents need to be prepared. If a player needs to use the bathroom permission needs to be obtained, player should be escorted by parent or teammate, and the player should return directly to the dugout area.
- During the game players are not allowed to eat in the dugout area, including sunflower seeds. For safety reason MVLL players are not allowed to chew gum while playing.
- Jewelry is NOT allowed (metal, paper, or any other material). This includes watches, activity trackers, Phiten necklaces/bracelets, and any other similar items. EXCEPTION: medical notification bracelet or necklace.
- Players may not pick up a bat unless they are proceeding directly to the plate to bat. Players are not allowed to take practice swings until at the plate ready to bat. Batting helmet must be worn when a bat is picked up.
- Emergency First Aid kits will be provided to each team at the beginning of the season. Please have them available at every practice and game. Extra kits and ice packs may be available in the snack bar.
- Managers are required to have the players' medical releases available at all times during practices and games. If you do not have them, please contact your Commissioner.
- The Board *may* elect to allow the players the option of pitching during the second half of the season (40 foot rubber). Notification will be given if this option is available.
- If cones are used, and a batted ball goes over and past any cone in fair territory in the air, it is a home run. If it is deflected by a player attempting to make a catch and it goes over a cone in fair territory in the air, it is a home run.
- If cones are used and a batted ball goes over and past any cone on the ground in fair territory, it is a ground rule double. The ball becomes dead as soon as the condition described in the preceding sentence occurs and no play may be made on the ball even though the fielder retrieves it. All base runners are allowed two bases.

- If cones are used and a batted ball hits a cone and bounces back into play, it is live and all runners may advance at the risk of being put out.

Minors Division Local Ground Rules: Ages 9, 10, 11

These Local Playing Rules shall apply to all sanctioned Minors Division games and practices within Mountain View Little League. Matters not expressly set forth herein are governed by such rules and regulations of Little League Baseball, Inc. and this league, as are expressly provided to apply to play in any league or division. Such rules are contained in publication entitled "Official Regulations and Playing Rules of Little League Baseball, Inc." (O.R.P.R).

Level of Play

Although the Minors Level is an **Instructional level** in Little League Baseball, the play becomes more competitive and player pitch is used throughout. Each player needs to understand and exhibit the fundamentals of the game prior to moving up to the Majors Level in order to maximize their Little League experience. Little League Rules should be adhered to strictly in this division.

Minors players should develop the following skills:

- Proper throwing mechanics are consistently exhibited.
- Proper grip, stance, and swing are exhibited and the player is able to make contact.
- Correct ground ball fielding technique is exhibited.
- Player demonstrates proper technique when catching a fly ball or pop up.
- Understands offensive and defensive situations and plays.
- Understanding of the strike zone.
- Understanding of proper base running techniques
- Player understands basic baseball drills.
- Introduction of the cut off on balls hit to the outfield.
- Understands basic baseball terminology.
- Demonstrates respect for others and teamwork with other players.
- Follows safety rules.

Managers and Coaches Conduct:

No manager or Coach shall:

- Use alcohol or tobacco prior to or on the premises of the playing field.
- Incite by word, sign, sound, gesture a demonstration by spectators.
- Verbally harass or abuse umpires, players, parents, other managers or coaches.

- Each Manager and Coach is charged with (1) knowledge of the playing rules; (2) conducting at least 6 pre- season practices and one practice per week during the season (field and time permitting); (3) attending required meetings and training; (4) maintaining a safe and orderly environment to conduct practice and games; (5) teaching fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 foot base paths and 46 foot pitching distance.
- Catchers are required to wear complete catchers equipment, including dangling throat guard. Male catchers are required to wear a protective cup. If a male catcher does not have on a protective cup while catching a pitcher either in a game, warm ups, or in the bull pen, the Manager will be ejected from the game. If another player is warming up a pitcher for the catcher in between innings, he/she must have on a protective cup and facemask (with dangling throat guard).
- Home team is responsible for putting out and taking up the bases (unless the bases are left out permanently during the season), watering down the field, and is responsible for repairing the batters boxes and pitchers mound (rake and tamp) after the game. The league may provide some of these duties when maintenance crew is available. Each team is responsible for cleaning up their own dugout area, including **ALL TRASH**.
- Home team is responsible for providing an official scorekeeper and for keeping the official scorebook. The scorekeeper is encouraged not to communicate with either team and is to communicate only with the umpire. It is recommended that each Manager or Coach keep their own scorebook in their dugout during the game. The above scorekeeper rules are strictly enforced at the Majors level so everyone needs to become familiar with them. The scorebook is kept in the snack bar or other designated area and should be returned at the completion of play each day by the home team of the last game.
- Visiting team is responsible for providing an official pitch counter and for keeping the official pitch count log. It is recommended and assumed that each manager will keep their own logs for the purposes of tracking their pitchers' counts in an effort to follow standards set by Little League and in the interest of protecting the health of the players. The pitch count log is kept with the scorebook in the snack bar or other designated area and should be returned at the completion of play.

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex. Most of the Minor games will be played on the Northeast field #3 (on the Laguna School grounds).

Ground Rules

- Regulation Little League Baseballs will be used. The home team will be responsible for providing two new baseballs at the start of the game; visiting team should have a gently used

ball ready as a back-up. Baseballs will be provided to each team at the beginning of the season to fulfill this requirement. It will be the manager's responsibility to keep track of the new baseballs and to replace them if they are misplaced or lost.

- Games will last 6 innings, or no new inning will start after 1¾ hours (an inning is over the instant the last out is made in the bottom half of the inning). If an inning has started within the 1¾ hour time frame, an “automatic stop” will be in effect at 2¼ hours, if the inning does not end first. If the game is still tied after completion of the inning beyond the no new inning time limit, the game will be considered a tie.
- Manager or Coaches may not warm up a pitcher before or during games. Only a uniformed player with a face mask, dangling throat guard, and protective cup (male) will be allowed to warm up pitchers. Penalty is manager ejection; no warning required.
- There are no on deck batters and players are not allowed to pick up a bat unless they are proceeding directly to home plate to bat. Weighted donuts are not allowed, although bat sleeves are acceptable.
- Players, managers, and coaches of the teams shall not address or mingle with the spectators, nor sit in the stands during the game in which they are engaged. This is directly out of the O.P.R.R. (3.09). Parents and players should be reminded of this rule prior to the start of the season. If any manager, coach, or player leaves the playing field without permission from the home plate umpire they are subject to ejection from the game.
- Each player must play at least 6 defensive outs. If this rule is violated then the player must start the next game and play the inning missed from the last game plus the innings required for the current game (IV I). Managers will be reprimanded or suspended for violation of this rule. In Minors, **it is strongly recommended that no player should sit twice until all players have sat once.**
- If a batted ball becomes lodged in any fence or deflected into a spectator area (after having passed first or third base) the ball is dead and the runner will be awarded two bases from the base occupied at the time of the pitch. If any overthrown ball becomes lodged in the fence or goes into the spectator area or goes into the bench area (whether or not the ball rebounds into the field), the ball is dead and the runner(s) advance two bases (7.05 f, g). As long as the ball remains in the field of play it remains a fair ball and runners may advance at their own risk.
- An offensive inning will consist of either 3 outs or 5 runs being scored. The 5/8 run rule is in effect – 5 runs end the inning unless the batted ball leaves the field (ground rule double or home run over the fence), then all runs count (4 runs in, bases loaded, batter hits a home run over the fence, 4 runs count so 8 runs score that inning).
- No new inning will start after the 1 hour 45 minute time mark. To complete the final inning, which is in progress, no new pitch will be allowed after the 2 hour 15 minute time mark. If the inning is not completed by the 2:15 time period, all scores will revert back to the previous completed inning. No team will be allowed more than 3 outs in any inning. Each team will bat the entire roster and free defensive substitution is allowed.

- Any player on the roster may pitch. Players are required to follow Little League restrictions relative to the number of pitches and the days and/or games of rest required as stated in the O.P.R.R.
- Base stealing is allowed. Players may begin to steal a base after a pitched ball has reached the batter (same as Major League Little League Rules). MVLL will determine annually how base stealing will be handled (2nd and 3rd only; etc.).
- Nine (9) players will play defense at any time.
- Batters must wear a helmet at all times low and tight across the forehead (1.16). If an offensive player is out of the dugout without a helmet they are subject to ejection.
- Coaches are allowed to coach 1st and 3rd base; these may be adults or players. One manager and two coaches are allowed in the dugout and there must always be **one adult in the dugout at all times**. Adults must have submitted proper volunteer forms to MVLL prior to entering the dugout.
- Players are not allowed to eat in the dugout area (exception: sunflower seeds). For safety reasons MVLL players are not allowed to chew gum while playing.
- If less than 9 players are available at the beginning of the game, or if less than 9 players become available during the game, the team with less than 9 players will borrow a player from the opposing team for defensive purposes only. The team with less than 9 players will not be penalized with an automatic out due to having less than 9 players. Game will be played, no exceptions.
- Jewelry is NOT allowed (metal, paper, or any other material). This includes watches, activity trackers, Phiten necklaces/bracelets, and any other similar items. EXCEPTION: medical notification bracelet or necklace.
- The use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for any communication with on-field personnel including those in the dugout, bullpen, or field. Electronics may be used for scoring purposes only.
- Players must wear the complete uniform issued to them by the league, including the appropriate hat, jersey, and socks.
- No head first sliding unless the player is returning to a base.
- There is no must slide rule, but a player must avoid contact with a player who has the ball and who is waiting to make the tag (7.08 a 3). (Options: slide, avoid contact, or stop and retreat to previous base). No defensive player may take a position in front of a base in the runner's path without having control of the ball in play.

- There is no rule on the number of hit batsmen requiring a pitcher to be removed from the game. Managers should use their best judgment when a pitcher becomes wild and always put safety of the players first.
- Approved wood bats are allowed.
- All players are strongly advised to wear an athletic supporter and cup (required for male catchers). Mouth guards and/or protective eyewear are also recommended.
- Players may not pick up a bat unless they are proceeding directly to the plate to bat. Players are not allowed to take practice swings until he/she is at the plate and prepared to bat. Batting helmet must be worn if a bat is picked up.
- Emergency First Aid kits will be provided to each team at the beginning of the season. Please have them available at every practice and game. Extra kits and ice packs may be available in the snack bar.
- Coaches are required to have the player's medical releases available at all times during practices and games. Please contact your Commissioner if you do not have these.

Majors Division Local Ground Rules, Ages 10 – 11 – 12

These Local Playing Rules shall apply to all sanctioned Majors Division games and practices within Mountain View Little League. Matters not expressly set forth herein are governed by such rules and regulations of Little League Baseball, Inc. and this league, as are expressly provided to apply to play in any league or division. Such rules are contained in publication entitled "Official Regulations and Playing Rules of Little League Baseball, Inc." (O.R.P.R).

Level of Play

The Majors Division is the most competitive and exciting division of baseball in Little League. Each player has the opportunity to make an All-Star team and go to the Little League World Series. Parents must realize that if a player is selected to the Majors Division All-Star Team they will play until at least the beginning of July, and, if the team advances, may play until late in August, dependent on the schedule set by Little League International. Discipline for not following Little League Rules is strictly enforced at this level.

Managers and Coaches Conduct:

No manager or Coach shall:

- Use alcohol or tobacco prior to or on the premises of the playing field.
- Incite by word, sign, sound, gesture a demonstration by spectators.
- Verbally harass or abuse umpires, players, parents, other managers or coaches.
- Each Manager and Coach is charged with (1) knowledge of the playing rules; (2) conducting at least 6 pre- season practices and one practice per week during the season (field and time permitting); (3) attending required meetings and training; (4) maintaining a safe and orderly environment to conduct practice and games; (5) teaching fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- Field dimensions: 60 foot base paths and 46 foot pitching distance.
- Catchers are required to wear complete catchers equipment, including protective cup (males) and mask with dangling throat guard. If a male catcher does not have on a protective cup while catching a pitcher either in a game, warm ups, or in the bull pen, the Manager may be ejected from the game.
- Home team is responsible for putting out and taking up the bases (unless the bases are left out permanently during the season) and watering down the field and is responsible for repairing the batters boxes and pitchers mound (rake and tamp) after the game. The league will provide some of these duties when maintenance crew is available. Each team is responsible for cleaning up their own dugout area immediately following the game including **ALL TRASH**.
- Home team is responsible for providing an official scorekeeper and for keeping the official scorebook. The scorekeeper is required not to communicate with either team, and is to communicate only with the umpire. It is recommended that each team keep their own scorebook in their dugout during the game. The above scorekeeper rules are strictly enforced at the Majors level so everyone needs to become familiar with them. The scorebook is kept in the snack bar, or other designated area, and should be returned at the completion of play each day by the home team of the last game.
- Visiting team is responsible for providing an official pitch counter and for keeping the official pitch count log. It is recommended and assumed that each manager will keep their own counts for the purposes of tracking their pitchers' counts in an effort to follow standards set by Little League and in the interest of protecting the health of the players. The pitch count log is kept with the scorebook in the snack bar or other designated area, and should be returned at the completion of play.
- Home team will supply a scoreboard operator, as necessary.

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex. As many Majors games as possible will be played on the Southeast field #2 (closest to the tennis courts).

Ground Rules

- If a batted ball becomes lodged in any fence or deflected into a spectator area (after having passed first or third base) the ball is dead and the runner will be awarded two bases. If any overthrown ball becomes lodged in the fence or goes into the spectator area or goes into the bench area (whether or not the ball rebounds into the field), the ball is dead and the runner(s) advance two bases (7.05 f, g). As long as the ball remains in the field of play it remains a fair ball and runners may advance at their own risk.

- An offensive inning will consist of 3 outs. There is no run limit in Majors.
- Any player on the roster may pitch. Players are required to follow Little League restrictions relative to the number of pitches and the days and/or games of rest required as stated in the O.P.R.R.
- Base stealing is allowed. The base runner must not leave the base until the ball reaches the batter.
- There is no limit to the number of pitchers used in a game, as long as restrictions are followed regarding days and/or games of rest required as stated in the O.P.R.R.
- Batters must wear a helmet at all times low and tight across the forehead (1.16). Any offensive player that is out of the dugout must wear a helmet or they are subject to ejection from the game.
- Manager and/or coach may coach 1st and/or 3rd base. A player with a helmet may coach the other base at the discretion of the manager. **One adult must remain in the dugout at all times.** One manager and two coaches are allowed in the dugout. No other individuals are allowed in the dugout at any time prior to and during the game.
- Regulation Little League Baseballs will be used. The home team will be responsible for providing 2 new baseballs prior to the start of the game, and the visiting team one gently used ball. Each team will be supplied with enough new baseballs at the start of the season to fill this obligation. If a home team manager misplaces his baseballs for a particular game he is responsible for, he may purchase replacements at the snack bar.
- Games will last 6 innings; no new inning will start after 2 hours (an inning is over the instant the last out is made in the bottom half of the inning). If an inning has started within the 2 hour time frame, an “automatic stop” of 2 hours and 30 minutes will be in effect. If the game is still tied after completion of the inning beyond the no new inning time limit, the game will be considered a tie.
- Manager or Coaches may not warm up a pitcher before or during games or between innings. Only a uniformed player with a face mask (with dangling throat guard) and protective cup (male catchers) will be allowed to warm up pitchers.
- There are no on deck batters and players are not allowed to pick up a bat unless they are proceeding directly to home plate to bat. Weighted donuts are not allowed, although weighted batting sleeves are acceptable.
- MVLL Option: Teams will bat the entire roster and there will be free defensive substitutions. All players must meet the minimum play requirement.
- Players, managers and coaches of the participating teams shall **NOT** address or mingle with the spectators, nor sit in the stands during the game in which they are engaged. This is directly out of the Little League Rule Book (3.09). Parents and players should be reminded

of this rule prior to the start of the season. If any manager, coach, or player leaves the playing field without permission from the home plate umpire they are subject to ejection from the game.

- Each player must play at least 6 defensive outs and bat at least once. If this rule is violated then the player must start the next game and play the inning missed from the last game plus the innings required for the current game (IV I). Managers will be reprimanded or suspended for violation of this rule.
- Players are not allowed to eat in the dugout area or on the field (exception: sunflower seeds in dugout ONLY). For safety reason MVLL players are not allowed to chew gum while playing.
- Each team is required to have 9 players to start the game and 9 players are required to continue the game. If less than 9 players are available the game will be postponed and rescheduled for a later date (4.16, 4.17). If this happens during a game, the exact situation must be recorded in the scorebook (who is batting, pitching, baserunners, etc.) and a league official must be notified.
- Jewelry is NOT allowed (metal, paper, or any other material). This includes watches, activity trackers, Phiten necklaces/bracelets, and any other similar items. EXCEPTION: medical notification bracelet or necklace.
- The use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for any communication with on-field personnel including those in the dugout, bullpen, or field. Electronics may be used for scoring purposes only.
- Players must wear the complete uniform (hat, jersey, socks) issued to them by the league. Alternative hats and socks may be worn with approval of the Board of Directors as long as they are worn by all the players of the team.
- Managers must have a league supplied line-up card made and available to give to the Home Plate Umpire prior to the start of the game. There must be at least 3 copies (home plate umpire, scorekeeper, and opposing manager) of each line-up available. There will be a meeting of each manager, a team representative, and the umpires prior to the start of each game. The person who attends the pre-game conference and submits the starting line-up to the umpire will be the Manager for that game.
- The Manager is the official representative of the team and is the only one allowed on the field to talk with the umpires. If a coach or volunteer challenges an umpire's decision, they are subject to a warning or immediate ejection, based on the umpire's judgement.
- No head first sliding unless the player is returning to a base.
- There is no must slide rule, but a player must avoid contact with a player who has the ball and who is waiting to make the tag (7.08 a 3). (Options: runner must slide, avoid contact, or stop and retreat to previous base).

- Approved wood bats are allowed.
- It is strongly recommended that all players wear an athletic supporter and cup (required for male catchers). Mouth guards and protective eyewear are also recommended.
- A Player may not pick up a bat unless they are proceeding directly to the plate to bat. Players are not allowed to take practice swings until at the plate ready to bat.
- Emergency First Aid kits will be provided to each team at the beginning of the season. Please have them available at every practice and game. Extra kits and ice packs may be available in the snack bar.
- Managers are required to have the player's medical releases available at all times during practices and games. Contact your Commissioner if this is not the case.