

Mountain View Little League

Rules and Regulations

Revised and Approved by Board February 6, 2008
President: Kimberly Borges

G. Big League Division Ages 16 – 18

Field dimensions, 90 feet base paths with 60' 6" pitching distances. Big League teams may be selected within the league, if there are enough players, or through the District. Rules are outlined in the Official Regulations and Playing Rules, which vary from the Junior and Senior Division. Inter-League and Inter-district play is allowed for this division. An All-Star team is selected through the District from the Big League pool of players. All-Star play could extend into August, or later, to be determined by the schedule set by Little league as play progresses to the championship game.

H. Challenger Division Ages 5-18

The Little League Challenger Division is a program for mentally ad/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 for the use of the playing fields. MVLL, in conjunction with the City, has invested in excess of \$100,000 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 field adjacent to the Senior Center and the Boys and Girls club. 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, or horses on or near the playing fields.
- The league 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 the fundraisers and a number of other functions that make the year enjoyable for the 500+ players in our league that participate. The Board asks that each family agree to give the league at least 2.5 hours of volunteer time each season.

VII. Responsibilities

1. Players Responsibilities

- a. Practice fair play, good sportsmanship and to 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 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.
- c. Players are to realize that the regular season may run through June 15th and that they are expected to be available through this period. It should be noted that efforts are made to complete regular season play before the end of the school year, as outlined for the Scottsdale Unified School District, but that post season tournament of champions for the Minor, Major, Junior, Senior and Big League Divisions could extend up to and including June 15th, (or later for the Big League Division).
- d. Players must supply his/her own glove, athletic support/cup and game pants. Players are required to wear the complete uniform at each game.
- e. Players are only allowed to wear rubber-molded baseball cleats. No metal spikes (*except in Junior, Senior and Big League divisions*); no soccer style cleats are allowed.
- f. Catchers, or other players performing some of the duties of catchers (i.e., warming up pitchers), must wear protective cup supporters at all times while catching. This includes warming up the pitcher before and during games and practice. In addition the catcher (and other players performing duties normally performed by the catcher) must wear a facemask when warming up a pitcher during a game or at practice.
- 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. 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 Junior, Senior and Big League 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 toward other player, umpires, managers, coaches, or parents. Players who use profanity will be EJECTED from the game. The only warning given is at the beginning of each game by the umpire. Lower divisions 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.

2. Parents Responsibility

Role of Parents (the following role of parents is taken out of 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.

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/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 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 contact a league official.

3. Managers and Coaches Responsibilities

- a. The league President appoints all personnel for the league, including managers and coaches.
- 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 will be 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 (attendance is mandatory **EACH** year).
- 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. Any manager or coach who is ejected from 2 games, for any reason, will be suspended for 2 games, if a manager is ejected from the 3rd game then the manager or coach may be relieved of his/her responsibilities.
- 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 year. 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 (Minor Division and above). Managers have certain field maintenance responsibilities that must be performed 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 a league official immediately. Manager must report any dropouts in writing to the league within 24 hours (see Call Up Procedure, exhibit "A" attached).

VIII. Umpires

MVLL uses umpires at minor, major, junior, senior and big league 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 and Junior Divisions, but when an umpire does not show each manager shall appoint a qualified individual to umpire. Extra umpire equipment is available in the coaches shed.

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 Major Division will sit at the scorer table with the announcer and available league officials. The scorekeeper is the official bookkeeper for the umpire in chief. The official scorekeeper may not keep a scorebook for any other team. 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 question concerning the game for any spectator, player, manager or coach.

The home team (in Majors) will supply an announcer, if announcing is in effect. The announcer will sit at the scorer 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 and outs on the electronic score board.

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

AA Division Local Ground Rules

Ages 5 - 6 - 7

Applicability:

- These Local Playing Rules shall apply to all sanctioned AA games within Mountain View Little League. Matter 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 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 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 practice and games; (5) teaching minimal fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 feet base paths.
- Orange cones should be placed 150 feet from home plate and serve as outfield bounds marker (there will not be out field fences).
- Catchers are required to wear complete catchers equipment. Male catchers are required to wear protective cup. If no equipment is available, no catcher is to be used. A coach may stand behind the catcher to assist in keeping 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.

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex. Games will be played on the area behind Laguna Elementary School next to the swings and basketball court. Additional practices and games may take place on the open grass area at the west end of the park..

Ground Rules

The score is not kept during the game.

- If 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 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 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.
- Each team will bat the entire roster each inning regardless of the number of out 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 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 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 them 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 10-15 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 helmet at all times. Encourage players to leave their helmet on until back in the dugout area.
- Coaches are allowed to coach 1st and 3rd base and 2 coaches are allowed on the field for the defensive team, each team should have a dugout coach/parent to help the kids stay focused and ready to play.
- Limited flight balls should be used.
- Games will last 6 innings or 1-½ hours.
- Players are to stay in the dugout area. No eating in the dugout area. Parents should be discouraged from visiting players during the game. Players are not allowed to chew gum while playing, this is 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 unless the hit is a ground rule double or home run as defined above.
- Approved wooded bats are allowed, but not recommended.
- All players should wear an athletic supporter and cup, jewelry is not allowed.
- 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. 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. This will prepare the kids for the next level- Machine Pitch.
- Bunting is not allowed.
- 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. Helmet must be worn anytime a bat is picked up.
- Emergency kits are located at the snack bar.
- Coaches are required to have the players medical releases available at all times during practices and games (medical releases are contained in the yellow copy of the player registration form).

The last batter will be announced, but the play is governed by the normal rules of play. There is no "Last Batter, Everybody Run!" chaos.

Batting order will be rotated each game-recommend: keep the same order and move lead off to last position, etc. Defensive rotations should not take place every half inning so learning may occur, plan ahead and make sure all players get to play. Premier positions- recommend rotating every game or two.

AA players should have the following skills:

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

AAA Division Local Ground Rules

Ages 7 - 8 - 9

Applicability:

- These Local Playing Rules shall apply to all sanctioned AAA games 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 level of play should be more like the Minor Division level of play, but is considered a **Developmental League**. This is the level where increased emphasis is placed on actually learning the fundamentals of the game. Managers and coaches need to make sure parents understand that this level is important to their child's future enjoyment of the game.

Managers and Coaches Conduct:

- No manager or Coach shall:
 - Use alcohol or tobacco 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 at least minimal fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 feet base paths and 46 feet pitching distance.
- Catchers are required to wear complete catchers equipment. Male catchers are required to wear protective cup.
- 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 (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 will provide some of these duties when maintenance crew is available.

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex, on the northwest field #4 (closest to the lake).

Ground Rules

- If 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 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 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.
- In the event there is an over throw to first or third base that goes out of field of play or in the dugout area, the ball is dead and the base runner(s) will be awarded one base.
- An offensive inning will consist of either 3 outs or batting the entire roster except the first inning when both teams will bat the entire roster regardless of the number of outs (clear the bases each time 3 outs are recorded).
- 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 about 10-15 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 may not begin if the catcher isn't ready.
- Base stealing is 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.

- 10 players will play defense. The extra player must be used as an extra outfielder. The pitcher will be required to wear a helmet for protection and position them next to or behind the pitching machine.
- All players should wear an athletic supporter and cup.
- Batters must wear helmets at all times 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 a dugout coach/parent to help the kids stay focused and ready to play.
- Regulation Little League Baseballs will be used. The home team will be responsible for baseballs.
- Games will last 6 innings or 1-½ hours.
- Approved wooden bats are allowed, but not recommended.
- 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 and the player should return directly to the dugout area.
- Players are not allowed to eat in the dugout area. For safety reason players are not allowed to chew gum while playing.
- Players may not wear jewelry of any type (including watches).
- Players may not pick up a bat unless they are proceeding directly to the plate to bat, or retrieving the bat from the previous batter. 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 kits are located at the snack bar.
- Managers are required to have the players' medical releases available at all times during practices and games.
- The Board of Directors *may* elect to allow the players the option of pitching during the second half of the season. Notification will be given if this option is available.
- AAA players should develop the following skills:
 - Proper throwing mechanics are a must as players prepare for the next level. Once players reach the minor division it becomes difficult to break poor throwing habits and arm injury can occur.
 - Continue to develop the batting grip, stance and swing.
 - Introduce the double play concept.
 - Follows safety rules consistently.
 - Ability to demonstrate proper ground ball fielding position.
 - Introduce the basic 4-seam grip for throwing the baseball.
 - Ability to play catch safely.
 - Understanding of the basic technique for catching the fly ball.
 - Begins to understand situational defensive and offensive baseball.
 - Runs on and off the field and understands how to hustle.

Minor Division Local Ground Rules

Ages 8 – 9 – 10 – 11

Applicability:

- These Local Playing Rules shall apply to all sanctioned Minor Division games 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 Minor Level is still an instruction level in Little League Baseball the play becomes more competitive and live player pitch is introduced. Each player needs to understand the fundamentals of the game prior to moving to the Major Level in order to maximize their little league experience. Little League Rules should be adhered to strictly in this division.

Managers and Coaches Conduct:

- No manager or Coach shall:
 - Use alcohol or tobacco 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 minimal fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 feet base paths and 46 feet pitching distance.
- Catchers are required to wear complete catchers equipment. Male catchers are required to wear 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, he/she must have on a protective cup and facemask.
- 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 will provide some of these duties when maintenance crew is available. Each team is responsible for cleaning up their own dugout area.
- 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 major 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.

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 (closest to the snack bar).

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 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 except in the last inning. The 5/8 run rule is in effect – 5 runs end the inning unless there are follow-up runners on base and the ball is live, then all runs that are safe or scored prior to the third out are counted. In the visitors half of the last inning they are allowed to score 5 runs or as many runs as necessary to have a 14 run lead. There is no limit to the number of runs the home team can score in the last inning. There is not a 10 run rule. If a team's bat is concluded due to scoring 5 runs in the previous inning they are again entitled to 3 outs or 5 runs. No team will be allowed more than 3 outs in any inning. Each team will bat the entire roster and free substitution is allowed after minimum play has been achieved for each player.
- 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 at the start of the season. Players may steal a base after a pitched ball has crossed home plate (same as Major League Little League Rules). This is true of all bases except home which may not be stolen even on a passed ball. Example; if a runner steals second base and the catcher's throw goes to the center field fence the runner must stop at third base. The only way a runner may advance home is on a fair hit ball or forced by being walked to home. Upon completion of two rounds of play in the Minor Division, stealing of Home will be allowed in all remaining games (Round three) and the Minor Division Tournament.
- 9 players will play defense.
- Batters must wear helmet at all times (1.16). If an offensive player is out of the dugout without a helmet they are subject to ejection from the game.
- Coaches are allowed to coach 1st and 3rd base. One manager and two coaches are allowed in the dugout.
- Regulation Little League Baseballs will be used. The home team will be responsible for providing two new baseballs at the start of the game. 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 1 ¾ 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 1 ¾ hour time frame, it will be played to completion. 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 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, or retrieving the bat from the previous batter. Weighted batting sleeves or weighted donuts are not 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 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.
- Players are not allowed to eat in the dugout area (exception sunflower seeds). For safety reason 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.
- Players may not wear jewelry of any type (including watches) (1.1 j.). Players must wear the complete uniform issued to them by the league including the appropriate 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)
- There is no rule on number of hit batsmen requiring a pitcher to be removed from the game. Managers should use their best judgement when a pitcher becomes wild and always put safety of the players first.
- Approved wooden bats are allowed but not recommended.
- All players should wear an athletic supporter and cup.
- 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. Batting helmet must be worn if bat is picked up.
- Emergency kits are located at the snack bar.
- Coaches are required to have the players medical releases available at all times during practices and games (medical releases are contained in the yellow copy of the player registration form).
- Minor 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.

- Good ground ball fielding technique is exhibited.
- Player understands how to catch a fly ball.
- Understands offensive and defensive situations and plays.
- Basic understanding of the strike zone.
- Follows safety rules.
- Player understands basic baseball drills.
- Introduction of the cut off on balls hit to the outfield.
- Understands basic baseball terminology.

Major Division Local Ground Rules

Ages 10 – 12

Applicability:

- These Local Playing Rules shall apply to all sanctioned Major Division games 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 Major Division is the most competitive and exciting division baseball in Little League. Each player age 11 or 12 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 Major Division All-Star Team they will play until at least the middle of July and could play until late in August, or later dependent on schedule set by Little League International. Discipline for not following Little League Rules are strictly enforced at this level.

Managers and Coaches Conduct:

- No manager or Coach shall:
 - Use alcohol or tobacco 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 (time and field availability permitting) unless the team has 3 games in one week; (3) attending required meetings and training; (4) maintaining a safe and orderly environment to conduct practice and games; (5) teaching minimal fundamentals so that the player will be able to compete at the next level.

Playing Field and Equipment

- 60 feet base paths and 46 feet pitching distance.
- Catchers are required to wear complete catchers equipment including protective cup. If a 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.

- 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 major 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.

Game Locations

Games will be played at the Scottsdale Ranch Park (SRP) complex. All of the Major games 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.
- 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 passes 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.
- League option – no 10 run rule.
- Batters must wear helmet at all times (1.16). If an offensive player is out of the dugout without a helmet they are subject to ejection from the game.

- Manager and 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 anytime 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. 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 balls for a particular game he is responsible for, he may purchase replacements at the snack bar.
- Games will last 6 innings or 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, it will be played to completion. 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 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, or retrieving the bat from the previous batter. Weighted batting sleeves or weighted donuts are not allowed.
- MVLL Option: bat 9 players only.
- 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 out 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 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 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.
- Players may not wear jewelry of any type (including watches) (1.1 j.). Players must wear the complete uniform issued to them by the league. Alternative hats and socks may be worn without 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 considered 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.
- 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 wooden bats are allowed but not recommended.
- All players must wear an athletic supporter and cup.
- 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 kits are located at the snack bar.
- Coaches are required to have the player's medical releases available at all times during practices and games.