

MERCER ISLAND LITTLE LEAGUE

2024 Local League Rules for Baseball and Softball



BOYS & GIRLS CLUBS
OF KING COUNTY
MERCER ISLAND BRANCH

TABLE OF CONTENTS

SECTION 1 – LITTLE LEAGUE ORGANIZATION4

SECTION 2 - MERCER ISLAND LITTLE LEAGUE6
Mercer Island Little League Mission:6
Mercer Island Little League Vision:.....6
ORGANIZATION AND OPERATING PROCEDURE6
ORGANIZATIONAL STRUCTURE OF LEAGUE.....7
LEAGUE MEETINGS7

SECTION 3 – DIVISIONS (Levels of Play)8
Baseball Divisions (co-ed)8
Softball Divisions (Girls only)10

SECTION 4 - PLAYERS12
Boundary/Proof of Residency12
Birth Certificates/Proof of Age.....12
Loaner Players Pool14
Unauthorized Players: Notice15
Player Evaluations15
Draft/Team Selection Process16
Sibling Option – All Divisions16

SECTION 5 – MANAGERS/COACHES18

SECTION 6 - VOLUNTEERS22
TEAM VOLUNTEER POSITIONS:22

SECTION 7 - PARENTS24

SECTION 8 - DISCIPLINE POLICY26

Exhibit A Registration Refund Request Form.....29

Exhibit B Player Evaluation Guidelines.....31

Exhibit C Local Divisional Playing Rules.....37
LOCAL PLAYING RULES FOR BASEBALL.....37
LOCAL PLAYING RULES FOR SOFTBALL.....56

Exhibit D Roster Selection Procedure.....	62
Player Pitch Divisions	62
T-Ball and Machine Pitch Divisions.....	67
Exhibit E Selection of Tournament (All-Star) Team Coaches and Players.....	68
Exhibit F Roster Replacement Policy	76
Exhibit G Code of Conduct; Alcohol, Tobacco and Weapons Policy	78
Exhibit H Sportsmanship Code of Conduct.....	81
APPENDIX Rapid Baseball Local Rules	86

SECTION 1 – LITTLE LEAGUE ORGANIZATION

Little League Baseball, Incorporated (which includes Little League Softball and any reference hereafter specifically means both baseball and softball unless otherwise stated) is a program of service to youth. It is geared to provide an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It inspires them with a goal and enriches their lives towards the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship and fair play.

Basically, Little League has three structural components, each dependent upon the other and each vital to the success of the program. The administrative and service core of the movement is Little League Baseball, Incorporated, a non-profit membership organization that maintains the international program, with International Headquarters in Williamsport, PA. The next component is the District. All the leagues within a District (a geographic area usually encompassing 10 – 20 leagues) elect a District Administrator (DA). The DA and his/her staff of Assistant District Administrators serve as liaisons between the various Regional Headquarters and the local Little Leagues. They are usually the most experienced Little League volunteers in the area, and are charged with helping to ensure that all the volunteers in their districts are well trained, and all leagues are operating within the guidelines set by Little League. The final, most important component is the local Little League. The league provides its services in the community. It furnishes physical facilities, volunteer services and resources to provide a program for children. Through effective leadership and strong administrative policy at the top level, together with training extensions and adherence to rule and policy at District and local league level, Little League is able to provide liberal benefits to children who participate.

Mercer Island Little League is part of Washington District #9 and the Western Region, consisting of eleven western states, and headquartered in San Bernardino, CA. Our District Administrator is Bob Toigo, who serves as a liaison between Little League Headquarters, the Region and our League.

The International Board of Directors administers the affairs of Little League Baseball, Incorporated. Little League Baseball, Incorporated Headquarters staff, under the direction of the President and the Executive Committee, carries out the established policies, operating procedures and controls of the program. Mercer Island Little League operates under a charter granted annually by Little League Baseball, Incorporated. The league is autonomous in the sense of having freedom to elect its own officers, finance its program and carry on various other related functions, but it must adhere scrupulously to all rules and regulations established by Little League Baseball, Incorporated. The charter privilege extends use of the name "Little League" and its official insignia to the

local Little League. It can be suspended or revoked for violation of rules or regulations by action of the Charter Committee of Little League Baseball, Incorporated.

The experience of Little League Baseball, Incorporated Headquarters in making the benefits of the program available to millions of children since 1939 has resulted in a sound and proven framework for local League organization and procedures. This framework, while rigid in its basic structure of rule and policy has, over the years, been flexible enough to accommodate all manner of economic, rural, urban, and international conditions under which Leagues could operate.

Mercer Island Little League is therefore governed by regulations listed by priority as follows:

1. Little League Baseball, Incorporated Official Regulations and Playing Rules
2. Little League Baseball, Incorporated Operating Manual
3. District 9 Administrator Policies, Interpretations and Rules
4. Mercer Island Little League Constitution
5. Mercer Island Little League Local League Rules for Baseball and Softball (this document)

No rule or policy may be adopted by Mercer Island Little League which is in direct conflict with rules and regulations contained in a publication of a higher priority as listed above.

SECTION 2 - MERCER ISLAND LITTLE LEAGUE

MERCER ISLAND LITTLE LEAGUE MISSION:

To teach our youth the values of Character, Teamwork and Sportsmanship through the game of baseball or softball.

MERCER ISLAND LITTLE LEAGUE VISION:

Our goal is to provide a comprehensive program of baseball and softball that is noted for appealing to children of all levels of enthusiasm and ability; for treating its players and their families in a fair and caring fashion; for rewarding effort, improvement and striving to excel over winning; for outstanding coaching, instruction and player development; and most of all, for being a fun and enjoyable program that our players, their families and their coaches want to participate in again next season.

If we are successful, Mercer Island residents will never again have to ask the question: “what baseball league should I sign my kid up for?”

ORGANIZATION AND OPERATING PROCEDURE

The Board of Directors of Mercer Island Little League and all officers must operate this League according to the Official Regulations and Playing Rules of Little League Baseball, Incorporated and any and all Washington District #9 policies in effect for any and all divisions of baseball and softball for the current operating year. The recommendations and policies of the Little League Baseball, Incorporated Operating Manual must be implemented to the fullest extent possible in the best interests of all boys and girls playing within our League. These recommendations, regulations, rules and policies are the product of decades of experience with Little Leaguers and assure that the best interests of all involved are upheld and maintained.

Any and all inquiries, questions or complaints by parents, players, managers, coaches, umpires or any interested party must be directed, in writing (email preferred), to the League President who will in turn direct the inquiry to the appropriate Player Agent and/or League Officer. Members of the Board of Directors of Mercer Island Little League and the District Administrator (or the responsible Assistant District Administrator) will be contacted, if necessary, after the respective Player Agent and League Officer have been properly informed of the facts and are given an opportunity to resolve the issue to the satisfaction of all parties involved. To accomplish the goal of dedication to the total effort of the program, the necessity of establishing levels and channels of administrative

procedures are paramount. Please concur in principle and action with this line of authority to allow the program to be most efficient and successful. Calls directly to Headquarters in Williamsport or to the Western Regional Center in San Bernardino will be referred to the District Administrator and in turn to the Mercer Island Little League President for consideration.

ORGANIZATIONAL STRUCTURE OF LEAGUE

BOARD OF DIRECTORS: Individuals are elected by the membership of the Mercer Island Little League to the Board of Directors of Mercer Island Little League. The Board of Directors is the governing body of the League, and is responsible for setting all league policies and local rules and overseeing the operation of the league on an ongoing basis. Pursuant to the Constitution of Mercer Island Little League, the Board elects from its rank persons to fill the following League officer positions: President; one or more Vice-Presidents; Treasurer, Secretary; one or more Player Agents; Umpire-in-Chief; Coaching Coordinator; League Information Officer; Sponsorship/Fundraising Officer; and Safety Officer. The Board will also elect those other Officers and appoint those committees chairpersons as designated by the League Constitution or as determined by the Board of Directors (such as an Opening Day coordinator, Player Development Program coordinator, tournament coordinator, etc.).

LEAGUE MEETINGS

GENERAL MEMBERSHIP MEETING: This meeting is held annually pursuant to the Constitution of Mercer Island Little League between June 1st and October 15th, as determined by the Board of Directors. Board representatives give a summary annual report (including a financial report) and members of the Board of Directors are elected at this meeting, as required by the League Constitution. Other general membership meetings may be called by the Board of Directors, the President, the Secretary or by petition of 20 Members, as allowed by the League Constitution.

BOARD OF DIRECTORS MEETINGS. These meetings are held and conducted pursuant to the Constitution or as called by the League President, Secretary or the Board of Directors.

INDIVIDUAL PROGRAM OR DIVISION MEETINGS: These meetings are held as the need arises.

SECTION 3 – DIVISIONS (Levels of Play)

The following are the divisions of play:

BASEBALL DIVISIONS (CO-ED)

Division	Assigned to Division/ Team by:	League Ages (as determined by Little League Baseball, Incorporated)	Description
Tee-Ball	Buddy system – parents will register for a division based on age and preference, and players	4-6	One clinic/week, with Saturday games: <ul style="list-style-type: none"> - Players bat off a hitting tee: - All players bat each inning - No strikeouts – swing until you hit fair ball
Sluggers	will be assigned to a team with a specified buddy, clustered by school. Buddies must specify each other in order to guarantee being placed together (coaches who wish to coach together must have their children specify each other as buddies).	6-7 (parent option for 6YO players who have completed 1 year of Tee-ball)	Machine pitch: <ul style="list-style-type: none"> - One clinic/week - One game/week <ul style="list-style-type: none"> o All players bat each inning o No strikeouts – swing until you hit fair ball

A, AA	Players will be randomly assigned to school-based teams.	7-8-9 (7YO: parent option for players who have played one year of "Sluggers")	Machine pitch Rapid Baseball <ul style="list-style-type: none"> - Two games/week - End of season league tournament for AA division
AAA	All players who register for player pitch will be evaluated using Show-Your-Stuff	9-10 (A select number of 8YOs will be considered on a space available basis; all 8YOs are <i>strongly</i> encouraged to play A or AA)	Player pitch <ul style="list-style-type: none"> - 2 games/week - Doubleheaders allowed to be scheduled as needed (1 per week for Coast, AAA. 2 per week in Majors) - End of season league tournament (pool play or double elimination) - End of season Bellevue/MI City tournament (pool play or double elimination) - Post-season district and state All-star tournaments for 9-10, 10-11 and 11-12 YO teams; regional tournament and LL World Series for qualifying 11-12YOs. Players must play in 60% of regular season league games to be eligible for LL All-stars.
Coast	Day scores and last year's coach evaluations and assigned to a division based on age and ability, and then assigned to a team in order to achieve evenly balanced teams within each division.	9-11 – primarily 10 & 11YOs, and the top-scoring 9YOs.	
Majors	Majors' coaches will draft teams based on Show-Your-Stuff day scores and last year's coach evaluations.	10-12 - the expectation is that all 12YOs and 6 th graders will play Majors, along with approximately the top 1/3 of 11YOs, and the top 10YOs drafted.	

Note: Local Playing Rules for each division can be found in [Exhibit C](#) of this document.

SOFTBALL DIVISIONS (GIRLS ONLY)

Division	Assigned to Division/ Team by:	Ages (as determined by Little League Baseball, Incorporated)	Description
Tee-Ball	Buddy system – parents will register for a division based on age and preference, and players will be	4-7 (All 4-6 YO's, and 7YO's who haven't played before) Boys and Girls Tee-Ball are usually combined into a co-ed Tee-Ball league	One clinic/week, with Saturday games: <ul style="list-style-type: none"> - Players bat off a hitting tee - All players bat each inning - No strikeouts – swing until you hit fair ball
A, AA, AAA* Minors	assigned to a team with a specified buddy, clustered by school. Buddies must specify each other in order to guarantee being placed together (coaches who wish to coach together must have their children specify each other as buddies).	7-8-9 (7YO's who have played a year of tee-ball, all 8YO's, 9YO's who aren't yet ready to move up to Coast division). 6YO's who have played a year of T-ball may play Minors with permission of league Player Agent, based on recommendation of prior coach.	Machine Pitch: <ul style="list-style-type: none"> - One game/week - All players bat each inning - No strikeouts – swing until you hit fair Limited pitching by older girls may be introduced in the latter part of the season.

Coast*	All players who register for player pitch will be evaluated using Show-Your-Stuff scores and last year's coach evaluations and assigned to a division based on	9-10-11 (Experienced 9YOs may sign up for player pitch, but MUST attend "Show Your Stuff" day and depending on results of that evaluation and space availability, may be assigned to either a Coast or Minors team. 11YOs will be assigned to either Coast or Majors, depending on space and results of player evaluations.)	Player pitch <ul style="list-style-type: none"> - Fast pitch - 2 games/week (In Coast division, in the first half of the season, there will be no walks: after a 4th ball is thrown to a batter, the offensive team's coach will come in to pitch until that batter either puts the ball in play or strikes out.)
Majors*	age and ability, and then assigned to a team to achieve evenly balanced teams within each division.	11-12 (10YOs may request to play up in Majors, depending on availability of space and results of player evaluations. All 12YOs will play Majors <i>unless</i> parent requests Coast: requires MILL board approval, and will be granted <i>solely</i> on the basis of safety considerations and/or player scoring at SYS Day.	
Juniors*		13-14 (12 YOs upon request; requires MILL board approval, based on availability of space and results of player evaluations.)	

* **Note 1:** Softball Divisions with fewer than 6 teams will likely interlock with one or more of the Bellevue Little Leagues

Note 2: Local Playing Rules for each division can be found in [Exhibit C](#) of this document.

SECTION 4 - PLAYERS

Registration

Every player must be duly registered. On-line registration normally begins in mid-November and ends on a specified day in January. In-person player registration is also available at the MI Boys and Girls Club during the same period. Scholarships are available for a player with a financial hardship. Every player must sign up at the time designated for registration, or in the case of a known absence, arrangements must be made with the appropriate Player Agent for pre-registration. Players may sign up after registration closes but will be placed on a waiting list and assigned to a team if possible. However, in all player pitch divisions, once player evaluations have been conducted and roster selections made, late registrants are not guaranteed placement on a team unless a vacancy occurs.

Boundary/Proof of Residency

All players who are eligible by age and boundary rules will have an opportunity to register to play in Mercer Island Little League. Effective with the 2014 season, a player will be eligible to play in Mercer Island Little League only if they reside within the boundaries of Mercer Island Little League or the physical location of the school where the player attends classes is within the boundaries of Mercer Island Little League. Proof of residency or school attendance within league boundaries must be provided annually by each player in compliance with Little League Baseball, Incorporated's rules. This is a Little League Baseball, Incorporated rule, and it is not within the discretion of the local league or district administrator to approve exceptions to it. A player whose residence or school enrollment/attendance changes from within the boundary to outside the league's boundary and played in Mercer Island LL, is eligible to continue playing within Mercer Island Little League, pursuant to Little League regulation II(d). Exceptions to residency and school attendance requirements for hardship reasons may only be granted by Little League International Charter Committee in Williamsport, PA. For further information, or if any doubt exists about eligibility, please contact the Player Agent or the League President.

All registration forms, proof of residency or school attendance, medical releases and any other required forms must be completed and, as necessary, signed by the parent(s) or guardian of each player and be in the physical possession of the Mercer Island LL officials before any player is allowed to practice or play in a game.

Birth Certificates/Proof of Age

All players in Mercer Island LL, upon initial registration, must present valid proof of age, as stipulated by Little League regulations. To be eligible for tournament play, all players must present all information required by Little League Baseball, Incorporated.

League Rosters

A player may be released from a league roster and a permanent replacement requested under the following conditions:

1. Doctor's medical determination
2. Moving from area/relocation
3. Written resignation
4. Non-registration or failure to pay (or apply for financial assistance)
5. Non-attendance or discipline reasons

Replacement of Players on Major League Teams

Each Major League team will be formed with a minimum of **11** and a maximum of 13 players on each roster (maximum of 14 for Softball). In the event that any team's roster falls below **11** players prior to May 1st, that team may request a permanent replacement player from the waiting list, another Majors team or the Coast division, according to the Roster Replacement Policy as detailed in Exhibit F.

The Team Manager will advise the Division Vice President and the Player Agent, in writing as to the player to be released, the reason why and request a replacement player.

Replacement of Players on Coast Teams

Each Coast team will be formed with a minimum of 11 and maximum of 13 players (maximum of 14 for Softball). In the event that any team's roster falls below 11 players (12 for Softball) prior to May 1st, that team may request a permanent replacement player from the waiting list, another Coast team or the AAA division, according to the Roster Replacement Policy as detailed in Exhibit F.

Team Manager will advise the Division Vice President and the Player Agent, in writing as to the player to be released, the reason why and request a replacement player.

Replacement of Players on AAA Baseball Teams

Each AAA team will be formed with a minimum of 11 and maximum of 13 players. In the event that any team's roster falls below 11 players prior to May 1st, that team may request a permanent replacement player from the waiting list, another AAA team or the AA division, according to the Roster Replacement Policy as detailed in Exhibit F.

Team Manager will advise the Division Vice President and the Player Agent, in writing as to the player to be released, the reason why and request a replacement player.

Replacement of players Baseball Majors/Coast/AAA & Softball Major/Coast teams after May 1st

No replacement player request will be considered. Any replacement of a player required to field a full team (9 at Majors, Coast and AAA) will be done through the loaner pool.

Loaner Players Pool

At the discretion of the Board, a loaner player pool may be used by the league, in accordance with LL regulation 5(V).

At the Majors, Coast and AAA levels of play in Baseball and the Juniors, Majors and Coast level of play in Softball, the Player Agent is responsible for maintaining a rotating list of players for each division who indicate a willingness to be placed temporarily on a roster of a team unable to field a full roster of players. A “full roster of players” is defined as the number of players required as outlined in the Little League Rules. The loaner pool will only offer the number of players necessary to provide the requesting team the number of players needed to fill all fielding positions allowed in each respective league as outlined in the Little League Rules.

Players who volunteer to be in the loaner pool may continue to play on their permanent team in their current division regardless of whether they are selected as a loaner player unless/until they are selected as a permanent replacement to fill a vacancy on an upper division team. However, players in the loaner pool are not allowed to miss a game in order to serve as a loaner to an upper division team.

Any player provided to a team as a “loaner player” must play at least 9 defensive outs and bat at least once in any game for which they were requested. “Loaner players” are not allowed to pitch for the replacement team, only for their own regular-season team.

Managers and/or coaches are not allowed to arrange for players to play as a “loaner player” independent of the Player Agent.

Minimum number of Players

Pursuant to LL regulation Rule 1.01, 4.04, 4.16, 4.17 & 6.05. Teams are permitted to start and play games with eight (8) players on each team without penalty in AA and A. In Player Pitch Divisions (AAA, Coast and Majors):When the 9th player (absent) would be up to bat, an out is to be recorded . Roster players that come after the start of the game will be placed at the end of the batting order.

Absence Release

Pursuant to LL regulation III (d) 2, when any player, at any level of play, registered to play and assigned to a team in either Baseball or Softball misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball or softball activity. The written permission should be given to the Mercer Island LL Player Agent.

Unauthorized Players: Notice

Any Mercer Island LL Manager, Coach or league official who allows an unauthorized player from another regular season team to play in a play-off, league championship or other special game will be immediately dismissed from Mercer Island LL. Such stacking of teams will not be allowed under any circumstances. If a team is unable to field the minimum number of players, then that game will be forfeited, postponed or rescheduled as appropriate, but will not be filled with players filling in from another team or league. The exception would be the use of the loaner players pool as determined by the Board.

Refund Policy

Any requests for registration refunds must be submitted to the MI Boys & Girls Club on the form marked Exhibit A (or equivalent, by email). Registration fees less a 10% non-refundable administrative fee will be granted in full if requested by the applicable deadline. For baseball the deadline is Show Your Stuff Day for the Player Pitch Divisions (Majors, Coast and AAA) and the AA and A divisions. For softball and the other baseball divisions, the deadline is March 15th. After the applicable deadline, there will be no refund of registration fees.

Player Evaluations

Immediately following registration, all players who register for player pitch baseball (AAA, Coast & Majors) or softball (Coast, Majors & Juniors) will be notified of the dates, times and location for "Show Your Stuff" day (player evaluations). Softball will utilize evaluations on an "as needed" basis. The evaluations are used to assess and evaluate each player's ability and skill in order to place them in the proper Division (level of play) according to their age and skill level, as well as to evenly balance the teams within each division.

League volunteers will evaluate each player's baseball or softball skills. Every player MUST attend the baseball evaluation/tryouts to be guaranteed eligibility for assignment to a baseball player pitch team. Players who fail to attend "Show Your Stuff" day, or a designated make-up session, will be assigned to player-pitch teams on a space-available basis only. In the event of injury or illness that prevents attendance at "Show Your Stuff" day, notification of the reason for the absence and expected date of availability MUST be provided to the league Player Agent prior to "Show Your Stuff" day

in order to remain eligible. Managers, Coaches, brother and sister option players are required to go through the evaluation process as is any other player. (See Exhibit B – Player Evaluation Guidelines, and Exhibit D – Roster Selection Procedure)

Evaluations are only used for Division placement and evenly balancing teams, not for determining eligibility to play (except for players seeking to “play up” in a higher division of player pitch baseball or softball). All players of qualifying age who are duly registered and attend Show Your Stuff day will be assigned to a Little League team.

Draft/Team Selection Process

Teams are formed anew each year based on age and ability (as determined by skill evaluations at “Show Your Stuff” day and the prior year’s coach evaluations). It is a two-step process: players are first evaluated in a comprehensive skill evaluation, and then assigned (or drafted) to divisions and teams based on age and the scores from the evaluations. This process results in 1) children playing with and against other children of roughly the same ability level, and 2) more equal teams within each division, which improves the overall level of competition in the league, which in turn makes the games more fun for the children. The skill evaluation scoring system will be similar for all divisions of play. Players will be assigned to teams utilizing a “blind” round-robin draft system (except in the Majors baseball division). (See Exhibit D Roster Selection Procedures)

Every attempt will be made to ensure that all players who register on or before the applicable Roster Selection meeting will be placed on a team. Note, however, it may be necessary for changes to be made after the Roster Selection meetings at the discretion of the Player Agent.

All exceptions to the recommended age division descriptions require written parent request to the Player Agent outlining the player’s ability and experience prior to player evaluations, Mercer Island Little League Board approval and are subject to space availability. (See [Section 3 – Divisions/Levels of Play Policy](#))

Note: Any other exceptions are subject to specific approval of the League Board of Directors before the Roster Selection meetings start.

Sibling Option – All Divisions

Parents may submit a request on a sibling candidate, who is subject to the draft/team selection process and these siblings will be placed on the same team if assigned to the same division of play. When a sibling request has been submitted to the Player Agent,

every effort will be made to place those siblings on the same team subject to the restrictions listed in the Divisions (level of play) policy. (See Section 3)

Confidentiality

Players and parents shall never be told their evaluation score or their position in which they were drafted or the number of votes received in Tournament Team Selection.

Waiting List

If all positions in any particular league or division are full and a waiting list is established, the first player on the waiting list is assigned to the team with the first opening. Assignment is to be completed by the Player Agent, with the assistance of the applicable Baseball or Softball Division VP. If a player refuses to go to the first available team, the player will be dropped from the waiting list.

Trades

Trading of players previously assigned to a team will not be allowed except under exceptional circumstances without the approval of the Player Agent, Division VP and the League President.

Tournament Team (all-star) Selection

An explanation of Tournament Team Selection and selection of Tournament Team Manager/Coaches is attached as Exhibit E.

SECTION 5 – MANAGERS/COACHES

Managers/Coaches’ commitment: Managers and coaches need to be willing to attend league meetings when requested, participate in Mercer Island LL functions, such as “Show Your Stuff” day (player evaluations), Coach Development clinics, Opening Day Ceremonies, fundraising, work parties, picture day, and be willing and able to spend the time necessary with the team at practice and games. Managers and Coaches must submit a background check form as required by Little League.

The Manager responsibilities include the following:

Responsibilities to the League

1. Fill out a Volunteer Application to be a coach or manager each year that authorizes the League to perform a “Background Check” on them as required by Regulation I of Little League Baseball, Incorporated. Abide by the results of this “Background Check” procedure.
2. Learn and abide by the national Little League Baseball, Incorporated Rules and Regulations, District 9 Rules and Policies and the Mercer Island LL Local League Rules. Adhere to their intent and be capable of correct interpretation and implementation
3. Abide by the MI Little League Code of Conduct; Alcohol, Tobacco and Weapon Policy (Exhibit G).
4. Read, sign and adhere to the Sportsmanship Code of Conduct (Exhibit H)
5. Reflect the values of Mercer Island Little League in all dealings with parents, athletes, umpires and League officials.
6. Work to assist and support League officials to build an effective umpire program for the league.
7. Attend league and/or District 9 clinics on coaching, rules and safety (including first aid training). Be willing to learn more about baseball/softball and how to teach young people the proper way to play the game.
8. Review safety checklist and comply with these recommendations and rules.
9. Respect all MI Little League equipment. Pick up and return equipment in compliance with the dates/times set by Mercer Island Little League. Make every effort to clean equipment at the end of the season.
10. Refrain from the use of tobacco and alcoholic beverages at MI Little League practices, games, and league events.
11. Attend and support required coaches meetings and clinics, including the MI Little League Player Development Program (PDP) Clinics whenever possible.
12. Share knowledge and expertise with fellow coaches in a spirit of sportsmanship.
13. All-Star coaching candidates will submit an All-Star Letter of Intent and are required to have attended MI Little League Coaching Clinics (or similar coaching clinics approved by the MI Little League Coaching Coordinator) within the last 5 years.
14. Develop and maintain a program that is fair, equal and respects all members.

Responsibilities to Your Team

1. Teach all players the fundamental skills, rules and strategies of baseball consistent with their developmental level.
2. Maintain and teach players (and parents) fair play, sportsmanship, team play and respect for the opponent and umpires. Encourage players at every opportunity.
3. Model team building behaviors including punctuality, sportsmanship and respect for equipment and teammates.
4. Instill in their players a respect for the authority and decisions of the umpires and other adult leaders in the League and be willing to accept the decisions of the Mercer Island Little League Board of Directors as final - understanding that if anyone is found in violation of any rule, regulation or policy, such individual may be subject to correction, reprimand, suspension or dismissal by the Mercer Island LL Board of Directors.
5. Handle the administrative requirements of the team: Attend the Roster Selection Meeting (as applicable, depending on the division), obtain the team roster, medical release form for each player, league registration form, proper birth certificates and proof of residency (as needed) and other items that may be required by Mercer Island LL.
6. Make-up any cancelled or rained-out games or continue them as required on the day and time assigned by the appropriate league official.
7. Create a volunteer group to support your team and your coaching staff. Recommend volunteer positions and attach job descriptions.
8. Disperse league information, equipment and uniforms to all athletes and/or parents as appropriate.
9. Constructively develop relationships with fellow coaches and coordinators and create opportunities for their individual skills to be utilized.
10. Measure your team's success by the level of effort, enthusiasm and improvement first. Scores come later.
11. Plan and execute worthwhile practices using the following Keys and Practice Dynamics:
 - Plan every practice. Don't take valuable time on the field to plan your next move.
 - Inform assistants (and volunteer helpers) what their duties will be **before** practice.
 - Be prepared to begin practice with the arrival of the first player.
 - Begin practice on time and keep it controlled but fast moving.
 - Use the same sequence for your loosening up drills at each practice.
 - Keep your best players from always pairing off during warm-ups and drills.
 - Provide as many repetitions of the basic skills as possible during practice.
 - Correct fundamental fielding and coverage errors in a specific step by step manner as they occur.
 - Finish practice on time and with one of your players' favorite drills.
 - **Be respectful of the players' and their parents' time to start and end practice on time.**
 - Remember the key elements of practice:
 1. Action: Keep your players active.
 2. Repetition: Provide many repetitions of the basic skills.

3. Competition: Inspire players to compete with themselves and against others.
4. Organization: Plan every practice session.

Responsibilities to Your Individual Athletes

1. Prepare all athletes to compete on a physical level by stretching and on a mental level by sharing goals and strategies.
2. Protect your athletes by insisting on safety, good health practices and respect for all players.
3. Never leave a child at a practice or game field unattended.
4. Teach. Teach. Teach.
5. Grant playing time on a fair and equitable basis.
6. Let the players play the game, it belongs to them.

Responsibilities to Your Parents

1. Have parents provide a signed medical release form. Have these forms in your possession at all practices, games, and athletic events.
2. Provide all parents with a signed copy of the Sportsmanship Code of Conduct and request that both they and their son/daughter read, sign and adhere to it.
3. Hold a parent meeting at the beginning of the regular season. Your agenda should include:
 - a. Introductions: Get to know each other - your parents' names, and neighborhoods (helpful for carpooling)
 - b. Recruit team support volunteers – pass around the team volunteer form. Parents like to be involved and most of these are small jobs. Review the team duties volunteer list.
 - c. Discuss: Division Rules; Sportsmanship (language, care of team equipment); Practices (starting on time and being picked up on time); Games (arriving early to get warmed up); come prepared to play, always do your best, respect others, call the manager or coach when you can't be at a practice or game, and your coaching philosophy.
 - d. Ask parents to: attend games and cheer for both teams; allow managers and coaches to run the team; not holler at coaches or umpires; volunteer for the team, and express the need for volunteers at the team, division and league level.
 - e. In order to have a good parent attendance, make a reminder call the day before and stress the importance of attending this meeting. Have an alternate site (rather than the field) or time in case it is raining.
4. Communicate your expectations openly and fairly.
5. Review the MI Little League Code of Conduct; Alcohol, Tobacco, and Weapon Policy (Exhibit G)

Coaches have the responsibility of the overall welfare of all player oriented activities in the Mercer Island LL program and the Managers have the total team responsibility. This includes ensuring that no child is left at a practice or game field unattended.

Score Books/statistics: The coaching staff or other parent volunteer should maintain score books.

Purchasing: No one may charge items unless duly authorized by the Mercer Island LL Board of Directors.

Safety: This is the first consideration at all times in all aspects of games and practices. Safety is everyone's responsibility to insure that the Mercer Island LL Safety Plan is followed and to make on-the-spot corrections whenever necessary. Any injuries to a player, manager, coach or spectator during Mercer Island LL activities must be immediately reported to the Safety Officer and an accident report completed.

Dugout Area: At game time a Board-approved Manager and up to four Board-approved Coaches will be in the dugout, and may not:

1. Enter the field unless so signaled by the Umpire.
2. Leave the playing field or dugout unless absolutely necessary.
3. Use abusive language at any time.
4. Consume alcoholic beverages prior to or during games or practices.
5. Allow un-sportsmanlike conduct from players or spectators.
6. Allow catchers to work or warm-up without a protective cup and mask.
7. Manager and Coach (es) of record are to be in the dugout unless one or both are unable to be at the game. Then a Board-approved coach who has completed a volunteer form and background check can be used as a replacement.

Manager/Coach positions are on a year to year basis. Notify the division Vice President of your interest and experience. A review by the Board of Directors will then be made and a recommendation of candidates presented to the League President. The League President will approve or disapprove the manager/coach candidates submitted.

If demonstrated that a manager or coach is responsible for not following the "required play" requirements for each player on the roster attending a game, it will be considered grounds for dismissal and may also exclude the individual at fault for future opportunities to manage or coach for Mercer Island LL.

Required Forms

Waiver forms, registration and medical release forms will be signed by a parent and/or guardian and in a Manager's possession before any player is allowed to practice.

SECTION 6 - VOLUNTEERS

TEAM VOLUNTEER POSITIONS:

Team Representative: The team representative assists the team's coaches with the administration and support of the team. Responsibilities include recruiting parents for the other volunteer responsibilities below, asking the phone parent to call parents with urgent information, arranging team functions such as a beginning or end of the season party, assisting with purchase of coaches' gifts, if appropriate, assisting team players during games and practices, and distributing league information to players.

Practice Assistant(s): It's difficult to run an efficient practice with two coaches. Additional parents are required at each practice to help with drills. If the coaches request it, the team representative may assign parents to assist at practices on a rotating basis. All volunteers must have a Little League Volunteer Form and approved background check on file with the League.

Dugout Manager: Oversee the players in the dugout to ensure safety, proper behavior and assist the coaches in making sure players are ready and properly equipped to bat and play their designated position. Team representative may assign this to parents on a rotating basis. All Volunteers must complete a Little League Volunteer Form and approved background check on file with the League.

Score Keeper: Know how to keep score and be willing to do so throughout the games. This is the most important game day volunteer outside the dugout. Scorekeeper should be positioned just outside the dugout to communicate to the coaches. Scorekeeper is to give scorebook to coach and/or manager after game. (Need at least two volunteers able to perform this duty).

Umpire(s): Attend league umpiring clinics and be available to do so as requested. For those desiring to umpire at the Minor level and above, a Little League Volunteer Form and approved background check must be on file with the League. All others should attend the clinics and need to have a Little League Volunteer Form and approved background check done.

The following volunteer positions maybe combined for efficiency:

Equipment Volunteer: Pick up equipment at beginning of season; clean it up and return it at the end of the season. (Assign to one of the assistant coaches).

Telephone Volunteer: The telephone volunteer calls team parents or players to provide them with urgent information, such as game or practice cancellations.

Snack Coordinator: Create and distribute a snack schedule to the team. Keep a schedule on hand to remind parents of their assignment, help with substitutions as needed.

Picture Volunteer: Distribute picture envelope, collect incoming envelopes, schedule picture time, organize team on picture day, pick up and deliver pictures.

Team Photo/Videographer: Take photos and/or videos of the team and players throughout the season, to provide to parents on a commemorative CD/DVD at the end of the season.

Opening Day Coordinator: Attend any required meetings pertaining to Opening Day, keep parents apprised of Opening Day plans and responsibilities, and provide assistance to league officials and league Opening Day Coordinator as needed. Up to two parent volunteers may be requested to assist Mercer Island LL with the planning and execution of Opening Day.

Little League Day with the Mariners Coordinator: Provide all team members with ticket order forms, collect money, submit order to the league and distribute tickets to families who purchase them.

Party Coordinator: Arrange a beginning and/or end of season party for the team.

SECTION 7 - PARENTS

Each team at each level of play should have a parent meeting to cover the following points as well as other information the Manager feels is important to their team having a successful season.

Parent's role in Mercer Island LL: this is your player and your team, so get involved. We need your help. Don't always say "*they* will take care of it", because "*they*" are YOU!

Parents should accept the fact that they must demonstrate responsibility and take the initiative to make our program successful. Mercer Island LL is not a club in which membership implies babysitting benefits and entertainment privileges. Parents are responsible for making sure that their children are brought to practices/games on time and picked up after practices/games on time, to come to games and cheer the team on, and to play and practice with your son and daughter throughout the season. But more than that, Little League is an all-volunteer program constructed, supervised and assisted by parents and other volunteers who desire to make its benefits extend to all children who participate in Mercer Island LL. Managers, coaches, umpires, and scorekeepers are needed on the playing field. Additional volunteers are needed to serve as League officers, members of the Board of Directors, concessionaires, fundraisers, groundskeepers, etc. Please plan to volunteer to make the total program a success!

Each parent should join in the effort in some capacity. There is a place and a job to do for all. The burden of operating the League should not fall on a few. The parent who shirks this responsibility cannot, in turn, expect others to assume the burden. If everyone does a little bit, then no one has to do a lot.

Parent responsibilities:

- All parents are encouraged and expected to play and practice with their son/daughter at home. Baseball and Softball, like most sports, require repetition, repetition, repetition to master – more than can be achieved through once a week practices. Take 10-15 minutes several times each week to play catch with your son/daughter and have them hit while you “soft toss” to them (ask your team's coach how). This will not only help your child reach his/her full potential, but shows them that you care, as well as reinforce the most valuable lesson your child can learn from sports: the connection between hard work and success.
- Whenever possible, offer to assist your team's coaches at practice. It's extremely difficult to run an efficient practice and keep 12 children buzzing with activity at all times with only 2 or 3 adults present. So regardless of your ability or experience level, your team's coaches can always use an extra pair of hands (or feet!). NOTE: Anytime an adult has “repetitive access to the players,” he/she

must have a Little League Volunteer Form and approved background check on file with the League.

- All parents should become acquainted with the philosophy, rules and regulations of Little League Baseball, Incorporated and Mercer Island LL Local Rules.
- Understand the “required play” requirements for each player.
- Help coaches prepare the field, i.e., raking the field and chalking the foul lines. Start early before the game time to get the field ready.
- Mercer Island LL does not allow “booing” or verbal abuse of umpires, managers, coaches or ball players from anyone in or near the stands, and to the contrary, expects all spectators to cheer for their team and to applaud fine efforts for both teams. The Umpire will warn spectators in most instances and if the abuse continues the person or persons will be ejected from the ball field. League officials also have the authority to remove anyone from the stands for inappropriate behavior.
- Read, sign and adhere to the Sportsmanship Code of Conduct (Exhibit H)
- Each player is covered by Mercer Island Boys and Girls Club and may be covered by Little League insurance as a *secondary* insurance policy. In short, this insurance may cover only what the family’s insurance policy does not cover. Insurance claims are to be made as soon as possible after an injury or accident and given to the Mercer Island LL President and Safety Officer who will forward them to the District Administrator. Claim forms may be obtained from the League Safety Officer.

SECTION 8 - DISCIPLINE POLICY

Mercer Island Little League has the right to impose discipline on any person associated with the league. Discipline matters regarding any player, manager, coach, umpire or member shall be resolved by the Executive Committee or the full Board of Directors, and there shall be no appeal from the decision of the Executive Committee or Board of Directors on any such disciplinary matter. Disciplinary matters involving any member of the board, the Executive Committee or any other league committee shall be resolved by the full Board of Directors.

The Executive Committee members include the League President and may include, Umpire in Chief, respective Player Agent, respective Vice President, and Coaching Coordinator.

The Executive Committee shall have the right to impose any or all of the following as discipline:

1. Termination of the person from Mercer Island Little League
2. Suspension of the person from league activities for a specified period of time and/or a specified number of games and/or from specific league positions (such as manager, coach or umpire; and/or
3. Caution or censure of the person.

Any decision may contain conditions for continued involvement or may contain steps to be completed to remedy the problem giving rise to the violation.

Discipline of player, manager coach, umpire or member - Any issue that may require discipline regarding any player, manager, coach, umpire or member to be considered may be brought to the attention of the League by any person. The President shall initially handle any such referral (except if the President is the subject of the potential discipline in which case the referral shall be handled at all points by the Player Agent).

The President shall initially determine if the referral has an adequate basis in fact for a hearing on potential discipline. The President may choose to conduct an investigation and/or to consult with others in making this determination. If the President determines that there is an adequate basis for a hearing, the President shall promptly schedule a meeting of the Executive Committee to consider the matter. The hearing will be held by the Executive Committee as soon as practicable. At least 5 days' notice of the hearing shall be provided to the person who is the subject of the potential discipline (unless they request or agree to an earlier hearing); such notice may be provided by email, and shall also be provided either by hand delivery or certified mail, return receipt requested.

Notice will be deemed to have been provided when the email is sent to the affected person.

The President or others at his direction may at any time investigate the issues relating to the referral. In conducting this investigation, the President may contact the person who is the subject of the referral and potential discipline or any other persons with knowledge of matters relating to the issues presented. The President shall present any information gathered to the Executive Committee during any hearing which is conducted.

The President may determine that any referral of potential discipline should not be considered by the full Executive Committee because of insufficient grounds to impose discipline or to pursue the matter further. In that event, the President shall promptly inform the entire Executive Committee of his or her decision in writing. If three or more members of the Executive Committee provide written notice to the President within five days of receipt of the President's notice of the decision not to proceed that they wish to have the matter considered at a hearing, a hearing will be conducted notwithstanding the President's decision not to proceed.

Emergency Disciplinary Action - Prior to the hearing, the President shall have the power to temporarily suspend any player, manager, coach, umpire or member on an interim basis. The President is to use this interim power sparingly, and only in situations where the safety of any person might be placed at risk, where there may have been a violation of law, or where there has apparently been a flagrant violation of league rules. The President will take such interim action by providing email notice and a telephone call or message to the person who is the subject of the potential dispute. The Executive Committee shall have the power to revoke any interim suspension at any time.

Hearing Procedure - All hearings shall be conducted in an informal, yet orderly fashion. The person who is the subject of the disciplinary hearing shall have the right to attend the presentation of all evidence to be considered; shall have the right to have counsel present; and shall have the right to present evidence. The President shall preside over the hearing. The league shall have the right to have counsel present. No one other than the Executive Committee, counsel to the league, and the subject and his or her counsel shall have the right to attend the hearing or to hear the testimony of any witness. In any hearing involving a minor, the minor shall have the right to have his/her parents or legal guardians present.

Any hearing on discipline and any interim suspension may be terminated by the President upon receipt of written notice from the person affected by the hearing/

suspension that the person has voluntarily resigned his or her position and/or terminated his or her membership in Mercer Island Little League.

Request for Reinstatement - The disciplinary decision shall be final and shall not be subject to appeal. A disciplined individual may, however, submit in writing a request for early termination of disciplinary sanction, including a request for reinstatement in all Mercer Island Little League activities.

Exhibit A
Registration Refund Request Form

Date: _____

Name of Requesting Parent/Guardian:

Name of Player:

Division/Level of Play:

Reason for Requesting Refund:

Amount Paid related to this Player: _____

Form of Payment:

Date of First Practice for this Division:

Date of First Game for this Division:

Amount of Refund (less 10% administrative fee)

Signature of Registrar:

Signature of Treasurer:

Date refund completed:

Exhibit B Player Evaluation Guidelines

Purpose: To fairly and objectively evaluate all players registered for youth Player Pitch baseball, ages 8 to 12, and softball, ages 8-14, in order to place players into the appropriate division based on their age and skill level, and to evenly balance the teams within each division. Softball will conduct player evaluations on an “as needed” basis.

General Evaluation Information

All players registered for player pitch baseball are required to attend player evaluations at “Show Your Stuff” day (“SYS Day”) which will focus on player skills and techniques in several areas. Players will be evaluated according to both objective and subjective criteria which are appropriate for each player’s age level. SYS Day should be scheduled for the end of January or early February, depending on space availability.

This evaluation will primarily be used to assign players fairly and evenly to teams in each Little League baseball or softball division.

- 1) The Evaluation will be run primarily by prospective coaches of teams in the Mercer Island Little League, plus additional qualified volunteers. Players in each age group will be evaluated by a team of evaluators made up of prospective coaches (as chosen by the MILL Board of Directors).
- 2) There will be a make-up SYS Day, typically one week after the primary SYS Day. Make-up evaluations will be for those unable to attend the primary SYS Day due to conflicts, illness/injury; all players are strongly encouraged to attend the first SYS Day if at all possible.
- 3) All players will be evaluated on a series of individual skills as described below based on a set of objective criteria as set forth herein by MILL which all evaluators will use.
- 4) For each player, his/her individual skill scores will be weighted, added together, and combined with ratings from the prior year’s coach (if available), at the discretion of the Player Agent, and the total will be used to rank players by age and score for purposes of creating balanced teams.

Criteria and Skills Stations for SYS Evaluation Day for All Levels

Each player will be evaluated in three basic skills: 1) Hitting; 2) Pitching; and 3) Fielding.

Fielding

Players’ fielding scores will be based on their coach’s evaluation from the prior season. If there is no coach’s evaluation for that player from the prior season, that player’s fielding skills will be evaluated at SYS Day. Players will line up and each be given a chance to field several thrown ground balls and make a game-like throw to a first

baseman (adult). Throws will be judged on strength of throw as well as accuracy. Each player will field at least 5 balls:

- 1 ground ball left
- 1 ground ball right
- 1 ground ball to charge in front
- 1 line drive right
- 1 line drive left

Scoring for Infield is designed to approximate the score the player would have received if he had a coach evaluation from the prior year in MILL. Coach ratings are based on an evaluation of the player relative to others in the division, on a 1 to 9 point scale. For players without a coach evaluation, first determine which division they played in (or would have played in had they been in MILL in the prior year). Then, assign them a rating based on comparison to other players in that division:

Scale	
9 =	Outstanding - top 5% in this division
8 =	All-star caliber - top 10% in this top
7 =	Upper quartile
6 =	Above average
5 =	Average for division
4 =	Below Average
3 =	Bottom 25% for this division
2 =	Bottom 10% of this division
1 =	Was not ready to play in this division

It would be extremely helpful to have these evaluations conducted by coaches who are familiar with the quality of play in that particular division.

The rating is entered into the score sheet as a “raw score”, and then weighted for that division (similar to the weightings applied for all coach ratings):

Coast: 0.7

AAA: 0.5

AA: 0.3

A: 0.2

Hitting

Players should begin with a soft toss (or tee) station as a warm up. Players will then rotate to 1 or 2 cages with pitching machines. Each player will hit in the batting cage and will receive up to 8 pitches to hit (any duds or wild balls will not count). The first 2 pitches may be bunted or hit softly so the player can get a feel for the pitches before being judged. Once these 'warm-ups' have been taken or the player has indicated he is ready, the next 6 pitches will be hit with full swings. Players will be judged on several criteria, including the number and quality of contact made on all pitches, and power.

Scoring for batting cage station is based on a 1 to 10 scale for both power and contact within the following guidelines:

	Batting- Power
10	Exceptionally strong swing and bat speed; all balls are hit hard on line drive to back of cage
7	Strong swing, fast bat speed; most balls are hit hard on line drive to back of cage, most of the rest are hit hard
5	Average strength and bat speed; some balls are hit hard on line drive to back of cage; most balls hit are moderate grounders or pop-ups
3	Weak swing and slow bat speed; mostly weak hits
1	Very weak swing and slow bat speed; any hits are weak grounders to pitcher
	Batting- Contact
10	Hard base hits consistently for 55-60 mph pitches

9	Solid contact for most 55-60 mph pitches
8	Occasional base hit at 55-60 mph; solid contact for most 50 mph pitches
7	Contact with appx. half of 50 mph pitches with some solid hits
6	Can't make contact with over half of 50mph pitches; solid contact on most 40 mph pitches
5	Crushes 30 mph pitches; makes contact with appx. half of 40 mph pitches
4	Misses most 40 mph pitches; solid contact on appx. 75% of 30 mph pitches
3	Makes solid contact on about half of 30 mph pitches; weak contact on rest of 30 mph pitches
2	Weak contact on 30 mph pitches; few if any solid hits
1	Makes little/no contact at 30 mph; poor candidate for player pitch level

Pitching

All players will throw up to 8 pitches to a catcher (adult) from 46 feet. Scores for the pitching stations will be based on a 1 to 10 scale for both accuracy and speed within the following guidelines.

Players can throw from stretch or windup. The goal of the pitching evaluation will be to judge general mechanics, relative speed of pitches, and accuracy. As players in late January have generally not been properly training or building arm strength for several months, players should throw pitches as hard as they feel comfortable and can control.

Scoring for accuracy and speed of pitches:

<p>PITCHING SPEED: Consistently throw pitches (mph)</p>
--

10	Above 70
9	65-70
8	60-65
7	55-60
6	50-55
5	45-50
4	40-45
3	35-40
2	30-35
1	<30

**PITCHING ACCURACY: Approximate % strikes
(with wide strike zone)**

10	100
9	90
8	80
7	70
6	60
5	50
4	40
3	30
2	20
1	10 or below

Overall Ranking

After SYS Day is complete, the Player-Pitch Player Agent compiles with resultant data to develop a composite score for each player (see chart below).

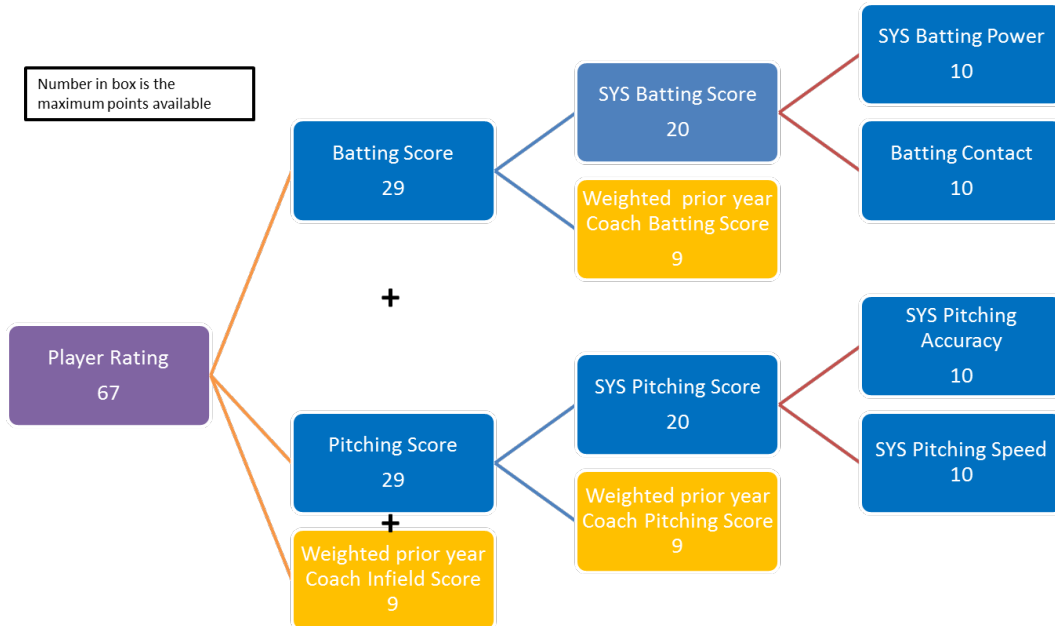


Exhibit C
Local Divisional Playing Rules

LOCAL PLAYING RULES FOR BASEBALL

The Official Regulations and Playing Rules of Little League Baseball, Incorporated. what color it will govern all divisions of play, except as follows. Special provisions for league tournament play are summarized at the end.

Mercer Island Little League

Official Local Playing Rules – Baseball Division

Regular Season – 2024

Section	Page
Introduction	2
Section I – Game Preliminaries	3
1. <u>Umpires</u>	
2. <u>Home Run Line</u>	
3. <u>Pitching Mound or Machine</u>	
4. <u>Scorekeeper and Pitch Count Recorder</u>	
5. <u>Baseball</u>	
6. <u>Coaches in the Field</u>	
7. <u>Pitching Machine Operator</u>	
8. <u>Base path</u>	
Section II – Starting and Ending the Game	4
1. <u>Time Limits</u>	
2. <u>Mercy Rule</u>	
3. <u>League Standings</u>	
4. <u>Reporting Scores and Pitch Counts</u>	
5. <u>Field Maintenance</u>	
Section III – Mandatory Participation	6
1. <u>Batting</u>	
2. <u>Sitting</u>	
3. <u>Pitching</u>	
4. <u>Defense</u>	

Special Situations

Section IV – Putting the Ball in Play	7
1. <u>Infield fly rule</u>	
2. <u>Live ball hitting the pitching machine</u>	
3. <u>Positioning fielders</u>	
Section V – The Batter	7
1. <u>Bunting</u>	
2. <u>Releasing the bat</u>	
3. <u>Dropped 3rd strike</u>	
4. <u>Walks</u>	
5. <u>Strikeouts</u>	
6. <u>Batter hit by pitch</u>	
7. <u>Special batting rules</u>	
Section VI – The Runner	8
1. <u>Sliding</u>	
2. <u>38 Bases</u>	
3. <u>Dead ball</u>	
Section VII – The Pitcher	9
1. <u>Developing pitchers</u>	
2. <u>Curve balls</u>	
3. <u>Warm-up pitches</u>	
4. <u>Pitch count limitations, required days of rest and related matters</u>	
5. <u>Players who play outside of Little League</u>	
6. <u>Intentional Walk</u>	
7. <u>Pitch count recorder</u>	
8. <u>Pitcher position</u>	
9. <u>(AA/A) Special pitching rules</u>	
Section VIII – The Umpire	10
1. <u>Calling the game</u>	
2. <u>Strike zone</u>	
Section IX – Tournament Rules	12
1. <u>Format</u>	
2. <u>Tournament Preliminaries</u>	
3. <u>Starting and Ending the Game</u>	
4. <u>Pitching</u>	
5. <u>Mandatory Participation</u>	

Introduction

MAJORS BASEBALL – for boys and girls league ages 10 - 12

This is the most advanced and competitive division of Little League. It will include all league age 12-year-olds, strong 11-year-olds, and outstanding 10 year olds. Play in Majors is governed by Little League rules designated for “Major League” or “Majors” and by these Local Rules. The Majors Division is for the most highly skilled players in Little League. Like all levels of Little League, the Majors Division should be fun and should focus on advanced skill development and a deep understanding of the strategic aspects of the game, while also emphasizing fair play and high quality competition and preparing players for higher levels of play, including all-stars.

COAST BASEBALL – for boys and girls league ages 9-11

The division is primarily for 10 and 11 year-old players, as well as some highly-skilled 9-year-olds. The Coast Baseball Division features competitive player pitch baseball for the most highly skilled younger players and moderately skilled older players. The focus in Coast should be on fun, advanced skill development in order to prepare players for the Majors level, and developing a deeper understanding of the game. Play in Coast Baseball is governed by Little League rules designated for “Minor League” or “Minors” and by these Local Rules.

AAA BASEBALL – for boys and girls league ages 8-10

This is entry level player pitch baseball, primarily for 9 and 10 year old players, as well as some highly skilled 8-year-olds. The AAA Division is instructional player pitch baseball intended for younger players and those whose skills are developing more slowly. The focus in AAA should be on fun, developing enjoyment and understanding of the game, and skill development for all players, particularly pitching. Play in AAA Baseball is governed by Little League rules designated for “Minor League” or “Minors” and by these Local Rules.

A/AA – for boys and girls league ages 7-9

This is for players ages 7, 8, and 9 who are not quite ready to begin player pitch baseball. The A Division is primarily for 7 and 8 year olds, and the AA Division is primarily for higher skilled 8 year olds and for 9 year olds who need a little more development before moving on to Player Pitch. The focus in A/AA should be on ensuring that players have fun and enjoy the game, and on further developing player skills and understanding of the game. Play in the A/AA Division is governed by Little League Rules designated for “Minor Leagues” or “Minors” and by these local rules. A/AA division will play Rapid Baseball Level 1 and 2. Refer to Appex at bottom of rules

- AA Division only:
- There will be an unseeded AA Division tournament at the end of the season.
- Batter hit by pitch: normal rules apply unless delivered by an adult volunteer or machine.

Sluggers – for boys and girls league ages 6-7

This is a non-competitive program that is intended to be fun and to develop players’ fundamental skills and understanding of the game. Play in the Sluggers Division is governed by Little League Rules designated for “Minor Leagues” or “Minors” and by these local rules. In addition to the Manager, Sluggers teams are allowed up to 3 coaches. (See LL Rules 1.01)

Tee-ball – for boys league ages 4-6 and girls league ages 4-7

This is a non-competitive program that is intended to be fun and to develop players' fundamental skills and understanding of the game. Play in the Tee-Ball Division is governed by Little League Rules designated for Tee-Ball and by these local rules.

Section I – Game Preliminaries

1. Umpires

- a. The league will provide a home plate umpire. At his/her discretion, the league umpire may require the visiting team to provide a field umpire. If the league umpire fails to appear or is unable to continue and cannot be immediately replaced, the home team must provide a home plate umpire and the visiting team must provide a field umpire.
- b. (AA/A) Base coaches and Defensive coach in the field will make umpire calls
- c. (Sluggers) The visiting team must arrange for or provide a field umpire (no home plate umpire is required). This umpire may call the game at any point if, in his or her opinion, it would be unsafe to continue playing due to darkness or inclement weather.

2. Home Run Line

- a. Cones will be placed in the outfield in an arc approximately 200 feet from home plate. A ball hit past the cones on the fly is a home run; a ball that rolls past the cones is ruled a ground rule double and all base-runners are allowed to advance two bases.
- b. (Coast) – 175 feet from home plate.
- c. (AAA) – 150 feet from home plate.

3. Pitching Mound or Machine

- a. A portable pitching mound, if available, will be used
- b. A/AA – Refer to the Rapid Baseball Appendix for detailed instructions

4. Scorekeeper and Pitch Count Recorder

- a. Each team must provide a scorekeeper and a pitch count recorder (the scorekeeper may perform both duties). Each team's scorekeeper and pitch count recorder should confer with their counterparts on the opposing team following each inning to ensure that the score and pitch counts for each pitcher used match. In the event of a discrepancy which cannot be reconciled, the home team's score book and pitch count shall be the official record. However, each manager is responsible for knowing when his/her pitcher must be removed. This is only applicable for Majors and Coast as well as AAA and AA playoffs
- b. The home team's pitcher count recorder or another game official appointed by the chief umpire will be the official pitch count recorder. However, each manager is responsible for knowing when his/her pitcher must be removed.

5. Baseball

- a. (AA/A) (Sluggers) (T-Ball) – Ball used will be a soft-sided "safety" ball

6. Coaches in the Field

- a. (AA/A) (Sluggers) – The fielding team may have one coach in the field.

- b. (T-Ball) – Coaches are permitted in the field of play. The fielding team will use a coach or parent volunteer as catcher. The batting team will use a coach or parent volunteer to place the ball on the tee.
7. Pitching Machine Operator
- a. (AA/A) – Each team must provide a coach or adult volunteer to operate the pitching machine when their team is at-bat. If the pitching machine is inoperative, each team will provide a coach or adult volunteer to pitch to his/her team. The coach or adult volunteer must throw overhand (as a “regular pitcher”) from the rubber or directly in front of the mound. The adult pitcher may pitch from their knees or while sitting provided they are no closer than they would be if they were pitching while standing up (on the rubber or directly in front of the mound). This volunteer may wear a glove, but is not allowed to touch or interfere with any “live” ball. If this volunteer touches a batted ball, the ball is dead and the batter is granted an automatic single, unless, in the opinion of the umpire, the contact was avoidable and may have prevented a play on the ball, in which case the batter is out and base-runners must return to the base they occupied at the beginning of the play.
8. Base path
- a. (Sluggers) (T-Ball) – Base path length will be 50 feet.

Section II – Starting and Ending the Game

1. Time Limits – All games will be played in accordance with LL regulations 4.10, 4.11 and 4.12, except as follows:
- a. 2:30 time limit per game from the time of the first pitch (or 10 minutes before the start of the next scheduled game on the same field, whichever is earlier). When the time limit is reached, play stops and the score reverts back to the last completed inning (even if tied). No new inning may be started 2:10 after the scheduled start time (or 15 minutes prior to the start of the next scheduled game on the same field, whichever is earlier), or when, in the opinion of the home plate umpire, it is unlikely to be completed before dark.
 - i. (Coast) (AAA) – 2 hour time limit; no new inning after 1:40
 - ii. (AA/A) – 1 hour 30 minute time limit; no new inning after 1:20 (max 3 innings) – Refer to Rapid Baseball Time limits as well.
 - iii. (Sluggers) – 1 hour and 15 minutes; no new inning after 1:00 (max 3 innings)
 - iv. (T-Ball) – 1 hour time limit or 15 minutes prior to start time of next game (max 3 innings per game, unless otherwise agreed by the coaches
 - b. The home plate umpire shall advise both coaches and the official scorekeeper of the time after which no new inning may start, and the time when all play must cease. The home plate umpire shall provide this information before the game begins, if possible, but in no event later than the first pitch of the second inning.
 - c. A game in which 4 complete innings were played (3 1/2 if the home team is ahead) before being called for darkness, weather or time limit, is

considered a complete game and counts toward league standings (if applicable), even if tied.

- i. (AAA) – 3 complete innings (2 1/2 if the home team is ahead)
- ii. (AA/A) (Sluggers) (T-Ball) – Postponed or suspended games are not required to be made up or resumed. Managers may make arrangements to play by mutual agreement.

2. Mercy Rule

- a. No 15/10/8-run “Mercy Rule” applies in regular season games, but it does apply during league playoff games per Little League Rule 4.10(e), Note 2.
 - i. Majors – In preseason Majors games, there will be a 5 run limit per inning per team. There are no inning run limits in regular season and tournament games.
 - ii. (Coast) – In regular season and league tournament play, 5 run limit per inning per team. But in the 6th inning or any inning that begins within 30 minutes of the time limit (as determined by the home plate umpire, and announced to both teams prior to that inning), scoring is unlimited provided that neither team may bring more players to the plate than are currently in the larger team's lineup.
 - iii. (AAA) - In regular season and league tournament play, 5 run limit per inning per team, other than when playing Rapid Baseball. But in the 6th inning or any inning that begins within 30 minutes of the time limit (as determined by the home plate umpire, and announced to both teams prior to that inning), scoring is limited to 12 runs (01.04.17) provided that neither team may bring more players to the plate than are currently in the larger team's lineup.
 - iv. (REMOVE THIS SECTION)(AA/A) – In regular season and league tournament play, 5 run limit per inning per team, except for the 6th inning or any inning that begins within 20 minutes of the time limit (as determined by the home plate umpire, and announced to both teams prior to that inning), scoring is unlimited provided that neither team may bring more players to the plate than are currently in the larger team's lineup.

3. League Standings

- a. The first four schedule games will not count toward league standings.
 - i. (Coast) – Games played in the first half of the season (list specific date when available) will not count toward league standings
 - ii. (AAA) (AA/A) – No league standings will be maintained.
 - iii. (Sluggers) (T-Ball) – No scores or league standings will be kept

4. Reporting Scores and Pitch Counts

- a. (AAA, Coast, Majors) At the conclusion of the game, each team’s manager must report online to the league the final score and a record of how many pitches were thrown by each pitcher for both teams.

5. Field Maintenance

- a. After the game, the home team must rake the area around the bases, home plate and pitcher’s mound and drag the bases paths. Also, the pitching mound must be removed from the field. As applicable, the visiting

team must roll up and remove the home run fence (or cones) from the field. –

Section III – Mandatory Participation

Little League is a developmental program meaning coaches are encouraged to provide all players with a variety of baseball experiences during the regular season. This includes pitching, catching, infield, outfield, switch-hitting, stealing and bunting. To this end MILL requires these mandatory play rules during the regular season:

1. Batting

- a. All players present at the game will bat in the lineup in a continuous batting order.

2. Sitting

- a. Each player must play at least 3 defensive innings (9 defensive outs); including at least one inning in the infield.
- b. No player may sit out for more than one defensive inning until each player has sat out for at least one inning.

Starting pitcher exception – the starting pitcher may stay in the game as a pitcher, subject to his pitch count, regardless of the inning and how many times other players have sat. Once removed from the game as a pitcher Rule 2.b. applies and he must sit immediately if all other players have sat

3. Defense

- a. All players must play at least one defensive inning in the infield. Waivers of this rule for specific players can be requested from the VP of the division.

Exception: There is no infield requirement in the Majors division.

- b. (AA/A) – Refer to Rapid Baseball Appendix for Defense players
- c. (Sluggers) – Each coach may choose to either have all players play in the field, or as few as 9 at a time (4 outfielders, no catcher); however, if the coach chooses the latter, no player may sit out more than 1 defensive inning per game, and all players should play equally over the course of the season. Each player must play a different position each inning.
- d. (T-Ball) – All players bat and play in the field each inning; the batting order should be varied and players should be rotated around so that each player has an opportunity to play various positions, bases, etc. and have legitimate opportunities to field and throw.

4. Penalty

- a. The penalty for non-compliance comes from the Green Book, Regulation IV (i) and is repeated below.

PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i) (and MILL local rule 2), and the requirement for this game before being removed.

The manager shall for the:

- A. First Offense – receive a written warning.

- B. Second Offense – a suspension for the next scheduled game.
- C. Third Offense – a suspension for the remainder of the season.

Section IV – Putting the Ball in Play

1. Infield fly rule
 - a. (Majors) (Coast) (AAA) The infield fly rule is in effect and may be called.
 - b. (AA/A) (Sluggers) (T-Ball) – The infield fly rule does not apply.
2. Live ball hitting the pitching machine
 - a. (AA/A) (Sluggers) – If a batted ball hits the pitching machine, or protective screen, the ball is dead and the batter is automatically granted a single. If a live ball in the field touches the pitching machine or its operator, the ball is dead. Base-runners who are more than halfway to the next base are allowed to proceed. Base-runners who are less than halfway to the next base must return to the previous base (unless occupied).
3. Positioning fielders
 - a. (AA/A) – Outfielders may not stand in the infield until the pitched ball crosses the plate, but outfielders should play the outfield and not the infield.

Section V – The Batter

1. The Batter's Box
 - a. Pursuant to LL regulation Rule 6.02. The batter shall take a position in the batter's box promptly.
 - b. After first entering the batter's box, the batter can leave the batter's box briefly, but not after the pitcher comes to set position, or starts a wind up. If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
2. Bunting
 - a. Bunts and fake bunts are permitted in Majors and Coast Divisions. Slash bunting (squaring up to bunt but then swinging away) is not permitted and will result in the batter being warned or ejected for a DANGEROUS play.
3. Releasing the bat
 - a. If a player releases the bat in an uncontrolled manner, or throws it in anger or frustration: (1) the umpire shall warn the player and the coach; (2) if at any later point in the game, that player or any teammate throws the bat, the umpire shall afford the coach the opportunity to remove that player from the balance of the game, immediately after the play is completed; (3) if the coach declines to do so, the umpire shall eject the player. In flagrant cases of unsportsmanlike conduct (for example, if the batter intentionally throws the bat at another person), the umpire has the responsibility to eject the player immediately, under Little League Rule 9.01d.
4. Dropped 3rd strike
 - a. Majors Division - The dropped third strike rule shall be in effect in all games: for pre-season, regular season and playoffs (see Rules 6.05(b)(2) and 6.09(b)).

- b. (Coast) (AAA) (AA/A) – The dropped third strike rule shall not be in effect.
- 5. Walks
 - a. (AAA) – Prior to mid-season AAA will be playing Rapid Baseball rules
 - b. (AA/A) – Refer to Rapid Baseball Appendix
- 6. Strikeouts
 - a. (AA/A) – Refer to Rapid Baseball Appendix
 - b. (Sluggers) – There will be no strikeouts – each player swings until he/she hits it fair and more than 10 feet from home plate. However, players will not be allowed to remain on base if put out by a play in the field.
 - c. (T-Ball) – There will be no strikeouts – each player swings until he/she hits it fair and more than 10 feet from home plate.
- 7. Batter hit by pitch
 - a. (AA/A) – Normal rules apply unless delivered by an adult volunteer or machine.
 - b. (Sluggers) – Batters hit a ball pitched by a machine will not be awarded first base.
- 8. Special batting rules
 - a. (Sluggers) – At batter’s or offensive coach’s option, player may hit from a batting tee.
 - b. (Sluggers) – If the batter fails to hit a fair ball after 6 hittable pitches from the machine, he/she must complete the at-bat using a batting tee. Home team must provide a batting tee at the field.
 - c. (T-Ball) – Batters hit from a batting tee.
 - d. (T-Ball) – Players are permitted to attain first base even when “out”.

Section VI – The Runner

- 1. Sliding
 - a. In accordance with LL rule 7.08(a) 3 and 4, a runner is out who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or who slides headfirst while advancing (but runners are permitted to dive back to a base headfirst).
 - b. (Sluggers) (T-Ball) – No sliding is allowed.
- 2. Stealing Bases
 - a. (AAA) – Prior to mid-season no steals will be allowed.
 - b. (AA/A) (Sluggers) (T-Ball) – No stealing is allowed.
- 3. Dead ball
 - a. (AA/A) – On an overthrow in play, base-runners may advance at their own risk. On a dead ball (out of play), base-runners may advance to the next base (not the base they are heading to plus one).
 - b. (AA/A) (Sluggers) – When the ball is in play and an attempt is made to return the ball to the player-pitcher, the ball is dead and the play is over. Base-runners who are more than half-way to the next base may continue to the base to which they are advancing. Base-runners who are less than halfway to the next base must return to the base from which they advanced (unless now occupied). For balls that reach the outfield (whether hit there, or as a result of being mishandled by a fielder), this rule

applies when, on an attempt by a player in the outfield to return the ball to the pitcher, the ball crosses the 1st-2nd or 2nd-3rd base path.

- c. (T-Ball) – Ball is dead once fielder attempts to return the ball to the pitcher or to the batting tee
 - d. (T-Ball) – After a hit to the outfield is returned to the infield, base-runners are allowed to advance to the base to which they are proceeding. However, if they are less than halfway to the next base, they must return to the previous base (unless occupied).
 - e. (T-Ball) – No bases are awarded on an overthrow, even when the ball remains in play.
4. Courtesy Runner - Pursuant to LL Rule 2.00, 3.04 & 7.14 (Major, Coast, AAA) allows a courtesy runner for the catcher of record when there are two (2) outs during the Regular Season. The subbed player must play catcher for the next inning. Per Local Rules, Courtesy runners are not allowed for pitchers.

Section VII – The Pitcher

1. Developing pitchers

- a. Coaches are encouraged to develop as many pitchers as possible. During the regular season, all players who wish to pitch must be given reasonable opportunities to do so.

2. Curve balls

- a. Pitches involving twisting or lateral snapping of the wrist may not be taught or thrown at the Coast and AAA levels. If a pitcher throws such a pitch, one warning will be given; if a second infraction occurs in the same game, that pitcher must be immediately removed from the mound and not allowed to pitch again in that game.

3. Warm-up pitches

- a. As provided in Little League Rule 8.03, at the start of each inning the pitcher is allowed up to eight preparatory pitches, which shall not consume more than one minute of time. The same limitations apply when a new pitcher takes over during the course of an inning. But these limitations do not apply when a sudden emergency requires a pitcher to be summoned into the game without an opportunity for warm-up.

4. Pitch count limitations, required days of rest and related matters

- a. All provisions of Little League Regulation VI will be enforced.

5. Players who play outside of Little League

- a. For players who play on any team other than their regular Little League team, any pitches thrown in a game for the other team(s) must be counted as though thrown in Mercer Island Little League and the same required days of rest must be observed as if those pitches had been thrown for his/her Little League team. It is the manager's responsibility to ascertain when and how many pitches were thrown for the other team(s) and limit those player(s) pitching accordingly.

6. Pitch count recorder

- a. The official pitch count recorder should inform the home plate umpire when a pitcher has delivered his/her maximum limit of pitches for the

game. The home plate umpire will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the home plate umpire, and/or the failure of the home plate umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

7. Pitcher position

- a. (Sluggers) – The player-pitcher must stand even with or behind the rubber until the ball crosses the plate, and is not allowed to enter the circle around the pitching machine.

8. (AAA) Special pitching rules [this entire section is void due to Rapid Baseball]

Section VIII – The Umpire

1. Calling the game

- a. The league-provided home plate umpire (if present, or either volunteer umpire, if not) may call the game at any point if, in his or her opinion, it would be unsafe to continue playing due to darkness or inclement weather.

2. Strike zone

- a. (Coast) (AAA) – In regular season and league tournament play, umpires are encouraged to expand the strike zone by one ball width in each direction

3. Umpire Position

- a. Pursuant to LL Rule 9.04 (a), Permits the plate umpire to stand behind the catcher or pitcher during the Regular Season

4. Conduct of the Game

- a. Pursuant to LL Rule 9.01, The umpire shall be responsible for the conduct of the game in accordance with these Local Rules and for maintaining discipline and order on the playing field during the Game.
- b. The Umpire is authorized and required to enforce all of these rules and has authority to order a player, coach, manger, and league officer to do or refrain from doing anything which affects the administering of these rules
- c. LL Rule 9.01(d) regarding Sign Stealing and disqualifications has not been adopted in these Local Rules

Section IX – Tournament Rules

1. Format

- a. There will be league playoffs at the end of the season, in either double-elimination or pool play format, at the discretion of the division VP and Commissioner. The tournament will be seeded according to results from games that count toward league standings:
 - i. Overall Winning Percentage (ties count as .5 wins and .5 losses)
 - ii. Head-to-Head
 - iii. Head-to-head run differential
 - iv. Average run differential (average in case some teams didn't play the same # of games)

- v. Opponents records (aggregate)
- vi. Coin toss.
- b. (AAA) (AA) - The tournament will be unseeded.
- c. (A) (Sluggers) (T-Ball) – There are no playoffs or postseason tournaments.

2. Tournament Preliminaries

- a. In pool play, the higher seeded team will be the home team and occupy the 3rd base dugout.
 - i. (AAA) (AA) –Unless otherwise determined, in pool play games with unseeded teams the home team will be determined by a coin toss as soon as both teams are present.
- b. In pool play tournaments, teams advancing and seeds for the championship round will be determined according to the best won-lost records during pool play. When records are tied, however, MILL will use these tiebreakers to break the tie.
 - i. Total run differential (total runs scored minus total runs allowed for all games, with a maximum differential of 10 runs in any single game).
 - ii. Total runs allowed in all games
 - iii. In neither of these breaks the tie, there will be a drawing of lots.
- c. In bracket play, the higher seeded team (based on pool play) will be the home team and occupy the 3rd base dugout. If both teams have the same seed (based on pool play), the home team shall be determined by a coin toss as soon as both teams are present. The home team shall occupy the 3rd base dugout.

3. Starting and Ending the Game

- a. Little League Rule 4.10(a) A regulation game consists of six innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth inning or only a fraction of it; or (2) because the umpire calls the game.
- b. Little League Rule 4.10(c) If a game is called, it is a regulation game – (1) if four innings have been competed; (2) if the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half innings; (3) if the home team scores one or more runs in its half of the fourth inning to tie the score.
 - i. (AA) – 3 complete innings (2 1/2 if the home team is ahead).
- c. Little League Rule 4.10(d) If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.
- d. Little League Rule 4.11(d) A called game ends at the moment the umpire terminates play. EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the followings situations: (1) the visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning. (2) The visiting teams scores one or more runs to take the lead in the incomplete inning, and the home a team does not tie the score or retake the lead in the incomplete inning.
- e. Time Limits

- i. Little League Rules 4.10(a), 4.10(c), 4.10(d) and 4.11(d) apply subject to the modifications listed below. The rules are copied below for reference.
 - ii. Pool Play – There is no hard stop time during tournament play. The last inning will be unlimited runs. The last inning is the 6th inning (or greater due to a tie) or the inning that starts after 2 hours from the time of the first pitch. Once an inning is started, it must be completed (unless, in a regulation game, the home team is ahead following the visitor’s half of such inning or the home team takes the lead in the bottom half of the inning; in both cases, the home team is the winner). The umpire may, however, call the game for other reasons (e.g. weather related) at any time.
 - 1. (Coast) (AAA) - 1 hour and 30 minutes from the time of the first pitch.
 - 2. (AA) – 1 hour and 10 minutes from the time of the first pitch.
 - iii. Bracket Play (not the Championship Game) – There is no hard stop time during tournament play. Each team will play 3 Rapid Baseball Innings. Home team can stop batting in the final inning if they are ahead. The umpire may, however, call the game for other reasons (e.g. weather related) at any time.
 - 1. (Coast) (AAA) - 1 hour and 30 minutes from the time of the first pitch.
 - 2. (AA) – 1 hour and 10 minutes from the time of the first pitch.
 - iv. Championship Game – The time limits do not apply to the Championship Game.
- f. Ties
- i. Pool Play - If a regulation game ends in a tie, it shall be recorded as a tie (i.e., no extra innings in pool play; ties are permitted in pool play)
 - ii. Bracket Play (not the Championship Game)
 - iii. (AA) If the score is tied after 3 innings, teams will play an additional 10 minute inning (5 minute half innings). If score is tied after the 4th inning, then times will play 6 minute innings (3 minute half-innings) until a winner is determined
 - 2. (AAA, Coast, Majors) If (i) the score is tied after six complete innings or (ii) a regulation game is tied after four or more completed innings and halted by the umpire, then play shall continue (even if the resumption of play (i) extends beyond the time limits or (ii) has to be rescheduled for another date) until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. The first inning of extra innings shall be played by normal baseball rules. For the second and subsequent extra innings, the “California tiebreaker” will be used. (California tiebreaker: the last batted out will be placed on second base to start the next new inning. Then complete innings until the tie is broken.).
 - iv. Championship Game -

- v. (AA) If the score is tied after 3 innings, teams will play an additional 10 minute inning (5 minute half innings). If score is tied after the 4th inning, then times will play 6 minute innings (3 minute half-innings) until a winner is determined
 - vi. (AAA, Coast, Majors) If (i) the score is tied after six complete innings or (ii) a regulation game is tied after four or more completed innings and halted by the umpire, then play shall continue (even if the resumption of play has to be rescheduled for another date) until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. The first inning of extra innings shall be played by normal baseball rules. For the second and subsequent extra innings, the "California tiebreaker" will be used. (California tiebreaker: the last batted out will be placed on second base to start the next new inning. Then complete innings until the tie is broken.)
- g. Mercy Rules
- i. Per rule 4.10(e), a manager must concede the game if his/her team is behind by 15 runs after 3 innings (2 1/2 if the home team is ahead) or 10 runs after 4 innings (3 1/2 if the home team is ahead)

4. Pitching

- a. Throughout the league (and city) tournament, **regular season** pitching rules apply, *not* the modified playing rules in the back section of the green book, which only apply to the LL International Tournament (all-stars).
- b.

5. Mandatory Participation

- a. In tournament play, each player is *not* required to sit out an inning before any player can sit out for a second inning, but each player is still required to play a minimum of 3 innings (9 defensive outs), unless the game is shortened by the 10-run rule or called for darkness or weather.
 - i. (Coast) (AAA) - Players are still required to play at least one inning in the infield (unless there is a legitimate safety issue or injury that requires modified participation, approved by the division vice-president).
 - ii. (AA) - The regular season rule that "No player may play the same defensive position for more than one inning per game" shall not apply during tournament play.

Pitch Count Limits for 2024

League Age	Pitches Allowed Per Day
13-16	95
11-12	85
9-10	75
7-8	50
Completion of pitching to batter	If a pitcher reaches the pitch count limit for their age while facing a batter, the pitcher may continue to throw until the batter reaches base, is put out, or the third out is made to complete the half-inning.

Enforcement

- To ensure that pitching rules are strictly followed, Little League now imposes a number of other strict requirements:
- Each league must designate a scorekeeper or official to track pitch counts as the official pitch-count recorder.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire, and notify the home plate umpire when a pitcher has reached the pitch limit, who will, in turn, notify the pitcher's manager that the pitcher must be removed.
- Failure of the pitch count recorder to notify the home plate umpire, and/or the failure of the home plate umpire to notify the manager does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher when that pitcher is no longer eligible to pitch.
- Violation of the rule can result in a protest of the game in which it occurs.

Rest Requirements: Pitchers League Ages 7 to 14

Number of pitches in a day	Number of Calendar Days of Rest before Pitching Again
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66 or more	4
51 to 65	3
36 to 50	2
21 to 35	1
1 to 20	No day of rest required
	<p>If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.</p>

Other Important Rules

- **Pitcher to catcher ban:** any pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. [Remember: once a pitcher is removed from the mound, he can only return to the mound in Little League's Junior and Senior Divisions];
- A player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

MILL interpretation of this rule: A player may catch for 3 innings and then pitch and will not be limited to 41 pitches.

- **Minor League Pitching:** Players age 12 may not pitch in Minor Divisions games.
- **Multiple Games:** Players may not pitch in more than one game in a day.
- **Pitches in a suspended/regulation tie game charged against pitcher's eligibility.** If suspended games are resumed on another day, pitchers of record at the time the game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

Comparison of Local Rules, 2024

Mercer Island Little League – Player Pitch Baseball Divisions

The following is intended to list the principal ways in which the local rules *differ* between AAA, Coast and Majors Baseball Divisions. This summary applies to regular season games. Some rules are slightly different for post-season play. It is not a list of all local rules for each division.

Infield Position Play Requirements

AAA: Each player must play at least one inning in the infield (unless exception granted)

Coast: Each player must play at least one inning in the infield (unless exception granted)

Majors: No similar requirement

Outfield Cones

AAA: 150 feet

Coast: 175 feet

Majors: 200 feet

Time Limits

AAA: Two hours from first pitch, or 10 min before scheduled start of next scheduled game (whichever is earlier). No new inning after the earlier of 1:40 after the scheduled start or 15 min prior to start of next scheduled game.

Coast: Two hours from first pitch, or 10 min before scheduled start of next scheduled game (whichever is earlier). No new inning after the earlier of 1:40 after the scheduled start or 15 min prior to start of next scheduled game.

Majors: 2:30 from first pitch, or 10 min before scheduled start of next scheduled game (whichever is earlier). No new inning after the earlier of 2:10 after the scheduled start or 15 min prior to start of next scheduled game.

Complete Game Rules for Shortened Games

AAA: 3 complete innings, or 2-1/2 if home team ahead

Coast: 4 complete innings, or 3-1/2 if home team ahead

Majors: 4 complete innings, or 3-1/2 if home team ahead

Run Limits per Inning

AAA: Five runs, except in final inning

Coast: Five runs, except in final inning

Majors: No per inning run limit

Stealing Bases

AAA: Not allowed, prior to mid-season.

Coast: No limitation

Majors: No limitation

Walks

AAA: Not allowed, prior to mid-season

Coast: No limitation

Majors: No limitation

Expanding Strike Zone

AAA: Umpires are encouraged to expand strike zone one ball width in each direction

Coast: Umpires are encouraged to expand strike zone one ball width in each direction

Majors: No similar provision

Games Counting Toward League Standings

AAA: League standings not kept

Coast: Games played in first half of season do not count

Majors: First four scheduled games do not count.

LOCAL PLAYING RULES FOR SOFTBALL

The Official Regulations and Playing Rules of Little League Softball (aka Orange Book) will govern all divisions of play, except as follows:

Tee-ball: ages 4-7

Primarily for girls league age 4-6 (calculated based upon player's age as of December 31st of the previous year) and for girls age 7 who have not played softball before. This is a developmental league designed for the players' fun, to generate enthusiasm and introduce players to the game.

- Ball used will be a soft-sided "safety" ball
- Batters hit from a batting tee
- There will be no strikeouts – each player swings until she hits it fair and more than 10 feet from home plate
- All batters may only advance to first, unless the ball is unusually well hit.
- Players are permitted to attain first base even when "out".
- Ball is dead once fielder attempts to return the ball to the pitcher or to the batting tee
- Ball is dead on a pass ball to first base.
- All players bat and play in the field each inning.
- 3 innings per game, with a time maximum of 75 minutes.
- No stealing.
- No score or league standings will be kept.

Tee-Ball may be combined into a co-ed Tee-Ball league and the baseball Tee-Ball local rules will apply

A, AA and AAA Divisions

Primarily for girls league age 7-8 (calculated based upon player's age as of December 31st of the previous year) and for girls league age 9 who have not played softball before. Towards the end of the season, limited pitching by 8-9 year old players may be introduced. These are developmental divisions designed for the players' fun, to develop player skills and enthusiasm for the game. AAA and AA may interlock with another league, and if so, these MILL local rules will not apply.

- The home team must arrange for or provide a home plate umpire, unless the league provides one. The visiting team must arrange for or provide a field umpire (at the discretion of the league-provided umpire, if present). Either umpire may call the game at any point if, in his or her opinion, it would be unsafe

to continue playing due to darkness or inclement weather.

- The home team must provide the pitching machine. Machine should be set 35 feet from home plate and calibrated to a speed determined by the division VP.
- Bases shall be 50 feet apart.
- Ball used will be a soft-sided 11 inch “safety” ball.
- 4 strikes constitutes a strikeout (unless the 4th strike is hit foul and not caught).
NOTE: In the first two weeks of the regular season, 6 strikes will constitute a strikeout.
- Maximum of 6 hittable pitches per at-bat (in the judgment of the home plate umpire), unless the 6th pitch is hit foul and not caught. There will be no walks. So regardless of the number of strikes or balls, if the batter does not make contact with the 6th pitch, she is out. NOTE: In the first two weeks of the season, a maximum of 10 hittable pitches will be allowed.
- 3 outs retires the side.
- 6 innings per game.
- Each team must bat the entire line-up.
- 10 players play in the field (4 outfielders). No player may play the same defensive position for more than two innings per game. Teams present with 9 or less players, does not constitute a forfeit. Either play short or have a player from the other team help on defense – Play the Game!
- Each player must play at least 3 defensive innings (9 defensive outs), including at least one inning in the infield (unless there is a legitimate safety issue or injury that requires modified participation, approved by the division vice-president). No player may sit for more than one defensive inning until each player has sat out for at least one inning.
- On an overthrow in-bounds, base-runners may advance at their own risk. On a dead ball (out of bounds), base-runners may advance to the next base (not the base they are heading to plus one).
- The player-pitcher must stand even with or behind the rubber until the ball crosses the plate, and is not allowed to enter the circle around the pitching machine.
- When the ball is in play and an attempt is made to return the ball to the player-pitcher, the ball is dead and the play is over. Base-runners who are more than half-way to the next base may continue to the base to which they are advancing; base-runners who are less than halfway to the next base must return to the base from which they advanced (unless now occupied). For balls that reach the outfield (whether hit there, or as a result of being mishandled by a fielder), this rule applies when, on an attempt by a player in the outfield to return the ball to the pitcher, the ball crosses the 1st-2nd or 2nd-3rd base path.
- The fielding team may have one coach in the field.
- If a batted ball hits the pitching machine, or stops within the circle around it, the ball is dead and the batter is automatically granted a single.
- Each team must provide a coach or adult volunteer to operate the pitching machine when their team is at-bat. If the pitching machine is inoperative, each team will provide a coach or adult volunteer to pitch to his/her team. No coaching is allowed from this position; violators will be removed and may lose future operating/pitching privileges. This volunteer may wear a glove, but is not allowed to touch or interfere with any “live” ball. If this volunteer touches a batted ball, the ball is dead and the batter is granted an automatic single, unless, in the opinion of the umpire, the contact was avoidable and may have prevented a play

on the ball, in which case the batter is out and base-runners must return to the base they occupied at the beginning of the play.

- If a live ball in the field touches the pitching machine or its operator, the ball is dead: base-runners who are more than halfway to the next base are allowed to proceed; base-runners who are less than halfway to the next base must return to the previous base (unless occupied).
- Cones will be placed in the outfield in an arc approximately 125 feet from home plate. A ball hit past the cones on the fly is a home run; a ball that rolls past the cones is ruled a ground rule double and all base-runners are allowed to advance two bases.
- Outfielders may not stand closer than 100 feet from the plate until the pitched ball crosses the plate. Outfielders should play the outfield.
- In accordance with LL rule 7.08(a) 3 and 4, a runner is out who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. In addition, at the Minors level, any runner who slides headfirst under any circumstances is out.
- No stealing is allowed.
- In regular season and league tournament play, 5 run limit per inning per team, except for the 6th inning or any inning that begins within 20 minutes of the time limit (as determined by the home plate umpire, and announced to both teams prior to that inning), which is unlimited except that neither team may bring more players to the plate than are currently in the larger team's lineup.
- Time limit: 1 hour 30 minute time limit per game from the time of the first pitch (or 10 minutes before the scheduled start of another game on the same field, whichever is earlier). When the time limit is reached, play stops and the score reverts back to the last completed inning (even if tied). No new inning may be started 1:20 after the scheduled start time (or 15 minutes prior to the start of the next scheduled game on the same field, whichever is earlier), or when, in the opinion of the home plate umpire, it is unlikely to be completed before dark. Either umpire may call the game at any point if, in his or her opinion, it would be unsafe to continue playing due to darkness or inclement weather.
- Postponed or suspended games are not required to be made up or resumed. Managers may make arrangements to play by mutual agreement.
- Score will be kept, but no league standings will be maintained.

Player Pitch Option for AAA and AA – 2nd half of season only:

- Beginning at the mid-point of the regular season, AAA coaches (and AA coaches with the AA VP's consent) may elect to use a player as pitcher, as follows:
 - Player pitches from 35 feet.
 - When a player is pitching, batters are allowed up to 4 hittable pitches, not 6.
 - Once a player-pitcher throws 4 “unhittable” pitches (those that a batter cannot reasonably be expected to hit with ordinary effort) during a single at-bat, the batting team's coach or team volunteer must finish pitching to that batter (maintaining the strike/hittable pitch count). The player-pitcher remains on the field as a fielder (standing behind, and to either side of the volunteer pitcher) and may resume pitching to the next batter.
 - Once a player-pitcher is used in an inning, that team must finish that inning using player-pitchers or a volunteer pitcher. If no player pitcher or

capable volunteer is able to finish the inning, the pitching machine may be brought back out, and must then be used by that team for the duration of the game.

- Batter hit by pitch: normal rules apply unless the pitch was delivered by an adult volunteer or machine.

Coast

Primarily for girls league age 9-10 (calculated based upon player's age as of December 31st of the previous year) and for girls age 11 who have not played much softball before. This is the first division of Player Pitch geared to developing independent pitching by the 2nd half of the season. Offensive limitations include no Bunting or Stealing Home (stealing from third) in the 1st half of the season. This is the initial competitive league level which still highlights development designed for the players' fun, to develop player skills and enthusiasm for the game. These teams usually play in an Interlock League within District 9, made up of teams from Bellevue, Kirkland, Redmond, Issaquah, and the Snoqualmie Valley.

The exact modifications to the official playing rules will be determined prior to the beginning of the season by the leagues comprising the Interlock, but are likely to be as follows:

- Unless otherwise stated, Official Little League Rules apply.
- Ball used will be a regulation 11 inch softball – Wilson ASA, Yellow.
- Bases shall be Sixty (60) feet apart. Pitching distance is thirty-five (35) feet.
- Host league provides one umpire for the plate, visiting team supplies the field umpire.
- All games must be played; all games count towards season standings.
- Home team will notify opposing team of game cancellation due to weather by two (2) hours prior to game time.
- Games may be rescheduled due to lack of players for school or league sponsored activities only. Opposing manager and scheduler must be notified two (2) weeks in advance. All other non-related cancellations result in forfeits. All forfeits to be approved by VPs.
- Postponed games should be rescheduled at a mutually convenient time for the two teams.
- All teams shall use a continuous batting order including all players present for the game, with substitutions and minimum playing time as provided in Rule 4.04 and Reg. IV(i).
- There is a five (5) run limit for each inning except for the last inning, no run limit for the last inning. The offensive team shall notify the defensive team when five (5) runs have scored. Managers and umpires will determine which inning will be the “final” inning prior to the start of that inning. Per rule 4.10(e), a manager must concede the game if his/her team is behind by 15 runs after 3 innings (2 1/2 if the home team is ahead) or 10 runs after 4 innings (3 1/2 if the home team is ahead). Base stealing is allowed. One base per pitch. Stealing from third will be

allowed during the second half of the season.

- Bunting is allowed during the second half of the season.
- If the pitcher hits more than two (2) batters in an inning she will be pulled from pitching at the umpire's discretion.
- There is a two (2) hour limit on weekend games, no new innings may be started after two (2) hours. Official scorekeeper will note start time in book.
- Modified player/coach pitch through the first half of the season. Player pitches to batter until a ball is hit into play or the batter strikes out, or to ball four (4). Batter's coach will then pitch maintaining strike count until batter either puts ball into play or is called out on strikes, within five (5) "coach pitches". Player pitch resumes with next batter.

Coast usually interlocks with another league and these MILL local rules may not apply.

Majors

Primarily for girls league age 11-12 (calculated based upon player's age as of December 31st of the previous year) and for girls age 10 who display the ability to play in this division. Girls age 13 are not allowed to play in this division. This is the second division of Player Pitch geared to solidify independent pitching and has no offensive or defensive limitations. This is a competitive league level which highlights development designed for the players' fun, to develop player skills and enthusiasm for the game. These teams usually play in an Interlock League within District 9, made up of teams from Bellevue, Kirkland, Redmond, Issaquah, and the Snoqualmie Valley.

The exact modifications to the official playing rules will be determined prior to the beginning of the season by the leagues comprising the Interlock, but are likely to be as follows:

- Unless otherwise stated, Official Little League Rules apply.
- Ball used will be a regulation twelve (12) inch softball – Wilson ASA, Yellow.
- Bases shall be Sixty (60) feet apart. Pitching distance is forty (40) feet.
- Host league provides one umpire for the plate. Visiting team supplies the field umpire; **it is strongly advised that the plate umpire be neutral (no child on either team).**
- All games must be played; all games count towards season standings.
- Home team will notify opposing team of game cancellation due to weather by two (2) hours prior to game time.
- Games may be rescheduled due to lack of players for school or league sponsored activities only. Opposing manager and scheduler must be notified two (2) weeks in advance. All other non-related cancellations result in forfeits. All forfeits to be approved by VP's.
- Postponed games should be rescheduled at a mutually convenient time for the two teams.
- All teams shall use a continuous batting order including all players present for the game, with substitutions and minimum playing time as provided in Rule 4.04 and

Reg. IV(i).

*All substitutions must be reported to the scorekeeper of the opposing team and score sheets need to be signed by the opposing manager and or coach so that they can verify that all girls played their minimum time and that substitutions were made correctly. Each League is responsible for gathering and keeping their league score sheets at the end of the season.

Majors usually interlocks with another league and these MILL local rules may not apply.

Juniors

For girls league age 13-14 (calculated based upon player's age as of December 31st of the previous year) and for girls age 12 who display the ability to play in this division. Girls age 12 are not allowed to play in 12 year old All Stars if they play *any* portion of the season in this division. This Player Pitch Division has no offensive or defensive limitations. This is a competitive league level which highlights development designed for the players' fun, to develop player skills and enthusiasm for the game. These teams play in an Interlock League within District 9, made up of teams from Bellevue, Kirkland, Redmond, Issaquah, and the Snoqualmie Valley.

Exhibit D Roster Selection Procedure

Player Pitch Divisions

1. All data from the skill evaluations at Show Your Stuff Day and prior year's coach evaluations will be compiled and rolled up by or under the direction of the League Player Agent into a single composite numeric score for each player. Players will be ranked from highest to lowest according to their composite Show Your Stuff day and coach evaluation scores, and secondarily by pitching scores. For the Majors Draft, in order to ensure competitive balance in the Majors Division, the League Player Agent, the League President, the Majors VP, and the Commissioner of Baseball, may make discretionary adjustments to the player rankings for the players composing up to the top 16 players provided a consensus can be reached among that group. If no consensus as to the discretionary adjustments can be reached, then the stacked rankings shall remain unchanged. **This information is confidential and is not to be shared with players or parents of players.** Players' league ages and school grades will be noted, but they will not be separated by age or grade.
2. Prior to team assignments, petitions will be reviewed to consider extraordinary age group requests. Petitions may include:
 - a. League age 8-year olds requesting to play in a player pitch division and those who qualify will be slotted into the total pool of players according to their composite SYS/coaches evaluation score. At the player agent's discretion, 9 year-old or older players with extremely low scores may be moved to the AA division.
 - b. League age 9-year olds requesting to play in the Majors division.
3. The number of teams and players in each division will be determined by the Player Agent, in consultation with the President, Commissioner, Player Pitch Division VPs (Majors, Coast and AAA), based on the number of qualified players and coaches. Pursuant to rules of Little League Baseball, Incorporated, all league-age 12 year olds will be assigned to Majors, except any league-age 12 year old who successfully petitions Mercer Island Little League to play in a lower division.
4. Majors Baseball Division Draft:
 - a. Majors "Managers" will be selected by the Majors VP in consultation with the Commissioner and President. In accordance with the Little League Operating Manual, Majors' Managers may not choose any assistant coaches until after the draft.
 - b. During player-pitch registration, all players will indicate whether they wish

to be eligible for the Majors draft.

- c. The X highest ranked players who have declared themselves eligible for the Majors draft will be placed in the Majors draft pool, where X is set to *approximately* 14 times the number of Majors teams, minus 1. For example, with 8 Majors teams, the top 111 eligible players would comprise the Majors draft pool. However, the Player Agent is allowed some discretion on which players at the margin are or are not placed in the Majors draft pool, and may take into account sibling relationships, coaching availability and needs, grade levels, natural break points in the player ratings, and other factors. All 12 year old players who would not otherwise be in the draft pool based on ranking will be included at the bottom of the draft pool with their original ranking preserved. The League Player Agent, in consultation with the President, Commissioner and Majors VP, may also add some “must draft” players to the draft pool (e.g., returning Majors players and 11 year old players in the 6th grade). In addition, and after review and approval by the Player Agent and a majority of Managers, “outlier” players who would not otherwise have been in the draft pool may be added to the list at the request of managers interested in drafting them.
- d. The Player Agent will provide final player ratings (and rankings) and coach evaluations for the players in the Majors draft pool to the Majors VP for distribution to managers at least two (2) days prior to the Majors Draft.
- e. At the beginning of the draft, up to 30 minutes may be spent adjusting the stack-rank prior to the first pick; any changes must be agreed to by the Player Agent and a majority of the managers present.
- f. Draft Logistics (assuming 6 Majors teams):
 - i. Player Agent will manage the draft with the assistance of the Majors VP. The draft will generally proceed from round to round in serpentine fashion.
 - ii. It is the intent of the Board that teams within the Majors division be as balanced as possible each year, with a similar distribution of ages among all the teams.
 - iii. The order of the teams in the draft is determined by the Player Agent, the Majors VP and the President after taking into account the relative strengths and weaknesses of each team as a function of the assignments of the Managers’ children. For those teams without a Managers’ children assigned to the first 2 rounds, the initial order will be determined by a draw.
 - iv. Round 1: Draft order will be 1-6, Round 2: 6-1, etc.
 - v. There will be no trading of draft positions or draft picks.
 - vi. Managers will have up to 2 minutes to make their selection in each round, or the highest rated player not yet drafted will be automatically chosen for them.
 - vii. Each team shall be required to draft a league-age 12 year old in the final rounds of the draft as necessary to ensure that all such players are drafted.
 - viii. Managers must choose their own child(ren) in the round that corresponds to their position in the stack-rank. For example, if a Manager’s children are the 5th and 26th rated players overall, they must be chosen using that team’s 1st and 5th round picks. If the

Manager's children are rated to be in the same round, they must use that and the subsequent round's picks to obtain them. In addition, if a Manager's children are in the same round from 1-3, this will result in a team being required to defer their *next* pick, as follows: if a Manager's children are both in the 1st round, they will take their 3rd round pick at the end of the 10th round; if they are both in the 2nd round, their 4th round pick will be deferred until the end of the 9th round; and if they are both in the 3rd round, their 5th round pick will be deferred until the end of the 8th round.

- ix. Sibling Option – parents may request that siblings play on the same team if both are drafted into Majors. Therefore, if a Manager drafts a player who has a sibling rated among the top 72 players (assuming 6 teams and such 72 players shall include all the “must drafts” plus the number of discretionary players in the pool (based on the stack rankings) in order to get to 72 players), then the sibling is automatically selected as well, using up the draft pick corresponding to such sibling's position in the overall stack rank when including all players in the draft pool and stack ranking them purely based on their composition score. If the sibling is in the Major's draft pool, but not among the top 72 players, then it is the Manager's option whether to also select the sibling using his/her pick in the round corresponding to such sibling's position in the overall stack rank when including all players in the draft pool and stack ranking them purely based on their composition score. If this option is not exercised, then before a different team may draft that sibling, a trade must be executed to place those players on the same team. However, a Manager shall not draft a player in anticipation of drafting the player's sibling if the sibling cannot otherwise be slotted on the grid in compliance with these rules (e.g., if a Manager would be required to draft a 12 year old player in the last round but for having drafted a player with a sibling in the previous round).
- x. In accordance with Little League rules, no team may have more than 8 players who are league age 12 (this rule is not in effect for 2018 due to league age changes).
- xi. All teams must draft a specified minimum number of 12 year-olds on their roster. If such number cannot be determined by a specific rule herein, by the MILL Board of Directors or by LL rules, it shall be set by the Player Agent, along with whatever rules and requirements he/she may impose to ensure that all teams draft the minimum number of 12 year olds, without exceeding the limit of 8 per team and ensuring that no team can manipulate this rule in order to create a competitive imbalance.
- xii. Any disagreements over the process during the draft will be resolved by the President, the Majors VP and the Player Agent. If one of the above officials is also a Manager of a Majors team, that official will be recused if it is determined a potential conflict of interest exists.
- xiii. The Player Agent shall pause the draft for three minutes at the beginning of the 7th round (before the draft enters, or nearly enters,

the “must draft” phase of the draft).

- xiv. All players, including those returning to Majors and Managers’ children, must attend SYS Day and be re-evaluated each year. In addition, at the end of each season, Majors Managers will rate all returning Majors players and these scores will be combined with SYS results to determine the overall stack-rank (in order to prevent (or at least identify) “sandbagging”).
- xv. For MLB team names, there will be a priority for returning coaches to retain their MLB name from the prior year and geographic preferences will be taken into account. The remaining Managers will draw for the remaining MLB names.

5. Following the Majors division draft, all remaining players will be stack-ranked according to their total composite scores and assigned to the Coast or AAA division accordingly. Any 12 year old players for whom a waiver was obtained allowing them to not play in Majors must be placed in Coast, unless there is an exceptional case related to player safety. All remaining 11 year olds will be placed in Coast unless there is an exceptional case related to player safety. All remaining 10 year old players shall be placed in Coast or AAA. All remaining 9 year old players who signed up for Player Pitch (Majors, Coast and AAA) shall be placed in Coast or AAA. Any 9 year old players with extremely low scores may be moved to the AA division. 8 year old players will be placed in either AAA, AA or A. The Player Agent has final say over all divisional placements, and may take into account sibling relationships, coaching availability and needs, grade levels and other factors.
6. Following divisional assignment and final selection, appointment and confirmation of coaches in the Coast and AAA divisions, players will be placed on teams by the Player Agent(s), with the assistance of the applicable Division VP, in a serpentine fashion according to players’ rank order of their composite “Show Your Stuff” day and coach evaluation scores. Teams are referred to by number at this point in the player placement process, not MLB names. Player names, composite scores and pitching/catcher scores, if any, will be listed on the team formation matrix.
7. The Coast and AAA Division (or Majors/Coast, for Softball) Roster Assignment processes proceed as follows. Assume for this example that there are 6 teams:
 - a. At or prior to each Division Roster Meeting, the available player with the highest composite score will be placed on Team 1; the player with the second highest composite score will be placed on Team 2; and so on. The players with the 6th and 7th highest composite scores will be placed on team 6; the player with the 8th highest composite score on team 5, and so on, until all teams have approximately 12 players.
 - b. Parents with multiple children playing in the same division may request that their children be assigned to the same team. Lateral trades (i.e. exchanging players within the same row) by the Player Agent should be made to accommodate these requests.
 - c. Trades are then made by the Player Agent to balance teams with pitchers and catchers. Any player selected to an All-Star team the previous year or

a select baseball team in the prior or current year should be identified. Player changes will be made within rows to balance the teams as much as is possible for pitching, catching, All-Stars and select players and any other factors to be considered necessary to create balance among teams. In particular, each team should receive the same number of highly ranked pitchers.

- d. Managers will be selected by the applicable Division VP in consultation with the Commissioner and President. Each Manager may select one assistant coach. The Player Agent, in consultation with the applicable Division VP, shall place the children of each manager and assistant coach on the applicable coaches' team and balance the teams in the Player Agent's discretion using the guidance of the Majors draft (4(viii)).
- e. The following trades, and only these, will then be allowed:
 - i. As long as each team in the Division has at least one assistant coach, then the Manager may request a trade to obtain the child(ren) of a second assistant coach.
 - ii. If, as a result of these trades, an imbalance is created among teams, particularly in the distribution of pitchers or catchers, additional trades may be considered by the Player Agent with the sole purpose of correcting the imbalance.

The Player Agent and the Division VP should bear in mind that the first 4 rows of the oldest age group and the first two rows of the next age group are the most important in terms of ensuring balance among teams. Player changes within these rows should be limited if possible. Final review and approval of the team selection by the Player Agent and Division VP is made at this time.

- f. Finally, the Managers will randomly draw numbers from a hat to determine priority for choosing a MLB team name. Trades of team names can be done by agreement of the two managers involved.
8. Barring extraordinary circumstances, in each division, no two players in the first round (top row) of each age group should be on the same team. This rule could possibly break up a manager-coach combination. The top ranked players in each age group should not be moved from the first row; however, they may be moved within the first row if necessary.
9. **Confidentiality:** Player rankings, "Show Your Stuff" day results, coaches' evaluations, the order with which players were drafted or assigned to teams, and any discussion that occurs during the Roster Assignment meetings must be kept strictly confidential. This information should be shared on an "as needed basis" with coaches only during the meeting in which rosters are handed out. Coaches must not share this information with players or parents under any circumstances. Violation of this policy is a disciplinary matter and may result in the suspension or termination of the offending coach, as determined by the Board of Directors. The results of the team selection must also be kept confidential until the agreed-upon date that players are to be notified.

T-Ball and Machine Pitch Divisions

T-Ball, Sluggers and Minors SB Divisions

“Reciprocal Buddy” system will be used, where if two children both specify each other at registration; they will be placed on a team together. Such matching buddy pairs will be randomly assigned to school-based teams, followed by any remaining individual players from that school.

Adults who wish to coach together (max two per team) must have their children specify each other as buddies.

In addition to the Team Manager, T-Ball and Sluggers teams are allowed 3 additional coaches.

AA AND A Divisions

Individual players will be assigned to teams in a random fashion, clustered by school as much as possible. The Manager and one (assistant) coach may elect to coach together and therefore have their children placed together on the team; all other players should be allocated to school-based teams in a round-robin fashion. However, the Player Agent is encouraged to refer to the prior season’s coach evaluations and make adjustments to team assignments as needed to avoid severe imbalances in the relative talent levels among the teams in each division.

Exhibit E
Selection of Tournament (All-Star) Team Coaches and Players

	Process	Comments
Player Eligibility		
Player Commitment	No upfront commitment from players is requested.	
Little League Participation	Defer to LL requirement	8 regular season league games (Special games can count towards minimum participation) (subject to injury/illness exception)
Residency	Defer to LL requirement	Original Birth Certificate 3 different forms of proof of residency on Mercer Island.
Manager Eligibility		
12/11 Team	Majors LL Manager	
11/10 Team	Majors LL Manager or Coach	
10/9 Team	Coast or Majors Manager or Coach	
Manager Commitment		
11-12 10-11	Majors VP sends a note to all managers and coaches asking people who cannot meet the time commitment to opt out of the process. Those that respond are removed from ballots.	

9-10	Coast VP solicits interest amongst managers and coaches to manage the 9-10 team. Majors VP solicits interest with all relevant managers and coaches to manage the 9-10 team.	Coast Managers and Coaches are eligible to only manage the 9-10 team
Player Ballots		
Majors Coaches - Player Ballots	Ballots distributed by the MIBCG to Majors managers and coaches prior to the first game of the MILL Tournament and collects from the coaches after the first game of the tournament. The first ballot for the 11-12 team will include a listing of all 11 & 12 year olds. The second ballot for the 10-11 team will include a list of just all the 11 year olds.	MIBGC should collect, maintain control and tally ballots and send results to the BASC.
Majors Coaches- Player Ballots	Managers will vote for 12 players on the ballot for the 11-12 team and they will vote for 12 players on a separate ballot for the 10-11 team that has just 11 year olds listed. Two coaches ballot for each all star team (manager & one coach). Managers and coaches may not vote for players on their Little League team.	MIBGC should collect, maintain control and tally ballots and send results to the BASC.
Coast Coaches – Player Ballots	No voting. Each team nominates 2 players from their team to try out for All Stars. They can submit additional names for consideration	

Player Voting		
Who Votes	All Majors players vote for the Majors All Stars. No player voting for the other two All Star teams.	
Restrictions	Cannot vote for teammates	
Votes/Ballot - Majors	Max 9	
Votes/Ballot - Coast	No player voting	
Tally / Nominees	MIBGC tallies top 9 vote getters and these players are nominees for the 11-12 All-Star team.	
Coach Voting		
Who Votes	2 Coaches (ballots) from each team. If only one ballot is submitted for a team, it will count as two ballots (i.e. each kid receiving a vote will be credited with two votes)	
Restrictions	Coaches cannot vote for players on their team	
Number - Majors	Coaches must vote for exactly 12 players for the 11-12 All Star Team, and 12 for the 10-11 All Star Team.	No 10 year olds will be on either ballot.
Number - Coast	No voting. Each team nominates the top two players on their team	
Tally	MIBGC tallies votes.	
Coach Nominees: Majors (12/11)	The top 6-9 vote getters not already nominated by the players are nominated.	

Coach Nominees: 11 year old	The top 12 vote getters not already nominated for 11-12 team are nominated for the 10-11 team.	
Manager & Coach Selection		
<i>Who Votes</i>	Majors Managers and the BASC (7 votes) vote for 11/12 & 10/11 manager. The BASC votes for the 10/9 manager based on recommendations submitted by the Majors & Coast VPs.	Ballot prepared including all Majors coaches except those that have opted out. First ballot (at least) distributed via email for voting as early as 5/15.
<i>Restrictions</i>	May vote for yourself. Coaches can manage or coach only one All Star team.	MILL preference is that Managers not coach successive All-star teams in successive years (i.e. follow the same group of children as they progress) but this is not a rigid restriction.
<i>Number</i>	Vote for 1 maximum	
Manager Selection : 11-12	The first vote is for the 11-12 Manager. If no candidate receives a conclusive majority, the top two vote-getters (or more in case of a tie) runoff for the selection. This repeats until someone receives a conclusive majority. If it is deemed impossible to arrive at this conclusion, the BASC will nominate based on the results of the last vote.	The BASC confirms the nomination and offers the Manager the position unless there is a serious concern surrounding the candidate. Candidate is notified ASAP. If the top vote-getter's kid is 11 and not in the top 5 vote-getters of 11 year olds, the Manager will be offered the 10-11 position.

<p>Manager Selection : 10-11</p>	<p>The second vote is for the 10-11 Manager. If no candidate receives a conclusive majority, the top two vote-getters (or more in case of a tie) runoff for the selection. This repeats until someone receives a conclusive majority. If it is deemed impossible to arrive at this conclusion, the BASC will nominate based on the results of the last vote.</p>	<p>The BASC confirms the nomination and offers the Manager the position unless there is a serious concern surrounding the candidate. Candidate is notified ASAP.</p>
<p>Manager Selection : 9-10</p>	<p>The BASC votes between the candidates brought forward by the Majors and Coast VPs. The top two vote getters (or more in case of a tie) runoff in the final vote to determine the nominee.</p>	<p>Candidate is notified ASAP.</p>
<p>Coach Selection : All teams</p>	<p>Managers may appoint one or two coaches from the regular season rosters of managers and coaches.</p>	<p>The BASC should sign off on the coach selections but the managers' selections should be given the benefit of the doubt.</p>
<p>Player Level</p>	<p>Players trying out for the level-up All Star team (applies to 11's trying out for the 11-12 team), can be considered for appointment to the lower team if they are not selected to the 'level-up' final roster.</p>	<p>Tryouts for the 11-12 team will be scheduled prior to the 10-11 tryout so children can attend both. 10 year olds will not be permitted to play a level-up, they are only eligible to play on the 9-10 team.</p>

Managers' Children	A Manager may appoint his son/daughter only if he/she was in the top 20 vote getters in the coaches voting for the relevant team. Also, if the son/daughter is 11, they must also be in the top 5 vote getters of all 11-year-olds to receive an appointment to the 11-12 team.	
Roster Size	The roster size shall be 12-14. The exact number is up to the discretion of the Manager.	
Recognition		
Nominees	None	
AAA	None	
Nominee Summary		
11-12 Team	<p>Player voting : 9 Coach voting : 6-9 Manager selection : 3-5</p>	<p>Prior to the selection of his discretionary nominations, the Manager must get input from the other Managers in Majors. This requirement is intended to ensure that no worthy nominees are overlooked.</p>

10-11 Team	Coach voting : 12 Manager selection : 3-8	Prior to the selection of his discretionary nominations, the Manager must get input from the other Managers in Majors. This requirement is intended to ensure that no worthy nominees are overlooked.
9-10 Team	All 9 & 10's in majors. The Coast Manager nominees (2 per each	BASC can elect to select more Coast nominees if necessary.
Baseball All Star Committee ("BASC")		
Members	President Vice President MIBGC representative Baseball Commissioner Majors VP Coast VP Player Agent for player-pitch baseball Coach Coordinator	The Umpire-in-Chief will vote to break ties should they occur.

Intervention	<p>If an outcome of these procedures does not seem to be yielding the desired result regarding manager selection or selection of players, MILL will enable the BASC to immediately correct the situation, even if it means not following these procedures. This is intended to correct catastrophic outcomes like having the wrong manager lead teams, correct a situation where MILL will not be able to field a team or something of similar magnitude. The BASC can also make such changes that it deems necessary in order to ensure a fair process and a competitive team.</p>	
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Exhibit F
Roster Replacement Policy

AAA, Coast and Majors (Baseball)

Coast and Majors (Softball)

In the event of an injury, resignation or family relocation outside the boundaries of the Mercer Island Little League that would vacate a roster spot for the remainder of the season, the following steps should occur when a replacement player is needed:

1. The AAA, Coast or Majors Manager must notify their respective Player Agent and VP of the upcoming vacancy, the reason for the vacancy and the date of the opening as soon as they are made aware of the change.
2. If the opening is at the Majors level and there is a 12-year old on the wait list, the 12-year-old will take priority in consideration to fill the vacancy. In the event that the team with the vacancy already has a full allotment of 12-year-old players, the Player Agent will consider if the replacement will create an unfair advantage prior to making a final decision. If there is no player waitlisted who is eligible for Majors, the Player Agent should first seek to find a suitable replacement player from another Majors team with more players than the others, in order to balance out the number of players per team, without greatly disrupting the balance of talent among teams. If no such player can be found, then the Player Agent may “call up” a player from a Coast team, provided that leaves the Coast team with a sufficient number of players. Only players who are league age 11 will be considered to serve as a replacement at the Majors level unless there are no 11 year old players willing to move up. If that is the case the Player Agent may start with 10 year old players who have demonstrated the ability to play at the Majors level.
3. If the opening occurs at the Coast level, the Player Agent will look at the Coast wait list before bringing up a player from AAA. If there is no player waitlisted who is eligible for Coast, the Player Agent should first seek to find a suitable replacement player from another Coast team with more players than the others, in order to balance out the number of players per team, without greatly disrupting the balance of talent among teams. If no such player can be found, then the Player Agent may “call up” a player from AAA, provided that leaves the AAA team with a sufficient number of players. Only players who are league age 10 will be considered to serve as a replacement unless there are no 10 year olds willing to move up. If that is the case, the Player Agent may start with the 9 year old players who have demonstrated the ability to play at the Coast level.
4. If the opening occurs at the AAA level, the Player Agent will look at the AAA wait list for both 10 and 9 year olds before bringing up a player from AA. If there is no player waitlisted who is eligible for AAA, the Player Agent should first seek to find a suitable replacement player from another AAA team with more players than the others, in order to balance out the number of players per team, without greatly disrupting the balance of talent among teams. If no such player can be found, then the Player Agent may “call up” a player from an AA team, provided that

leaves that AA team with a sufficient number of players. Only players who are league age 9 will be considered to serve as a replacement unless there are no 9 year olds willing to move up. If that is the case, the Player Agent may start with 8 year old players who have demonstrated the ability to play at the AAA level.

5. The Player Agent will involve both the VP of the division with the vacancy and the VP of the division of which the replacement player will be drawn from to discuss candidates. Candidates should be selected based primarily on their readiness to play at the higher level.
6. The final decision on the nomination of the replacement player will be the responsibility of the Player Agent.
7. If a player selected by the Player Agent to fill a vacancy refuses the invitation to move up, he/she will be removed from the pool of eligible candidates to fill any subsequent vacancies.
8. Any player whose roster spot is replaced through this process will not be allowed to retake his/her roster spot in the event of a change in moving plans, quick recovery from injury, etc. If a player is replaced and is later eligible to resume play, he/she will be put on the waiting list and considered as any other player would be in the process.
9. Any player approved by Mercer Island LL as a replacement player will be removed from the roster of his/her previous team and permanently placed on the roster of his/her new team. A lower division team losing a player will be allowed to request a replacement player via this same process.
10. No request for permanent replacement players will be considered after May 1st.

Exhibit G

Code of Conduct; Alcohol, Tobacco and Weapons Policy

The Mercer Island Little League Code of Conduct has been adopted by the Board of Directors. This Code is enforced by the Director of Safety, the League President, the League's Vice Presidents and Player Agents. All league officers, participants, employees and volunteers are required to abide by this code. It is the job of the Director of Safety to author and/or make any revisions to this Code of Conduct from year to year, as necessary.

- Speed Limit 5 mph in roadways and parking lots while attending Mercer Island Little League functions. Watch for small children around parked cars.
- No Alcohol allowed in any parking lot, field, or common areas within a Mercer Island Little League complex.
- No Playing in parking lots at any time.
- No Playing on and around lawn equipment.
- Use Crosswalks when crossing roadways. Always be alert for traffic.
- No Profanity please.
- No Swinging Bats at any time within the walkways and common areas of a Mercer Island Little League complex.
- No throwing or hitting balls against dugouts or against backstops. Catchers must be used for all batting practice or bullpen sessions.
- All gates to the field must remain closed at all times. After players have entered or left the playing field, all gates should be closed and secured.
- No children under the age of 16 are to be permitted in the Snack Bars.
- No throwing baseballs at any time within the walkways and common areas of a Mercer Island Little League complex.
- No throwing rocks.
- No horse-play in walkways at any time.
- No climbing fences.
- No pets are permitted at games or practices.
- Only a player on the field and at bat may swing a bat (Age 5 - 12). Juniors (Age 13 - 14) on the field at bat or on deck may swing a bat. Be alert of the area around you when swinging a bat while in the on deck position (if permitted).
- Observe all posted signs. Players and spectators must be alert at all times for Foul Balls and Errant Throws.
- During game, players must remain in the dugout in an orderly fashion at all times.
- After each game, each team must clean up all trash in the dugout and around the stands.

Failure to comply with this Code of Conduct may result in expulsion from the playing complex.

In view of our commitment to youth and the development of character, the MI Little League Board has determined that certain behavior is essential and non-negotiable.

We require etiquette and proper role modeling at all times when in contact with parents, athletes and the general public.

Our policy includes **zero tolerance** for the following:

1. Physical violence or verbal abuse in any form by anyone associated with Mercer Island Little League. This includes violence or verbal abuse between or among players.
2. Possession of weapons or other harmful substances. (The determination of the danger present will be the responsibility of the senior MI Little League official on-site. This official may be one of the following: umpires, managers, coaches, board members or persons designated by MI Little League.)
3. The public use of all tobacco products, alcohol or other drugs at any MI Little League baseball game or practice by coaches, umpires, league officials or any other person associated with MI Little League. MI Little League will seek enforcement of all city, county laws or regulations pertaining to smoking at locations where MI Little League games or practices are held. All parents and other observers will be expected to refrain from the use of all tobacco products and alcohol use at practices, games, or any other MI Little League function at which players are present.
4. Use of alcoholic beverages by umpires, coaches, or league officials, prior to, during, or after MI Little League games, practices or other functions at which players may be present.
5. Any behaviors in violation of MI Little League safety policy.

Field Etiquette: All participants in MI Little League games will be governed by the principles of good sportsmanship. Displays of anger, frustration or the demeaning of any player, umpire or official at any time will not be tolerated. Coaches may be ejected from any game for these or other behaviors deemed inappropriate by the umpire-in-chief at any MI Little League game.

1. The first violation will result in an automatic one game suspension from the team's next scheduled game which cannot be appealed (in accordance with Little League rules). Pursuant to Little League rules, once a player or coach is ejected from a game they must leave the field entirely. MI Little League will allow any player who has been ejected from a game to sit in the stands only if said player's parent/guardian is not in attendance. This shall be the only exception to Little League rules governing player/coach ejections. Additionally, a suspended player/coach may not be in attendance of the suspended game, either in the dugout or in the stands.
2. A second suspension will require MANDATORY board review. The Board review will occur at the next regular monthly meeting of the MI Little League Board of Directors. Anyone facing a Board review is not allowed to coach until cleared by the Board.

Fan Behavior/Etiquette: Managers and coaches are responsible for the behavior of team parents at their games. The umpiring staff will work with coaches to monitor fan behavior and the umpire-in-chief retains the right to suspend or end play if they deem it necessary due to inappropriate parent behavior. A parent or fan may be ejected from

the field area in the discretion of the umpires or designated league officials. If the fan(s) do not exit the immediate area, the umpire will suspend or end play.

Protest Filing: Managers and coaches are responsible for understanding and correctly initiating any and all protests that might be filed. Protests of judgment calls (safe/out, ball/strike, fair/foul, etc.) are not allowed. Protests in the Minors (Coast Division and below) must be resolved before the next play. Protests in the Majors division may only be filed on violation or interpretation of the rules. See rule 4.19 for the proper procedures in lodging a protest. Multiple incorrect or inappropriate protests will be addressed individually by the Coaching Coordinator and may result in suspension.

Other Violations: Other violations such as profanity, or other inappropriate conduct, will be addressed on an individual basis by the appropriate league official. The full range of consequences, including dismissal from MI Little League, is possible in these situations. All disciplinary decisions will be based upon the principle that the welfare of our children is the first priority everywhere and at all times.

Exhibit H

Sportsmanship Code of Conduct

Sportsmanship is about character, values, fairness, respect for rules, personal responsibility, learning how to win and how to lose graciously, and how to control frustration and anger.

Mercer Island Little League expects all participants, coaches, parents, and players alike to strive for the highest standards of conduct, both on and off the field. True sportsmanship develops from a spirit of respect: respect for the game; respect for oneself; respect for coaches; respect for officials; respect for teammates; and respect for opponents.

All Managers/Coaches, Parents and Players are required to adhere to the Mercer Island Little League Sportsmanship Code of Conduct to further encourage good sportsmanship at all Mercer Island Little League games and events.

Manager/Coaches Code

I agree to:

- Exhibit respectful and ethical behavior and leadership and act with an awareness that young people learn best by example.
- Know the rules. Abide by and teach the rules of the game. The spirit of good sportsmanship depends on conformance to a rule's intent as well as to the letter of a given rule.
- Respect the integrity and personality of the individual player.
- Be a positive role model and example for players and spectators to follow: refrain from arguments in front of players and spectators; no gestures which indicate an official or opposing coach does not know what he or she is doing or talking about; no throwing of any object in disgust. Do not use profanity, obscene language or improper actions.
- Develop team respect and appreciation for the ability of opponents and for the judgment of umpires and opposing coaches.
- Ensure that your players' baseball experience is one of fun and enjoyment (winning is only part of it). Players should never be yelled at or ridiculed for making mistakes or losing a game.
- Set a good example and be generous with your praise when it is deserved. Players need a coach they can respect.
- Enlist the support of your team's parents in your efforts to instill the proper attitudes and values in the players and to make sportsmanship the number one priority.
- Win and lose graciously and never blame officials for a loss.
- Encourage good sportsmanship at all times. Good sportsmanship requires as much work as any play or skill you will teach a player during the season.

Parents Code

I/we agree:

- To remember that children participate to have fun and the game is for youth, not adults.
- To enjoy my child's opportunity to experience the benefits of sport.
- To learn the rules of the game and the policies of the league.
- To be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or event.
- Not to engage in any kind of unsportsmanlike behavior with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profanity or obscene gestures.
- Not to encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
- To teach my child to always play by the rules and resolve any conflicts without resorting to hostility or violence.
- To teach my child to treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
- To teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- To never ridicule or yell at my child or other participants for making a mistake or losing a competition.
- To emphasize skill development and practices and how this benefits my child over winning.
- To respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- To demand a sports environment for my child that is free from drugs, tobacco and alcohol, and I will refrain from their use at all sports events.
- To refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- To be responsible to report to the Boys and Girls Club any perceived misconduct by any coach, player, and parent or official so that it can be dealt with in an appropriate manner.
- To agree that if I fail to abide by the aforementioned rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to the following:
 - Verbal warning by an official, head coach, and/or MIBGC Athletic Directors or Club Admin Staff
 - Written warning
 - Parental game suspension with written documentation of incident kept on file by organizations involved

- Game forfeit through the official or coach
- Parental season suspension

Player's Code

I agree:

- To attend practices and games and notify the coach if I am unable to do so.
- To play by Mercer Island Little League rules and learn the rules of the game and discuss them with coaches, parents and other players.
- To never argue with or complain about umpire calls or decisions.
- To concentrate on playing baseball and on affecting the outcome of the game with my best effort. Work equally hard for my team as for myself.
- To control my temper on and off the field.
- To never bully or take unfair advantage of another player.
- To practice good sportsmanship by cheering all good plays, whether it is my team or an opposing team.
- To wish opponents good luck before the game and congratulate them in a courteous manner following a victory or defeat.
- To treat my coaches, other players, officials and fans with respect and I will expect to be treated accordingly.
- To encourage my parents to be involved with my team in some capacity because it is important to me.
- To encourage good sportsmanship from fellow players, coaches and parents at every game and practice by demonstrating good sportsmanship at all times.

I agree to abide by these conduct guidelines and behavior expectations:

Manager: _____

Date: _____

Coach: _____

Date: _____

Parent(s): _____

Date: _____

Date: _____

Player: _____

Date: _____

APPENDIX

Rapid Baseball Local Rules

Rapid Baseball General rules for Level 1 and 2 (Single A, Double A and Triple A divisions)

1. Innings

The game will consist of 3 innings. Home team will bat in the bottom of the 3rd inning regardless of score.

2. Time Limits

A 10-minute timer will start at the beginning of each half inning. The hand timer is included in the Rapid Baseball equipment kit. The field coach will start the inning timer at first pitch of the half inning. Each team will bat for 10 min. A complete inning is approx. 20 min in length. Every time the defensive team records 3 outs, base runners are cleared and return to dugout. The offensive team continues to bat until 10 minutes is up.

- The timer will be paused in the scenario of an unexpected interruption to the flow of the game. Examples include refilling ball basket, injury, gear malfunction, animal on field, etc.
- No new batter within the final 15 seconds of the half inning. Final batter will always finish their AB, regardless of time.

3. Bats

Approved USA only tee ball bats (26" or shorter) and USA baseball bats (27" or longer) may be used.

4. Pitching

With the guidance of a coach, 2 players will pitch in the Rapid Bullpen while their team is on defense, each half-inning. Each player will throw 24 pitches. Please reference the Rapid Bullpen guide and instructional materials included in Rapid Baseball Coaches Guide

- Note – It's important that we have two players do the Rapid Bullpen each inning. If you are short on players start with eliminating one of the outfielders, then the pitcher then another outfielder (in AAA eliminate the pitcher first)

5. Dead Ball Rules

- If a batted ball makes contact with the pitching machine or protection screen the ball is dead and batter is awarded a single. All runners advance one (1) base
- When the ball is in play and an attempt is made to return the ball to the player-pitcher, the ball is dead and the play is over. Base-runners who are more than half-way to the next base may continue to the base to which they are advancing. Base-runners who are less than halfway to the next base must return to the base from which they advanced

(unless now occupied). For balls that reach the outfield (whether hit there, or as a result of being mishandled by a fielder), this rule applies when, on an attempt by a player in the outfield to return the ball to the pitcher, the ball crosses the 1st-2nd or 2nd-3rd base path.

- If the ball is thrown out of play, each runner may continue to their next base if they were advancing to that base and may legally acquire that base; otherwise, the runner shall remain at their last legally acquired base.

6. General Rules

- There is no stealing permitted in Rapid Baseball due to frequency of baseballs being put in play.
- The player playing the pitcher position is required to stand behind the Machine Protection screen or the can stand with one foot on the left/right side of the pitcher's rubber if one is on the field before each pitch. It is important to make sure that the pitcher doesn't creep away from the rubber and block the SS or 2B.

7. Game Balls

- **A and AA** – Rapid Baseball Level 5 safety baseballs shall be used.
- **AAA** – Rapid Baseball Hard balls

8. Defensive Positions

- **Single A** – Defensive team shall field up to five (5) infielders and up to four outfield positions. No Catcher is used in Single A Baseball, the Rapid Baseball "Catcher Net" will be used behind home plate to collect passed balls
- **Double A** – Defensive team shall field up to six (6) infielders and up to four outfield positions.
- **Triple A** – Defensive team shall field up to six (6) infielders and up to three outfield positions.
- Every eligible player present at the game shall not play the same defensive position more than one inning per game
- Every eligible player must play at least one inning in the infield and one inning in the outfield
- Note – It's important that we have two players do the Rapid Bullpen each inning. If you are short on players start with eliminating one of the outfielders, then the pitcher then another outfielder (in AAA eliminate the pitcher first)

9. Machine Pitching Speed, Distance and Accuracy

- The machine is set at the beginning of the game and should not be adjusted to meet individual players needs. The machine shall only be adjusted if location or fine-tuning adjustments are needed. Timer shall be stopped and test pitches are allowed
- Machine should be setup from 35 feet away for A, AA and AAA

- Machine speed - coaches can use discretion to adjust speed but it's important the same speed is used for all batters. Ideally speeds will go up as season goes on and players are getting confident batting
- **Single A** – Machine Speed should be between 26 – 29 mph
- **Double A** – Machine Speed should be between 30 – 33 mph
- **Triple A** – Machine Speed should be between 34 – 38 mph

10. Machine pitch number of pitches

- **Single A** – Each player will get 5 pitches max (players can continue to foul off 5th strike). If a player hasn't put a ball in play after 5 pitches, the Defensive ball-shag coach will put a ball in play and yell "Ball in Play" as the batter runs to first base
- **Double A** – Each player will get 4 pitches Max (players can continue to foul off 4th strike). In the first half of the AA season the Defensive ball-shag coach will put a ball in play and yell "Ball in Play" as the batter runs to first base. In the 2nd half of the season a play will be recorded a strikeout after 4 pitches
- **Triple A** - Each player will get 3 pitches Max (players can continue to foul off 3rd strike)

11. Umpires

- **A and AA**– No formal umpire will be present. The 1st base, 3rd base and field coach will make umpire calls during games
- **Triple A** – An umpire may be available for games. If no formal umpire is available please refer to A and AA umpire rules

Appendix B – Rapid Baseball Coaches/Parent Volunteer Roles: All Rapid Baseball Levels

Rapid Baseball Equipment setup and takedown

1. Most A, AA and AAA games are scheduled back-to-back (example two teams play from 9-11am and the next two teams play from 11am-1pm) on the same field. The teams in the first game are responsible pulling out and setting up the Rapid Baseball equipment and the teams in the second game are responsible for putting away and securing the rapid baseball equipment as well as returning the battery to MIBGC for charging. In the case that there is only a single game, then both home and away teams need to help with setup and takedown.
- #### **2. Field Setup – Game 1**
- Coaches on both teams need to work together to setup all Rapid Baseball equipment including the Rapid Bullpen and dialing in the pitching machine.
 - For games on dirt fields, make sure to setup all equipment on the grass and then move equipment into the dirt after it's been setup.

3. Field takedown – Game 2

- Coaches on both teams need to work together to takedown and put away all Rapid Baseball equipment including the Rapid Bullpen and pitching machine.
- For games on dirt fields, make sure to move all equipment on the grass before starting to take apart and put away
- Home team coach is responsible for making sure all equipment is accounted for and locked away before leaving the field

4. Battery return and charging

- Home team coach (in Game 2) is responsible for returning the battery to Mercer Island Boys and Girls club for charging. Battery must be returned by 5pm on Wednesday of each week. This applies to the Home team of Game 2 based on the days below
 - Single A – Game 2 Home team coach on Saturdays
 - Double A – Game 2 Home team coach on Mondays
 - Triple A – Game 2 Home team coach on Tuesdays
 - For AA and AAA – Saturday games do not need battery returned and charged. For Saturday game please make sure battery is stored with the rest of the Rapid Baseball equipment.

Offensive Roles

1. 1st Base Coach

A coach to be placed at 1st base to coach the players on base running

2. 3rd Base Coach

A coach to be placed at 3rd base to coach the players on base running

3. Ball Machine Coach

Ball Machine Operator – Refer to Rapid Baseball Coaches guide on further direction to operate ball Machine

4. Dugout Coach

A coach to be in the dugout to get batters ready and keep dugout organized

Defensive Roles

1. Rapid BullPen Coach

A coach will be guiding 2 players in the Rapid Bullpen each half-inning when their team is on Defense. Refer to Rapid Baseball coaches guide for tips on pitch coaching

2. Coach in the Field

A coach to be placed in the field to help set the Defense

3. Ball Shag Coach

A coach to be behind home plate shagging balls that pass the catcher or balls the catcher rolls back. This coach is also in charge of making sure the catchers gear is on properly and remind catcher to get set during play. For Single-A, the Ball Shag Coach will be responsible for putting the ball in play after the 5th strike.

4. Dugout Coach

A coach to be in the dugout to monitor players sitting out from Defense or Rapid Bullpen