

Martin County North Little League

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<https://www.facebook.com/MCNLLBASEBALL/>



Policies and Procedures Handbook



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I. OVERVIEW

This Policies & Procedures Handbook ("P&P") contains the local policies, procedures, and rules for Martin County North Little League ("MCNLL" or the "League"). These local policies, procedures, and rules define how MCNLL plans to operate, including details not covered by the Policies, Procedures, Rules, and Regulations of Little League Baseball, Inc. ("Little League").

The provisions of this P&P:

- Shall not conflict with the Rules, Regulations, Policies, or Principles of Little League (collectively, the "Little League Rules") without express written permission from the Charter Committee of Little League;
- Upon approval, shall be distributed to all positions that are required to implement or uphold the policies or directives, including but not limited to Managers, Coaches, Umpires, Player Agent(s), and members of the Board of Directors;
- Shall be made available to any Member of MCNLL via the MCNLL website;
- After initial adoption, may only be amended by a majority vote of the Board of Directors present (whether in person or by remote communications) at a duly constituted Board Meeting, or by the unanimous consent of the Board of Directors without a meeting; and,
- Shall expire on October 1, 2025 and shall not be deemed to be part of the MCNLL Constitution.

If any of the provisions of this P&P are in violation of the Little League Rules, the Little League Rules shall control.

Except where otherwise indicated in this P&P, all provisions hereof shall apply to both Baseball and Softball.

II. FREQUENTLY USED TERMS

As used in this P&P:

- The term "Manager" shall refer to a person who has been selected and approved by the League to serve as a manager of a team;
- The term "Assistant Coach" shall refer to a person who has been selected and approved by the League to serve as an assistant coach of a team;
- Use of the term "Coach" shall include any MCNLL approved volunteer who is managing or coaching a team, whether as a Manager or Assistant Coach;
- The term "Minors Division" shall mean the Minors Player Pitch Division;
- The term "Upper Leagues" shall mean the 50/70 (Intermediate), Juniors, and Seniors Divisions;
- The term "Lower Leagues" shall mean the Tee-Ball, Coach Pitch, Machine Pitch, Minors, and Majors Divisions; and,
- The term "Volunteer" shall mean any individual who has submitted a volunteer application to MCNLL and has been approved by the League, after undergoing any necessary background checks, and who has received a League issued ID Badge.

III. CONCUSSION PROTOCOL AND INFORMATION

Pursuant to Florida Statute 943.0438, all coaches, volunteers, youth participants, and parent/legal guardians must be informed and educated on the nature and risk of head injury, including the risk of continuing to play after concussion or head injury, before participating in athletic competition or engaging in any practice, tryout, workout, or other physical activity associated with the youth's candidacy for an athletic team. MCNLL achieves this process through this P&P.

Concussion Information

A concussion is a brain injury and all brain injuries are serious. They are caused by a bump, blow, or jolt to the head, or by a blow to another part of the body with the force transmitted to the head. Concussions can range from mild to severe and can disrupt the way the brain normally works. Even though most concussions are mild, all concussions are potentially serious and may result in complications including prolonged brain damage and death if not recognized and managed properly. In other words, even a "ding" or a "bump" on the head can be serious. You cannot see a concussion and most sports concussions occur without loss of consciousness. Signs and symptoms of concussion may show up right after the injury or can take hours or days to fully appear. If your child reports any symptoms of concussion, or if you notice the symptoms or signs of concussion yourself, seek medical attention right away.

Signs and Symptoms Observed by Parents or Coaches – The individual:

- Appears dazed or stunned;
- Forgets an instruction, is confused about an assignment or position, or is unsure of the game, score, or opponent;
- Moves clumsily;
- Answers questions slowly;
- Loses consciousness (even briefly);
- Shows mood, behavior, or personality changes; and/or,
- Can't recall events prior to or after a hit or fall.

Symptoms Reported by Youth Participants

- Headache or "pressure" in head;
- Nausea or vomiting;
- Balance problems or dizziness, or double or blurry vision;
- Bothered by light or noise;
- Feeling sluggish, hazy, foggy, or groggy;
- Confusion, or concentration or memory problems; and/or,
- Just not "feeling right," or "feeling down."

What can happen if my child keeps on playing with a concussion or returns too soon?

Youth participants with the signs and symptoms of concussion must be removed from play immediately. Continuing to play with the signs and symptoms of a concussion leaves the youth participant especially vulnerable to greater injury. There is an increased risk of significant damage from a concussion for a period of time after that concussion occurs, particularly if the youth participant suffers another concussion before completely recovering from the first one (second impact syndrome). This can lead to prolonged recovery, or even to severe brain swelling with devastating and even fatal consequences. It is well known that adolescent or teenage athletes will often under report symptoms of injuries, and concussions are no different. As a result, education of administrators, coaches, parents and players is the key for youth participant's safety.

If you think your child has suffered a concussion

No athlete may return to activity after an apparent head injury or concussion, regardless of how mild it seems or how quickly symptoms clear, without written medical clearance from a Medical Doctor (MD) or Doctor of Osteopathic Medicine (DO) who is familiar with the most current Consensus Statement on Concussion in Sport. Close observation of the youth participant should continue for several hours. Parent/Legal guardian should also inform their child's coach if they suspect their child may have a concussion. Remember it is better to miss one game than miss the whole season. When in doubt, the youth participant sits out!

Return to Practice and Competition

MCNLL follows Florida Statute 943.0438, which provides that if an athlete suffers, or is suspected of having suffered, a concussion or head injury during a competition or practice, the youth participant must be immediately removed from the competition or practice and cannot return to practice or competition until a Health Care Professional has evaluated the youth participant and provided a written authorization to return to practice and competition. MCNLL recommends that a youth participant not return to practice or competition the same day the athlete suffers or is suspected of suffering a concussion. MCNLL also recommends that a youth participant's return to practice and competition should follow a graduated protocol under the supervision of the health care provider (MD or DO). Finally, if an athlete suffers, or is suspected of having suffered a concussion or head injury, MCNLL will require completion of the form found in Appendix A (or any other writing that satisfies the requirements thereof).

Parent Acknowledgment and Informed Consent Form

Unless otherwise executed at the time of registration, every player along with their parent/guardian shall execute the Parent/Guardian and Player Concussion/Head Injury Acknowledgment and Informed Consent Form found in Appendix B as

a condition of participation in MCNLL.

For more information on concussions and head injuries, please visit:

- [Fact Sheet - CDC Athletes](#);
- [Fact Sheet - CDC Parents](#);
- [Fact Sheet - CDC Coaches](#); and,
- [Florida Health Department - Youth Sports Concussions](#).

IV. DIVISIONS BY LEAGUE AGE

MCNLL has adopted the following age distributions. All age references below are to League Age as defined by Little League. League Age for all players may be determined using the official Little League Age Calculator at <https://www.littleleague.org/play-little-league/determine-league-age/>. League Age is determined differently for Baseball and Softball.

A. **BASEBALL** – Subject to the Restrictions and Exceptions in subsection (9) hereof, the following age distributions apply to Baseball:

1. Tee Ball: Division for otherwise eligible players ages four (4) through six (6) years old.
2. Coach Pitch: Division for otherwise eligible players ages seven (7) and eight (8) years old.
3. Machine Pitch: Division for otherwise eligible players ages eight (8) and nine (9) years old.
4. Minors: Division for otherwise eligible players ages nine (9) and ten (10) years old.
5. Majors: Division for otherwise eligible players ages eleven (11) and twelve (12) years old.
6. 50/70: Division for otherwise eligible players ages twelve (12) through thirteen (13) years old. Twelve (12) year old players may play in the 50/70 Division only if their parent/guardian makes a specific request in writing for permission for them to do so and the Board approves such a request.
7. Juniors: Division for otherwise eligible players ages thirteen (13) through fourteen (14) years old.
8. Seniors: Division for otherwise eligible players ages fifteen (15) through sixteen (16) years old.
9. Restrictions and Exceptions:
 - i. In the event of a legitimate safety concern regarding a player, the League, in its discretion, may recommend and permit such player to participate in a lower Division which has a maximum age that is one (1) year below the player's age.
 - ii. A player who qualifies as an Exceptional Talent under Article X, Sections (D) or (F)(3) (below) and satisfies all requirements thereof, shall be permitted to play in a higher Division in which they are drafted despite falling outside of the age distributions set forth above.
 - iii. In the event the League determines that there are insufficient sign-ups for the Upper Leagues, the Upper League Divisions, or any combination thereof, may be combined into a single Division. All players in the combined Division, however, shall be age eligible per Little League Rules.
 - iv. In addition, the following limitations apply:
 1. Twelve (12) year olds are not permitted to play in the Minors Division;
 2. Ten (10) year olds are not permitted to play in the Machine Pitch Division;
 3. Nine (9) year olds are not permitted to play in the Coach Pitch Division; and,
 4. Eight (8) year olds are not permitted to play in the Tee-Ball Division.
 5. As a result, every Player age twelve (12), ten (10), nine (9), or eight (8) years old must be selected to a team within their age Division, unless they have been selected to play in a higher Division as an Exceptional Talent.

B. **SOFTBALL** - Subject to the Restrictions and Exceptions in subsection (8) hereof, the following age distributions apply to Softball:

1. Tee Ball: Division for otherwise eligible players ages four (4) through six (6) years old.
2. Coach Pitch: Division for otherwise eligible players ages seven (7) and eight (8) years old.
3. Minors: Division for otherwise eligible players ages nine (9) and ten (10) years old.
4. Majors: Division for otherwise eligible players ages eleven (11) and twelve (12) years old.
5. Juniors: Division for otherwise eligible players ages thirteen (13) through fourteen (14) years old.
6. Seniors: Division for otherwise eligible players ages fifteen (15) through sixteen (16) years old.

7. Restrictions and Exceptions:

- i. In the event of a legitimate safety concern regarding a player, the League, in its discretion, may recommend and permit such player to participate in a lower Division which has a maximum age that is one (1) year below the player's age.
- ii. In the event the League determines that there are insufficient sign-ups for the Upper Leagues, the Upper League Divisions, or any combination thereof, may be combined into a single Division. All players in the combined Division, however, shall be age eligible per Little League Rules.
- iii. In addition, the following limitations apply:
 1. Twelve (12) year olds are not permitted to play in the Minors Division;
 2. Nine (9) year olds are not permitted to play in the Coach Pitch Division;
 3. Eight (8) year olds are not permitted to play in the Tee-Ball Division.
 4. As a result, every Player aged twelve (12), ten (10), nine (9), or eight (8) years old must be selected to a team within their age Division, unless they have been selected to play in a higher Division.

V. WAIT LIST POLICY

- A. Player registration for the Lower Leagues shall end at the completion of the last day scheduled for their respective Evaluations.
- B. After player registration is closed, MCNLL will maintain a "Wait List" of those players who missed registration, but wish to play baseball or softball (each a "Wait List Player", and collectively the "Wait List Players"). The Wait List will contain only the player's name, league age, and telephone number. No registration fee will be paid and the player shall not become registered simply by being placed on the Wait List.
- C. When considering a Wait List Player for the Majors Division or the Upper Leagues, MCNLL will comply with Regulation IV(f) of the Little League Rules which provides that: "[a]ny candidate failing to attend at least one of the spring tryout sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors." This rule does not apply to the Tee-Ball, Machine Pitch, and Minors Divisions. Instead, with respect to those Divisions, the Regulation provides that, "[a]ny eligible player who qualifies and becomes available after player assignment should be assigned to a team or placed on a waiting list created by the local league."
- D. A Wait List Player may be registered to participate on a team upon approval from the Player Agent in accordance with the provisions hereof and payment of the registration fee.
 - i. For the Tee-Ball, Machine Pitch, and Minors Divisions:
 - i. If the Wait List Player becomes a registered player prior to the Draft for the applicable Division, the player may be drafted to any team in that Division during the Draft.
 - ii. If the Wait List Player does not become a registered player prior to the Draft for the applicable Division, then the Wait List Player shall remain on the Wait List until placed on a team by the Player Agent in accordance with this P&P.
 - ii. For the Majors Division:
 - i. At the time a player is added to the Wait List, the Player Agent shall advise the parent/guardian of that player of the requirements of Regulation IV of the Little League Rules and, if known, the date of the next scheduled Board of Directors Meeting. The Player Agent shall request a written excuse from the parent/guardian on behalf of the Wait List Player regarding such player's failure to attend the Local League's Evaluations ("Reg IV Excuse"). The Reg IV Excuse shall be provided to the Player Agent at least five (5) calendar days prior to the next scheduled Board of Directors Meeting. If it is timely provided, the Reg IV Excuse shall be added to the agenda for such Meeting. In addition, if the parent/guardian wishes to appear at such Board Meeting, whether with or without the Wait List Player, to provide further information as necessary concerning the Reg IV Excuse, they may do so either in person or through remote communications by advising the Player Agent of their desire to attend at the time of providing the Reg IV Excuse. The Reg IV Excuse shall then be voted on by the Board of Directors at the next Meeting.
 - ii. If the Reg IV Excuse is accepted by the Board of Directors, the Wait List Player shall remain on the Wait List pending placement on a team by the Player Agent. If the Reg IV Excuse is rejected by the Board of Directors, the Wait List Player shall be advised of such determination (through their parent/guardian) and shall be removed from the Wait List.
- E. For the Baseball Tee-Ball, Machine Pitch, Coach Pitch, and Minors Divisions:
 - i. The Player Agent may elect to assign any or all Wait List Players to teams in the Division(s) in which they are eligible in order to fill roster spots. In the Coach Pitch, Machine Pitch, and Minors Divisions, if the Player Agent elects to so assign the Wait List Player(s), the players should be added to the teams based on the order of the snake Draft for that Division with first Wait List Player being assigned to the team who would have the next pick in the Draft if such Draft continued and so forth and so on until all Wait List Player(s) for that Division are assigned.
 - ii. In the event a Replacement Player is needed as contemplated in Article XII, Section (F) below, the Player Agent shall utilize the Wait List in accordance with the Replacement Player procedures set forth in that section.
 - iii. Wait List Players shall be assigned on a first come, first serve basis, based on the day the player was placed on the Wait List. Prior to assigning any Wait List Player to a team, the Wait List Player must be registered and the registration fee must be paid.
- F. For the Baseball Majors Division: The Player Agent shall utilize the Wait List in accordance with the Replacement Player procedures set forth in Article XII, Section (F) below. Wait List Players shall be assigned on a first come, first serve basis, based on the day the player was placed on the Wait List. Prior to assigning any Wait List Player to a team, the Wait List Player must be registered and the registration fee must be paid.
- G. For the Softball Tee-Ball, Coach Pitch, and Minors Divisions:
 - i. The Player Agent may elect to assign any or all Wait List Players to teams in the Division(s) in which they are eligible in order to fill rosters and/or to create additional parity in such Division(s).

- ii. In the event a Replacement Player is needed as contemplated in Article XIII, Section (F) below, the Player Agent shall utilize the Wait List in accordance with the Replacement Player procedures set forth in that section.
 - iii. Wait List Players shall be assigned on a first come, first serve basis, based on the day the player was placed on the Wait List. Prior to assigning any Wait List Player to a team, the Wait List Player must be registered and the registration fee must be paid.
- H. For the Softball Majors Division: The Player Agent shall utilize the Wait List in accordance with the Replacement Player procedures set forth in Article VIII, Section (F) below. Wait List Players shall be assigned on a first come, first serve basis, based on the day the player was placed on the Wait List. Prior to assigning any Wait List Player to a team, the Wait List Player must be registered and the registration fee must be paid.

VI. ROSTER SIZES AND POOL PLAYERS

- A. Roster Sizes: Except for Tee-Ball, the roster size for each team in the Lower Leagues will be a minimum of ten (10) players and a maximum of twelve (12) players. At the time of the respective Division Drafts, the Player Agent, in consultation with the President, will determine the actual roster sizes for the teams in each Division. The number of players on a roster in a particular Division shall not vary by more than one (1) player.
- B. Pool Players for Majors Division:
- i. A game in the Majors Division cannot be played if either or both teams fail to have at least nine (9) players available to play in the game. The umpire may delay the game time up to thirty (30) minutes in order for the minimum number of players to arrive. Failure to field a team with at least nine (9) players at game time will result in a forfeit.
 - ii. If a Majors Division team does not have at least nine (9) rostered players available for a game, that team must utilize the player pool ("Player Pool") in advance of the game to obtain one or more players (hereinafter, each a "Pool Player") so that the team can field at least nine (9) players for the game.
 - iii. Although not required, if a Majors Division team has less than twelve (12) rostered players available for a game, that team may elect to utilize one or more Pool Players to reach a maximum of twelve (12) players for that game.
 - iv. If a team utilizes one or more Pool Players for a game, the Pool Player(s) must play at least nine (9) consecutive outs on defense and must bat as part of the continuous batting order. The Pool Player(s) utilized for a game are not allowed to pitch at any point in the game.
- C. Pool Players for the Coach Pitch, Machine Pitch, and Minors Divisions:
- i. A game in the Coach Pitch, Machine Pitch, and Minors Divisions cannot be played if either or both teams fail to have at least eight (8) players available to play in the game. The umpire may delay the game time up to thirty (30) minutes in order for the minimum number of players to arrive. Failure to field a team with at least nine (8) players at game time will result in a forfeit.
 - ii. If a team in the Coach Pitch, Machine Pitch, or Minors Division does not have at least eight (8) rostered players available for a game, that team must utilize the Player Pool in advance of the game to obtain one or more Pool Players so that the team can field at least eight (8) players for the game.
 - iii. Although not required, if a team in the Coach Pitch, Machine Pitch, or Minors Division has less than twelve (12) rostered players available for a game, that team may elect to utilize one or more Pool Players to reach a maximum of twelve (12) players for that game.
 - iv. If a team utilizes one or more Pool Players for a game, the Pool Player(s) must play at least nine (9) consecutive outs on defense and bat as part of the continuous batting order. The Pool Player(s) utilized for a game are not allowed to pitch at any point in the game.
- D. Player Pool:
- i. Creation of Player Pool:
 - a. No later than Opening Day, each Manager of the Lower League teams shall send a list of potential Pool Players, along with contact information for each player's parents/guardian, to the Player Agent. Before including a player on such list, the Manager shall confirm with that player's parent/guardian, that the player is interested in being a Pool Player.
 - b. The Player Agent shall consolidate the lists received from the Managers to create a single Player Pool list for each Division. The Pool Players on each list will be sorted in alphabetical order by last name.
 - ii. Selection of Pool Players:
 - a. When a Manager seeks to utilize a Pool Player in accordance with the provisions hereof, the Manager shall contact the Player Agent with sufficient advanced notice to allow the Player Agent sufficient time to identify a Pool Player and confirm such player's availability. Sufficient advanced notice generally means that the Manager must notify the Player Agent as soon as the Manager

becomes aware of the circumstances giving rise to the need for the Pool Player(s). A Manager may not request the identity of the next available Pool Player prior to making a request for a Pool Player.

- b. The Player Agent shall contact the Pool Player whose name is at the top of the list for the appropriate Division. Upon confirmation of the Pool Player's availability for the game, the Player Agent shall assign that Pool Player to the team who made the Pool Player request. That Pool Player shall then be moved to the bottom of the Pool Player list for the Division.
- c. Pool Players will be selected by the Player Agent from the Division immediately below the Division of the team requesting the player. For example, if a team in the Majors Division requests a Pool Player, a player on a team in the Minors Division shall be selected as the Pool Player. Pool Players may not play for a team in the same Division as the Pool Player's rostered team, even if it is a bye week for the player's regular team.
- d. There are no "special exceptions" to the Pool Player procedures set forth herein. For instance, a Manager may not elect to utilize his/her children, Coaches' children, rostered player's siblings, family members, friends, neighbors, etc. in lieu of following the Player Pool procedures. Moreover, after a request for a Pool Player is made, the Manager may not decide to cancel or withdraw the request based on the identity of the next available Pool Player. Penalties may be imposed if a Manager is found to be in violation of these Pool Player rules.

VII. LOCAL RULES OF GENERAL APPLICABILITY

- A. For any games hosted by MCNLL, the home team shall use the third-base dugout regardless of posted signs.
- B. All on field volunteers will be required to wear a current ID Badge issued by MCNLL. This includes all Managers, Assistant Coaches, and Volunteers who assist at practice and games, but who do not qualify as official Coaches, and any Team Parents who will be in the dugout. The badge shows that you have a current background check on file.
- C. With the exception of Tee-Ball and Coach Pitch Divisions, only the Manager and two designated game Coaches may be in the dugout during the games. Team Parents, player parents/guardians, siblings, statisticians, and extra coaches are **strictly prohibited** in the dugouts. The Manager may station a parent outside the dugout to assist with player control, but under no circumstances may anyone other than the Manager and the two Assistant Coaches enter the dugout for any reason.
- D. For the Tee-Ball and Coach Pitch Divisions, a Manager may utilize as many Coaches and approved Volunteers as are necessary to expedite play and maintain order. One approved Volunteer must remain in the dugout with the players during the game. In addition, in these Divisions, a manager may utilize a Team Parent or other designated parent to assist in the dugout with drinks, equipment, retrieval of bats, and batting order. Any such parent shall complete all necessary background checks and must wear a current MCNLL issued ID Badge.
- E. Each Manager **SHALL** conduct a parent/guardian meeting prior to the first practice. At the meeting, Managers are encouraged to inform parents/guardians of their expectations as a Manager, both from the parents/guardians and the players, and to inform them of practice schedules, appropriate behavior, and any other matters that are deemed appropriate. It is imperative that the Managers meet at least one parent/guardian for each of their rostered players and explain their rules and policies as a Manager. In addition, this meeting is the appropriate time to discuss specific game rules that may be unique to the applicable Division. MCNLL may provide a Board Member to attend and participate in the parent meeting, including to update parents on changes in the program and to answer questions regarding the league.
- F. Players **MUST** stay in the dugout throughout the entire game unless excused for appropriate reasons by a Coach or Umpire. Players may not leave the dugout to sit in the stands, visit the concession stand, or to simply abandon their team. Legitimate reasons include restroom breaks, first-aid attention, etc.
- G. Managers are required to report any player on their roster who continues to miss practices and/or games to the Coaching Coordinator in accordance with the Replacement Player Policy set forth in Articles XII and XIII below. This includes players who quit, move, or suffer season-ending injuries.
- H. No players may be added to team or to participate in any team activity except in accordance with this P&P and the Little League Rules.
- I. All games in the Majors Division and in the Upper Leagues will utilize the scoreboard when operable.
- J. Managers will report all injuries to the Safety Officer within twenty-four (24) hours via the League Injury Report.
- K. Weather cancellations will be announced on the League website and Facebook page. In addition, Managers shall communicate any information concerning weather cancellations and/or delays to the parents/guardians of their rostered players with reasonable diligence.
- L. Generally, the cancellation of a game at the request of one team due to reasons other than weather and/or unforeseeable events will result in a forfeiture (subject to the discretion of the Board of Directors), unless the Coaching Coordinator approves such cancellation prior to the scheduled day of the game. Except for those based on weather and/or other unforeseeable events, game cancellations should be extremely rare. In the event a Manager has an allowable, legitimate reason to seek the cancellation and rescheduling of a game, the Manager must give adequate notice to the opposing team's Manager and to the Coaching Coordinator of such request. As a guideline, notice provided at least four (4) days prior to the game is generally considered adequate, whereas, providing notice the day before the game is generally considered inadequate. By way of example only and not by limitation, the following events are **NOT** allowable reasons to cancel a game:
 - a. Manager is out of town (other Coaches can manage the team in Manager's absence);
 - b. Team is without its "best" player(s) (the primary objective of the game is for the players to learn, develop their skills, and have fun, not necessarily to win a game).
- M. Except as otherwise prescribed by law, pets are prohibited at all MCNLL functions.

VIII. UMPIRE GUIDELINES AND REQUIREMENTS FOR MANAGERS AND OTHER COACHES – BASEBALL

The provisions of this Article shall apply to Baseball only.

Due to the difficulty in securing volunteer umpires in Baseball, it is necessary for MCNLL to require Managers and other Coaches to umpire games. As such, MCNLL will maintain its Manager and Coach's umpiring requirements for Baseball for the season. By accepting a position as a Manager and/or Coach in MCNLL, such volunteers recognize that **meeting the umpiring requirements herein are just as important as managing and/or coaching their own games and practices.**

- A. The Managers and Coaches for all teams in the Lower Leagues, except for Tee-Ball, shall be required to fulfill the umpiring assignments set forth herein.
- B. Assignments shall be made by team, and it shall be the Manager's obligation to ensure that two (2) adults, at least one of whom has received training, are present to umpire each of their team's assigned games, unless the Umpire-in-Chief ("UIC") permits otherwise in writing. Once the schedule of umpiring assignments has been issued, the swapping of assignments is permissible, but only with the approval of the UIC. In addition, in the event of such swapping, the Manager and Coaches of the team initially assigned to the game shall retain responsibility for ensuring that the replacement umpires are in attendance for such game. Any adult who umpires a game in accordance herewith shall complete all required background checks by MCNLL and shall wear a current MCNLL issued ID.
- C. In the event that any team is unable to fulfill its umpiring assignment for a particular game due to an unexpected emergency or other previously unknown conflict, the Manager and Coaches of such team shall be required to find one (1) or more replacements, as appropriate, from another team in its or any other Division to handle the umpiring assignment and shall advise the UIC of the replacement.
- D. Each Manager shall be provided with an umpire schedule for their team games, together with the contact information for such umpires, identifying the team assigned to umpire their games. It shall be the responsibility of the Manager for the home team for each game to confirm, at least 24 hours in advance of their game that the team with the umpiring assignment for their game will be in attendance. If umpire's attendance cannot be confirmed, the Manager shall report this immediately to the UIC.
- E. MCNLL reserves the right to create an umpire buyout program.
- F. No team shall be assigned umpiring duties for other teams in their same Division unless approved in advance by the UIC.
- G. All Managers and Coaches shall attend either the umpire clinic sponsored by District 17, or a MCNLL sponsored umpire clinic, for the upcoming season.
- H. Youth umpires must be an age that, as a player, would place them in a Division higher than that of the game they are umpiring.
- I. When serving as an umpire pursuant hereto, Managers and Coaches must arrive at the game site at least thirty (30) minutes prior to the game's scheduled start time. Umpire equipment will be available at each game site, and (upon request), umpire uniforms consisting of a hat and shirt shall be provided to the umpires for use during the game. As a general guideline, it is noted that the standard umpire uniform is a hat, blue shirt, gray pants, and black shoes. At the conclusion of the game, the umpire equipment should be returned to the storage location at the game site where it was originally located.
- J. The home team scorekeeper for each game shall record the names of the umpires appearing for each game.
- K. The failure to fulfill umpire assignments in accordance herewith may result in disciplinary action by MCNLL, including suspension. Forgetting about an assignment and/or claims regarding the lack of time or ability to umpire are not legitimate excuses.

IX. STATEMENT OF POLICY IN FORMATION OF TEAMS

Fostering Competitive Balance: The goal of the player Draft is to create parity of talent and skill among all teams in a Division. The League and its players will benefit most from a balanced division where all teams are of reasonably equal competitiveness. This balance of competition allows children to develop skills and confidence in the game and have fun.

An effective player Draft begins with player evaluation. Here, the Managers of each respective Division will evaluate each player's throwing, fielding, hitting, and running skills as demonstrated in a brief Evaluation conducted soon after registration and before the player Draft. The information gathered by the respective Managers based on their evaluation of the players should be used by such Managers to draft eligible players to their team.

X. PLAYER EVALUATION AND SELECTION PROCEDURES - BASEBALL

The provisions of this Article shall apply to Baseball only.

A. Player Evaluation Committee:

1. The Player Evaluation Committee ("PEC") shall be made up of no less than three (3) and no more than five (5) members, all of whom shall be current Directors of the League's Board. The Player Agent shall be one of the PEC members.
2. The Player Agent shall nominate the other proposed members of the PEC to the President in advance of the League's Evaluations and, prior to the start of such Evaluations, the President shall either reject or approve the proposed PEC members in the President's sole discretion.
3. Members of the PEC, including the Player Agent, shall be eligible to serve as Managers and/or Coaches and, if Managers, to draft their own teams. The League may not use the individual's position as a PEC member to prohibit or restrict them from doing so.

B. Evaluations:

1. **All Members of the League are reminded that, pursuant to Regulation IV(f) of the Little League Rules, any candidate for the Majors, Intermediate (50-70), Juniors, or Seniors Divisions, who fails "to attend at least one of the spring tryout sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors."** (emphasis added).
2. The League will hold Evaluations for the Coach Pitch, Machine Pitch, Minors, and Majors Divisions ("Lower League Evaluations") in the beginning of January and prior to the scheduled date of the Division Drafts. Evaluations for the 50/70, Juniors, and Seniors Divisions ("Upper League Evaluations") will be held separately, at a later date to be determined by the Board. The provisions set forth below apply solely to the Lower League Evaluations. The League shall determine and provide the parameters of the Upper League Evaluations at a later date. There is no Evaluation for Tee-Ball.
3. The PEC will be responsible for evaluating every player in every Draft eligible Division, for the purposes of determining the pre-Draft slotting of Protected Players and Exceptional Talent (each respectively defined below in Sections D and E) and whether safety concerns exist for any players with respect to the Division(s) for which they are evaluating.
4. Managers will only need to evaluate the players who participate in the Evaluation for the Division in which they are managing. Such evaluation is solely for the Manager's personal use to assist in the drafting of their team.
5. The PEC members shall be permitted to be present on the field during the Evaluations. Only the Managers of the teams in the respective Division will be permitted on the field during the Evaluation of that Division, except that if a Manager will be absent during the Evaluation for the Division in which they are managing, that Manager may designate one of their Assistant Coaches to attend the applicable Evaluation on their behalf. Upon notification to and approval from the Coaching Coordinator, the appointed Assistant Coach shall be permitted on the field for the Evaluation as if he/she was the Manager.

C. Protected Player Policy: The League recognizes that often Managers and Coaches have children who play in the League whom they wish to have play on their team. While the League supports this, the League also wants to protect its goal of parity. To balance these interests, the League has a protected player policy ("Protected Player Policy"). The Protected Player Policy is as follows:

1. Children of Managers and Coaches are still required to participate in Evaluations just like all other players so that their skill level can be objectively measured. Failure to do so may result in the player's ineligibility to participate in the League.
2. Each team Manager may designate for their team the Manager's child as well as the child of one (1) of the Manager's Assistant Coaches as their protected players (hereinafter, each a "Protected Player").
3. Except as otherwise set forth herein, prior to the start of the Draft for the applicable Division, the PEC shall determine which Draft round(s) the Protected Player(s) will be slotted based on the PEC's knowledge and evaluation of the players. The Player Agent shall then slot the Protected Player(s) into the Draft round(s) for their respective teams as determined by the Player Agent, in consultation with the PEC. The round(s) in which the Protected Player(s) are slotted shall be the team's Draft pick for that round.
4. Exception - The League will attempt to accommodate each Manager's Protected Player requests. However, in those instances where the Protected Players designated by a Manager for a team are both rated among the top players in a Division (e.g. a first round caliber), the League may reject the Protected Player designation as not in the best interest of the League's competitive balance (e.g., such as when two "first round" caliber players would be Protected Players on the same team). This exception shall not apply when both Protected Players designated for a team are the children of the Manager.

Example: Mr. Smith, a Manager in the Majors Division, wants Mr. Jones to be his assistant coach. Mr. Smith's son is the third best player eligible for the Majors Draft. Mr. Jones's son is the fifth best player available in such Draft. Because both Mr. Smith's and Mr. Jones's sons are talented enough to be selected in the first round of the Majors Draft, the League, in its discretion, may reject Mr. Smith's designation of Mr. Jones's son as a Protected Player before the Draft. However, notwithstanding the forgoing, nothing herein shall prohibit Mr. Smith from selecting Mr. Jones's son during the course of the Draft if Mr. Jones's son is not selected first by another Manager. If Mr. Jones's son is selected by Mr. Smith during the Draft, Mr. Jones may then serve as one of Mr. Smith's Assistant Coaches.

5. The exception in paragraph 4 above shall only apply when both Protected Players designated for a team are top rated players (i.e. first round caliber) in the Division. When the designated Protected Players are not both top rated players in the Division, the Protected Player designation shall be accepted and each of the Protected Players shall be slotted in the round in which they are rated by the Player Agent. If the Protected Players are both rated in the same round, then one of the Protected Players shall be slotted in that round and the other slotted in either the immediately preceding or the immediately following round at the discretion of the Player Agent.

Example: If the son of Mr. Smith (the Manager) and the son of Mr. Jones (Mr. Smith's Assistant Coach) are both rated as second round Draft picks for their Division, Mr. Smith's son will be slotted in the second round and Mr. Jones's son may, at the discretion of the Player Agent, be slotted in either the first round or the third round.

D. Exceptional Talent: The League also recognizes that in exceptional circumstances a player's skill level may be more advanced and could result in consideration of such player by a Manager in a higher Division than the Division which encompasses the player age under the age distribution provisions of Article IV above. Again, while the League recognizes and supports this, it also wants to attempt to equalize competition for all of its Players. To balance these interests, a Manager in a higher Division may draft a player that has remaining eligibility in a lower Division (hereinafter, an "Exceptional Talent") onto the Manager's team in the higher Division, subject to the following rules and limitations:

1. The Exceptional Talent must have played at least one (1) year in the lower Division (or in an equivalent or higher division or league) in which they are eligible by age;
2. The Exceptional Talent must participate in the Evaluation for the lower Division in which they are age eligible as well as in the Evaluation for the higher Division in order to be draft eligible in the higher Division;
3. The League must have the consent of the parent/guardian of the Exceptional Talent to play in the higher

Division if drafted. However, the fact that the Exceptional Player participated in the Evaluation for the higher Division shall be deemed sufficient consent from the parent/guardian unless such consent is withdrawn in writing prior to the higher Division Draft;

4. The PEC must determine that the Exceptional Talent would be rated, at least, within the first six (6) rounds of the higher Division Draft;
5. The Exceptional Talent must actually be drafted into the higher Division in the first six (6) rounds of the higher Division Draft;
6. The Manager who drafts the Exceptional Talent must have the intent at the time of drafting such player to provide them with every opportunity to play skill positions (e.g., pitcher and catcher) when applicable and must use their best reasonable efforts to so utilize the Exceptional Talent during the season.

Example: John played in the Minors Division last season as a nine-year old. He is rated as a first or second round caliber player in the Majors Division. Assuming all other requirements are met, John would be eligible for the Majors Division Draft.

Example: Tom played in the Minors Division last season as a nine-year old. He is rated as an eighth round caliber player in the Majors Draft. Tom would not be eligible for the Majors Division Draft based on his rating.

7. In the event that a player is the child of a Manager in a higher Division, the League, in its discretion, may permit the Manager to draft the player as an Exceptional Talent into the higher Division even though the player is not rated in the first six (6) rounds of the higher Division Draft. However, that player shall be slotted no lower than a sixth (6th) round pick for purposes of the Draft (i.e. the player must be slotted in Rounds 1 – 6).
8. If the Exceptional Talent is not selected in the higher Division in accordance with the provisions hereof, the player shall remain eligible to be drafted in the lower Division in which they are eligible by age.

E. The Draft and Selection Process:

1. There is no Draft for the Tee-Ball Division. Instead, the teams in the Tee-Ball Division will be assigned by the League. The League will endeavor to meet parent/guardian requests for team assignments in this Division; however, the League cannot guarantee that it will be able to accommodate all such requests.
2. For the Intermediate (50-70), Juniors, and Seniors Divisions, depending on the number of players who register, the League may: hold a Draft for each or any one of such Divisions ("Upper League Draft"); may assign all registered players for a particular Division to the same team; or, may automatically assign players to the teams in the respective Divisions for which the players are registered.
3. The League shall hold separate Drafts for the Coach Pitch, Machine Pitch, Minors, and Majors Divisions ("Lower League Drafts"). In the event of an Upper League Draft, the League will separately set forth the parameters of such Draft. The provisions set forth below shall only apply to the Lower League Drafts.
4. The Divisions shall conduct the Drafts for each Division in the following order:
 - i. Majors Division – Day 1;
 - ii. Minors Division – Day 2;
 - iii. Machine Pitch Division – Day 3; then,
 - iv. Coach Pitch Division – Day 4.
5. As a result of the Draft order stated above, any eleven (11) year old not selected to a Majors Division team will be drafted onto a Minors Division team; any nine (9) year old not selected to a Minors Division team will be drafted onto a Machine Pitch Division team; and, any eight (8) year old not selected to a Minors Division team or Machine Pitch Division team will be drafted onto a Coach Pitch Division team.
6. Only the following individuals may attend the Draft for a Division: the President, Vice President, Player Agent, applicable Coaching Coordinator, members of the PEC, and the Managers for each team within the Division. In the event the Manager of a team is unable to attend the Draft for their Division, the Manager may elect to have their protected Assistant Coach attend the Draft in their place. Such election must be made in advance of the date of their Draft and is subject to the approval of the Player Agent, which approval may not be withheld except in extraordinary circumstances. In such event, the Assistant Coach shall participate in the Draft as the "Acting Manager".

- i. With limited exceptions as set forth below, no more than one (1) representative (i.e. Manager

or Acting Manager) per team is permitted in the Draft room during the Draft for that team's Division.

- ii. In the event the President, Vice President, Player Agent, Coaching Coordinator, and/or the members of the PEC in attendance at the Draft are also a Manager of a team participating in such Draft, such person shall assume the duties of both roles (Manager and League Official or Board Member) in the Draft room.
 - iii. In the event the President, Vice President, Player Agent, Coaching Coordinator, and/or a member of the PEC is also the protected Assistant Coach of a team participating in the Draft, then such person shall physically locate themselves as far as reasonably possible away from the Manager of their team during the Draft and shall not communicate with such Manager during the Draft in an effort to influence such Manager's selection of players, including verbally, by passing notes, and/or by making non-verbal gestures for such purposes. Instead, that individual shall only assume their duties as a League Official or Board Member while in the Draft room. Notwithstanding the forgoing, however, if such protected Assistant Coach will be conducting the Draft for the Manager as the Acting Manager, then that individual shall be deemed a Manager under section 6(ii) above and 7 below for purposes of the Draft.
7. Prior to the start of the Draft for each Division, the Player Agent, in consultation with the PEC, shall determine the slotting of each Protected Player in that Division and shall determine the order in which the teams will select their players during the Draft. In making such determinations, the Player Agent is to be guided by the League's policy of parity. As such, the determination of slotting and Draft selection order should be made in a manner that is most likely to result in reasonable balance, fairness, and parity within the Division, while simultaneously balancing the competitive nature of an evaluation driven Draft.
8. In the Draft room, immediately prior to the start of each Division's Draft, each Manager will select their team name and uniforms. The Managers will select their team name based on the Manager's tenure with MCNLL, beginning with the Manager having the longest tenure choosing first.
9. The number of teams in each Division and roster sizes for the teams within in each Division are subject to vary year to year and Division by Division due to a number of factors, including without limitation, the number of player registrations, the number of qualified managers, various changes to Little League and League rules, and determination of parity.
10. At the commencement of the Draft for each Division, the Player Agent will distribute to each Manager of the teams participating in the Draft, a Draft card identifying the name of each team's Protected Player(s), the round in which such Protected Player(s) have been slotted, and the order in which each team will select in the Draft. In addition, at that time, the Managers will be advised of the names of any players who are ineligible for selection for the Division as a result of such player's selection in a higher Division Draft or as a result of a legitimate safety concern. Finally, the Player Agent shall identify any players who failed to attend Evaluations, but who are registered and shall open the floor for discussion of any such players if they are otherwise eligible to be drafted.
11. The Draft shall be a snake or serpentine style draft. Each team will have the opportunity to select a single player in each round of the Draft. The players shall be selected one at a time. The Draft card shall list each team in the Division of the Draft from left to right based on the order of selection in Round 1, with the team having the first overall pick farthest left and the team having the final pick of Round 1 farthest to the right. The first team listed on the Draft card (from left to right), each team shall select a player, until all teams have selected a player in Round 1. Round 2 shall then be held in reverse order of Round 1, with the team farthest to the right on the Draft card making the first selection in Round 2 and the team farthest to the left on the Draft card making the final selection of Round 2. The selection order of each Round thereafter will be held in reverse of the immediately preceding Round until the Draft is completed. If a team has a Protected Player for a Round, that player shall be deemed the team's pick for that Round.

Example: Assume a Division has five (5) teams and the Draft selection order so happens to be Team 1 through Team 5 in numerical order from left to right. Team 1 would have the first pick of Round 1, followed by Team 2, Team 3, Team 4, and then Team 5, ending Round 1 of the Draft. In Round 2, Team 5 would have the first pick of the Round, followed by Team 4, Team 3, Team 2, and then Team 1, ending Round 2 of the Draft. Round 3 would then begin with Team 1 making the first selection, followed by Team 2, Team 3, Team 4, and, finally, Team 5. Round 4 would take place in the same order as Round 2 and so on and so forth.

12. Immediately upon completion of the Draft, before leaving the Draft room, the Managers (or Acting Manager)

shall have fifteen (15) minutes to propose and execute any player trades with the other teams in the Division. All trades require the approval of the Player Agent before being made official.

13. Upon the earlier of the following events: (a) expiration of the fifteen (15) minute trade period; and, (b) the time when all Managers have left the Draft room - the Draft for that Division shall be deemed closed and no more changes can be made to the roster for the upcoming season. However, nothing herein is intended to nor shall it be deemed to alter, modify, restrict, and/or limit:

- i. The League's Wait List and Pool Player policies, including the implementation thereof;
- ii. The League's Replacement Player Policy procedures;
- iii. Any provision of the Little League Rules which permits the League to make roster changes after the Draft, including without limitation, pursuant to Little League Rules- Regulation III(d) (which is sometimes referred to as the "Injured Player policy").

F. 10TH Street/East Stuart Program and Draft Procedures:

1. The 10th Street/East Stuart Program ("10th Street Program") is a program founded and organized by a local foundation, M.E.'s Team. The goal of the program is to utilize sport to help children in the community who are experiencing various life challenges. These challenges may be classified as socioeconomic, medical, transportation, etc. The baseball arm of the program is designed to give participants an extracurricular opportunity within their local neighborhood while simultaneously exposing them to other children in the surrounding communities and mentors/coaches with whom they may not otherwise come into contact.
2. MCNLL has historically supported the 10th Street Program and its mission and will continue to do so. The League believes that not only is the 10th Street Program a major benefit to the children who play in the program, but also to all players of MCNLL. As such, MCNLL has made the following provisions to accommodate the 10th Street Program in the League to ensure that the program's participation is successful:
 - i. The 10th Street Program practices will be held at Guy Davis Park;
 - ii. The 10th Street Program games will be held either at Guy Davis Park or Sailfish Park until the League's Divisional Championships are held (at which time the games will be played at Citrus Park or Sailfish Park at the League's discretion);
 - iii. Prior to the Draft for the applicable Division, the 10th Street Program shall submit a list of preferred Coaches to the President and Vice President of MCNLL. The President and Vice President will present the list of Coaches to the Board of Directors for approval;
 - iv. Each 10th Street Program team will have two (2) coaches whose children will be protected on a team within the program, even if the child will be on a team other than the one coached by their parent. In the event a coach has multiple children, the determination of whether more than one child of the coach may be protected will be considered on a case by case basis by the President and Vice President of MCNLL.

Example: If Coach John is the Manager of a Majors Division team in the 10th Street Program and his only child, JJ, is playing in the Majors Division, JJ will be protected by John's Majors Division team.

Example: If Coach John is the Manager of a Majors Division team in the 10th Street Program and his only child, JJ, is playing in the Minors Division, JJ will be protected on the 10th Street Program Minors Division team.

- v. Prior to Evaluations, the 10th Street Program shall provide a list of the children that have qualified for and been accepted into program for the upcoming season to the MCNLL President and Vice President. In the event there are any "walk-ups" on the day of Evaluations, a revised list shall be provided by the program prior to the Majors Division Draft;
- vi. Players accepted into the 10th Street Program that attend Evaluations will be drafted to the 10th Street Program team for their age bracket, subject to the Exceptional Talent exception.

Any player who seeks to join the 10th Street Program after the Draft for the applicable Division may only be added with the approval of the MCNLL President and Vice President; however, nothing herein shall permit any player to be added to a team in the Majors Division (or in any higher Division), unless the player meets the requirements of Regulation IV(f) of the Little League Rules;

- vii. Protected Players in the 10th Street Program will be assigned to the appropriate 10th Street Program team and, for purposes of the Draft, will be slotted on the team's Draft chart. Any open slots on the team's Draft chart will be filled through the normal Draft process.
 - viii. Scott Proctor is the contact/head of the 10th Street Program and, at any time, he will be authorized to be an additional Coach for any of the teams within the program. This is an exception to the two (2) coach per team provision.
 - ix. Any other matters related to the 10th Street Program which are not explicitly provided for herein shall be governed by the determinations of the Board of Directors of MCNLL, subject to all other provisions of his P&P and the Little League Rules.
3. With respect to an Exceptional Talent in the 10th Street Program, in the event that the program does not field a team in a particular Division during a season, the Exceptional Talent may be drafted to a team in a Division two (2) age levels higher, so long as the player meets all other criteria to play in such Division under the Little League Rules and the PEC determines that the drafting of the player in such Division would not constitute a safety risk. By way of example, if a seven (7) year old player is an Exceptional Talent and the 10th Street Program is not fielding a team in the Machine Pitch Division for the current season, the Exceptional Talent may be drafted onto the Minors Division team of the 10th Street Program. The Exceptional Talent must still participate in the Evaluations for both the Division in which they qualify by age as well as in the higher Division in which they wish to be considered.

XI. PLAYER EVALUATION AND SELECTION PROCEDURES – SOFTBALL

The provisions of this Article shall apply to Softball only.

EVALUATIONS:

- The player agent will evaluate every player, in every draft eligible division, for the purposes of determining protected player pre-draft slotting.
- Individual managers will only need to evaluate the players in the division in which they are coaching, for the purposes of determining their draft picks.
- In addition to the player agent, only managers will be permitted to be on the field evaluating players during the league evaluations. If a manager is going to be absent during league evaluations, he/she may appoint their assistant coach to evaluate the players in their absence. This will require notification and approval in advance from the Player Agent.
- There will be no more than one (1) pre-evaluation/pre-draft manager per team and no more than one (1) pre-evaluation/pre-draft protected assistant coach per team.
- The manager and protected assistant coach of each team has the option to protect their own children, and only their own children, to be on their team. Should this protected player option be utilized, the player agent will determine which round(s) in the draft these protected players will be slotted for their team. Whichever round(s) the protected player(s) are slotted for will count as their team's draft pick for that round.
 - Special Note: No team is permitted to have more than one (1) first round talent player protected on their roster. In the event the player agent determines more than one (1) first round talent has been protected on the same team, the player evaluation committee may ask the protected players to be split up and/or draft penalties, such as forfeiting draft picks, may be imposed. Special considerations may be made in the instance of siblings.
- Any player wishing to play up in a higher division than their league age may evaluate to play up one age group. This player must evaluate with their own age group first. This player must then evaluate again with the age group they wish to play up in. The players the managers select during their drafts will determine whether or not this player has been selected to play up a division.
- No league age 12 year olds can play in Minors. No league age 10 year old can play in Coach Pitch. No league age 8 year olds can play in Tee Ball. As a result, every league age 12, 10, 9 and 8 year old must be selected for a team within their age division, unless they have been selected to play up a division.
- In the event of a legitimate player safety concern, the player agent may recommend that a player play down one age group from their league age.

DRAFT (Majors and Minors):

- In addition to the league President, Vice President, Player Agent, Division Director, only managers may attend the draft. In the event the manager is unable to attend the draft, he/she may elect to have their protected assistant coach attend the draft in their place. This will require notification and approval in advance from the Player Agent.
- In the event the league President, Vice President, Player Agent, Division Director are also the manager(s) of a team within that division, then this person will assume the duties of both roles (manager and board member) within the draft room.
- While in the draft room, and prior to the start of each division's draft, each manager will select their team name and uniforms. The order of team name selections will be based upon the alphabetical order of the manager's last names.

- The number of teams and players per division is subject to vary year to year and by division due to a number of factors including the number of player registrations, the number of qualified managers and various changes to league rules.
- At the start of the draft, the Player Agent will distribute to each manager a draft card showing each team's protected player slotting and the draft order. The managers will also be informed of any players that are ineligible to be drafted due to being selected to play up in a higher division as well as any older players who are eligible to be drafted due to safety concerns.
- It is a snake or serpentine style draft. The players are selected one at a time, starting with the first team on the draft card and continuing to the last team on the draft card, until round 1 is complete. Round 2 then starts with the last team on the draft card selecting first and continuing to the first team on the draft card until round 2 is complete. So on and so forth for the remaining rounds until all eligible players have been selected.
- Once all eligible players for that division have been drafted, the managers in the room will have 15 minutes to propose and execute any trades. All trades require the approval of the Player Agent before being made official.
- Once all trades are finalized and everyone has left the draft room, the draft for that division is considered closed and no more changes can be made to the roster for the upcoming season.
 - Special Note: Wait list, player pool and injury replacement players are separate from this.
 - Special Note 2: In extreme, special circumstances the Player Agent may approve a roster change after rosters are finalized. These instances will be addressed on a case by case basis and only in extreme situations.
- There will be no draft for T-ball or Coach Pitch. Those divisions will be assigned by the League.

WAIT LIST:

- The Martin County North Little League, pursuant to Little League Baseball rules, shall comply with all registration and team selection policies and procedures as found in Regulation IV of the Official Regulations, Playing Rules, and Abridged Operating Policies ("the Rules").
- After player registration is closed and teams are selected, the Martin County North Little League will maintain a "Wait List" of those players who missed registration but wish to play baseball or softball.
- If the need for a player arises for any league, the Player Agent shall utilize the Wait List to identify a player who matches the needs of the league. If more than one player is eligible, the Player Agent shall choose the player who is "first in line" based on the day the player was placed on the Wait List.
- When considering a "Wait List" player, the League will comply with Regulation IV (f) of the Rules: "Any candidate failing to attend at least one of the spring tryout sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors."
- Regulation IV (f) does not apply to Tee Ball and Minors as the Regulation states, "Any eligible (Tee Ball or Minor League Player) who qualifies and becomes available after player assignment should be assigned to a team or placed on a waiting list created by the local league."

PLAYER POOL:

- All managers for all teams in all divisions send Player Agent list of players and contact info for all players that want to be in the player pool
- Player agent will sort player pool list by division and alphabetical order by last name
- If manager needs a fill in player, manager must contact Player Agent with as much advanced notice as possible so that Player Agent has time to contact the player pool family and confirm availability

- Player name next in line on list, and also available, is sent and then moved to bottom of list.
- If a team utilizes a Player Pool player, that player must play at least nine (9) consecutive outs on defense and get at least one (1) official at bat in the game.
 - Pool players cannot be utilized to pitch or catch during the game.

XII. LOCAL RULES BY DIVISION; REPLACEMENT PLAYERS; MAKE-UP GAMES; AND DIVISIONAL CHAMPIONSHIPS - BASEBALL

The provisions of this Article apply to Baseball only.

A. Tee-Ball Division. The following local rules shall apply to Tee-Ball Divisional games:

- i. All players shall be in the batting order and all players will bat one (1) time per inning. The batting order shall shift by one player per inning (i.e. the first batter of an inning will shift to the bottom of the batting order in the next inning with the remainder of the order intact). Whomever is scheduled to hit last during a team's offensive half-inning shall be their last batter for that inning. During a half inning, every player in the offensive team's lineup bats regardless of the number of outs made during such inning. A half-inning is considered complete when, during the at-bat of the last batter, an out is made at any base or when the ball is under control in the infield. **An out does not have to be made at home plate.** Fielders shall remain on the field until play is complete.
- ii. Games shall be played for a maximum of four (4) full innings, or one (1) hour, whichever occurs first. Once either threshold is met, game play is stopped and the game is complete. At the end of all games, Coaches must be prepared to leave the field in order to allow the next game to start at its scheduled time. All after game talks should be done outside of the field.
- iii. All players, regardless of number, play in the field for all innings. It is encouraged to rotate each player at a different position every inning. Pitchers must wear a helmet on defense.
- iv. Regular infield is set. All other players shall be placed in the outfield and on the grass. A team may not have extra infielders.
- v. No more than two defensive Coaches are allowed on the field during play.
- vi. The offensive team shall be permitted to place one Coach at home plate and one Coach at each of the first and third base boxes.
- vii. No leading off or stealing.
- viii. Runners must stop when the ball is under control in the infield. If a runner has passed a base or is on a base prior to the ball coming under control, the runner may advance to the next base at their own risk. If the runner has not yet reached a base when the ball is in control, they must stop at the next base.
- ix. No extra bases may be taken on any overthrow on a play made by an infielder. The base runner must stop at the base they were running to when the throw was attempted.
- x. There will be no catcher requirement in Tee-ball. However, if a catcher is used, they must wear protective equipment.
- xi. With the exception of the above, all basic baseball rules shall be followed. (Example: A base runner shall return to the dugout after he has been forced out at a base.)
- xii. In addition, for all matters not addressed herein, the Little League Rules applicable to Tee-Ball gameplay shall govern.

B. Coach Pitch Division. The following local rules shall apply to Coach Pitch Divisional games:

- i. No score of any game shall be kept, except for purposes of determining whether the run threshold for a half-inning has been met.
- ii. Each team must provide two (2) new regulation game balls for each game. Four balls will be used to maintain a steady consistent pace for the game.
- iii. The pitcher is the umpire and shall make all calls at all bases. Base coaches shall not call “out” or “safe”. There is only one umpire in Coach Pitch games.
- iv. Games are six (6) complete innings, subject to the time limitations set forth herein. No new inning shall start after 1 hour and 30 minutes from first pitch. If the home team is trailing in the last inning, they must have the opportunity to bat in the bottom half of the inning. At the end of all games, Coaches must be prepared to leave the field in order to begin the next game at its scheduled time
- v. Each half-inning shall end when five (5) runs are scored or when three (3) outs are made, whichever occurs first. The maximum number of runs a team may score in a half-inning is five (5).
- vi. Managers must ensure that one approved Volunteer with a current MCNLL issued ID Badge is in the dugout at all times.
- vii. Managers shall make every effort to play each player an equal number of innings on defense. Every player must play an infield position for a minimum of one (1) inning during a game. In addition, no player shall sit out on defense during two (2) consecutive innings.
- viii. During gameplay, a team may station one (1) Coach in the outfield during its defensive half-inning. In addition, during gameplay, a team shall station one (1) Coach at the backstop during its defensive half-inning to ensure the safety of the catcher and batter. Such Coach’s duties will also include retrieving and returning baseballs to the pitcher, and safely returning bats to the dugout.
- ix. The Manager or Coach who is pitching to the batter (“Pitching Coach”) shall pitch from a distance of no more than ten (10) feet in front of the pitching rubber, directly between home plate and the rubber. In exceptional circumstances, the two (2) Managers of the teams playing one another in a game may agree to allow the pitcher to move closer to the hitter. **The pitcher in all games must pitch off the pitcher mat.** A team may place a Coach in each of the first and third base coaching boxes during their offensive half-inning.
- x. During an at-bat, the batter will get six (6) pitches or three (3) swings, whichever occurs first. However, an at-bat cannot end on a strike-out. Instead, once the pitch threshold is met, the batter will be permitted to hit off a tee.
- xi. An at-bat cannot end on a foul ball, unless it is caught by the defense, including a foul tip.
- xii. Any batted ball that hits the Pitching Coach is considered “dead” and the batter will be placed on first base. All baserunners will advance one (1) base.
- xiii. No leading-off or stealing.
- xiv. Runners must stop and occupy a base once the ball is under control in the infield. A runner caught between bases when the ball is under control, may advance only to the next base and at their own risk.
- xv. On any overthrown ball which stays within the field of play, the runner can advance to the base the runner was approaching when the overthrow occurred and a maximum of one (1) additional base, however, the runner advances to the extra bases at their own risk. Subsequent overthrows during the same play shall not permit the runner to advance additional bases.

Example No. 1: (Assume no one on base) The ball is hit to the shortstop, who overthrows first base. The runner (who was approaching first base when the ball was thrown) may advance to second base at their own risk. If another infielder attempts to throw the runner out at second and the ball is, once again, overthrown, the runner may not advance beyond second base.

Example No. 2: (Assume a runner is on first base) The ball is hit to the third baseman, who, while attempting to force the runner out at second base, overthrows the ball into right field. The runner advancing to second base may advance to third base and the batter may advance to second base, each at their own risk.
- xvi. For all matters not addressed herein, the Little League Rules governing Coach Pitch gameplay shall apply.

C. Machine Pitch Division. The following local rules shall apply to Machine Pitch Divisional games:

- i. Each team must provide two (2) new regulation game balls for each game. Four balls will be used to maintain a steady consistent pace for the game.
- ii. The machine operator is the umpire and shall make all calls at all bases. Base coaches shall not call "out" or "safe". There is only one umpire in Machine Pitch games.
- iii. Games are six (6) complete innings, subject to the time limitations set forth herein. No new inning shall start after 1 hour and 30 minutes from first pitch. If the home team is trailing in the last inning, they must have the opportunity to bat in the bottom half of the inning. At the end of all games, Coaches must be prepared to leave the field in order to begin the next game at its scheduled time.
- iv. Each half-inning shall end when five (5) runs are scored or when three (3) outs are made, whichever occurs first. The maximum number of runs a team may score in a half-inning is five (5).
- v. Managers must ensure that one approved Volunteer with a current MCNLL issued ID Badge is in the dugout at all times.
- vi. Managers shall make every effort to play each player an equal number of innings on defense. Every player must play an infield position for a minimum of one (1) inning. In addition, no player shall sit out on defense during two (2) consecutive innings.
- vii. During gameplay, a team shall station one (1) Coach at the backstop during its defensive half-inning to ensure the safety of the catcher and batter. Such Coach's duties will also include retrieving and returning baseballs to the pitcher, and safely returning bats to the dugout.
- viii. During an at-bat, the batter will get six (6) pitches or three (3) swings, whichever occurs first. Upon the occurrence of either event, if the batter fails to put the ball in play, they will be deemed out, except that an at bat cannot end on a foul ball, unless it is caught by the defense, including a foul tip.
- ix. Any batted ball that hits the pitching machine or the machine operator is considered "dead" and the batter will be placed on first base. All baserunners will advance one base.
- x. No leading-off or stealing.
- xi. Runners must stop and occupy a base once the ball is held by the player on the mound. A runner caught between bases when the ball is at the mound, may advance only to the next base and at their own risk.
- xvii. On any overthrown ball which stays within the field of play, the runner can advance to the base the runner was approaching when the overthrow occurred and a maximum of one (1) additional base, however, the runner advances to the extra bases at their own risk. Subsequent overthrows during the same play shall not permit the runner to advance additional bases.

Example No. 1: (Assume no one on base) The ball is hit to the shortstop, who overthrows first base. The runner (who was approaching first base when the ball was thrown) may advance to second base at their own risk. If another infielder attempts to throw the runner out at second and the ball is, once again, overthrown, the runner may not advance beyond second base.

Example No. 2: (Assume a running is on first base) The ball is hit to the third baseman, who, while attempting to force the runner out at second base, overthrows the ball into right field. The runner advancing to second base may advance to third base and the batter may advance to second base, each at their own risk.
- xii. For all matters not addressed herein, the Little League Rules applicable to Machine Pitch gameplay shall govern.

D. Minors Division. The following local rules shall apply to Minors Divisional games:

- i. Each team must provide two (2) new regulation game balls for each game. Four balls will be used to maintain a steady consistent pace for the game.
- ii. Games are six (6) complete innings, subject to the time limitations set forth herein. No new inning shall start after two (2) hours from first pitch. Any inning begun must be completed. At the end of all games, Coaches must be prepared to leave the field in order to begin the next game at its scheduled time.
- iii. During the first four (4) weeks of the season only: Each half-inning shall end when five (5) runs are scored or when three (3) outs are made, whichever occurs first. The maximum number of runs a team may score in a half-inning is five (5). The mercy rule provisions found in Rule 4.10(e) of the Little League Rules shall not apply.
- iv. No illegal pitches (e.g. balks) will be called.
- v. During game play, no Manager or Coach of the defensive team is allowed on the field or in foul territory, except as otherwise permitted by the Little League Rules. The offensive team shall be permitted to station a Manager or Coach in each of the first and third base Coaches' boxes (or, in the event the offensive team only has two members of its coaching staff available, the team may station a player wearing a helmet in the first or third base coaching box to coach the empty base). Each team must have a Coach in the dugout at all times.
- vi. Players *under* league age ten (10) years old must pitch a minimum of sixty (60) pitches per week or four (4) innings, whichever occurs first. A week shall begin on Sunday and conclude with Saturday's games. This requirement can be met in one game. Ten (10) and eleven (11) year olds may pitch all other i n n i n g s . Twelve (12) year olds are prohibited from pitching in Minors games per the Little League Rules.
- vii. Mandatory Play: Every team shall utilize the continuous batting order in which all rostered players present at a game shall hit. Further, every player on a team's roster and present at the game must complete at least two (2) defensive innings. The exceptions to this rule shall be in those instances when a game is shortened by weather, time, run rule, or an injury causes a player to be removed from a game before he has played the minimum number of innings.
- viii. Stealing is permitted. A baserunner may not leave the base they occupy until after a pitched ball has reached the batter, including when attempting a steal.
- ix. **Mandatory Pitch Count Limits**: The following pitch count limits shall apply to all games and all pitchers in the Minors Division, regardless of age:

| <u>Month</u> | <u>Maximum Pitch Count</u> |
|----------------|----------------------------|
| February-March | 30 |
| April | 40 |
| May | 50 |

A pitcher must be removed when they reach their pitch count limit. However, if a pitcher reaches their pitch count limit during an at-bat, that pitcher shall be permitted, *but is not required*, to complete the at-bat. The pitch count limits shall be enforced by the team Managers, who are solely responsible for keeping the pitch count. If a disagreement arises on the number of pitches the pitcher has thrown, the pitch count of the pitcher's Manager shall be used. Managers are strongly encouraged to consult between innings on the pitch count. **At no time will the umpires be used to enforce the pitch count policy.**

This local rule cannot be waived by the mutual consent of the Managers and Coaches, nor by the umpires.

- x. For all matters not addressed herein, the Little League Rules applicable to Minors Division gameplay shall govern.

E. Majors Division. The following local rules shall apply to Majors Divisional games:

- i. Games begin at 6:30 PM on weekdays. Game time for Saturday games is 4:00 PM.
- ii. The curfew for all games is 10:00 PM, as provided in the Little League Rules- Regulation X(a).
- iii. There is no per inning mercy rule.
- iv. **Mandatory Pitch Count Limits:** The following pitch count limits shall apply to all Majors games and all pitchers, regardless of age:

| <u>Month</u> | <u>Maximum Pitch Count</u> |
|----------------|----------------------------|
| February-March | 40 |
| April | 50 |
| May-June | 60 |

A pitcher must be removed when they reach their pitch count. However, if a pitcher reaches their pitch count during an at-bat, that pitcher shall be permitted, *but is not required*, to complete the at-bat. The pitch count shall be enforced by the team Managers, who are solely responsible for keeping the pitch count. If a disagreement arises on the number of pitches, the pitch count of the pitcher's Manager shall be used. Managers are strongly encouraged to consult between innings on the pitch count. **At no time will the umpires be used to enforce the pitch count policy.**

This local rule cannot be waived by the mutual consent of the Managers and coaches, nor by the umpires.

- a. Each team must pitch their ten (10) and/or eleven (11) year old players a minimum of two (2) innings (6 defensive outs) or twelve (12) batters per week (whichever occurs first). A week shall begin on Sunday and conclude with Saturday's games.
- b. Each Manager shall prepare a line-up card to be handed to the opposing Manager no later than fifteen (15) minutes prior to the start of the game. The line-up card shall contain the name of all players on a team's roster, regardless of attendance. If a player is missing or absent, that fact shall be noted on the line-up card. Failure to account for rostered players on a line-up card may subject a team to forfeiture of the game and may subject the Manager to discipline pursuant to the league's Code of Conduct Policy.
- c. **Within twenty-four (24) hours of the completion of a game**, each Manager must provide in writing to the Majors Coaching Coordinator the score of the game as well as the names and league ages of each pitcher used together with the number of innings and pitches thrown in the game by such pitcher.
- v. **Mandatory Play:** Every team shall utilize the continuous batting order in which all rostered players present at a game shall hit. In addition, every player on a team's roster and present at the game must complete at least two (2) defensive innings. The exceptions to this rule shall be in those instances when a game is shortened by weather, time, run rule, or an injury that causes a player to be removed from a game before he has played the minimum number of innings.
- vi. For all matters not addressed herein, the Little League Rules applicable to Majors Division gameplay shall govern.

F. Replacement Player Guidelines

In the event a team loses any player(s) on their roster after the Draft and before the Divisional Championships (as discussed in section H of this Article below), through illness, injury, change of address, or other justifiable reasons (subject to Executive Committee approval), a replacement player shall be obtained in accordance with Little League Rules - Regulation III(d) & (e), as applicable. Team Managers are required to notify their Coaching Coordinator when any player on the team roster misses two consecutive games or, during the pre-season, two consecutive practices. The Coaching Coordinator will contact the player's parent/guardian to determine the player's status and their future with the team. If the Coaching Coordinator determines that the player will not return to the team within one week, the Coordinator shall immediately inform the Player Agent. The Player Agent, in consultation with the Executive Committee, shall determine if the missing player shall be dropped from the Team's roster. If the player is dropped, they may not return to the team and a replacement player, if available, will be selected to take their place.

The Player Agent shall identify candidates to replace the dropped player. The candidates shall be the Wait List Players or, if no Wait List Players are available, then any player rostered on a team in a lower Division than the team in need of the replacement player. Wait List Players shall be assigned on a first come, first serve basis, based on the day the player was placed on the Wait List. For the Majors Division, in order to be rostered on a team as a Replacement Player, the candidate must be eligible to play in the Majors Division under the Little League Rules (including without limitation, Regulation IV(f)) and under the provisions of this P&P.

Once a replacement candidate is identified, the candidate and their parent/guardian shall be informed by the Player Agent of the opportunity to play for or transfer to the team in need of the replacement player and shall be given the option to accept or decline the invitation to join the new team. If the candidate declines, that player shall not be eligible for subsequent consideration as a replacement player. Prior to assigning any Wait List Player to a team, the Wait List Player must be registered and the registration fee must be paid.

G. Make-up Games

If at any time a Baseball game is postponed, for any reason, then that game shall be played on one of the following days:

- ▶ The date of either team's next scheduled practice;
- ▶ If the postponed game was originally scheduled on a weekday and cannot be made up at either team's next scheduled practice, the game will be played as the first game of a doubleheader to be played on the first Saturday or Sunday that follows the postponed game; or
- ▶ On a date and time agreed to by the Managers in consultation with the Coaching Coordinator (however, unless extreme circumstances exist, the make-up game should not be scheduled on a date later than the Saturday that follows the postponed game).

Note: A maximum of three (3) games can be played in one calendar week (Sunday through Saturday).

The Manager of the home team must inform the Coaching Coordinator of the date and time of the make-up game. The League will attempt to schedule umpires but, if no League umpires are available, the Manager of the home team shall be responsible for securing two umpires for the make-up game.

The failure of a team to make itself available for a make-up game shall subject that team to forfeiture of the game. This determination will be made initially by the Executive Committee. However, at the next scheduled Board of Directors Meeting, the Executive Committee shall advise the Directors of its determination along with the facts and information relied upon and the Board of Directors shall vote to ratify or reverse the decision of the Executive Committee. In addition, the Board may take any and all further action as appropriate, including without limitation, the unilateral scheduling of the make-up game.

Although the League will try to ensure that all canceled games are rescheduled, the ability to do so is sometimes hindered by field availability and scheduling conflicts. In situations where a conflict should arise between the ability to reschedule games in all Divisions, games in the Majors Division shall take precedence over all other Divisions. Every Majors Division team must play an equal number of games. This is required because a team's record will determine the team's seeding in the championship tournament. Therefore, the League will strive to ensure that every Majors game scheduled shall be played. Nothing herein, however, shall prohibit the League from cancelling a full day or full week of games in the Majors Division so long as all teams will play or will have played an equal number of games prior to the start of the Divisional Championships and so long as each team will play or will have played at least twelve (12) regular season games prior to the start of such Divisional Championship.

H. Majors, Minors, and Machine Pitch Divisional Championships

At the conclusion of the respective seasons scheduled for the Majors, Minors, and Machine Pitch Divisions, a tournament shall be held in each Division to determine the MCNLL Baseball Divisional Champions. These tournaments will be held at Citrus Park and/or Sailfish Park at the discretion of the League President and will begin the week following the last regularly scheduled game in the applicable Division.

The format of these tournaments will be a pool play format followed by a single elimination championship bracket. Every team shall be guaranteed at least two (2) games in the pool play portion of the tournament. Each team shall play every other team in their pool. If a Division has less than eight (8) teams, the format may

be modified by the Coaching Coordinator, subject to the approval of the President.

Teams will be seeded in pool play based on their regular season win-loss record. In the case of a tie for pool play seeding determinations, the first tiebreaker will be head-to-head games between the teams during the regular season; the second tiebreaker will be runs allowed in head-to-head games between the teams during the regular season; the third tiebreaker will be a coin flip. The higher seeded team in each game shall be the home team.

Following pool play, the two (2) teams with the best records in each pool of the Division shall advance to a single-elimination championship bracket. In the case of a tie between two or more teams in the same pool, the following tiebreakers shall apply until a tie can be broken:

1. Win-loss record in head-to-head match-up(s) between the teams in the tournament;
2. Number of total runs allowed in the tournament;
3. Number of total runs scored in the tournament;
4. Win-loss record in head-to-head match-up(s) between the teams during the regular season;
5. Overall regular season record;
6. Runs allowed in head-to-head match-up(s) between the teams during the regular season;
7. Runs allowed in all regular season games;
8. Coin flip.

In the championship bracket, the first-place team in each pool shall play the second-place team in the opposite pool in a semi-final game. The first-place team in each pool shall be the home team in the semi-final game. The winners of the semi-final games shall play one another in a Championship game. The home team in the championship game shall be determined by a coin flip.

These tournaments will conclude the Majors, Minors, Machine Pitch, and Coach Pitch Division seasons. The Champion for each Division will represent MCNLL in the Baseball Tournament of Champions for District 17 for their respective Division, as applicable.

XIII. LOCAL RULES BY DIVISION; REPLACEMENT PLAYERS; MAKE-UP GAMES; AND DIVISIONAL CHAMPIONSHIPS - SOFTBALL

The provisions of this Article shall apply to Softball only.

A. Tee-Ball Division. The Local Rules for the Tee-Ball (Baseball) Division as set forth in Article XII above shall apply for Tee-Ball (Softball) Divisional games.

B. Coach Pitch Division. The following local rules shall apply to Coach Pitch Divisional games:

- i. Little League approved 11" softballs will be used for games.
- ii. Home team will occupy first base side of the field during games and Away team shall have the third base side of the field.
- iii. Bases will be set at 60 feet with pitching mound set to 35 feet. Coaches may pitch from a closer distance to accommodate batters.
- iv. Balls will be coach pitched. Players shall get 5 pitches to make contact. There will be no walks. After 5 pitches without a hit, the at bat will end and the hitter will return to the dugout. No at bat can end on a foul ball. If the fifth pitch is deemed not hittable by the Coach, a last pitch will be delivered. An at bat that does not end in a hit will not count towards an out (strikeout) in the inning.
- v. Runners should only advance one base per overthrow that does not leave the field of play. Runners can advance until the ball is back in the pitching circle on a batted ball.
- vi. No score shall be kept.
- vii. Time limit will be 1 hour and 15 minutes (the home team must bat in the bottom half of the last inning if they are trailing) or 5 innings, whichever comes first. An inning will end when three (3) outs have been recorded, or when the opposing team scores 5 runs in the inning, or when then entire order is batted through (whichever occurs first).
- viii. A continuous batting order that includes all players on the team roster shall be used. The on-deck position is not permitted.
- ix. There will be no stealing (including on passed balls); however, Managers can start to teach their players to lead off once the ball leaves the pitchers hand if deemed an appropriate development opportunity for their players.
- x. If a ball strikes a Manager or Coach on the field, it is declared a dead ball and the batter will be awarded first base and all forced runners will advance one base.
- xi. The Coach will pitch to their own team while on offense. The offensive Coach who is pitching shall serve as the main umpire for all base-running calls during the time they are pitching.
- xii. Teams will play 10 players on defense by adding a fourth outfielder. No player can play the same position for more than 2 consecutive innings. Each player must play one inning in the infield and one inning in the outfield.
- xiii. Managers and Coaches may accompany their players onto the field for instructional purposes. At no time should a ball in play be handled by a Manager or Coach. One Coach or Team Parent that is an approved Volunteer should always remain in the dugout.
- xiv. For all matters not addressed herein, the Little League Rules governing Coach Pitch gameplay shall apply.

C. Minors Division. The following local rules shall apply to Minors Divisional games:

- i. Little League approved 11" softballs will be used for games.
- ii. Home team will occupy first base side of the field during games and Away team shall have the third base side of the field.
- iii. Bases will be set at 60 feet with pitching mound set to 35 feet.
- iv. Game will consist of 6 innings or adhere to the specified time limit of 1 hour and 15 minutes. No new inning will begin once the time limit has expired.
- v. A half inning should end after 5 runs have been scored or 3 outs have been achieved.

- vi. Minimum play rules are in effect: the entire roster will be in the batting order regardless of field position; each player must participate in the game for a minimum of six defensive outs and one completed at bat. Defensive outs do not need to be consecutive.
- vii. The on-deck batting position is not permitted.
- viii. Leading off and stealing are allowed. A player cannot steal or lead off until the ball has reached the catcher. No advancing of bases on passed balls.
- ix. Batter will be out on dropped third strike.
- x. Only one base will be allowed on an overthrow.
- xi. If a team has more than one evaluated pitcher available at a game, then more than one pitcher must pitch in that game. At least two pitchers (if available) need to pitch a minimum of at least one complete inning or 20 pitches.
- xii. A player may pitch a maximum of 12 innings in one day. If a player pitches 7 or more innings in one day, then one calendar day of rest is required. Delivery of a single pitch constitutes having pitched an inning.
- xiii. For all matters not addressed herein, the Little League Rules governing Minors Division gameplay shall apply.

D. Majors Division. The following local rules shall apply to Majors Divisional games:

- i. Little League approved 12" softballs will be used for games.
- ii. Home team will occupy first base side of the field during games and Away team shall have the third base side of the field.
- iii. Bases will be set at 60 feet with pitching mound set to 40 feet.
- iv. Game will consist of 6 innings or adhere to the specified time limit of 1 hour and 15 minutes. No new inning will begin once the time limit has expired.
- v. Minimum play rules are in effect: the entire roster will be in the batting order regardless of field position; each player must participate in the game for a minimum of six defensive outs and bat at least one time. Defensive outs need not be consecutive.
- vi. The on-deck batting position is not permitted.
- vii. A player may pitch a maximum of 12 innings in one day. If a player pitches 7 or more innings in one day, then one calendar day of rest is required. Delivery of a single pitch constitutes having pitched an inning.
- viii. If a team has more than one evaluated pitcher available at a game, then more than one pitcher must pitch in that game. At least two pitchers (if available) need to pitch a minimum of at least one complete inning or 20 pitches.
- ix. A 15-run mercy rule is in effect if after 3 innings (two and one half innings if the home team is ahead), one team has a lead of 15 runs or more. A 10-run mercy rule is in effect if after 4 innings (three and one half innings if the home team is ahead), one team has a lead of 10 runs or more. An 8-run mercy rule is in effect if after 5 innings (four and one half innings if the home is ahead), one team has a lead of 8 or more runs.
- x. Runners cannot leave the base to lead off or steal until the ball has left the pitcher's hand.
- xi. Infield fly is in effect.
- xii. Dropped third strike is in effect.
- xiii. No limit on running bases on overthrows. The ball is dead when the pitcher has possession of the ball in the circle and is not making a play or when the umpire calls time.
- xiv. For all matters not addressed herein, the Little League Rules governing Majors Division gameplay shall apply.

E. Seniors Division. The following local rules shall apply to Senior Divisional games:

- i. Little League approved 12" softballs will be used for games.
- ii. Home team will occupy first base side of the field during games and Away team shall have the third base side of the field.
- iii. Bases will be set at 60 feet with pitching mound set to 43 feet.
- iv. Game will consist of 7 innings or adhere to the specified time limit of 1 hour and 15 minutes. No new inning will begin once the time limit has expired.
- v. Minimum play rules are in effect: each player must participate in the game for a minimum of six defensive outs

and bat at least one time. Defensive outs need not be consecutive.

- vi. The on-deck batting position is permitted.
- vii. No pitching restrictions apply.
- viii. A 15-run mercy rule is in effect if after 4 innings (three and one half innings if the home team is ahead), one team has a lead of 15 runs or more. A 10-run mercy rule is in effect if after 5 innings (four and one half innings if the home team is ahead), one team has a lead of 10 runs or more. An 8-run mercy rule is in effect if after 6 innings (five and one half innings if the home is ahead), one team has a lead of 8 or more runs.
- ix. Runners cannot leave the base to lead off or steal until the ball has left the pitcher's hand.
- x. Infield fly is in effect.
- xi. Dropped third strike is in effect.
- xii. No limit on running bases on overthrows. The ball is dead when the pitcher has possession of the ball in the circle and is not making an attempt or when the umpire calls time.
- xiii. Metal cleats are allowed.
- xiv. For all matters not addressed herein, the Little League Rules governing Senior Division gameplay shall apply.

F. Replacement Player Guidelines

In the event a team loses any player(s) on their roster after the Draft and before the Divisional Championships (as discussed in subsection H of this Article below), through illness, injury, change of address, or other justifiable reasons subject to Executive Committee approval, a replacement player shall be obtained in accordance with Regulation III(d) & (e) of the Little League Rules, as applicable. Team Managers are required to notify their Coaching Coordinator when any player on the team roster misses two consecutive games or, during the pre-season, two consecutive practices. The Coaching Coordinator will contact the player's parent/guardian to determine the player's status and their future with the team. If the Coaching Coordinator determines that the player will not return to the team within one week, the Coordinator shall immediately inform the Player Agent. The Player Agent, in consultation with the Executive Committee, shall determine if the missing player shall be dropped from the Team's roster. If the player is dropped, they may not return to the team and a replacement player, if available, will be selected to take their place.

The Player Agent shall identify candidates to replace the dropped player. The candidates shall be the Wait List Players or, if no Wait List Players are available, then any player rostered on a team in a lower Division than the team in need of the replacement player. Wait List Players shall be assigned on a first come, first serve basis, based on the day the player was placed on the Wait List. For the Majors Division, in order to be rostered on a team as a Replacement Player, the candidate must be eligible to play in the Majors Division under the Little League Rules (including Regulation IV(f)) and pursuant to the provisions of this P&P and the Little League Rules in order to be rostered as a replacement player.

Once a replacement candidate is identified, the candidate and their parent/guardian shall be informed by the Player Agent of the opportunity to play for or transfer to the team in need of the replacement player and shall be given the option to accept or decline the invitation to join to the new team. If the candidate declines, that player shall not be eligible for subsequent consideration as a replacement player. Prior to assigning any Wait List Player to a team, the Wait List Player must be registered and the registration fee must be paid.

G. Make-up Games

If at any time a Softball game is postponed, for any reason, then that game shall be played on one of the following days:

- ▶ The date of either team's next scheduled practice;
- ▶ If the postponed game was originally scheduled on a weekday and cannot be made up at either team's next scheduled practice, the game will be played as the first game of a doubleheader to be played on the first Saturday that follows the postponed game; or
- ▶ On a date and time agreed to by the Managers in consultation with the Coaching Coordinator and President (however, unless extreme circumstances exist, the make-up game should not be scheduled on a date later than the Saturday that follows the postponed game).

Note: A make-up game may be scheduled on a Sunday only with permission of the Coaching Coordinator and

President.

Note: A maximum of three (3) games can be played in one calendar week (Sunday through Saturday).

The Manager of the home team must inform the Coaching Coordinator of the date and time of the make-up game. The league will attempt to schedule umpires but, if no league umpires are available, the Manager of the home team shall be responsible for securing two umpires for the make-up game.

The failure of a team to make itself available for a make-up game shall subject that team to forfeiture of the game. This determination will be made initially by the Executive Committee. However, at the next scheduled Board of Directors Meeting, the Executive Committee shall advise the Directors of its determination along with the facts and information relied upon and the Board of Directors shall vote to ratify or reverse the decision of the Executive Committee. In addition, the Board may take any and all further action as appropriate, including without limitation, the unilateral scheduling of the make-up game.

Although the League will try to ensure that all canceled games are rescheduled, the ability to do so is sometimes hindered by field availability and scheduling conflicts. In situations where a conflict should arise between the ability to reschedule games in all Divisions, games in the Majors Division shall take precedence over all other Divisions. Every Majors Division team must play an equal number of games. This is required because a team's record will determine the team's seeding in the championship tournament. Therefore, the League will strive to ensure that every Majors game scheduled shall be played. Nothing herein, however, shall prohibit the League from cancelling a full day or full week of games in the Majors Division so long as all teams will play or will have played an equal number of games prior to the start of the Divisional Championships and so long as each team will play or will have played at least twelve (12) regular season games prior to the start of such Divisional Championship.

H. Majors and Minors Divisional Championships

At the conclusion of the respective seasons scheduled for the Majors and Minors Divisions, a tournament shall be held in each Division to determine the MCNLL Softball Divisional Champions. These tournaments will begin the week following the last regularly scheduled games in the respective Divisions.

The format of these tournaments will be determined at a later date.

These tournaments will conclude the Majors and Minors Divisions seasons. The winner of each Divisional tournament will represent MCNLL in the Softball Tournament of Champions with District 17 for their respective Division, as appropriate.

XIV. League Officers and Responsibilities

The MCNLL Constitution identifies the various League Officers and their responsibilities. The Constitution permits the Board of Directors to assign additional responsibilities to such Officers and to create additional League Officer positions (to whom responsibilities may be assigned). Pursuant to such authority, the Board supplements the identification of League Officers and responsibilities set forth in the Constitution with the following:

PRESIDENT

In addition to those obligations set forth in the MCNLL Constitution, the President also presides at the League's Membership and Board of Directors Meetings and assumes full responsibility for the operation of the League. In addition, the President (or their designee) receives all mail, supplies, and other communications from Little League. The President is further responsible to affirm that all League personnel are properly briefed on all rules, regulations, and policies of Little League. Further, the President serves as the liaison between the Board of Directors and Martin County and City of Stuart Parks & Recreation Departments.

VICE PRESIDENT (SOFTBALL AND BASEBALL)

In addition to those obligations set forth in the MCNLL Constitution, the Vice President shall assist the President in keeping the League's operations organized and well-managed. Further, the Vice President is responsible for the inventory, forecasting, procuring, and distribution of all baseball and softball equipment directly to each team or through the Coaching Coordinator, in an effective and timely fashion. The Vice President shall also be responsible for ensuring that each team is appropriately equipped and that such equipment meets the safety standards of Little League. Such equipment shall include score books, first-aid kits, instructional aids, catcher's equipment (when applicable), and game and practice balls. The Vice President shall also collect equipment from all Managers at the end of the season. In addition, the Vice President shall be responsible for making umpiring equipment available at all fields.

UPPER LEAGUE VICE PRESIDENT

The Upper League Vice President shall be responsible for administering and overseeing the affairs of the 50/70 (Intermediate), Juniors, and Seniors Divisions. As part of such responsibilities, the Upper League Vice President shall be responsible for: ensuring players are appropriately evaluated for the Divisions; forming teams in a reasonably fair and competitive manner; working with the Scheduling Director on the scheduling of practice and games; and, attending inter-league meetings.

SECRETARY

In addition to those obligations set forth in the MCNLL Constitution, the Secretary shall also be responsible for:

- Maintaining a register of Board Members, their addresses, telephone numbers and e-mail addresses;
- Maintaining records and distributing meeting minutes on a timely basis; and,
- Sending notices and notifying board members of all meetings and league activities.

TREASURER / Assistant Treasurer

In addition to those obligations set forth in the MCNLL Constitution, the Treasurer (with the help of an Assistant Treasurer) shall also be responsible for:

- All League finances, including fundraising;
- Maintaining books and records of all financial transactions, including making all deposits, paying the League's bills, signing checks, keeping custody of all bank books, and reconciling all bank accounts on a monthly basis;
- Collecting and depositing money from the cash boxes of each concession stand operated by the League;
- Preparing a Treasurer's Report for all Board Meetings, which report shall include a profit and loss statement and the balances in all cash and bank accounts;
- Preparing sales tax returns mandated by the Florida Department of Revenue;
- Assuring that MCNLL maintains the standards required for status as a non-profit organization consistent with the terms of the Internal Revenue Code, section 501(c);
- Preparing fiscal year-end financial statements for the League's accountant;
- Notifying the Board of Directors of any financial irregularities; and,
- Performing financial analysis in preparation for the establishment of the of annual League budget.

COMPLIANCE OFFICER

The Compliance Officer shall be responsible for:

- Ensuring the annual review of the MCNLL Constitution is performed and that any appropriate changes are suggested and voted upon by the Board of Directors and/or Members as appropriate;
- Understanding the Little League Rules and ensuring the League is operating in compliance therewith;
- Proposing the policies and procedures for the upcoming season and ensuring that such proposed policies and

- procedures are in compliance with the Little League Rules;
- Ensuring the proposed policies and procedures include a Code of Conduct Policy; and,
- Advising the Board of Directors and Executive Committee (as appropriate) on rule and policy disputes and other issues.

PLAYER AGENT

In addition to those obligations set forth in the MCNLL Constitution, the Player Agent shall also be responsible for:

- Setting up online registration and ensuring that player, Manager, and Coach data is uploaded to the League's data center;
- Acquiring accurate information for every prospective player;
- Preparing player lists for Evaluations;
- Organizing and conducting player Evaluations;
- Organizing the Division Drafts;
- Distributing roster information to each Coaching Coordinator and Manager;
- Coordinating uniform selection and sizes with the Uniform Director;
- Coordinating the transfer of players to/from different Divisions and teams according to Little League Rules and this P&P;
- Investigating in-season player departures from the League;
- Maintaining and managing the Player Pool and Wait List;
- Attending All-Star selection meetings;
- Assisting the All-Star Managers with their rosters and assisting the Uniform Director in the ordering of All-Star uniforms; and,
- Preparing tournament eligibility affidavit for the President's signature.

UMPIRE-IN-CHIEF

The Umpire-in-Chief shall be responsible for:

- Implementing an effective system to provide the League with an ample number of qualified, volunteer umpires;
- Working closely with each of Coaching Coordinator and Vice President to identify qualified, volunteer umpires;
- Working with the Vice President and Uniform Manager to provide protective gear for all umpires;
- Ensuring that a Level 2 Background Check has been performed on the umpire prior to scheduling them for a game;
- Issuance of rulebooks and "The Umpire in Little League Baseball" publication from Little League to all umpires;
- Maintaining a complete and current roster of all volunteer umpires to include their names, addresses, telephone numbers, and e-mail addresses;
- Organizing and conducting umpire clinics for anyone who is required or is considering serving as an umpire for the League;
- Certifying that umpires are qualified to perform their obligations; and,
- Resolving disputes related to the performance of umpires.

COACHING COORDINATOR

Each Division in Baseball will have a Coaching Coordinator and the same Director may serve as the Coaching Coordinator for multiple Divisions. Softball will have a single Coaching Coordinator over all Divisions. The Coaching Coordinator shall be responsible for:

- Serving as the communication liaison between the Vice President and each Manager in the Coordinator's Division;
- Maintaining communications and contact with each Manager of the Coordinator's Division on a regular basis. Such communication shall include, without limitation, those concerning rule and policy decisions, scheduling, important dates, activities of the League, deadlines, and the coordination for ordering and procurement of uniforms and equipment;
- Maintaining a roster of the names, addresses, telephone numbers, and e-mail addresses of all Managers, Assistant Coaches, Team Parents, and other team Volunteer coordinators for the Coordinator's Division;
- If applicable, maintaining a record of wins/losses, pitch counts, and other stats (as appropriate) for each team in the Coordinator's Division;
- Notifying and advising the Board of Directors of any complaints, irregularities, and/or other conditions detrimental to the League;
- Identifying and recommending Managers to the Board of Directors for their respective Division(s);
- Ensuring that each Manager, Assistant Coach, and team Volunteer (as required) undergoes a Level 2 Background Check in a timely manner; and,
- Working with Player Agent to conducting Evaluations and Division Drafts.

SAFETY OFFICER

In addition to those obligations set forth in the MCNLL Constitution, the Safety Officer shall also be responsible for:

- Updating the League Safety Manual and files with District 17;

- Maintaining a fully-stocked first-aid kit in each concession stand;
- Attending monthly District 17 safety meetings;
- Reporting all injuries to District 17;
- Assisting parents/guardians with the filing of insurance claims;
- Assisting the Player Agent in obtaining players' medical release forms;
- Working with the President to collect personal information from every prospective and approved volunteer and performing necessary background checks; and,
- Administering the issuance and supplying of MCNLL ID Badges for Volunteers with approved background checks.

TEAM PARENT DIRECTOR

The Team Parent Director shall be responsible for:

- Meeting with and outlining the responsibilities of the Team Parent, including concession duties;
- Preparation of the parent/guardian concession schedule and maintaining records of all teams' volunteer concession duties;
- Providing Team Parents with email communications and/or templates for use by such Team Parent to notify of concession duties, game times, etc.
- Assisting the Uniform Director with uniform distribution;
- Assisting with picture distribution; and,
- Coordinating team activities for Opening Day and League fundraising.

CONCESSION DIRECTOR

The Concession Director shall be responsible for:

- Inventorying and ordering food, drinks, ice, and gas;
- Maintaining all concession equipment or coordinating the maintenance of same;
- Scheduling of Directors to open and close concession on game days; and,
- Retrieving funds from the safe when the concession stand opens for a given day, ensuring that adequate change is available for the operation of the concession stand, and, ensuring that funds are secured in the safe or as otherwise appropriate when the concession stand closes.

UNIFORM DIRECTOR

The Uniform Director is responsible for estimating, ordering, and distributing uniforms for each player, Manager, and Assistant Coach in a cost-effective, timely fashion.

SPONSORSHIP DIRECTOR

The Sponsorship Director shall be responsible for:

- Identifying and contacting potential sponsors;
- Supervising the accumulation of donated funds from sponsors by working with the Treasurer to ensure invoicing and collection of such donated funds;
- Confirming team uniforms and sponsor banners accurately reflect sponsor requests;
- Working closely with the Uniform Director to ensure sponsor names are correct and correctly placed on uniforms;
- Determining and procuring an appropriate recognition of sponsors, including ordering team banners and sponsor gifts; and,
- Maintaining a database of past and current sponsors and donors.

SCHEDULING DIRECTOR

The Scheduling Director is responsible for working with the Vice President to establish a schedule of practices and games throughout the MCNLL season, including make-up games, tournaments, and All-Stars. In addition, the Scheduling Director shall communicate and coordinate with Webmaster to maintain schedules on the MCNLL website.

10th STREET/EAST STUART DIRECTOR

The 10th Street/East Stuart Director shall be responsible to oversee the operations of the League's 10th Street program. As such, their responsibilities include, without limitation:

- Organizing player and coach recruitment and team formation;
- Working with the Scheduling Director for practice and game scheduling;
- Working with the Vice President to procure necessary and appropriate equipment;
- Working with the Player Agent to form teams; and,
- Acting as a liaison between the League and the community of East Stuart, City of Stuart Officials, and M.E.'s Team.

XV. BACKGROUND COMMITTEE

The Board of Directors hereby establishes and creates a Background Check Committee ("Background Committee") for purposes of determining, pursuant to s. 943.0438, Fla. Stat.: whether the findings of a level 2 background screening conducted in accordance with such statute result in the disqualification of a prospective volunteer (hereinafter, the "Applicant") under s. 435.04, Fla. Stat.; if so, whether the Applicant meets the requirements for an exemption from disqualification under s. 435.07, Fla. Stat.; and, whether such exemption should be granted. The Background Committee shall also review any information regarding an arrest of a Volunteer which occurs during the season for purposes of making disqualification determinations. The Background Committee is authorized to review all documents and conduct all necessary interviews and proceedings that it deems necessary to make any of the forgoing determinations regarding disqualification and the granting of exemptions. The committee shall consist of three (3) Directors – the Safety Officer, the President, and the Compliance Officer. The Background Committee is not a committee of the Board of Directors, but instead an advisory committee to the President for determining eligibility of Applicants pursuant to s. 943.0438, Fla. Stat.

With respect to the Level I and Level II Background Checks performed by the League, the Safety Officer, in consultation with the President as necessary, is initially tasked with making determinations on the approval or disapproval of the Applicants based on their Background Check results. In most instances, the Safety Officer will be able to approve and disapprove Applicants based on such results without the need to consult the entire committee. However, in the instances where the Safety Officer, after consultation with the President, determines that the findings of a Level 2 Background Screening result in a disqualification, or when the Safety Officer determines that further assistance from the Compliance Officer is needed to determine whether an Applicant is disqualified, the Safety Officer and/or President shall inform the remaining Background Committee member(s) of such determination. The committee shall then further investigate the findings as necessary, including performing any review, research, interviews, and/or other proceedings to make the necessary determinations under ss. 943.0438, 435.04, and 435.07, Fla. Stat. The Background Committee may meet in person or by electronic means to discuss such findings. Ultimately, the determination of whether to grant an exemption from disqualification under s. 435.07, Fla. Stat., shall be made at the discretion of the President.

In the event the Applicant is rejected as a volunteer based on the determination that the Applicant fails to meet the requirements for an exemption from disqualification or that an exemption should not be granted, the Applicant may appeal such determination to the Executive Committee or to the full Board of Directors at the discretion of the Applicant. The appeal shall be filed within five (5) calendar days of Applicant's receipt of the rejection letter and such appeal shall specify whether the Applicant elects to have their appeal heard by the Executive Committee or the Board of Directors. If the Applicant elects to have their appeal heard by the Executive Committee, the Executive Committee shall hear the appeal within seven (7) days of the Applicant's appeal request. If the Applicant elects to have the appeal heard by the Board of Directors, so long as the appeal is received at least seven (7) calendar days prior to the next scheduled Board Meeting, the Board of Directors shall hear the appeal at the beginning of the next scheduled Board Meeting. If the appeal is not received at least seven (7) calendar days prior to the next scheduled Board Meeting, the Board has the discretion to hear the appeal at the next scheduled Board Meeting anyway or to schedule a Special Board Meeting for purposes of hearing the appeal. Such special Board Meeting shall be held within fourteen (14) days of receipt of the appeal. Only the Directors, the Applicant, up to two (2) witnesses for the Applicant, and (if the Applicant has legal counsel) the Applicant's counsel, may appear at the hearing. The public is not entitled to attend the hearing on the appeal. The Applicant shall be permitted to present evidence, including testimony of the Applicant and their witness(es), with respect to disqualification and exemption request. A majority of the body hearing the appeal may permit the Applicant to call more than two (2) witnesses upon a request and showing of good cause by the Applicant.

Within fourteen (14) days of the appeal hearing, the body who heard the appeal shall issue a determination as to whether the Applicant meets the requirements for an exemption under s. 435.07, Fla. Stat. and whether to grant such an exemption. As applicable, the Executive Committee may only make such a finding based upon the affirmative vote of three (3) or more EC Members and the Board of Directors may only make such a finding based upon the affirmative vote of two-thirds (2/3) of the full Board and that decision shall be final.

Nothing herein shall be deemed or construed to require the Board of Directors or Executive Committee to reveal or disclose any sensitive, personal, and/or private information to any third-party, including without limitation, the identity of any juveniles or the sensitive, personal, and/or private facts related to an Applicant's consideration as a volunteer. To the fullest extent permitted by law, all written records related to an Applicant's consideration as a volunteer, including the Background Check Screening results and the review, investigation, and consideration of all matters related thereof, shall be considered privileged information of MCNLL and shall remain confidential, except as otherwise set forth herein. Notwithstanding anything herein to the contrary, nothing herein shall not prohibit the Board of Directors or Executive Committee, or the members thereof, from disclosing any facts to law enforcement or other appropriate agencies which are required to be reported by law.

XVI. CODE OF CONDUCT AND DISCIPLINARY PROCEDURES

1. Generally:

A. The goal of MCNLL is to make the games of baseball and softball fun for players of all ages. Therefore, it is imperative that players, coaches, parents/guardians, families, spectators, and umpires conduct themselves with the highest degree of sportsmanship. To facilitate this objective, MCNLL has implemented a code of conduct for Volunteers (including Managers and other Coaches), players, parents/guardians of such players, and all others who attend and/or participate in any MCNLL event whether as guests, spectators, or otherwise ("Code of Conduct"), including the procedures for enforcing the Code of Conduct and imposition of penalties or discipline for violating such Code of Conduct (hereinafter, collectively, the "Code of Conduct Policy"). Everyone associated with the League and its events will be expected to promote a constructive and positive atmosphere both on and off the field. While it is understandable that competition can and will breed excitement and high emotion, the League believes that spirited competition can be experienced without a "win at all cost" mentality. Nevertheless, for those who cannot play, coach, or observe within the spirit of our rules, the Code of Conduct Policy will be enforced by MCNLL. The policy will apply to MCNLL facilities and programs or sites in which MCNLL teams are participating. In addition, the League may enforce its Code of Conduct Policy for any conduct which occurs outside of a MCNLL event, or away from MCNLL facilities and programs or sites, when such conduct undermines or puts at risk the integrity of the League, including the individuals associated therewith.

B. Appendix C of this P&P contains the Code of Conduct as applicable to: the League's players; the League's, Volunteers (i.e. Board Members, Managers, Coaches, Team Parents, and anyone with a currently issued MCNLL Badge); and, the parents/guardians of the players and the guests and spectators of MCNLL event (hereinafter, Guests"). The Code of Conduct set forth in Appendix C collectively constitutes the Code of Conduct for the League. As set forth therein, Guests of any Volunteer, player, and/or parent/guardian shall comply with the Code of Conduct to the same extent as if they were a parent/guardian of a player. Like the parents/guardians, such Guests shall be subject to discipline hereunder for a violation of, or other failure to adhere to, the Code of Conduct. **Each Volunteer, player, parent/guardian, and Guest shall be deemed to have consented to the applicable Code of Conduct as a result of their continued participation in the League and/or presence at League events.**

C. Failure to abide by the Code of Conduct may subject the violator to disciplinary action by MCNLL, which could include, without limitation: a verbal warning or reprimand; a written warning or reprimand to be held on file with the League; suspension from one or more games; suspension for the season; temporary or permanent suspension of duties as a Volunteer (including Coaching duties); suspension or removal from all League activities; termination of League membership and/or expulsion from the League; and, any other sanctions which may be appropriate for the violation. The League retains the sole authority and discretion to determine what, if any, disciplinary action is appropriate pursuant to the P&P for any infraction of the Code of Conduct. In administering discipline for a violation of the Code of Conduct, or for a failure to adhere thereto, the League shall consider the recommendations contained in Appendix D as a guide only. The League may also consider all other relevant information, such as whether any extenuating or special circumstances (including without limitation, the individual's history of prior violations and/or discipline) warrant an upward or downward adjustment to the suggested level of discipline.

D. In the event a Guest shall commit a violation or otherwise fail to adhere to the Code of Conduct and shall fail or refuse to adhere to any discipline imposed upon such individual by the League, in addition to any and all other available remedies, the League reserves the right to temporarily and/or permanently suspend or expel the player, Volunteer, and/or parent/guardian on whose accord or on whose behalf the Guest was attending at the time the violation occurred from the League and/or from MCNLL events. Likewise, in the event a parent/guardian shall fail or refuse to adhere to any discipline imposed upon them by the League in according with this P&P, in addition to any and all other available remedies, the League reserves the right to temporarily and/or permanently suspend or expel the player of the parent/guardian from the League and/or MCNLL events.

2. Procedure for Investigation of Complaints and Determination of Discipline:

A. Complaints:

- i. Any individual may file a complaint ("Complainant") with the League if they believe a violation of the Code of Conduct has occurred ("Complaint").
- ii. The Complaint shall be in writing (either in paper or electronic form) and shall be delivered to the President, either in-hand or by electronic mail.
- iii. The Complaint shall identify the individual accused of violating the Code of Conduct (hereinafter, the "Respondent") and shall provide a general description of the incident which forms the basis of the alleged violation. In doing so, the Complainant shall inform the League of the time and date the incident occurred and, if known, the identification of any individuals who may have witnessed the event.

B. Referral and Recommendation:

- i. Within two (2) calendar days after receipt of the Complaint, the President shall refer the Complaint to the Executive Committee and advise the committee of whether the President:
 - a. Recommends that no action be taken on the Complaint because it fails to make a prima facie

- showing of a violation, or because it is an anonymous Complaint. The term prima facie as used herein shall mean that, taking the statements in the Complaint as true, the conduct alleged therein does constitute a violation of the Code of Conduct;
- b. Recommends a discussion with the Respondent, either verbally or in writing, but that no further action be taken on the Complaint based on the lack of severity of the violation, the lack of past incidents on the Respondent's record, the fact that the Complaint was made anonymously, and/or any combination of such factors; or,
 - c. Recommends the investigation of the Complaint by the Executive Committee to determine whether a violation has occurred and, if so, the measure of discipline that should be imposed for such violation.
- ii. Within three (3) calendar days of such referral, the Executive Committee shall hold a meeting on the Complaint. At such meeting, the Executive Committee shall decide the following:
 - a. If the President recommends that no action be taken pursuant to subsection B(i)(a) or (b) above, the Executive Committee may reject the President's recommendation with the affirmative vote of at least three (3) EC-Members at the meeting. Otherwise, the Executive Committee shall accept the recommendation of the President and shall take no action on the Complaint. In such event, within twenty-four (24) hours, the President shall notify the Complainant (if known) of the decision and shall separately notify the Respondent of the Complaint and a general description of the circumstances set forth therein, without disclosing the name of the Complainant, and shall advise the Respondent that the League has decided not to take any further action on the Complaint (other than, in the case of B(i)(b) to have a discussion with the Respondent about the alleged violation). The President may provide such notification verbally or via electronic mail at their discretion. The decision to take no action on the Complaint by the League is not appealable. However, such a determination, shall not bar or prohibit the League from taking any future action on the Complaint, or the incident described therein, if other or additional information is provided which would establish that further action is warranted.
 - b. If the President recommends an investigation and further proceedings as set forth in subsection B(i)(c) above, or if the Executive Committee rejects the President's recommendation of no action pursuant to subsection B(ii)(a) above, the Executive Committee shall conduct an investigation of the Complaint and render a decision on the Complaint (including the imposition of discipline if appropriate) pursuant to section C below.
- C. Investigation and Determination:
- i. As part of such investigation, the EC-Members may contact the Complainant or Respondent regarding the Complaint (including the subject matter thereof) as well as any potential witnesses. The Executive Committee shall conduct a meeting and shall vote on whether it finds that a violation has occurred by the Respondent and, if so, the discipline that will be imposed for such violation.
 - ii. The investigation shall be completed within five (5) calendar days of the referral.
 - iii. Within seven (7) calendar days of the referral, the Executive Committee shall hold a meeting in which the findings of the investigation shall be presented. The Executive Committee shall then determine whether a violation of the Code of Conduct as alleged in the Complaint has been shown by a preponderance of the evidence and the measure of discipline that will be imposed for such violation. The Executive Committee may only conclude that a violation has been shown upon the affirmative vote of at least three (3) EC-Members at the meeting. Otherwise, the Executive Committee shall be deemed to have found that no violation has been shown. However, a determination that no violation has been shown by the Executive Committee shall not prejudice the power and authority of the Board of Directors to revisit the Complaint, or the incident described therein, in the future if other or additional information is provided which would establish a violation. The Executive Committee shall determine the proper discipline for such violation by an affirmative vote of at least three (3) EC-Members at the meeting.
 - iv. Notification of Executive Committee's Determination by President: Within two (2) calendar days of the determination(s) of the Executive Committee pursuant hereto that:
 - a. No violation has been shown, the President shall:
 1. Send the Respondent notice via e-mail: that the Complaint was filed along with a general description of the violation alleged therein, without disclosing the name of the Complainant; that the Complaint was investigated by the Executive Committee; and, that a finding that no violation has been proven was made by the Executive Committee. The notice shall also provide that the determination of the Executive Committee is without prejudice to the right, power, and authority of the Board of Directors to revisit the Complaint, including performing its own independent investigation thereof, making its independent determination of whether a violation has occurred, and imposing discipline for such violation.
 2. Notify the Complainant (if known), via electronic mail or verbally, that the Executive Committee investigated the Complaint and found that no violation was proven.
 - b. A violation has been shown, the President shall:
 1. Send the Respondent notice via e-mail:
 - a. that the Complaint was filed, along with a general description of the violation alleged therein, without disclosing the name of the Complainant; that the Complaint

- was investigated by the Executive Committee; that a finding was made by the Executive Committee that a violation has been shown; and, the discipline imposed for such violation by the committee.
- b. In addition, in the notice, the President shall advise the Respondent of their rights of election pursuant to subsection C(v) below.
 2. Notify the Complainant (if known), via electronic mail or verbally, that (subject to Respondent's right to elect a hearing under the Code of Conduct Policy) the Executive Committee investigated the Complaint, found that a violation was shown, and, that the Executive Committee has imposed appropriate discipline for such conduct.
- v. In the event of the Executive Committee's affirmative finding that a violation has been shown and imposing discipline for such violation:
- a. the Respondent shall have the right to elect one of the following actions:
 1. Without admitting fault or wrongdoing, accept the Executive Committee's finding that a violation has been shown along with the discipline imposed by the Executive Committee. In such event, the determination of the Executive Committee shall be deemed final and any right to a hearing or appeal of such decision shall be deemed waived. In addition, the discipline imposed by the Executive Committee shall commence immediately;
 2. Accept the Executive Committee's finding that a violation has been shown, but reject the measure of discipline imposed by the Executive Committee. In such event, the Respondent shall be deemed to have waived the right to a hearing or an appeal on the finding that a violation has occurred and that finding shall be deemed final. However, the Respondent shall be entitled to a hearing on the determination of discipline. Unless the Executive Committee has issued a temporary suspension pursuant to section D below, the discipline imposed shall be stayed pending hearing; or,
 3. Reject the Executive Committee's finding that a violation has been shown as well as the resulting determination of discipline. In such event, the Respondent shall be entitled to a hearing on both determinations. Unless the Executive Committee has issued a temporary suspension pursuant to section D below, the discipline imposed shall be stayed pending hearing.
 - b. For an election made under subsections C(v)(a)(2) or (3) above, the Respondent shall further elect whether the hearing shall be conducted by (and, as a result, the matters heard adjudicated by) the Executive Committee or the Board of Directors. This election shall be binding when made and the Respondent waives the right to withdraw such election without the written consent of all EC-Members. In addition, once elected, the decision of the elected body presiding over the hearing be deemed final with no right to appeal such decision. All hearings shall be undertaken in accordance with the provisions of section D below.
 - c. Any and all elections pursuant to this subsection shall be made in writing, sent via electronic mail to the President, within five (5) calendar days of the date the President sends the notice of the Executive Committee's determinations required above. If such election is not timely and properly made as provided herein, the Respondent shall be deemed to have accepted the determinations of the Executive Committee, including the committee's determination of discipline, and such determinations shall be deemed final and not subject to any further hearing or appeal. In addition, in such circumstance, the discipline imposed by the Executive Committee shall commence immediately.
- D. Hearing Procedures:
- i. In the event Respondent elects a hearing under subsection C(v)(2) or (3) above, the following procedures shall govern such hearings.
 - ii. Hearing Before the Board of Directors- if the Respondent elects a hearing before the Board of Directors, then:
 - a. The hearing before the Board of Directors shall be conducted either: (a) immediately preceding the next scheduled Board of Directors Meeting; or, (b) at a specially noticed time and date by the Board of Directors set at the League's sole discretion. No one other than the Directors, Complainant, Respondent, and witnesses who the Executive Committee and/or Respondent intend to call, shall be permitted to attend the hearing. The hearing is not open to the public.
 - b. The Respondent shall be provided with written notice of the time, date, and location of the hearing. Such notice shall be sent via e-mail to the Respondent and shall be deemed given when the e-mail is sent. In addition, notice shall be given to the Respondent as early as reasonably practicable; however, so long as notice is sent to the Respondent at least twenty-four (24) hours prior to the hearing, such notice shall be deemed sufficient.
 - c. The hearing shall be conducted before all Board Members present at the meeting. At the start of the hearing, an EC-Member shall advise the Board of the Complaint and the incident alleged therein; the findings of the investigation performed by the Executive Committee; the determinations of the Executive Committee; and, provide any additional information which the committee deems appropriate and/or is requested by the Board. The Executive Committee may, but shall not be required to, invite the Complainant and/or witnesses to provide additional

information regarding the incident. If present at the meeting, the Respondent shall be provided with a reasonable opportunity to respond to the Complaint and present relevant evidence and/or information in response to the Complaint and/or the matters presented by the Executive Committee, including the calling of witnesses. In addition, the Respondent shall answer any and all relevant questions presented by the Board of Directors which may bear upon the incident and/or the appropriate measure of discipline. Upon completion of Respondent's presentation, the Executive Committee will be provided an opportunity for a brief response. If the Respondent is not present for the hearing, the Executive Committee shall inform the Board of Directors of any relevant statements or writing received from or made by Respondent (of which the Executive Committee is aware) with respect to the matters considered at the hearing. Absent approval of the majority of the Board of Directors present, the hearing shall be limited to a total of thirty (30) minutes, which should generally be equally allocated to the Executive Committee and Respondent.

- d. Once the Executive Committee and Respondent have completed their presentations as set forth in subsection D(ii)(c) above, or upon the expiration of the time set for such hearing (whichever occurs first), the Board shall close the hearing, dismiss the Respondent, Complainant, and other witnesses (if present).
- e. Once the hearing is closed, the Board of Directors shall then vote on whether a violation of the Code of Conduct has occurred and, if so, the discipline that will be imposed for such violation. The Board may only conclude that a violation has been shown upon the affirmative vote of at least two-thirds (2/3) of the Board of Directors present at the meeting. Otherwise, the Board shall be deemed to have found that no violation has been proven. However, a determination that no violation has been shown by the Board shall not prejudice the power and authority of the Board of Directors to revisit the Complaint, or the incident described therein, in the future if other or additional information is provided which would establish a violation. The Board shall determine the proper discipline for such violation by an affirmative vote of at least two-thirds (2/3) of the Board Members present. A determination that the violation has been shown and the resulting imposition of discipline by the Board pursuant hereto shall be final and shall not be subject to any further hearings or appeal.
- f. Within two (2) calendar days of the determination(s) of the Board pursuant hereto, the President shall notify the Respondent via e-mail of the Board's determinations. The discipline shall begin immediately upon the sending of such notice. Within such time, the President shall also notify the Complainant (if known) of the result of the hearing, but may do so verbally or via e-mail at the President's discretion.

iii. Hearing Before the Executive Committee- if the Respondent elects a hearing before the Executive Committee, then:

- a. A hearing before the Executive Committee shall be conducted within seven (7) calendar day of Respondent's election for such hearing. No one other than the Executive Committee, Complainant, Respondent, and witnesses who the Executive Committee and/or Respondent intend to call, shall be permitted to attend the hearing. The hearing is not open to the public.
- b. The Respondent shall be provided with written notice of the time, date, and location of the hearing. Such notice shall be sent via e-mail to the Respondent and shall be deemed given when the e-mail is sent. In addition, notice shall be given to the Respondent as early as reasonably practicable; however, so long as notice is sent to the Respondent at least twenty-four (24) hours prior to the hearing, such notice shall be deemed sufficient.
- c. The hearing shall be conducted before all EC-Members present at the meeting. At the start of the hearing, an EC-Member shall briefly summarize the incident alleged in the Complaint; the findings of the investigation performed by the Executive Committee; the determinations of the Executive Committee; and, provide any additional information which the committee deems appropriate. The Executive Committee may, but shall not be required to, invite the Complainant and/or witnesses to provide additional information regarding the incident. If present at the meeting, the Respondent shall be provided with a reasonable opportunity to respond to the Complaint and present relevant evidence and/or information in response to the Complaint and/or the matters presented by the Executive Committee, including the calling of witnesses. In addition, the Respondent shall answer any and all relevant questions presented by the Executive Committee which may bear upon the incident and/or the appropriate measure of discipline. If the Respondent is not present for the hearing, the presenting EC-Member shall inform the rest of the EC-Members present of any relevant statements or writing received from or made by Respondent (of which the Executive Committee is aware) with respect to the matters considered at the hearing. Absent approval of the majority of the EC-Members present, the hearing shall be limited to a total of thirty (30) minutes, which should generally be equally allocated to the Executive Committee and Respondent.
- d. Once the Executive Committee and Respondent have completed their presentations as set forth in subsection D(iii)(c) above, or upon the expiration of the time set for such hearing, whichever occurs first, the Executive Committee shall close the hearing, dismiss the Respondent, Complainant, and other witnesses (if present).

- e. Once the hearing is closed, the Executive Committee shall, once again, vote on whether a violation of the Code of Conduct has occurred and, if so, the discipline that will be imposed for such violation. The Executive Committee may only conclude that a violation has been shown upon the affirmative vote of at least three (3) EC-Members present. Otherwise, the Executive Committee shall be deemed to have found that no violation has been proven. However, a determination that no violation has been shown by the Executive Committee shall not prejudice the power and authority of the Board of Directors to revisit the Complaint, or the incident described therein, in the future if other or additional information is provided which would establish a violation. The Executive Committee shall determine the proper discipline for such violation by an affirmative vote of at least three (3) EC-Members present at the hearing. A determination that the violation has been shown and the resulting imposition of discipline by the Executive Committee pursuant hereto shall be final and shall not be subject to any further hearings or appeal.
 - f. Within two (2) calendar days of the determination(s) of the Executive Committee pursuant hereto, the President shall notify the Respondent via e-mail of the Executive Committee's determinations. The discipline shall begin immediately upon the sending of such notice. Within such time, the President shall also notify the Complainant (if known) of the result of the hearing, but may do so verbally or via e-mail at the President's discretion.
- E. Immediate Suspension Pending Further Proceedings: Notwithstanding anything to the contrary herein, at any time after a Complaint has been filed and before the completion of all proceedings related thereto, the Executive Committee shall have the power and authority to temporarily suspend the Respondent if the Executive Committee reasonably believes that an immediate suspension is reasonably necessary to protect the safety of any other person(s) who may be placed at risk as a result of the Respondent's presence at or participation in any MCNLL events, including practices and games; and/or, to protect the integrity of the League from the Respondent's flagrant violation of the rules (e.g. Little League Rules and those set forth in this P&P). With respect to the latter, without in any way limiting the forgoing, any act or conduct which involves the verbal or physical abuse of, harassment of, bullying of, demeaning of, unreasonable or continued criticism of or challenging the calls of, and/or arguing with a youth, high school, or college umpire by a Manager, Coach, Volunteer, player, parent/guardian, or Guest shall be deemed a flagrant violation of this P&P and subject to immediate suspension pending further proceedings. The Executive Committee may issue such a temporary suspension upon the affirmative vote of, at least, three (3) EC-Members. Upon the Executive Committee's decision to suspend the Respondent pursuant hereto, the President shall immediately notify the Respondent of the suspension (by email and telephone), as well as the Board. The temporary suspension imposed by the Executive Committee shall remain in effect until the disciplinary determinations (whether made by the Executive Committee or the Board, with or without hearing, as provided in this Code of Conduct) become final as provided above. During any such temporary suspension, the Respondent shall not be permitted to participate in or attend any MCNLL events, including without limitation, practices and/or games. At all times during a temporary suspension, the Board of Directors shall retain the power and authority to terminate the temporary suspension imposed by the Executive Committee by, at least, a majority vote of the Board of Directors present at a meeting (or by unanimous consent without a meeting).
- F. Conflicts and Recusal: In the event the President is the Respondent, the President shall refer the matter to the Vice President for handling and the Vice President shall undertake the responsibilities set forth herein on behalf of the President. If any EC-Member or Director is the Complainant or Respondent, they shall recuse themselves in such capacity from participating in the referral, investigation, and determination processes (including any hearings) set forth herein; however, nothing herein shall restrict or prohibit the Respondent from fully participating in and defending themselves in any proceedings related to the Complaint as provided herein, nor shall it restrict or prohibit Complainant from participating in any proceedings, as appropriate, in their individual capacity, such as by serving as a witness at a hearing. With respect to any and all matters contained herein, in the event that one or more EC-Members are unable to participate in the Executive Committee processes and proceedings (including without limitation, investigations, determinations, and/or hearings) due to recusal or disqualification, such EC-Member(s) shall be replaced by an alternate who shall be a Member of the Board of Directors ("Alternate"). The Alternate shall be approved by at least a majority of the un-recused or non-disqualified EC-Members at a meeting or by the unanimous consent of such EC-Members without a meeting. The Alternate's role shall solely be limited to the matters related to the Complaint, and the EC-Member for whom they are serving as an alternative shall continue to perform any and all of their other obligations as an EC-Member unrelated to such Complaint. Upon final adjudication of the Complaint, the Alternate's temporary role as an EC-Member shall terminate.
- G. Confidentiality/Records. Notwithstanding anything to the contrary herein, nothing in this Article shall be deemed or construed to require the Board of Directors or Executive Committee to reveal or disclose any sensitive, personal, and/or private information to the Respondent or any third party, including without limitation, the identity of any juveniles as well as the sensitive, personal, and/or private facts which form the subject-matter of a Complaint. In addition, to the fullest extent permitted by law, all written records related to a Complaint, including the investigation, adjudication, and imposition of discipline as a result thereof, shall be considered privileged information of the Board of Directors and shall remain confidential, except as otherwise set forth herein. Further, notwithstanding anything herein to the contrary, the provisions hereof shall not prohibit the Board of Directors or Executive Committee, or the members thereof, from disclosing any facts to law enforcement or other appropriate agencies which are required to be reported by law.

- H. Ejection by umpire or legal official. The League hereby reminds all Members that the Little League Rules have certain provisions regarding ejections from games by umpires and/or league officials and the procedures governing hearings after an ejection has been made. These provisions are generally contained in Rules 4.0 and 9.0 of the Little League Rules. These provisions shall continue to apply and nothing in this Code of Conduct Policy shall be deemed to modify, alter, or amend the aforementioned Little League Rules. Likewise, nothing found within Rule 4.0 and 9.0 of the Little League Rules shall be deemed to prohibit or restrict the League from also proceeding on a Complaint related to the same conduct resulting in the disqualification pursuant to this Code of Conduct Policy. However, any punishment that is administered by the League pursuant to the Code of Conduct Policy shall run concurrently with the mandatory discipline in Little League Rules- Rule 4.07 and that imposed by the Board of Directors under Little League Rules- Rule 9.05(c).
- I. Manager and Parent/Guardian Attendance for Player. With respect to any Complaint which names a player as the Respondent, the player shall be entitled to have their Manager and parents/guardian accompany them to any hearing elected under this Code of Conduct Policy and to any mandatory appearance before the Board of Directors regarding such Complaint.
- J. Contents of Disciplinary Decision. The Executive Committee and the Board of Directors, as applicable, shall prepare a written order ("Order") whenever they have determined that a violation of the Code of Conduct has been shown and imposing discipline as a result thereof. The Order shall include the following: the rule, regulation, or policy violated and the discipline ordered as a result thereof. The Order may also contain conditions for continued involvement in MCNLL activities as well as steps to remedy the problem that gave rise to the violation.
- K. Compliance Measures When an Ejection Occurs. In addition to any and all other remedies provided herein, in the event a player, Volunteer (including a Manager or Other Coach), parent/guardian, and/or Guest is ejected from a game by the umpire (or by a League Official or Director at the request of an umpire) (hereinafter, "Ejected Party"), that Ejected Party shall immediately leave the field, facilities, and park being utilized by the League for the game from which they were ejected. In the event the Ejected Party fails or refuses to leave, the umpire (or League Official or Director at the request of the umpire) may take any and all reasonable measures to compel the Ejected Party to comply with the ejection and leave. Such measures, which should be taken in the order of least to most severe, include: temporarily stopping the game and sending both teams to their respective dugouts pending compliance; also ejecting the Manager and/or other Coach of the team on whose behalf the Guest is attending from the game if they are unable to persuade the Ejected Party to leave; cancelling the remainder of the game which will result in a forfeit for the team on whose behalf the Guest is attending; and/or, requesting the assistance of a law enforcement officer or other County representative to have the Ejected Party removed.

APPENDIX A

POST HEAD INJURY/CONCUSSION MEDICAL CLEARANCE FOR RETURN TO PARTICIPATION – MARTIN COUNTY NORTH LITTLE LEAGUE

This form is to be completed by an appropriate health care provider (AHCP-MD/DO) trained in the latest concussion evaluation and management protocols as defined in s. 943.0438, Fla. Stat. for any youth player that has sustained or is suspected of having sustained a concussion or head injury and must be kept on file with Martin County North Little League ("MCNLL"). The choice of AHCP remains the decision of the parent/guardian or responsible party of the youth player.

Athlete Name: _____ DOB: ____/____/____

Location of Injury: _____ Injury Date: ____/____/____

By signing below, I certify that I am a medical doctor (MD/DO) familiar with the most current Consensus Statement on Concussion in Sports and the tools used for evaluation (ex. SCAT5). This information will be used to guide return to play progression (page 1) and final clearance to return to competition.

Physician Name: _____ Signature/Degree: _____ MD/DO

Phone: _____ Fax: _____ Today's Date: _____

Return to Competition Affidavit

Participant Name: _____

Date of Birth: ____/____/____ Injury Date: ____/____/____

Formal Diagnosis: _____

I certify that I have reviewed the return to activity protocol provided to me on behalf of the athlete named above. This youth player is cleared for a complete return to **full-contact physical activity** as of ____/____/____.

This youth player is instructed to stop play immediately and notify a parent, licensed athletic trainer, or coach and to refrain from activity should his/her symptoms return.

Physician Name: _____

Physician Signature: _____ MD/DO Date: ____/____/____

Phone: (____) _____ Fax: (____) _____

E-mail: _____

By signing above, I certify that I am a medical doctor (MD/DO) familiar with the most current Consensus Statement on Concussion in Sport and the tools used for evaluation (ex: SCAT5). This information will be used to guide return to play progression (page 1) and final clearance to return to competition.

APPENDIX B

PARENT/GUARDIAN AND PLAYER CONCUSSION/HEAD INJURY ACKNOWLEDGMENT AND INFORMED CONSENT

In accordance with Florida Statute 943.0438(2), Martin County North Little League ("MCNLL") hereby provides you with the following information regarding the nature and risk of concussions and head injuries:

Concussion Information

A concussion is a brain injury and all brain injuries are serious. They are caused by a bump, blow, or jolt to the head, or by a blow to another part of the body with the force transmitted to the head. Concussions can range from mild to severe and can disrupt the way the brain normally works. Even though most concussions are mild, all concussions are potentially serious and may result in complications including prolonged brain damage and death if not recognized and managed properly. In other words, even a "ding" or a "bump" on the head can be serious. You cannot see a concussion and most sports concussions occur without loss of consciousness. Signs and symptoms of concussion may show up right after the injury or can take hours or days to fully appear. If your child reports any symptoms of concussion, or if you notice the symptoms or signs of concussion yourself, seek medical attention right away.

Signs and Symptoms Observed by Parents or Coaches – The individual:

- Appears dazed or stunned.
- Forgets an instruction, is confused about an assignment or position, or is unsure of the game, score, or opponent;
- Moves clumsily;
- Answers questions slowly;
- Loses consciousness (even briefly);
- Shows mood, behavior, or personality changes; and/or,
- Can't recall events prior to or after a hit or fall.

Symptoms Reported by Youth Participants

- Headache or "pressure" in head;
- Nausea or vomiting;
- Balance problems or dizziness, or double or blurry vision;
- Bothered by light or noise;
- Feeling sluggish, hazy, foggy, or groggy;
- Confusion, or concentration or memory problems; and/or,
- Just not "feeling right," or "feeling down."

What can happen if my child keeps on playing with a concussion or returns too soon?

Youth participants with the signs and symptoms of concussion must be removed from play immediately. Continuing to play with the signs and symptoms of a concussion leaves the youth participant especially vulnerable to greater injury. There is an increased risk of significant damage from a concussion for a period of time after that concussion occurs, particularly if the youth participant suffers another concussion before completely recovering from the first one (second impact syndrome). This can lead to prolonged recovery, or even to severe brain swelling with devastating and even fatal consequences. It is well known that adolescent or teenage athletes will often under report symptoms of injuries, and concussions are no different. As a result, education of administrators, coaches, parents and players is the key for youth participant's safety.

If you think your child has suffered a concussion

No athlete may return to activity after an apparent head injury or concussion, regardless of how mild it seems or how quickly symptoms clear, without written medical clearance from a Medical Doctor (MD) or Doctor of Osteopathic Medicine (DO) who is familiar with the most current Consensus Statement on Concussion in Sport. Close observation of the youth participant should continue for several hours. Parent/Legal guardian should also inform their child's coach if they suspect their child may have a concussion. Remember it is better to miss one game than miss the whole season. When in doubt, the youth participant sits out!

Return to Practice and Competition

MCNLL follows Florida Statute 943.0438, which provides that if an athlete suffers, or is suspected of having suffered, a concussion or head injury during a competition or practice, the youth participant must be immediately removed from the competition or practice and cannot return to practice or competition until a Health Care Professional has evaluated the youth participant and provided a written authorization to return to practice and competition. MCNLL recommends that a youth participant not return to practice or competition the same day the athlete suffers or is suspected of suffering a concussion. MCNLL also recommends that a youth participant's return to practice and competition should follow a graduated protocol under the supervision of the health care provider (MD or DO). MCNLL will require a completed form (in substantial compliance with the Post Head Injury/Concussion Medical Clearance for Return to Participation – Martin County North Little League found in Appendix A of MCNLL's Policies and Procedures) prior to permitting the player to return to league activities.

For more information on concussions and head injuries, please visit:

- [Fact Sheet - CDC Athletes](#);
- [Fact Sheet - CDC Parents](#);
- [Fact Sheet - CDC Coaches](#); and,
- [Florida Health Department - Youth Sports Concussions](#).

By signing below, we, the youth participant and the parent/guardian of such youth participant, jointly and severally, hereby:

- Acknowledge that the information on pages 1 and 2 of this form has been read and understood by us in its entirety;
- Understand and accept the nature and risk of concussions and head injuries for youth participants in athletic competition, including the risk of continuing to play after concussion or head injury; and,
- With such knowledge and understanding, consent and agree to the youth participant's (identified below) participation in MCNLL.

Printed Youth Signature: _____

Date: _____

Youth Participant [Printed Name]: _____

Youth Participant's Team and Division: _____

Parent/Guardian Signature: _____

Date: _____

Parent/Guardian [Printed Name]: _____

Relationship to Participant: _____

APPENDIX C

PLAYER CODE OF CONDUCT

As a player, my responsibilities are simple. These responsibilities are to always: be respectful to others; be responsible; play fair; do my best; and, exhibit good sportsmanship.

As a MCNLL player, I hereby pledge to provide positive support, care, and encouragement for everyone participating in MCNLL by adhering to the following Player Code of Conduct:

- I will always demonstrate good sportsmanship, whether my team wins or loses, and will display good sportsmanship with the other team at the end of each game;
- I will encourage good sportsmanship from fellow players, coaches, officials, and parents;
- I will be a team player and support my teammates;
- I will do my best to be on time and attend every practice and game that I can. I will be ready to play at the starting time of each practice and game. I will do my best to make sure that my team Manager is informed of any practices or games that I may miss or be late to;
- I will work hard to improve my skills;
- I will do my best to listen and learn from my coaches and will always treat my coaches, teammates, umpires, and opponents with respect;
- I understand that throwing my bat on the field of play is dangerous and I will always make sure to control my bat and ensure that I am being safe, both for myself and others on the field;
- I will not use violence, unfriendly language, or insults to others;
- I will obey the rules of the game and always work for the good of the team;
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent, such as booing and taunting or using profane language or gestures;
- I understand that celebrating a play by doing or performing a “bat flip” (i.e. tossing a bat in the air at an unreasonable height or distance, or flipping the bat in the air so that it rotates several times before hitting the ground) is not good sportsmanship. I understand that, whether intended or not, a “bat flip” has the effect of embarrassing or humiliating the opposing team and its players. Therefore, I will refrain from doing a “bat flip” while participating in any MCNLL game;
- I will accept the decisions of the officials with grace and never directly challenge the official’s call; and,
- I will conduct myself with honor and dignity.

In addition, as a MCNLL player, I hereby acknowledge and understand that, in addition to my obligation to adhere to the pledge set forth above, I am prohibited from engaging in the following behaviors at any MCNLL event:

- Using foul or abusive language against others;
- Engaging in “serious foul play” (i.e. the use of excessive force or engaging in other actions as part of play which are not appropriate for the game of baseball or softball and are undertaken with the primary intent of injuring another player);
- Making threatening gestures and/or bullying others;
- Threatening or committing any act of violence, including without limitation, kicking, hitting, and/or striking another or committing assault and/or battery;
- Engaging in conduct that poses a genuine danger to the safety and well-being of others;
- Possessing or using alcohol or tobacco products;
- Possessing or using illegal or non-prescribed drugs; and,
- Possessing or using a weapon.

Further, as a MCNLL player, I hereby acknowledge and understand that, in addition to any other obligations and prohibitions set forth herein, I shall not engage in any behavior, either at a MCNLL event or otherwise (including, for example, at school or on social media), which undermines or puts at risk the integrity of the League, including the people associated with the League (hereinafter, “Conduct Detrimental to the League”). Such conduct may include, but shall not be limited to, engaging in any of the prohibited behaviors set forth above. In the event I engage in Conduct Detrimental to the League, whether or not at a MCNLL event, I understand and acknowledge that MCNLL may discipline me under this Code of Conduct Policy for such behavior.

VOLUNTEER CODE OF CONDUCT

Youth sports programs play a key role in promoting the physical, social, and emotional development of children. As a Volunteer in Martin County North Little League ("MCNLL") (i.e. Board Member, Officer, Manager, Coach, Team Parent, Umpire, and/or anyone with a current MCNLL Issued ID Badge) you should be a model of good sportsmanship and behavior for your child and for all others involved in or attending league events, including for participants and spectators alike.

As a MCNLL Volunteer, I hereby pledge to provide positive support, care, and encouragement for all participating in and attending MCNLL events by adhering to the following code of conduct:

- I will remember that children participate to have fun and that the game is for the children, not adults;
- I will learn the rules of the game and the policies of MCNLL;
- I will do my best to provide a safe playing environment for all players;
- I will lead by example in demonstrating fair play and sportsmanship to all players;
- I will be a positive role model for players and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials, umpires, and spectators at every game and practice. Without limiting the foregoing, I specifically agree to refrain from engaging in any act or conduct which involves the verbal or physical abuse of, harassment of, bullying of, demeaning of, unreasonable or continued criticism of, and/or arguing with umpires, especially when they are youth, high school, or college umpires;
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent, such as booing and taunting or using profane language or gestures;
- I will respect the officials and their authority during games;
- I will demand an environment for my players that is free from drugs, tobacco, and alcohol and I will never use any of the above at any MCNLL event;
- I will insist the players, the parents/guardians of the players, and any spectators or guests of the players and/or the parents/guardians ("Guests") follow the Code of Conduct;
- If I am a Manager or Coach in the League, I also agree that:
 - I will teach my players to play by the rules and to resolve conflicts without resorting to hostility or violence;
 - I will demand that my players treat other players, coaches, officials, and spectators with respect regardless of race, creed, color, sex, or ability;
 - I will teach my players that doing one's best is more important than winning, so that my players will never feel defeated by the outcome of a game or their performance;
 - I will praise my players for competing fairly and trying hard, and make my players feel like a winner every time. I will never ridicule or yell at my players or other participants for making a mistake or losing a game;
 - I will emphasize skill development at practices;
 - I will promote the emotional and physical well-being of my players ahead of any personal desire I may have to win;
 - I will review and discuss the Player Code of Conduct with my players and will ensure that they understand and agree to follow the Player Code of Conduct; and,
 - I will complete all required training as mandated by the League in a timely manner, but no later than the deadlines required by the policies, procedures, and rules of Little League and/or Florida law; and,
- If I am also a parent/guardian of a player in the League, I will also abide by the Parent/Guardian Code of Conduct.

In addition, as a MCNLL Volunteer, I hereby acknowledge and understand that, in addition to my obligation to adhere to the pledge set forth above, I am prohibited from engaging in the following behaviors at any MCNLL event:

- Using foul or abusive language against others;
- Engaging in "serious foul play" (i.e. the use of excessive force or engaging in other actions not appropriate for the game of baseball or softball which are undertaken with the primary intent of injuring another);
- Making threatening gestures and/or bullying others;
- Threatening or committing any act of violence, including without limitation, kicking, hitting, and/or striking another or committing assault and/or battery;
- Engaging in conduct that poses a genuine danger to the safety and well-being of others;
- Possessing or using alcohol or tobacco products;
- Possessing or using illegal or non-prescribed drugs; and,
- Possessing or using a weapon.

Further, as a MCNLL Volunteer, I hereby acknowledge and understand that, in addition to any other obligations and prohibitions set forth herein, I shall not engage in any behavior, either at a MCNLL event or otherwise (including, for example, on social media), which undermines or puts at risk the integrity of the league and those associated therewith (hereinafter, "Conduct Detrimental to the League"). Such conduct may include, but shall not be limited to, engaging in any of the prohibited behaviors set forth above. In the event I engage in Conduct Detrimental to the League, whether or not at a MCNLL event, I understand and acknowledge that MCNLL may discipline me under this Code of Conduct Policy for such behavior.

PARENT/GUARDIAN AND GUEST CODE OF CONDUCT

Youth sports programs play a key role in promoting the physical, social, and emotional development of children. As a parent/guardian of a child in Martin County North Little League ("MCNLL") or as a guest or spectator at any MCNLL event (hereinafter, a "Guest"), you should be a model of good sportsmanship and behavior for your child and all children in the community including participants and spectators alike.

As a MCNLL parent/guardian and/or Guest, I hereby pledge to provide positive support, care, and encouragement for each child participating in MCNLL by adhering to the following code of conduct:

- I will remember that children participate to have fun and that the game is for the children, not adults;
- I will learn the rules of the game and the policies of MCNLL;
- I will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials, umpires, and spectators at every game and practice. Without limiting the foregoing, I specifically agree to refrain from engaging in any act or conduct which involves the verbal or physical abuse of, harassment of, bullying of, demeaning of, unreasonable or continued criticism of, and/or arguing with umpires, especially when they are youth, high school, or college umpires. In fact, as a parent/guardian or Guest, I understand that it is not my place to engage the umpires (unless serving as a bookkeeper, scorekeeper, or pitch counter and only as and when appropriate), to challenge calls, and/or to complain about calls;
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent, such as booing and taunting or using profane language or gestures;
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence;
- I will demand that my child treat other players, coaches, officials, and spectators with respect regardless of race, creed, color, sex, or ability;
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or their performance;
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time. I will never ridicule or yell at my child or other participants for making a mistake or losing a game;
- I will never engage anyone of the field of play during a game or practice for an illegitimate purpose, such as to argue a call, criticize their abilities, or to instigate an argument;
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire to win;
- I will respect the officials and their authority during games;
- I will not question, discuss, or confront coaches at the game, and will take time to respectfully speak with coaches at an agreed upon time and place;
- I will demand an environment for my child that is free from drugs, tobacco, and alcohol and I will never use any of the above at any MCNLL event.
- I will ensure that my child arrives on time, and is ready to participate in, any games or practices, and that I inform their manager in advance of any games or practices they may miss or be late to;
- I will refrain from coaching my child or other players during games and practices unless I am a coach of the team;
- I will insist my guests follow this Parent Code of Conduct; and,
- I will review and discuss the Player Code of Conduct with any of my children who are participating in MCNLL and will ensure that they understand and agree to follow the Player Code of Conduct.

In addition, as a MCNLL parent/guardian or Guest, I hereby acknowledge and understand that, in addition to my obligation to adhere to the pledge set forth above, I am prohibited from engaging in the following behaviors at any MCNLL event:

- Using foul or abusive language against others;
- Engaging in "serious foul play" (i.e. the use of excessive force or engaging in other actions not appropriate for the game of baseball or softball which are undertaken with the primary intent of injuring a player);
- Making threatening gestures and/or bullying others;
- Threatening or committing any act of violence, including without limitation, kicking, hitting, and/or striking another or committing assault and/or battery;
- Engaging in conduct that poses a genuine danger to the safety and well-being of others;
- Possessing or using alcohol or tobacco products;
- Possessing or using illegal or non-prescribed drugs; and,
- Possessing or using a weapon.

Further, as a MCNLL parent/guardian and/or Guest, I hereby acknowledge and understand that, in addition to any other obligations and prohibitions set forth herein, I shall not engage in any behavior, either at a MCNLL event or otherwise (including, for example, on social media), which undermines or puts at risk the integrity of the league and those associated therewith (hereinafter, "Conduct Detrimental to the League"). Such conduct may include, but shall not be limited to, engaging in any of the prohibited behaviors set forth above. In the event I engage in Conduct Detrimental to the League, whether or not at a MCNLL event, I understand and acknowledge that MCNLL may discipline me under this Code of Conduct Policy for such behavior.

APPENDIX D

DISCIPLINARY GUIDELINES: CONDUCT OF PLAYERS

| <u>INFRACTION</u> | <u>RECOMMENDED DISCIPLINE FOR FIRST TIME OFFENSE</u> |
|--|--|
| Foul or Abusive Language | Ejection from game plus 2 game suspension |
| Threatening Gesture, Language, Bullying | Ejection from game plus 2 game suspension |
| Serious Foul Play | Ejection from game plus 4 game suspension |
| Kicking, Striking, or Bodily Assault (which qualifies as more than simple Serious Foul Play) | Ejection from game plus 8 game suspension |
| Ejection from game by umpire | Little League Rule Book |
| Possession or use of alcohol or tobacco products | Season suspension (mandatory meeting with Board of Directors prior to reinstatement) |
| Possession or use of illegal or non- prescribed drug | Season suspension (mandatory meeting with Board of Directors prior to reinstatement) |
| Possession or use of weapon | Season suspension (mandatory meeting with Board of Directors prior to reinstatement) |
| Other violations or infractions | Subject to the discretion of the League pursuant to the P&P |

DISCIPLINARY GUIDELINES: CONDUCT OF VOLUNTEERS

| <u>INFRACTION</u> | <u>RECOMMENDED DISCIPLINE FOR FIRST TIME OFFENSE</u> |
|--|--|
| Foul or Abusive Language | Ejection from game plus 2 game suspension |
| Threatening gesture or Language | Ejection from game plus 2 game suspension |
| Striking or Bodily Assault | Ejection from game plus 1yr. suspension after anger management training. |
| Knowingly and intentionally violating a game rule or league policy | 3 game suspension and team forfeits game where cheating occurred |
| Ejection from game by umpire | Little League Rule Book |
| Possession or use of alcohol at a MCNLL event | Season suspension (mandatory meeting with Board of Directors prior to reinstatement) |
| Possession or use of illegal or non- prescribed drugs | Season suspension (mandatory meeting with Board of Directors prior to reinstatement) |
| Use of tobacco products at a MCNLL event | 2-week suspension |
| Possession or use of weapon at a MCNLL event | Season suspension (mandatory meeting with Board of Directors prior to reinstatement) |
| Other violations or infractions | Subject to the discretion of the League pursuant to the P&P |

DISCIPLINARY GUIDELINES: CONDUCT OF PARENTS/GUARDIANS AND GUESTS

| <u>INFRACTION</u> | <u>RECOMMENDED DISCIPLINE FOR FIRST TIME OFFENSE</u> |
|---|---|
| Conduct that interferes with a game or practice, including engaging in negative sportsmanship towards players, umpires, coaches, and spectators | Ejection from field/park and 1-week suspension from attendance or participation in any MCNLL events |
| Foul or Abusive Language | Ejection from field/park and 1-week suspension from attendance or participation in any MCNLL events |
| Threatening gesture or language | Ejection from field/park and 2-week suspension from attendance or participation in any MCNLL events |
| Striking or Bodily Assault | Ejection from field/park, 1 year suspension from attendance or participation in any MCNLL events (mandatory meeting with Board of Directors prior to reinstatement) |
| Knowingly and intentionally violating a league policy | Ejection from field/park, 1-week suspension from attendance or participation in any MCNLL events |
| Possession or use of alcohol at a MCNLL event | Ejection from field/park and 2-week suspension from attendance or participation in any MCNLL events |
| Possession or use of illegal or non-prescribed drugs | Ejection from field/park and 2-week suspension from attendance or participation in any MCNLL events |
| Use of tobacco products at a MCNLL event | Ejection from field/park and 2-week suspension from attendance or participation in any MCNLL events |
| Possession or use of weapon at MCNLL event | Ejection from field/park and 1 year suspension from attendance or participation in any MCNLL events (mandatory meeting with executive committee prior to reinstatement) |
| Other violations or infractions | Subject to the discretion of the League pursuant to the P&P |