

Martin County North Little League

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<https://www.facebook.com/Martin-County-North-Little-League-143073312236/>

2024

Policies and Procedures Handbook



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Martin County North Little League CODE OF CONDUCT

The goal of the Martin County North Little League is to make the game of baseball fun for players of all ages. Therefore, it is imperative that players, coaches, parents, families, spectators, and umpires conduct themselves with the highest degree of sportsmanship. To facilitate this objective, MCNLL has implemented a Code of Conduct for all groups. Specifically, everyone associated with our Little League program 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 MCNLL board 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 following Code of Conduct will be enforced by the Board of Directors. The MCNLL Code of Conduct will apply to MCNLL facilities and programs or sites in which MCNLL Little League teams are participating.

The Code of Conduct below sets forth the minimum standards of discipline for the operation of the league. MCNLL retains the right, through its Board of Directors, to determine if additional penalties are warranted. In addition, if a code violation occurs during a game played without umpires, MCNLL will conduct an investigation and determine the appropriate discipline.

Any player, coach, spectator, official, or volunteer may submit a formal appeal in writing via email to the MCNLL Executive Board within 24 hours of receiving the discipline enforced by the MCNLL Code of Conduct Disciplinary Guidelines. This appeal will be heard by the MCNLL Executive Board within 48 hours of receiving the appeal. The appeal does not offer a stay in the discipline being enforced during the appeal process. The MCNLL Executive Board will make a final decision within 24 hours after the appeal hearing.

DISCIPLINARY GUIDELINES: CONDUCT OF PLAYERS

<u>INFRACTION</u>	<u>DISCIPLINE</u>	<u>SOURCE</u>
Foul or Abusive Language	Ejection from game plus 2 game suspension	Game umpire Executive Committee
Serious Foul Play	Ejection from game plus 2 game minimum suspension	Game umpire Executive Committee
Threatening Gesture, Language, Bullying	Ejection from game plus 2 game suspension	Game umpire Executive Committee
Kicking, striking or Bodily Assault	Ejection from game plus 4 game suspension	Game umpire Executive Committee
Any additional offense	MCNLL Board Discretion	MCNLL Board
Ejection from game by umpire	Little League Rule Book	Little League
Possession or use of alcohol or tobacco products	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board
Possession or use of illegal or non-prescribed drug	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board
Possession or use of weapon	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board

**DISCIPLINARY GUIDELINES:
CONDUCT OF MANAGERS, COACHES & VOLUNTEERS
(Anyone with a MCNLL Approved Badge)**

INFRACTION	DISCIPLINE	SOURCE
Foul or Abusive Language	Ejection from game plus 2 game suspension	Game umpire Executive Committee
Threatening gesture or Language	Ejection from game plus 2 game suspension	Game umpire Executive Committee
Striking or Bodily Assault ----- --2 nd Offense	Ejection from game plus 1yr. suspension after anger management training. ----- Lifetime suspension from MCNLL	Game umpire MCNLL Board ----- MCNLL Board
Knowingly and intentionally violate a game rule or league policy ----- --2 nd Offense same season	3 game suspension and team forfeits game where cheating occurred ----- Season suspension and team forfeits game where cheating occurred; 2-year ban from coaching or managing	Executive committee ----- Executive Committee MCNLL Board
Ejection from game by umpire	Little League Rule Book	Little League
Possession or use of alcohol	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board
Possession or use of illegal or non-prescribed drug	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board
Use of tobacco products	2-week suspension	MCNLL Board
Possession or use of weapon	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board
Charged with a Felony	Immediate suspension; Reinstatement contingent upon final adjudication by legal authorities	MCNLL Board

**DISCIPLINARY GUIDELINES:
CONDUCT OF SPECTATORS**

INFRACTION	DISCIPLINE	SOURCE
Conduct that is detrimental to a game or practice, includes negative sportsmanship towards, players, umpires, coaches, and spectators -----	Immediate Ejection from field/park -----	League Official -----
--2 nd offense	2-week suspension from attendance or participation	Executive Committee
Foul or Abusive Language	Ejection from field/park and 1 week suspension from attendance or participation	League Official
Threatening gesture or language	Ejection from field/park and 2-week suspension from attendance or participation	League Official Executive Committee
Striking or Bodily Assault	Ejection from field/park, 1 year suspension, possible removal of child from MCNLL	League Official MCNLL Board
Knowingly and intentionally violate a league policy	One week suspension	Executive Committee
Possession or use of alcohol	Season suspension	MCNLL Board
Possession or use of illegal or non-prescribed drug	Season suspension	MCNLL Board
Use of tobacco products	Warning/Ejection	League Official
Possession or use of weapon	Season suspension (mandatory meeting with executive committee prior to reinstatement)	MCNLL Board

MCNLL LOCAL RULES APPLICABLE TO ALL DIVISIONS

The following are local rules applicable to all MCNLL Divisions:

1. The home team shall **always** occupy the third-base dugout regardless of posted signs.
2. All on field volunteers will be required to wear an ID Badge. This includes all managers, coaches, assistant coaches and team parents (who will be in the dugout). The badge shows that you have a current background check on file.
3. With the exception of tee-ball and coach pitch, only the manager and two designated game coaches may be in the dugout during the games. Team moms, parents, 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 coaches enter the dugout for any reason.

Tee-ball & Coach Pitch: In tee-ball and coach pitch, a manager may utilize as many coaches and approved volunteers as are necessary to expedite play and maintain order. In addition, in tee-ball and coach pitch only, a manager may utilize a team mother or other designated parent to assist in the dugout with drinks, equipment, retrieval of bats, and batting order. One approved adult must remain in the dugout with the players during the game.
4. Each manager **MUST** conduct a parent/guardian meeting prior to the first practice. At the meeting, managers are encouraged to inform parents of your expectations as a manager, both from them and their children. Inform parents of practice schedules, appropriate behavior and any other matters that are deemed appropriate. It is imperative that you meet at least one parent/guardian for each of your players and explain your rules and policies as a manager. In addition, this meeting is the appropriate time to discuss specific game rules that may be unique to your league. A board member will attend and participate in the parent meeting to update parents on changes in the program and answer questions regarding the league.
5. Per Little League rules, all players (managers and coaches) **MUST** stay in the dugout throughout the entire game unless excused for appropriate reasons by a manager, coach or umpire. Players may not leave the dugout to sit in the stands, visit the concession stand or simply abandon their team. Legitimate reasons include restroom breaks, first-aid attention, etc.
6. Report any player who continues to miss practices and/or games to the Player Agent and League Director immediately. This includes players who quit, move, or suffer season-ending injuries. For the Major Division and above: the manager must report to the division director and to the player agent any player who misses 2 or more consecutive practices and/or games. A determination will be made by the league if a replacement player is required. (See page 14 for specific Major League Policy)
7. No players may be added to roster or participate in any team activity without prior approval of the Player Agent and the Executive Committee.
8. All games at the Major level and higher will utilize the scoreboard when operable.
9. Managers will report all injuries to the Safety Officer within 24 hours via the League Injury Report.
10. Weather cancellations will be announced on the league website and Facebook page.
11. Pets are prohibited at all MCNLL functions.

MCNLL MANAGERS ARE REQUIRED TO VOLUNTEER UMPIRE

Due to the small number of volunteer umpires, it is necessary to continue the practice of requiring managers and coaches to umpire games. **Meeting these requirements is just as important as attending your own games and practices.**

1. All teams shall be required to fulfill umpire assignments. 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 assigned game, unless the umpire schedule or the Umpire-in-Chief ("UIC") indicates otherwise. Swapping assignments is permissible, however, the initially assigned team retains responsibility for insuring umpires are in attendance.
2. Any team unable to fulfill its umpire assignment for a particular game shall be required to find a replacement from another team in its or any other division, and only refer the situation to the UIC if no replacement can be found.
3. Each manager shall be provided with an umpire schedule, together with a master list of manager and volunteer umpire phone numbers. It shall be the responsibility of the home team manager for each game to confirm, at least 24 hours in advance of their game, that the team or volunteers assigned to umpire will be in attendance. If umpire attendance cannot be confirmed, report this immediately to the UIC.
4. Each team is responsible for providing umpires either through volunteers or a buyout program established by the league. Games assigned may be in any division other than your own-
5. All managers and coaches shall attend either the umpire clinic sponsored by District 17, or a MCNLL sponsored umpire clinic.
6. Youth umpires must be an age that would place them in a division higher than that of game they are umpiring.
7. Umpires should arrive at the game site at least thirty (30) minutes prior to the start time. Umpire equipment shall be available at each game site, and uniforms (hat and shirt) shall be provided to teams required to umpire. Standard uniform is hat, blue shirt, gray pants, and black shoes. Please wear gray pants if you have them. Equipment should be left at the game site after the game.
8. The home team scorekeeper for each game shall record the names of the umpires appearing for each game in the scorebook.
9. Failure to fulfill umpire assignments, may result in disciplinary action by MCNLL, including suspension. Forgetting, claiming lack of time or ability to umpire are not legitimate excuses.

MARTIN COUNTY NORTH LITTLE LEAGUE PLAYER DRAFT

The purpose of the player draft is to assure that all teams in a division are made up of players with equal talent and skills. The league and its players will benefit most from a balanced division where all teams are equally competitive. 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, each manager in the division will evaluate each player's throwing, fielding, hitting, and running skills as demonstrated in a brief evaluation conducted soon after registration. These evaluation results are tabulated and referred to by all managers during the draft in order to select teams of an equal level of competitiveness.

Protecting Players:

The League recognizes that often managers and coaches have daughters or sons who they wish to have play on their team. While the league supports this, it also wants to protect its philosophy that promotes equal competition. Therefore, a manager may designate one coach prior to the draft and both the manager's child and the coach's child will be placed on the manager's roster. However, the following rules will apply to this selection:

- Children of managers and coaches must participate in the pre-season evaluations so that their skill level can be objectively measured.
- Before the draft begins, the players who are assigned to the team because they are children of the manager or coach must be identified and "slotted" into a draft round based on their evaluation scores as determined by the Player Agent and the Executive Committee.
- The Player Agent and Executive Committee will make every attempt to accommodate a manager/coach selection. However, in those instances where a manager's child and a coach's child are both rated among the top players (first round caliber) in the League prior to the draft, the Player Agent and Executive Committee may prohibit such designation as not in the best interest of the League's competitive balance (i.e., two "first round" caliber players will not be pre-assigned on the same team).

Example: Mr. Smith, a manager in the Major League, wants Mr. Jones as his assistant coach. Mr. Smith's son is the third best player eligible for the Major League draft. Mr. Jones' son is the fifth best player available. Because both Mr. Smith's and Mr. Jones' sons are talented enough to be selected in the first round of the Major League draft, the Player Agent and Executive Committee will not allow Mr. Smith to designate Mr. Jones as his assistant before the draft. However, if during the actual Major League draft, Mr. Jones' son is not selected in the first round, then Mr. Smith may select Mr. Jones' son in the second round or any round thereafter and Mr. Jones may serve as one of Mr. Smith's assistant coaches.

The foregoing shall apply only to the top rated (first round caliber) players in each draft. Managers and coaches (one coach per team) children shall be slotted in the round they are rated. If the manager's child and the coach's child are rated in the same round, then one child will be slotted in that round and the other shall be slotted in the immediately preceding round.

Example: If both the manager's son and the coach's son are rated second round players, the manager's son will be slotted in the second round and the coach's son will be slotted in the first round.

Exceptional Talent:

The League also recognizes that in exceptional circumstances a player's skill level may be more advanced and could necessitate the player being considered eligible for the next higher-level league's draft. Again, while the League recognizes and supports this, it also wants to provide equalize competition for all of its players. Therefore, managers may draft a player that has remaining eligibility in a lower division into the next division. The following rules will apply to this selection:

- A player drafted into the next division must be rated among the top players (first six rounds) in that division in order to be eligible for that league's draft. The evaluation established by the Player Agent and Executive Committee will be used to determine if a player is eligible. The player must have parental consent to advance beyond his or her designated age-based league.
- The player shall be given every opportunity to play skill positions (i.e., pitcher and catcher) when applicable.
- The player drafted must have played one year in the lower division in order to be eligible for the next league's draft.

Example: Johnny played in the Minor League last year as a nine-year old. He is rated as a first or second round caliber player in the Major Leagues. He would be eligible for the Major league's draft based on his rating.

Example: Billy played in the Minor League last year as a nine-year old. He is rated as a eighth round caliber player in the Major Leagues. He would not be eligible for the Major league's draft based on his rating.

MARTIN COUNTY NORTH LITTLE LEAGUE CANCELLATION OF GAMES POLICY

The cancellation of a game is a forfeit (subject to Board of Directors decision), unless the League Director approves it. The following are NOT allowable reasons to cancel a game:

- Manager is not in town (all teams have coaches to manage the team in the manager's absence)
- Only 9 players are available to play (team is required to field only 9 players).
- A team is without its "best" player(s). The primary objective of the game is for players to learn, develop their skills and have fun, not necessarily win.

In the event a manager has an allowable, legitimate reason to reschedule a game, they must give adequate notice. Four days is considered appropriate notice to the League Director and the other team's manager. Calling the Friday before a game scheduled the next day (on Saturday) is not appropriate unless there is no other alternative.

See page 13 for specific rules regarding make-up games for Major League baseball.

MCNLL LOCAL BASEBALL RULES

TEE-BALL LOCAL RULES

1. All players shall be in the batting order and all players will bat one time per inning. The batting order shall shift by one player per inning. Four (4) full innings are required, if time permits. A half inning is over when every player in the lineup has batted. The inning is considered completed when an out is made at any base during the tenth batters turn or 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.
2. 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.
3. Regular infield is set with all other players in the outfield and on the grass. No extra infielders.
4. No more than two defensive coaches are allowed on the field.
5. One offensive coach is allowed at home plate and one at each of the first or third base boxes.
6. No leading off or stealing.
7. 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 being in control, he may advance to the next base at his own risk. If the runner has not yet reached a base when the ball is in control, he must stop at the next base.
8. No extra base may be taken on any overthrow on a play made by an infielder. The base runner must stop at the base he was running to when the throw was attempted.
9. Games are four (4) innings. Game play is stopped, and game is complete after 1 hour and 30 minutes. At the end of all games, coaches must be prepared to leave the field in order to begin next game at its scheduled time. All after game talks should be done outside of field.
10. 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.)
11. There will be no catcher requirement in Tee-ball. However, if a catcher is used, he/she must wear equipment.
12. Games will be played on Fridays at 6:30 PM.

MCNLL COACH PITCH BASEBALL LOCAL RULES

1. No score of any game shall be kept.
2. Each team must provide two new regulation game balls for each game. Four balls will be used to maintain a steady consistent pace for the game.
3. 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.
4. Games are six (6) complete innings. (The home team must bat in the bottom half of the last inning.) No new innings shall start after 1 hour and 30 minutes from first pitch. Game play is stopped, and game is complete after 1 hour and 45 minutes.
5. Five (5) run maximum or three (3) outs per half inning, whichever comes first.
6. Managers must ensure that one approved volunteer is in the dugout at all times.
7. 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 inning. In addition, no player shall sit out on defense for two consecutive innings.
8. One (1) defensive coach may be stationed in the outfield. In addition, one (1) defensive coach shall be stationed at the backstop to ensure the safety of the catcher and batter. Duties will include retrieving and returning baseballs to the pitcher, and safely returning bats to the dugout.
9. The pitching coach shall pitch from no more than 10 feet in front of the pitching rubber, directly between home plate and the rubber. In exceptional circumstances, the two managers may agree to allow the pitcher to move closer to the hitter. **The pitcher in all games must pitch off the pitcher mat.** A coach may occupy the coaching boxes at first and third base.
10. Each batter gets six (6) pitches or 3 strikes. An at bat cannot end on a strike out. The batter will be permitted to hit off a tee. An at bat cannot end on a foul ball unless it is caught by the defense, including a foul tip.
11. Any batted ball that hits the pitching coach is considered “dead”. The hitter gets one base, and all baserunners advance one base.
12. No leading-off or stealing.
13. 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 his own risk.
14. On any overthrown ball, the runner can advance to the base the runner was approaching when the overthrow occurred and a maximum of one more base, however, the runner advances to the extra base at his/her own risk.

Example No. 1: No one on base. Ball hit to the shortstop, who overthrows first base. The runner may advance to second at his own risk. If another infielder attempts to throw the runner out at second and he overthrows second, the runner may not advance beyond second.

Example No. 2: Man on first. Ball hit to third baseman. Third baseman, attempting to force runner out at second base, throws ball into right field. The runner advancing to second may move to third only; the batter may advance to second base. Runner advance at their own risk.

MCNLL MACHINE PITCH BASEBALL LOCAL RULES

1. Each team must provide two new regulation game balls for each game.
2. 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 coach pitch games.
3. Games are six (6) complete innings. (The home team must bat in the bottom half of the last inning.) No new innings shall start after 1 hour and 30 minutes from first pitch.
4. Five (5) run maximum or three (3) outs per half inning, whichever comes first.
5. Managers must ensure that one approved volunteer is in the dugout at all times.
6. 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 inning. In addition, no player shall sit out on defense for two consecutive innings.
7. One (1) defensive coach shall be stationed at the backstop to ensure the safety of the catcher and batter. Duties will include retrieving and returning baseballs to the pitcher, and safely returning bats to the dugout.
8. Each batter gets six (6) pitches or 3 swings. An at bat cannot end on a foul ball unless it is caught by the defense, including a foul tip.
9. Any batted ball that hits the pitching machine or the coach who is operating the machine is considered "dead". The hitter gets one base, and all baserunners advance one base.
10. No leading-off or stealing.
11. 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 his own risk.
12. On any overthrown ball, the runner can advance to the base the runner was approaching when the overthrow occurred and a maximum of one more base, however, the runner advances to the extra base at his/her own risk.

Example No. 1: No one on base. Ball hit to the shortstop, who overthrows first base. The runner may advance to second at his own risk. If another infielder attempts to throw the runner out at second and he overthrows second, the runner may not advance beyond second.

Example No. 2: Man on first. Ball hit to third baseman. Third baseman, attempting to force runner out at second base, throws ball into right field. The runner advancing to second may move to third only; the batter may advance to second base. Runner advance at their own risk.

MCNLL MINOR BASEBALL LEAGUE LOCAL RULES

1. No illegal pitches (e.g., balks) will be called.
2. During the first four weeks of the season, there will be a maximum of 5 runs per half inning. Half inning ends after (5) runs or 3 outs. The 10-Run Mercy rule shall not apply. After 4 weeks, there will be no 5-run rule and the 10-run rule (Rule 4.10(e)) shall apply.
3. No defensive coaches are allowed on the field or in foul territory. Offensive coaches are allowed at first and third base. If only two coaches are available at game time, a player wearing a helmet may coach the empty base. There must be one coach in the dugout at all times.
4. No new inning can begin after 2 hours from the 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.
5. **Pitching:** Players *under* the league age 10 years old must pitch a minimum of 60 pitches per week or four (4) innings, whichever comes first. (This requirement can be met in one game.) Ten and eleven year olds may pitch all other innings. All players are eligible to pitch in the Minor League. Exception: Little League Baseball prohibits any 12 year-olds from pitching in Minor League games.
6. **Minimum play:** Every player on the roster and present at the game must play two full innings on defense (an inning is defined as three outs or 5 runs; the innings do not have to be played consecutively). 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.
7. **Stealing is permitted.** When attempting to steal a base, a base runner may not leave the base he occupies until after a pitched ball has reached the batter.
8. **Mandatory Pitch Counts:** The following pitch counts shall apply to all games and all pitchers, regardless of age:

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

A pitcher must be removed when he reaches his pitch count. However, if a pitcher reaches his/her 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 ("Mandatory Pitch Counts") cannot be waived by the mutual consent of the managers and coaches, nor may it be waived by the umpires.

9. For all matters not addressed herein, the Little League playing rules shall govern (including days of rest for pitchers and catchers/pitchers rules).

MCNLL MAJOR LEAGUE BASEBALL LOCAL RULES

1. Games begin at 6:30 PM on weekdays. Game times for Saturday games are to be determined. If a team does not have nine players at game time, the game may be delayed for up to 15 minutes. If a team is still short of players after 15 minutes, the team with too few players shall forfeit.
2. The curfew for all games is 10:00 PM, as provided in the Little League playing rules.
3. There is no per inning mercy rule. The ten-run mercy rule provided in the Little League playing rules is in effect.
4. **Mandatory Pitch Counts:** The following pitch counts shall apply to all 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 he reaches his pitch count. However, if a pitcher reaches his 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 ("Mandatory Pitch Counts") cannot be waived by the mutual consent of the managers and coaches nor may it be waived by the umpires.

5. **Under 12 pitching rule:** Each team must pitch 10 and/or 11 year old players a minimum of two (2) innings (6 defensive outs), or twelve (12) batters per week. A week shall begin on Sunday and conclude with Saturday's games.
6. **Line-up card:** Each manager shall prepare a line-up card to be handed to the opposing manager no later than 15 minutes prior to the start of the game. The line-up card shall contain the name of all 12 players on the team 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 12 players on a line-up card may subject a team to forfeit the game and may subject the manager to be disciplined pursuant to the league's Code of Conduct.
7. **Score of game:** Each manager must email the majors director the score of each game and pitching affidavit details **within 24 hours** of the completion of the game.
8. **Mandatory Play:** Each player will participate in each game for a minimum of six (6) defensive outs.
9. For all matters not addressed herein, the Little League playing rules shall govern.

MAJOR LEAGUE REPLACEMENT PLAYER REQUIREMENTS

Little League rules mandate that each major league team has the same number of players during the entire season. Compliance with this rule is assured at the draft when each manager selects 12 players. At any time after the draft and before a champion is determined, a team loses one or more players, the following procedure shall be followed:

The major league manager must notify the League Director when any player on the team roster misses two consecutive games or, during the preseason, two consecutive practices. [*The manager's failure to act shall subject the manager to discipline pursuant to the MCNLL Code of Conduct.*] The League Director will contact the player's family or guardian to determine the player's status and his future with the team. If the League Director determines that the player will not return to the team within one week, the Director 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 major league roster. If the player is dropped, he may not return to the team and a replacement player will be selected to take his place.

The Player Agent, along with the manager, shall identify candidates to replace the dropped player. Those candidates may be any player in the minor league or on the "waiting list" who is 10, 11 or 12 years old. Once a replacement candidate is identified, the player and his family or guardian shall be informed of the opportunity by the Player Agent and be given the option to accept or decline the invitation to "move up" to the major league. If the player declines, that player shall not be eligible for subsequent consideration as a replacement player.

MAJOR LEAGUE MAKE UP GAMES

Every major league team shall 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, every game scheduled shall be played.

If at any time a 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 League Director (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).

(A make-up game may be scheduled on a Sunday only with permission of the League Director.)

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 League Director 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 by the League Director in consultation with the Executive Committee. In addition, the manager of the forfeiting team may be subject to discipline under the league's Code of Conduct.

MAJORS, MINORS & COACH PITCH LEAGUE BASEBALL CHAMPIONSHIPS

At the conclusion of the scheduled majors, minors, and coach pitch league season, a tournament at each level will be held to determine a league champion. These tournaments, are to be held at Citrus and Sailfish Park, and will begin the week following the last regularly scheduled league game.

The format of these tournaments shall be a pool format followed by a single elimination championship bracket. Every team shall be guaranteed at least two tournament games to be played in a pool format. In major and minors, teams will be seeded in pool play based on their season won-lost record. In the case of a tie for seeding, the first tiebreaker is head-to-head competition; the second tiebreaker is runs allowed in head-to-head games; the third tiebreaker is a coin flip. If the league has less than eight teams, this format may be modified by the Executive Committee. The higher seeded team in each game shall be the home team.

Following round-robin play, the two teams with the best record in each pool 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 tiebreaker system shall be applied until a tie can be broken: 1. head-to-head in the tournament; 2. runs allowed in the tournament; 3. regular season record; 4. head-to-head during regular season; 5. runs allowed in head-to-head regular season games; 6. runs allowed in all regular season games; 7. 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. In the championship game, the home team shall be determined by a coin flip.

These tournaments will conclude the majors, minor, and coach pitch league season.

2024 Board of Directors Description of Responsibilities

While the general responsibilities of a Little League Board of Directors are found in the "Little League Baseball Operating Manual," the specific duties of the Board of Directors of the Martin County North Little League are as follows:

BOARD OF DIRECTORS

The management of the property and affairs of the Martin County North Little League (MCNLL) are vested in its Board of Directors. The Board of Directors shall be comprised of volunteers who are committed to promote, develop, supervise and voluntarily assist those who participate in the MCNLL program.

Upon election at the annual membership meeting, the directors shall commence the performance of their duties and shall continue in office until their successors have been duly elected at the next annual meeting.

The board of directors shall consist of as many members as is necessary to operate the league in an efficient manner. However, at no time, shall the board consist of less than 15 directors. Any vacancy on the board created after the annual meeting shall be filled by the president in consultation with the executive committee.

EXECUTIVE COMMITTEE

The Executive Committee is charged with ruling on matters that affect the league's operations in those circumstances that are generally time sensitive. The committee's rulings and interpretations are governed by the leagues' Policy and Procedure Manual and Little League of America rules, policies and guidelines. The Executive Committee may consist of no more than five board members, one of whom must be the league president. The committee is selected by the league president.

PRESIDENT

The President is elected annually by a simple majority vote of the board of directors as the first official action of the newly-elected board. Nominations for president are accepted from the floor by any member of the newly-elected board. The nomination and election process is administered by the immediate past President or a board member assigned for this role by the president.

The President presides at league meetings and assumes full responsibility for the operation of the local league. The President (or his/her designee) receives all mail, supplies, and other communication from Little League headquarters. The President must affirm that all league personnel are properly briefed on all rules, regulations, and policies of Little League baseball. The President serves as the liaison between the Board of Directors and Martin County and the City of Stuart Parks & Recreation Departments.

VICE PRESIDENT

The Vice President presides in the absence of the President. The Vice President carries out such duties and assignments as may be delegated by the President. The Vice President shall assist the President to keep the league's operations organized and well-managed.

SECRETARY

- Maintains a register of board members, their addresses, telephone numbers and e-mail addresses.
- Records and distributes the minutes of meetings on a timely basis.
- Is responsible for sending out notices and notifying board members of all meetings and league activities.

TREASURER / Assistant Treasure

- Responsible for all league finances, including fundraising.
- Maintains books and records of all financial transactions including making all deposits, paying the league's bills, signing checks, having custody of all bank books and reconciling all bank accounts on a monthly basis.
- Collects and deposits money from the cash boxes of each concession stand operated by the league.
- Prepares a treasurer's report for all board meetings (the report shall include a profit and loss statement and the balances in all cash and bank accounts).
- Prepares sales tax returns mandated by the Florida Department of Revenue.
- Assures 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).
- Prepares fiscal year-end financial statements for the league's accountant.
- Notifies the Board of Directors of any financial irregularities.
- Conducts financial analysis in preparation for the establishment of the of annual league budget.

PLAYER AGENT

- Responsible for acquiring accurate information for every prospective player.
- Prepares player rosters for evaluations.
- Organizes and conducts annual player evaluations.
- Organizes player selection meetings.
- Distributes roster information to each league director and manager.
- Coordinates uniform selection and sizes with Uniform Chairperson.
- Coordinates the transfer of players to/from different divisions and teams according to Little League Baseball Regulations and league policy.
- Investigates in-season player departures from the league.
- Attends All-Star and Tournament of Champions selection meetings; assists the managers with their rosters and coordinates uniform ordering with Uniform Chairperson.
- COVID-19 contact person; coordinates contact tracing.

UMPIRE IN CHIEF

- Responsible to implement an effective system to provide the league with an ample number of qualified, volunteer umpires.
- Works closely with each of the League Directors to identify qualified, volunteer umpires.
- Works with the Equipment and Uniform Chairperson to provide protective gear for all umpires.
- Issues league rulebooks and “The Umpire in the Little League Baseball” publication from Little League Baseball to all umpires.
- Maintains a complete and current roster of all volunteer umpires to include their names, addresses, telephone numbers and e-mail addresses.
- Organizes and conducts umpire clinics for any individual considering serving as an umpire.
- Certifies that umpires are qualified to perform.
- Resolves disputes related to the performance of umpires.

BASEBALL DIRECTOR

- The baseball director oversees the operation of the baseball divisions and assures coordination of league necessities including uniforms, schedules, facilities, umpires, and auxiliary services. The primary responsibility of the director is to communicate regularly with each baseball league’s director to assure that the goals and needs for of each league are being met.

LEAGUE DIRECTOR

- **Baseball: Seniors & Juniors, Intermediate (50/70), Majors, Minors, Coach Pitch, Tee ball**
- Serves as the communication liaison between the Baseball Director and each manager in the director’s division.
- Remains in contact with each manager on a regular basis related to ALL COMMUNICATIONS including, but not limited to, rule and policy decisions; scheduling; important dates, deadlines and activities of the league; the coordination for ordering and procurement of uniforms and equipment.
- Maintain a roster of the names, addresses, telephone numbers and e-mail addresses for all managers, coaches, and team volunteer coordinators of the director’s division.
- In conjunction with the President, Player Agent, Executive Committee, and Baseball Director, the League Director is accountable for the fair, efficient and timely selection of the division’s tournament team manager and players.
- Brings to the Baseball Director and the Executive Committee any complaints, irregularities and conditions detrimental to the league.
- Works with the Player Agent to conduct league evaluation and the league draft.

SAFETY DIRECTOR

- Responsible for creating awareness, through education and information, of the opportunities to provide a safer environment for all participants of Little League.
- Develops and implements a plan for increasing safety of activities, equipment and facilities through education, compliance and reporting.
- Updates the League Safety Manual and files the manual with District 17.
- Maintains a fully-stocked first-aid kit in each concession stand.
- Attends monthly District 17 safety meeting.
- Reports all injuries to District 17.
- Assists parents and guardians with the filing of insurance claims.
- Assists player agent in obtaining players' medical release forms.

EQUIPMENT MANAGER

The Equipment Manager is responsible for the inventory, forecasting, procuring, and distributing of baseball and softball equipment to each team in an effective, timely fashion, making sure that each team is appropriately equipped with sufficient, safe equipment. Responsibilities also include collecting equipment from managers at the end of the season and supplying umpiring equipment. Equipment also includes score books, first-aid kits, instructional aides, and game and practice balls.

SECURITY DIRECTOR

The Security Director works directly with the President to collect personal information from every league adult volunteer and performs federal criminal and sexual predator background checks on every volunteer. In addition, the security director administers the league's identification badge system.

FACILITIES DIRECTOR

Oversee park operations to ensure the park is maintained properly and efficiently. Coordinate field use and schedules with county and city representatives.

TEAM PARENT DIRECTOR / Assistant Team Parent

- Meets with and outlines the responsibilities of the Team Parent, including concession duty
- Concession volunteer schedule – maintains records of all teams' volunteer concession duty.
- Provide Team Parents with email documents they may use for their teams such as notifications of concession duties, game times, etc.
- Assists with uniform and picture distribution.
- Coordinate team activities for Opening Day and league fundraising.

CONCESSION DIRECTOR

- Responsibilities should be divided up.
- Inventory and ordering food, drinks, ice, and gas.
- Maintain all concession equipment.
- Schedule Board members to open and close concession daily.
- Retrieve funds for opening the concession stand from the safe at the beginning of the day and make sure they are secured at the end of the night. Make sure there is adequate change for the day.
- Purchase optional items (e.g., fruit).

UNIFORM DIRECTOR

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

SPONSORSHIP DIRECTOR

- Identifies and contacts potential sponsors.
- Supervises the accumulation of donated funds from sponsors by working with Treasurer to bill and collect donated funds.
- Confirms that team uniforms and sponsor banners accurately reflect sponsor requests
- Works closely with the Uniform Chairperson to ensure sponsor names are on uniforms.
- Coordinates an appropriate recognition of sponsors including ordering team banners and sponsor gifts.
- Maintain a database of past and current sponsors and donors.

SCHEDULE DIRECTOR

The schedule Director is responsible for working with the Director of Baseball and Facilities Director to establish schedule of practices and games throughout the Little League season, including makeup games, tournaments and All Stars. Further, communicate with Webmaster to maintain schedules on the MCNLL website.

10th Street/East Stuart Director

The East Stuart Director oversees the operations of the league's 10th Street program. Responsibilities include:

- Organize player and coach recruitment, team formation.
- Work with Schedule Director on practice and game scheduling.
- Work with Equipment Director to procure needed equipment.
- Act as a liaison between the League and the community of East Stuart, City of Stuart officials, and M.E.'s Team.