



Mountain Ridge
Little League
By-Laws, Policies,
Procedures & Local
Playing Rules



Spring and Fall 2026

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I. INTRODUCTION

Welcome to Mountain Ridge Little League. Our league is one of more than 7,000 chartered Little League programs around the globe. Together, we make up the largest youth sports organization in the world.

Our league was established in 1998 and is one of the largest Little Leagues in Southern Nevada. We routinely register more than 750 baseball players ages 4-16 during the Spring Season and over 700 players during our Fall Season. Approximately 250 adult volunteers serve as coaches, scorekeepers, board or committee members, and team parents to make our league the overwhelming success it is. Our goal is to deliver the best quality youth sports experience possible.

The purpose of these Bylaws (Policies, Procedures, and Local Playing Rules) is to provide parents, coaches, and volunteers with a comprehensive course of information concerning Mountain Ridge Little League's organization, baseball, and softball* operations, policies, procedures, and rules. Although we have attempted to be thorough in this handbook, no one document can completely explain all applicable rules and procedures.

Because we operate under a charter granted annually by Little League International, we apply Little League International rules and structure to our own league. In addition to the policies and rules contained in or referred to in this handbook, Mountain Ridge Little League strictly adheres to all provisions of the Little League Baseball Official Regulations and Playing Rules (the "Blue book") and the Little League Operating Manual. The Blue books are provided to each team/manager each season. In addition, parents can read about and review Little League's policies at www.littleleague.org. Little League also provides a free app from your app store.

If you have any questions after reviewing this document or the information pages on our league website (www.mrll.org), please feel free to reach out for additional information.

Thank you for trusting us to provide your children and our community with a healthy and fun baseball experience.

Mountain Ridge Little League Board of Directors

*We currently do not offer a Softball Program.

LEAGUE CONTACT INFORMATION

Mountain Ridge Little League

ID: 4280220

EIN: 88-0376514

6955 N. Durango Drive

Las Vegas, Nevada 89149

702-970-7304

information@mrll.org

www.mrll.org

II. LEAGUE ADMINISTRATION

LEAGUE CONTACT INFORMATION

Mountain Ridge Little League
League ID: 4280220
EIN: 88-0376514
District 4 Nevada
6955 N. Durango Drive, Suite 1115-109
Las Vegas, Nevada 89149
702-970-7304 (Voicemail and text message service only)
information@mrll.org
www.mrll.org

ORGANIZATIONAL STUCTURE

Mountain Ridge Little League is a Nevada Non-Profit Corporation and is a 501(c)(3) charitable organization under the guidelines established by the IRS tax codes and operates under a charter provided annually by Little League International.

CONSTITUTION

The league has adopted a Little League-approved Constitution that governs the league's management and operations. The Constitution is available on the league's website at www.mrll.org

BOARD OF DIRECTORS

The Mountain Ridge Little League Board of Directors is responsible for the day-to-day operations of the league within the rules, regulations, and policies of Little League. Although the board does not have the authority to alter, suspend or change any of the rules, regulations or policies of Little League, Little League gives the Board wide latitude in many areas of operation to ensure that the local needs of the league and our community are met.

Under Little League regulations and the Mountain Ridge Little League Constitution, the regular membership of the League is required to meet and elect the Board of Directors each September. Following the election, the board of directors meets to elect its officers from within the newly elected Board. Mountain Ridge Little League's current Board Members and officers are shown below.

The Board hosts regular monthly meetings and special meetings as needed. Members missing 3 meetings, without prior approval by the President, are subject to removal from their position on the Board.

2025-2026 BOARD OF DIRECTORS

POSITION	BOARD MEMBER	MEMBER EMAIL
President	Jesse Sleezer	jesses@mrll.org
Vice President	Victoria "Tori" Young	toriy@mrll.org
Player Agent	Brittany Randall	brittanyr@mrll.org
Safety Officer	Laura Christman	laurac@mrll.org
Secretary	Mike Kane	michaelk@mrll.org
Treasurer	Matt Nolasco	matthewn@mrll.org
Coaching Coordinator	Amanda Comatov	amandac@mrll.org

Fields & Equipment	Andy Lynch	andyl@mrll.org
Field 7 Commissioner	C.J. Crosby	cjc@mrll.org
Minor Division Representative	James Ogburn	jameso@mrll.org
Sponsorship & Fundraising	Tedi Vilaro	tediv@mrll.org
Umpire in Chief	Colin McGinnis	colinm@mrll.org
Uniforms & Merchandise	Troy Baker	troyb@mrll.org
Volunteers Coordinator	Jessica Zwijac	jessicaz@mrll.org
Website & Social Media	Gina Bien	ginab@mrll.org

COMMITTEES

Each year, the Board of Directors appoints several committees to assist in managing league operations. Membership on most committees is open to all parents or friends of the league, and the league encourages anyone who is interested to volunteer. To volunteer, please email information@mrll.org. The Executive Committee is comprised of the President, Vice President, Secretary, Treasurer, Safety Officer, and Minor/Major Player Agent. Executive Committee members are appointed to two-year terms. The President, Secretary, and Safety Officer are appointed during even numbered years, and the Vice President, Treasurer, and Player Agent are appointed during odd numbered years.

2025-2026 COMMITTEES

COMMITTEE	CHAIRPERSON	CHAIRPERSON EMAIL
Executive Committee	Jesse Sleezer	jesses@mrll.org
Finance & Audit	Matt Nolasco	matthewn@mrll.org
Selection Committee	Jesse Sleezer	jesses@mrll.org
Discipline, Rules, & Protest	Jesse Sleezer	jesses@mrll.org
All Stars	Jesse Sleezer	jesses@mrll.org
Election and Membership	Mike Kane	mikek@mrll.org
Opening Day	Tedi Vilaro	tediv@mrll.org

DIVISION REPRESENTATIVES

Each year, the Board appoints Division Representatives (if there are enough volunteers to fill these positions) to assist the Board in organizing and supervising the operations for that division. Specifically, the Division Representatives:

- Communicate with and represent the needs of division teams and managers to the Board.
- Coordinate with all the managers and coaches in his/her division to explain Little League rules, Mountain Ridge Little League Local Rules, and league operating procedures.
- Communicate with managers concerning game and practice scheduling.
- Assist the Player Agent(s) in conducting the annual player selection/team assignment after registration.
- Assist in verification of eligibility of players after registration.
- In conjunction the League President, address all other issues as they arise (rosters, rules, complaints, conduct of fans, players or representatives, umpiring, parent complaints, etc.).

2025-2026 DIVISION REPRESENTATIVES

DIVISION(S)	REPRESENTATIVE NAME	REPRESENTATIVE EMAIL
Juniors & Seniors	Open	
Intermediate & Majors	Open	
Minor AAA	Open	
Minor AA	Open	
Minor A	Open	
Tee Ball & Rookies	Open	

Anyone who is interested in being considered as a Division Representative should email information@mrl.org.

III. LEAGUE BOUNDARIES & GEOGRAPHIC ELIGIBILITY

GEOGRAPHICAL ELIGIBILITY FOR MOUNTAIN RIDGE LITTLE LEAGUE

Most players are eligible to play in Mountain Ridge Little League only if a parent or guardian resides inside the league's boundaries OR they attend a school located within the league's boundaries.

Per Little League International Regulation II, starting with the 2025 season, children at the youngest level of the Little League Baseball and Softball program (league ages 4-7) have the ability to register for any Little League program they choose, regardless of geographic eligibility.

The league's boundaries are described on the next page. A player resides within the league boundaries if:

The player's parents are living together and are residing within the league's boundaries, OR either of the player's parents (or a court-appointed legal guardian) reside within the league's boundaries.

A player will be deemed to attend school in the league's boundaries if the physical location of the school where they attend classes is within the league's boundaries. Under Little League regulations, this excludes home schools, cyber schools, sports-related schools, sports academies, preschool, or after school program where a student participates outside of the primary school the player is enrolled. Currently, the following schools are located within Mountain Ridge Little League's boundaries:

Bilbray Elementary	Indian Springs Elementary, Middle, and/or High School
Bozarth Elementary	Cadwallader Middle School
Divich Elementary	Escobedo Middle School
Heckethorn Elementary	Saville Middle School
Kitty Ward Elementary	Arbor View High School
Lundy Elementary	Shadow Ridge High School
O'Roarke Elementary	Coral Academy of Science
Rhodes Elementary	Imagine School at Mountain View
Scherkenbach Elementary	Merry Hill Preschool
Thompson Elementary	Somerset Academy - Skypointe Campus
	Somerset Academy - Skye Canyon Campus

A false statement of residence or school attendance may lead to a player's ineligibility to play Little League baseball or softball.

AGE ELIGIBILITY FOR MOUNTAIN RIDGE LITTLE LEAGUE

Mountain Ridge Little League welcomes male and female players league ages 4-16 to participate. How league ages are determined and the divisions in which each age player is eligible to play are described in Section VI. Parents and players should be aware that the league's ability to charter teams in a specific age group is dependent on interest. Sometimes there are not enough players in older divisions to form even a single team. In such instances, the family will be notified as soon as possible, the league will refund registration fees, and the league will attempt to assist the family in locating an alternate baseball opportunity.

LEAGUE'S GEOGRAPHIC BOUNDARY

The league encompasses the area north of Clark County Highway 215 and west of Rainbow Boulevard and the area north of Farm Road and west of Decatur Boulevard. As of March of 2021, our boundary has been expanded to include the areas encompassing Mount Charleston, Corn Creek, Cold Creek, and the Indian Springs communities. All players who reside in or attend a school within our boundary are eligible to play at

Mountain Ridge. Prospective players can use the mapping tool at <http://www.littleleague.org/LeagueFinder.htm> to determine what little league they can join.



WAIVERS FOR PLAYERS LIVING OUTSIDE THE LEAGUE'S BOUNDARIES

Any player who does not meet Little League's residency or school eligibility requirements must have an approved waiver in place prior to the start of the season. Parents should be aware that waivers are rare and can be difficult to obtain.

The types of waivers are:

Regulation II(d) Waiver (for players who move to a new residence or school)

If a player has lived or attended school within the league's boundaries while playing in the league, but moves to a new residence or school outside the league's boundaries, the II(d) waiver allows the player to receive "grandfather rights" to continue participating in Mountain Ridge Little League. Siblings of players approved under this waiver may also qualify to play in Mountain Ridge Little League. The player must "continue service" (i.e., play each spring season) following the approval of the II(d) waiver. If a player "breaks service" (i.e., skips a spring season), the waiver lapses. Three valid Proofs of Residency from the last season in which the player resided within the league's boundaries are required for this waiver request.

Regulation IV(h) Waiver (residency waiver for children of longstanding league volunteers)

If a person had previously resided within Mountain Ridge Little League's boundaries for two years while serving as a volunteer manager, coach, or member of the league's Board of Directors for two years, his or her children are eligible to play in Mountain Ridge Little League if (1) he or she continues such volunteer service with the league, (2) the league within whose boundaries the volunteer currently resides consents to this waiver, and (3) the waiver request is approved by the District Administrator. Three valid Proofs of Residency from the last season in which the player resided within Mountain Ridge Little League's boundaries are required for this waiver request.

Out of Boundary Waiver

If a player is League Age 8 or older, is not eligible via residency, is not eligible via school enrollment, and does not qualify for a II(d) waiver, the parent/guardian must request an Out of Boundary Waiver for their player to play with Mountain Ridge Little League.

All Out of Boundary Waivers shall be approved by the Mountain Ridge Little League President, the president of the league in which the player is geographically eligible to play, and the Little League International Charter Committee. Any of these parties can deny the Out of Boundary Waiver request with or without cause. If approved, the Little League International Charter Committee may choose to apply “red shirt” status to the player, making the player ineligible for the Little League International Tournament (All Stars) for one or more seasons.

Please know that for the 2026 Spring and Fall seasons, Mountain Ridge Little League will not be approving new Out of Boundary Waiver requests, except for extraordinary circumstances, which shall be determined at the sole discretion of the Board of Directors.

REQUESTING A WAIVER

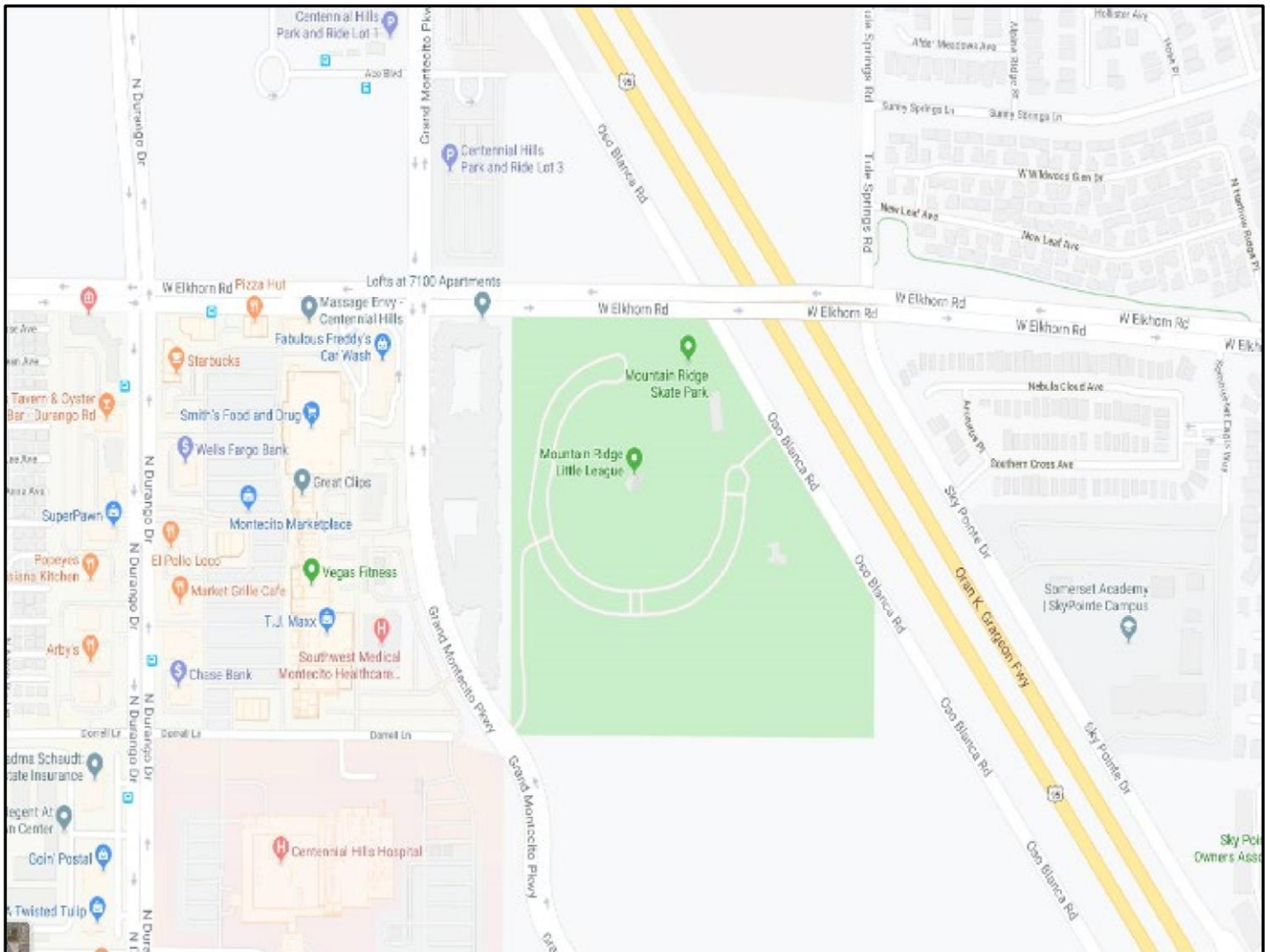
To request a waiver, the player’s parent/guardian must submit a written request to information@mrl.org prior to registration. No out-of-boundary players will be rostered without an approved waiver in place.

IV. FIELD & FACILITY LOCATIONS

Mountain Ridge Little League uses the following fields and facilities. All field use (including practices, or other activities) must be scheduled through the appropriate contact on the Board of Directors.

MOUNTAIN RIDGE PARK

Address: 7151 Oso Blanca Rd
Las Vegas, NV 89149



The main entrance to “The Ridge” is located on Oso Blanca Road or you can use the west entrance on Grand Montecito Parkway between Elkhorn Road and Deer Springs Way. There is no access to the park or fields directly from Elkhorn Road.

V. LEAGUE PHILOSOPHY & CODES OF CONDUCT

LITTLE LEAGUE MISSION STATEMENT

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.

THE LITTLE LEAGUE PLEDGE

I trust in God,
I love my country and will respect its laws.
I will play fair and strive to win
But win or lose,
I will always do my best.

THE LITTLE LEAGUE PARENT/VOLUNTEER PLEDGE

I will teach all children to play fair and do their best.

I will positively support all managers, coaches, and players. I will respect the decisions of the umpires. I will praise a good effort despite the outcome of the game.

CODES OF CONDUCT

Any board member, manager, coach, player, or parent/member or other league volunteer who conducts himself/herself in a manner unbecoming a representative of Mountain Ridge Little League, including unsportsmanlike conduct, shall be subject to disciplinary action as determined appropriate by the Board of Directors Disciplinary Committee, up to and including suspension from the League.

Players, Managers, Coaches, or any party associated with any Mountain Ridge Little League team shall not ride, abuse, heckle, or make uncomplimentary remarks whatsoever, to any opposing player, umpire, or team official. Any individual violating this regulation may be ejected from the game.

The team manager will be responsible for the conduct of his coaches, players, and parents. **The umpire can eject a manager or suspend a game for inappropriate behavior.**

ANY PLAYER, MANAGER, COACH OR PARTY ACCOMPANYING A TEAM WILL BE SUSPENDED FOR THE REMAINDER OF THE GAME FROM THE TIME OF RULE INFRACTION IF THEY:

- Use any profane language.
- Make any unnecessary gesture in protesting an umpire's decision. Only the manager or coach may ask for a clarification of a rule and the umpire in chief must give him such clarification.
- Throw helmets, bats, or any other equipment.
- Make unnecessary gestures to fans or opposing players.
- Use alcoholic beverages of any kind on the playing field, dugout or on City parks or School District property.
- Use tobacco, vaping, or any other illegal substances on the playing field, dugout, or general area of the game.

Any player ejected from the game will be required to exit the dugout unless a parent or guardian is not present.

If any manager or coach is ejected from the game, they must leave the park. They can no longer take part in the game. If he/she refuses or creates a problem, the game in progress may be suspended until the problem is resolved. If the situation becomes uncontrollable, the police will be called. The above also pertains to parents, fans, or family members.

The minimum penalty for any player, manager, coach, or member (family member or friend) who was justifiably ejected from a game for any of the above will be:

- First Offense: Suspended for at least 1 league game.
- Second Offense: Suspended for at least 2 league games.
- Third Offense: Removal from volunteer service

The penalty for more flagrant offenses will be decided by the Mountain Ridge Board of Directors Disciplinary Committee.

A manager or coach suspended for any reason is not permitted to be at the game site, including parking lots. They must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result in further suspension and possible forfeiture of a game.

Mountain Ridge will adhere to a ZERO TOLERANCE policy for any inappropriate physical contact or abusive language. Any manager, coach, player, spectator, parent, or anyone associated with the league, caught fighting in or around the playing field, before, during or after a game or practice, will be suspended indefinitely until Mountain Ridge Little League has reviewed the situation.

In the case of a violation of a Code of Conduct or non-game rule grievance, whoever initiates the grievance must notify Mountain Ridge Little League of their concern in writing. The grievance must be sent to our general email account, information@mrll.org. The Board of Directors will investigate the issue and the parties involved in the situation may be asked to meet with The Discipline and Protest Committee. The Board of Directors has delegated to the Discipline and Protest Committee complete and total authority to establish any and all procedural aspects of a reported grievance. Decisions by the Discipline and Protest Committee are guided by the Blue Book, local handbook, Codes of Conduct, and the best interest of the league.

PARENT CODE OF CONDUCT

Mountain Ridge Little League has implemented the following Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read and understand this code prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to act appropriately and/or may be asked to leave the area. Games may be suspended by the umpire or a league official until parents comply with league directives.

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles: Trustworthiness, Respect, Responsibility, Fairness, Caring, and Good Citizenship. The highest potential of sports is achieved when competition reflects these "six pillars of character."

I therefore agree:

- I will not force my child to participate in sports.
- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
- I will learn the rules of the game and the policies of the league.

- I (and my guests) 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 and spectators at every game, practice, or other sporting event.
- I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or Parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
- I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
- 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 his/her 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 competition.
- I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
- I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
- I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
- I will refrain from coaching my child or other players during games and practices unless I am one of the official coaches of the team.

VI. DIVISIONS AND AGE ELIGIBILITY

Mountain Ridge Little League welcomes male and female players with "league ages" 4-16 to participate.

DETERMINING PLAYER AGE

Little League International rules dictate how a child's age is calculated. The player's actual age at the time of registration or the season beginning is not necessarily his or her age for Little League registration purposes. Instead, Little League uses a concept called "league age," which is different for baseball and softball.

For baseball players, league age is defined as the age is the player is/will be on August 31 following completion of the spring season. This principle applies regardless of current age.

You can determine a player's league age by consulting the Little League International league age calendar calculator which can be assessed by visiting:

http://www.littleleague.org/leagueofficers/Determine_League_Age.html.

Please know that Mountain Ridge Little League has elected to use the same player league age for both the Spring and Fall seasons within the same calendar year. In other words, for the purposes of division eligibility and daily pitch count thresholds, a player plays with the same league age in the Fall season as they do in the Spring season.

IMPORTANT DISCLAIMER

Parents and players should be aware that the league's ability to charter teams in a specific age group is dependent on interest. Sometimes there are not enough players in older divisions to form even a single team. In such instances, the family will be notified as soon as possible, the league will refund registration fees, and the league will attempt to assist the family in locating an alternate baseball opportunity.

TEE BALL/COACH PITCH DIVISIONS:

TEE BALL (League Ages 4-6)

The Tee Ball Division is for league age 4, 5 and 6 year-olds. It is a pure tee ball division (NEVER COACH PITCH) designed to introduce our youngest players to the basics, fundamentals, and fun of baseball. This is a non-competitive division where players can learn and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. Tee Ball players do not evaluate to play. There are no team standings or playoffs, and scores are not recorded. Players can request a coach but are not guaranteed to be placed on that team.

ROOKIES - (League Ages 5-8)

The Rookies Division is a coach pitch division for league age 5, 6, 7, and 8 year-olds. 5 year-olds must have at least one season of Tee Ball (or equivalent) experience to play in this division. League age 7 and 8 year-olds who do not attend an evaluation session or are not selected at the A Division draft are placed in this division. Rookies is a non-competitive division where players can learn, develop, and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. League Age 7 and 8 year-olds are invited to attend evaluations, but are not required to evaluate to play in this division. There are no team standings or playoffs, and scores are not recorded. Players can request a coach but are not guaranteed to be placed on that team.

MINORS DIVISIONS:

MINORS A (League Ages 6* - 9)

The Minors A Division is a competitive division primarily focused on live game fundamentals for league age 6* through 9. League age 6* year-olds may submit a written request (see note below) to be considered for the A Division. It is a modified player/coach pitch division.

For the spring season, players must attend an evaluation session and be selected during the A Division draft in order to play in this division. League age 9 year-olds who do not attend an evaluation session or who are not selected during the AA Division draft will be placed in the A Division.

Game scores and standings are kept and there is an end of season tournament.

MINORS AA (League Age 7* - 10)

The Minors AA Division is our first competitive, 100% kid pitch division for players league ages 7* through 10. League age 7* year-olds may submit a written request (see note below) to be considered for the AA Division.

For the spring season, players must attend an evaluation session and be selected during the AA Division draft in order to play in this division. League age 10 year-olds who do not attend an evaluation session or who are not selected during the AAA Division draft will be placed in the AA Division.

Game scores and standings are kept and there is an end of season tournament.

MINORS AAA (League Ages 8* - 11)

The Minors AAA Division is a competitive division for players league ages 8* through 11. League age 8* year-olds may submit a written request (see note below) to be considered for the AAA Division.

For the spring season, players must attend an evaluation session and be selected during the AAA Division draft in order to play in this division. League age 11 year-olds who do not attend an evaluation session or who are not selected during the Majors draft will be placed on a roster in the AAA Division.

Game scores and standings are kept and there is an end of season tournament. The Champions from the spring playoffs in the AAA Division are eligible to play in the District 4 Tournament of Champions (TOC). See section XII for additional information regarding TOC.

Players who attend an evaluation session and are drafted into this division during the spring season are also eligible to receive a nomination to represent Mountain Ridge on a summer All-Star team.

MAJORS DIVISION:

MAJORS (League Ages 10* - 12)

The Majors division is a competitive division for players league ages 10 through 12. League age 10* year-olds may submit a request in writing (see note below) to be considered for Majors.

For the spring season, players must attend an evaluation session and be selected during the Majors draft in order to play in this division. League age 12 year-olds who do not attend an evaluation session will be placed on a Majors roster.

Game scores and standings are kept and there is an end of season tournament. The Champions from the spring playoffs in the Majors division are eligible to play in the District 4 Tournament of Champions (TOC). See section XII for additional information regarding TOC.

Players who attend an evaluation session and are drafted into this division during the spring season are also eligible to receive a nomination to represent Mountain Ridge on a summer All-Star team.

INTERMEDIATE, JUNIORS & SENIORS DIVISIONS:

INTERMEDIATE (50/70) (League Age 13)**

The Intermediate Division is a transition program for league age 13-year-olds. It uses a diamond where the pitching distance is 50 feet from the rubber to the plate, and the base paths are 70 feet. This division is designed to help players adjust to playing on a 90-foot diamond before they reach the Juniors Division. For the spring season, players must attend an evaluation session to be eligible for the draft. Players who do not attend an evaluation will be randomly rostered. Players who attend an evaluation session are also eligible to receive a nomination to represent Mountain Ridge on a summer All-Star team. The Intermediate Division may be scheduled and run by an Interleague host and may be played at locations other than Mountain Ridge Park. If Intermediate Division teams participate in Interleague play, Interleague rules supersede Mountain Ridge Little League's local rules, so long as such rules are in full compliance with all Little League regulations and requirements. **The league's ability to charter a team in this division is dependent on sufficient interest, as well as field availability.**

JUNIORS (League Ages 13 – 14)**

The Juniors Division is the first division to utilize a regulation sized baseball field with a 90-foot base path and 60-foot 6-inch pitching distance from the rubber to the plate. For the spring season, players must attend an evaluation session to be eligible for the draft. Players who attend an evaluation session are eligible to receive a nomination to represent Mountain Ridge on a summer All-Star team. The Juniors Division may be scheduled and run by an Interleague host and may be played at locations other than Mountain Ridge Park. If Juniors Division teams participate in Interleague play, Interleague rules supersede Mountain Ridge Little League's local rules, so long as such rules are in full compliance with all Little League regulations and requirements. **The league's ability to charter a team in this division is dependent on sufficient interest.**

SENIORS (League Ages 13 – 16)**

The Seniors Division utilizes a regulation sized baseball field with a 90-foot base path and 60-foot 6-inch pitching distance from the rubber to the plate. For the spring season, players must attend an evaluation session to be eligible for the draft. Players who do not attend an evaluation will be randomly rostered. Players who attend an evaluation session are eligible to receive a nomination to represent Mountain Ridge on a summer All-Star team. The Seniors Division may be scheduled and run by an Interleague host and may be played at locations other than Mountain Ridge Park. If Seniors Division teams participate in Interleague play, Interleague rules supersede Mountain Ridge Little League's local rules, so long as such rules are in full compliance with all Little League regulations and requirements. **The league's ability to charter a team in this division is dependent on sufficient interest.**

* League ages reflected with an asterisk require the submission of a request in writing (email preferred) to the League President prior to evaluations and/or rostering in order for a player to be considered to "play-up" in a more advanced division. The League President and Player Agent shall determine if the player is prepared to play in the more advanced division. All "play-up" requests require joint approval from the League President and Player Agent.

**** Participation in the Intermediate, Junior, and Senior age groups can vary from season to season. 13 and 14 year-olds may have to play in a combined age division if there is not sufficient interest to support a lower aged division.**

VII. REGISTRATION, VERIFICATION, & FEES

ONLINE REGISTRATION

The only way to register players for Mountain Ridge Little League is through our online registration portal hosted by Sports Connect at www.mrll.org. There are many benefits to online registration:

- Secure payment via credit card.
- Ability to select uniform sizes for all players (spring season).
- Users have access to their own account dashboard where they can view historical registration entries, modify contact preferences, and manage sub-profiles of family members.

The league no longer offers in-person registration sessions. If you need assistance with online registration, please email the league at information@mrll.org and a league volunteer will get back to you to guide you through the online registration process or answer any questions you have about the league and its programs.

AGE AND RESIDENCE VERIFICATION

Residency and age verifications will be conducted during in person sessions for the spring and/or fall seasons.

ALL players will be required to present a Birth Certificate along with acceptable proof of residency on documents dated or in force between February 1, 2025 (previous year) and February 1, 2026 (current year) that show the parent's name and address. Please review [Little League's Residency Checklist](#) to determine what documents will be required.

In addition, players who attend a school located within the league's boundaries are eligible no matter where they live. School attendance must be established by a completed [School Enrollment Form](#). If you are verifying per school enrollment form, you must also provide the most recent report card or attendance record to support this form.

REGISTRATION FEES

Tee Ball & Rookies Divisions	\$180 per player
A-Ball Divisions	\$220 per player
AA-Ball Divisions	\$220 per player
AAA-Ball & Majors Divisions	\$260 per player
Junior & Senior Division	\$260 per player

SIBLING DISCOUNT

A Sibling Discount is offered as follows: \$25 less for the second child, \$35 less for the third child and \$45 less for every sibling thereafter to help reduce costs for large families. The Sibling Discount is only applied when multiple children are registered at the same time during online registration.

WHAT IS INCLUDED IN REGISTRATION FEES

The spring registration fee includes a uniform, including jersey, hat, socks and belt (belts N/A for Tee Ball and Rookies Divisions), field time for practices, at least twelve games, field preparation fees, umpire fees (excepting Tee Ball and Rookies divisions), game balls, insurance, participation awards for Tee Ball/Rookies players, and trophies for Tournament Champions and Finalists. Registration fees do not include team or player pictures, which can be ordered directly from the vendor providing the service each season. Fall registration fees are slightly reduced, but do not include a uniform.

REFUND POLICY:

A family may withdraw a registration and receive a full refund of the registration fee (minus a \$25 service charge) up until the date registration closes for the player's division. After registration closes for a particular division and teams are formed, any refund is for extraordinary circumstances only (such as an injury, moving away from the area, etc.) at the Board's sole discretion.

This policy is subject to change due to unforeseen circumstances such as acts of God, natural disaster, or pandemic response. It is our intent to provide refunds minus expenses in the event circumstances force cancellation of a season.

Refund requests must be submitted via email to: information@mrl.org

VIII. TEAM FORMATION

Once a player has been registered, they are placed into the pool of players to be rostered onto a team. The process for forming teams is different depending on the division and the season.

TEAM FORMATION IN DRAFTING DIVISIONS

For the spring season, players in the following divisions are assigned to teams through the draft:

- Seniors (if number of registrants warrant multiple teams)
- Juniors (if number of registrants warrant multiple teams)
- Intermediate (if number of registrants warrant multiple teams)
- Majors
- Minors AAA
- Minors AA
- Minors A

In the drafting divisions, players must evaluate (attend an evaluation session) to be drafted each spring season. The process for evaluations and the draft is described in Sections IX and X.

TEAM FORMATION IN NON-DRAFTING DIVISIONS (OR FALL BALL FOR ALL DIVISIONS)

For divisions and/or seasons (fall) in which there is no player draft, rosters are assigned by the Board of Directors:

In the Tee Ball and Rookies divisions, managers may "reserve" his/her child, the children of his/her assistant coaches and/or team parent. Managers will be provided with a list of players who made a coach request during registration. Managers may choose to fill their roster with a limited number of players (determined each season by the board of directors) from this list. The league does not require managers to select players from their list of coach requests. The balance of the roster will be assigned by the board.

During the fall season, managers will be provided with a list of players who made a coach request during registration. These managers may choose to fill their rosters with a limited number of players (determined each season by the board of directors) from this list. The league does not require managers to select players from their list of coach requests. The balance of the roster will be assigned by the board.

Rostering typically occurs in January for the spring season and August for the fall season.

CHANGING TEAMS AFTER ROSTERS ARE FORMED

To comply with Little League rostering guidelines, players must play on the team in which they are rostered. During the spring season, the league will allow managers in drafting divisions to propose equitable trades before rosters are finalized on draft night. Proposed trades must be submitted to the Player Agent and approved by a committee of attending members of the Board of Directors. The league will not move players from team to team, with the exception of a player being moved up to a Majors team to fill a vacancy and meet minimum roster requirements. Trades are not considered during the fall season.

SIBLINGS ON THE SAME TEAM

Some families have children that are close enough in age where they could be eligible to play in the same division and rostered on the same team. Parents must select the "Sibling Option" during registration to request their children be placed on the same team. The following exceptions apply to a parent requested sibling option:

- In the Majors, Intermediate, Juniors, and Seniors divisions, there is no guarantee that siblings will be drafted to the same team. A parent cannot force the siblings to be drafted together.
- The “Sibling Option” cannot be used to compel the league to roster a player with his/her sibling if there is a disparity of age, skill, and/or ability between the two children such they should not be placed in the same division.

IX. PLAYER EVALUATIONS

For the spring season, Mountain Ridge Little League may run player evaluations for players registered in drafting divisions.

WHAT TO BRING TO EVALUATIONS

Players should be dressed and equipped for baseball. Players should have a fielding glove, bat, and batting helmet. They should wear baseball or softball clothes, a hat, athletic supporter (for male players), and cleats.

EVALUATION PROCESS

Players will be grouped by league age and run through a series of baseball drills involving ground balls, fly balls, pitching, hitting, and base running. The drills are run by coaches, volunteers, and members of the Board of Directors. Managers for the drafting teams will be on the field observing and taking notes. Each player will have a number of chances at each station.

PARENTS AND GUARDIANS AT EVALUATIONS

Parents, even if they anticipate serving as an assistant coach, are not permitted on or near the field or in the dugout during evaluations unless they are volunteering to facilitate evaluation activities. Volunteers may contact the Board of Directors to sign up to help on evaluation day.

The league may rope off the bleachers and areas surrounding the field during the evaluation. Parents should not attempt to coach or communicate with their child during the evaluation session. In the league's experience, this is typically detrimental to the player's performance. Parents who are not able to refrain from coaching or communicating with their child during the evaluation process will be removed from the evaluation site.

PLAYERS WHO DO NOT ATTEND EVALUATIONS

If a player does not participate in evaluations, he/she will not be draft eligible. Players who are not draft eligible will be randomly placed on a roster in an age-appropriate division. **Additionally, players who do not participate in evaluations in the AAA, Majors, Juniors, Intermediate, and Seniors divisions are not eligible for the Little League International Tournament (All Stars).**

The only exceptions to the requirement that a player attend an evaluation are (1) a pre-approved waiver; or (2) an unexpected emergency.

If a player has a prior commitment and cannot reasonably participate in any set of evaluations, the parent/guardian must present the prior commitment to the league (information@mrll.org) prior to evaluations. The Board of Directors will review the request and determine if it is an excused absence. If it is determined to be excusable, the player is eligible to be drafted to any team. If it is determined to be not excusable, the player is not eligible to be drafted.

In the case of an emergency that prevents a player from participating in any of the evaluation sessions, the parent/guardian must present the circumstance of the emergency to the League President within two days. The Board of Directors will review the circumstance and determine if it was an excused absence. If it is determined to be excusable, the player is eligible to be drafted to any team. If it is determined to be not excusable, the player is not eligible to be drafted.

INJURED PLAYER EVALUATION ATTENDANCE

Players must be physically able to perform 100% of the drills in order to participate in evaluations. Players are still eligible to register and will be randomly rostered if they are unable to participate in their scheduled evaluation session due to a previous injury. Injured players are not automatically disqualified from All Star participation. However, they must notify the League at information@mrll.org prior to the draft and provide medical documentation of the injury.

AN IMPORTANT NOTE ON EFFORT AND PERFORMANCE

From time to time, a player (often at the direction of a parent) attempts to manipulate a player's draft selection by not exerting maximum effort during evaluations or intentionally underperforming. The League will not tolerate any such manipulation. Players are expected to always give their maximum effort during evaluations.

X. THE DRAFT

The league conducts its player selection for drafting divisions in strict compliance with the Little League Operating Manual and Official Regulations and Playing Rules Book (the "Blue Book").

Mountain Ridge Little League uses Plan B from the Little League Operating Manual for its spring draft. All drafting teams will draft new rosters each season from eligible players in the draft pool. Managers draft their entire team each spring, using the serpentine draft plan described in the Little League Operation Manual.

ATTENDANCE AT THE DRAFT

Attendance at the draft is limited to each team's manager, Board of Directors, and observers from District 4. No other guests or assistants are permitted in or near the draft room. During the draft, a manager is not permitted to communicate with any person not in the draft room by any method. Once the draft begins, no draft participant may leave the room until the draft for that division has concluded. Exceptions to this policy are only granted in extreme circumstances.

PRIVACY

Players and parents are never told of the round in which candidates were drafted. The League considers any violation of this rule a serious breach that subjects the manager or coach to discipline and calls into doubt his/her suitability to coach in the League.

ORDER OF PLAYER SELECTION

Draft order is established using a random, double-blind drawing, in "serpentine" fashion each round. The manager who draws number one will select first and so on down to the last number. The manager with the last number will begin the process for the second round through the selections. This process will be repeated until all of the players have been chosen. For example, in a six team draft, the order will be 1, 2, 3, 4, 5, 6 in the first round, and then 6, 5, 4, 3, 2, 1 in the second round, before recommencing in the third round with 1, 2, 3, 4, 5, 6 then 6, 5, 4, 3, 2, 1 in the fourth round, etc.

DRAFT SELECTION OF MANAGER'S CHILDREN:

A manager who has sons and/or daughters eligible under Regulation II has an option to select them no later than a specific draft round depending on their league age(s):

Majors/Minors Divisions Draft

Draft Round	Player's League Age
5	6, 7, 8, 9, 10
4	11
3	12

Intermediate Division Draft

Draft Round	Player's League Age
5	11
4	12
3	13

Junior Division Draft

Draft Round	Player's League Age
5	12

4	13
3	14

Senior Division Draft

Draft Round	Player's League Age
5	13, 14
4	15
3	16

Failure to exercise this option makes the manager's child available to be drafted by any team after the specified round.

TRADES

Each team is permitted draft trades under the following conditions:

- Trades must be player for player only (for example, two players from Team A could not be traded for one player on Team B).
- Trades involving a player for draft choices are not permitted.
- Majors Division players may not be traded for Minors Division players.

All trades will be made through the Player Agent and must be approved by the majority of the members of the Board of Directors on draft night. The Board will refuse permission for any trade that attempts to manipulate the system and create an imbalance in the division.

ASSISTANT COACH / TEAM VOLUNTEER PLAYERS

The only children protected during a draft are those of team managers. Assistant coaches and other team volunteer's children are eligible to be drafted by any team manager during the draft. Assistant coaches are not named until after the draft in order to prevent reserving additional players.

XI. PLAYING RULES & REGULATIONS

THE "BLUE BOOK" RULES

Mountain Ridge Little League follows the Official Regulations and Playing Rules established by Little League Baseball. These are the same rules and regulations that every chartered Little League in the country must follow as a condition of their Little League Charter. A copy of the Blue Book is available via the Little League app, which can be downloaded from the app store on a mobile device.

ALL MANAGERS SHOULD HAVE A BASIC UNDERSTANDING OF BLUE BOOK RULES AND REGULATIONS.

LOCAL RULES

The rules and regulations within the Blue Book allow the local league some room for modifications. Mountain Ridge Little League policy is to play by the published rules with minimal modifications. Division by division local rules in effect for the coming seasons are included as Appendix A.

Pursuant to Rule 4.00 of the Blue Book, Mountain Ridge Little League has adopted a Local League Option allowing teams to start and continue games with eight (8) players. This League Option applies to all divisions.

- In the event that a team starts and/or continues to play with eight players, the ninth position in the batting order shall be skipped without penalty.
- Any team starting and/or continuing play with eight players shall field a standard infield configuration (pitcher, catcher, first baseman, second baseman, third baseman, and shortstop); under this League Option, NO infielders can begin play on the outfield grass.
- The remaining two players shall be positioned in the outfield, preferably in a Left-Center, Right-Center configuration.
- If a team must begin and/or continue play with eight players, the team manager shall inform both the umpire and the opposing team manager.
- UNDER NO CIRCUMSTANCES SHALL PLAY START/CONTINUE WITH only seven available players; if at any time a team drops to seven available players (due to injury, illness, absence, etc.) play shall cease immediately and the team shall be subject to automatic forfeiture.

MUSIC AND NOISEMAKERS

Artificial noisemakers (such as air horns, cowbells, whistles, megaphones, or similar devices) are not permitted at any time during games. A small portable speaker may be used by teams to play music before the game, between innings, and during official breaks in play. Individual player walk-up songs are not allowed. Music must be free of profanity, kept at a reasonable volume, and may not disrupt gameplay. At any time, an umpire, league official, or board member may require the music to be turned off immediately.

GRIEVANCES

From time to time there will be situations before, during or after games that will warrant the league to investigate and take appropriate actions. Since this league is for the enjoyment of the children, any reported inappropriate action by any manager, coach, player, or spectator that is detrimental to the enjoyment of the game for the kids and their families will be investigated. Two diverse types of situations may arise. The first is an official protest of a game (not allowed in the Minors divisions). The other is a violation of the Mountain Ridge Little League Code of Conduct by a manager, coach, player, or spectator.

In the case of a game protest, the manager protesting the game must do so during the game according to the Blue Book and then submit a written explanation to the league's President within 24 hours of the game. The

Discipline and Protest Committee will review the written explanations submitted by the manager and umpire, review the rule book, and make a decision as soon as possible.

In the case of an alleged violation of the Mountain Ridge Little League Code of Conduct, the Board of Directors shall proceed as described in Section V.

PROTESTING A GAME

Protesting a game shall be per Little League Rule 4.19. Mountain Ridge has adopted Local Rule 4.19 (g) that requires protests in the minor divisions to be resolved before the next pitch or play.

Minor division managers, along with umpires in divisions where umpires are present, are expected to come to an agreement to resolve a rule issue on the field before the next pitch or play (otherwise there are no protests in the minor divisions). An Umpire's judgement calls (balls, strikes, outs, etc.) are not protestable. If no agreement is made, the managers/umpire must call the Board Member on Duty to help resolve the protest. The decision of the Board Member is final. Any protest will not pause the game clock, and the time will continue to run while the protest is resolved.

POSTPONING GAMES

The only postponement of games that will be allowed is due to City field closure, inclement weather, power failure, acts of God, etc. Prior to game start, the Board of Directors will make the determination to postpone a game and communicate that decision through league email and/or social media channels. Once a game begins, the umpire has the sole authority to suspend a game due to weather, though may choose to do so in consultation with the Board of Directors. Never assume that a scheduled game will not be played because of inclement weather. Games are typically not cancelled due to wind.

XII. POSTSEASON

END OF SEASON TOURNAMENTS & AWARDS

The Tee Ball and Rookies Divisions do not have an end of season tournament. These divisions are considered purely non-competitive and instructional. Participation trophies are awarded to each player in these divisions.

All other divisions (Minor A and above) will have an end of season tournament. The tournament format varies based on the size of the division and field availability.

END OF SEASON TIE BREAKERS

For the purposes of postseason playoff seeding, in the event of a tie, the top seed will be determined as follows:

1. Best record in head-to-head play
2. Runs against
3. Coin flip

DISTRICT 4 TOURNAMENT OF CHAMPIONS (SPRING SEASON ONLY)

The Nevada Little League District 4 Tournament of Champions (TOC) is a single elimination tournament hosted by District 4 with the end-of-season champions from each league in District 4. The AAA and Major Division teams that win their respective post season tournaments will represent Mountain Ridge at TOC. If the championship team is unavailable or declines the opportunity to participate in TOC, the opportunity to participate shall be offered to the team finishing second in the post-season tournament. If the runner-up is unavailable or declines the opportunity to participate in TOC, the Board of Directors shall determine if and how additional opportunities to participate in TOC will be offered. Schedules and brackets for TOC can be found on District 4's website, <https://www.leaguelineup.com/welcome.asp?url=nvd4>

BATTLE BORN / BLUE vs GRAY GAMES (not All-Stars)

If schedules permit, MRLLE may host Battle Born games in certain competitive divisions.

Battle Born games are exhibition games where rosters are compiled from manager nominations to recognize players for outstanding seasons. The managers from all teams nominate players from their regular season roster to compile the teams. The Board of Directors will determine the number of nominations each team will receive each season and will select the manager of each team. If financially feasible, players will receive a token such as a shirt or pin for being selected to participate.

Players nominated for participation should possess outstanding sportsmanship, coachability and positivity.

XIII. ALL STARS

Mountain Ridge Little League proudly supports the Little League International Tournament tradition. Since 1947, Little Leagues from around the world have rostered All-Star teams comprised of players from their home leagues. These All-Star teams compete in district, state, and regional tournaments in the summer months, hoping to advance to Williamsport for the Little League World Series.

Each year, Mountain Ridge Little League strives to charter All-Star teams in the following divisions:

- 10's All-Star Team (League Ages 8 - 10)
- 11's All-Star Team (League Ages 9 - 11)
- Little League All-Star Team (League Ages 10 - 12)
- Intermediate All-Star Team (League Ages 11 - 13)
- Juniors All-Star Team (League Ages 12 - 14)
- Seniors All-Star Team (League Ages 13 - 16)

All-Star teams are carefully selected and require an enormous commitment of time and energy from potential All-Star players and their families.

ALL-STAR COMMITMENT INFORMATION

All-Star Tournament play is intensely competitive and requires dedication beyond the requirements of a regular Little League season. Consequently, only those players, managers, and coaches who desire to commit their time and effort will be considered.

To be considered, a player must:

- Attend a spring season evaluation session.
- Participate in at least 65% of Mountain Ridge Little League team's regular season games (unless excused by the Board of Directors in compliance with Little League rules and regulations).
 - NOTE: Mountain Ridge All Star requirements are more stringent than Little League International's 8 game minimum requirement.
- Be available for all All-Star practices (usually five-six days a week; some two-a-days) prior to the games starting (late-June/early-July). This may include playing on Sunday or holidays.
- Be available without interruption for the entirety of all tournament games which could run into August if a team advances beyond the Western Region tournament.
- Provide an original and copy of the player's birth certificate; and
- Provide player eligibility documentation as requested by the League.

All documentation MUST be provided prior to the start of All Star practice to the Player Agent.

Participation on an All-Star team is by invite only and is strictly voluntary. Potential players and families must also understand that there are additional costs involved and different mandatory/minimum play rules that govern All-Star Tournament play. If selected, the player's family **will be required** to pay All-Star fees prior to the start of All Star practice (financial hardship considered on a case-by-case basis) and agree to respect and accept all coaching decisions concerning line-ups and playing time without complaint.

ALL-STAR SELECTION PROCESS

The Mountain Ridge Little League Board of Directors has adopted the following process for constructing All Star teams each spring:

Preamble: These rules are intended to supplement, and not replace, existing Little League rules on player and manager selection. All existing rules on player eligibility and the timing of player selection shall remain in place, as set forth in the Little League "Blue Book."

SELECTION OF ALL-STAR PLAYERS

- Managers from spring teams in the AAA, Majors, Intermediate, Junior, and Senior divisions will be given the opportunity to nominate players for All-Star consideration in the division in which they managed. The number of votes each manager will receive will be based on the number of registered players in each age group as determined by the League each season.
- Managers may not nominate a candidate from their own roster.
- The President may nominate players for an All-Star nomination outside of this process, subject to the approval of the Board of Directors.
- The President and Player Agent will create a list of approximately 20 players with the most votes and notify those players of their All-Star nomination.
- The All-Star team manager will select his/her final roster from the list of nominees provided by the President subject to approval by the Board of Directors.
- Managers shall consider the following criteria when nominating and choosing an All-Star player:
 - Overall ability, in the current and past seasons.
 - Regular season performance and participation in at least 65% of regular season games.
 - Sportsmanship.
 - Demonstration of a special skill that will assist the performance of the All-Star team in All-Star competition.
 - Availability for All-Star competition.
- All Star Managers may, but are not required, to hold one or more player evaluations to inform All-Star selections.
- All Star Managers will select at least 12 players for their All-Star roster unless participation in specific age group does not provide enough candidates.

SELECTION OF ALL-STAR MANAGERS:

- The League President solicits requests from managers in the AAA, Majors, Intermediate, Junior, and Senior divisions to create a candidate list for each All-Star team. Managers who managed a team in AAA or above are the preferred candidates for All-Star selection.
- The League President will screen candidates and appoint a manager for each All-Star team with approval from the Board of Directors. The President and Board shall consider the following criteria when nominating an All-Star manager:
 - Regular season performance
 - End-of-season tournament performance
 - Ability to communicate with players and parents
 - Ability to develop players
 - Sportsmanship; and
 - Cooperation with Mountain Ridge Little League and its Board of Directors
- The Board of Directors may deny any candidate presented but must realize the President has the sole authority to present managers for approval.
- Selection as an All-Star manager does not guarantee that manager's son/daughter of selection to the All-Star team.

XIV. VOLUNTEERING

Mountain Ridge Little League relies on a devoted legion of adult volunteers to help ensure that the league remains structured and runs smoothly. The league is always looking for responsible and enthusiastic individuals to support and coordinate its events and activities.

WHO CAN VOLUNTEER

Anyone can apply to become a volunteer. Whatever talents or skills you have, the league can use them. Volunteers are grandparents, siblings, aunts and uncles, retirees, friends, neighbors, and more. Any community member who wishes to become a volunteer may apply.

All parents of children involved in the league are strongly encouraged to volunteer. Volunteering allows your life and your child's life to intersect on common ground, with shared interests and goals.

On rare occasions, Little League, through District Administrators and/or the local Board of Directors, may deny individuals the privilege of volunteering for reasons past or present that may be detrimental to the positive development of young people, other volunteers, and/or Little League International.

When you apply to become a volunteer, you give Mountain Ridge Little League the right to conduct the necessary criminal background check.

WHAT ARE VOLUNTEERS NEEDED FOR?

The league typically needs volunteers in the following areas:

Managers & Assistant Coaches: Managers and Assistant Coaches are the core of the league's volunteers. Each season, the League President shall convene a Selection Committee to establish the process by which managers and assistant coaches will be selected. The selection process may include interviews of interested candidates. All prospective managers and assistant coaches must submit a volunteer application through the Registration Portal at www.mrll.org to receive consideration. To serve as a manager, applicants must receive a recommendation from the League President and approval from the Board of Directors.

Team Parent: Most teams have a volunteer who is known as the team parent. The role of the team parent is defined by the manager's needs and wishes, but team parents often help the managers organize team activities, oversee logistical issues like uniforms and scheduling, and make the whole team experience more fun. The manager decides whether or not he wants a volunteer for this position and makes the appointment.

Scorekeeper: Each team in the Seniors, Juniors, Intermediate (50/70), Majors, and Minors divisions in baseball and softball need at least one volunteer scorekeeper. The scorekeeper keeps the team's scorebook (the league encourages the use of electronic scoring applications).

Board of Directors: The Board of Directors is responsible for the day-to-day operations of the league within the rules, regulations, and policies of Little League. Its role and the selection process are described in Section II.

Division Representatives: Each year, the Board may appoint a representative for each division to assist the Board in organizing and supervising the operations for that particular division. Their role and the selection process are described in Section II.

Committee Members: Each year, the Board of Directors may appoint a number of committees to assist it in managing league operations. The committees and their role are described in Section II.

Umpires: Mountain Ridge Little League contracts for umpires with the Clark County Umpire Association and does not maintain its own volunteer umpire corps.

Most opportunities require little or no training. The league will provide you with any necessary training.

HOW TO VOLUNTEER

Anyone who wishes to volunteer must start by submitting a Volunteer Application through our website, www.mrll.org. Volunteers can submit their application at the same time that they register their child for the season. Volunteer Applications are required to be completed ANNUALLY for all volunteers for any position.

XV. ACCESS TO FIELDS FOR GAMES AND PRACTICES

The safety of players is the League's top priority. The League has therefore adopted the following policy on access to fields during games and practices to ensure that all volunteers participating in the League have completed the Little League International background check and fulfilled all other safety requirements.

ACCESS TO FIELDS DURING GAMES

- Only players, umpires, managers, and coaches approved by the league are permitted in the dugout or on the field during or before a game.
- All approved managers and up to two assistant coaches will be issued a jersey which they must wear at all games.
- Scorekeepers and team moms are not permitted in the dugout or on the field except in the Tee Ball and Rookies divisions or in the event a manager or coach is not available for a game.
- Parents who are not approved as managers or coaches are not permitted in the dugout.
- At least one coach must be in the dugout at all times during the game.

ACCESS TO FIELDS DURING PRACTICE

- The league recognizes that managers sometimes wish to have additional volunteers other than approved coaches assist during practice.
- Any manager desiring an adult who is not an approved coach to assist during practice must have that volunteer submit a volunteer application to be approved before being allowed to participate in practice.
- Any such volunteer will not be issued a team jersey or league identification badge and is not permitted in the dugout or on the field during games.
- The manager retains discretion to select which volunteers may assist at practice, subject to the background check requirements outlined above.

No other parents, adults, or individuals are allowed in the dugout or on the field, ever.

XVI. EQUIPMENT

EQUIPMENT THE PLAYER IS RESPONSIBLE FOR PROVIDING (IF ABLE)

- Baseball Glove
- Batting Helmet (see details below)
- Cleats
- Athletic supporter/cup (required for male catchers and STRONGLY recommended for all male players)
- Water bottle
- USA Stamped Bat

EQUIPMENT THE LEAGUE PROVIDES

- Player uniform** (jersey, hat, socks, belt)
- Batting tees (in appropriate divisions)
- Catcher's gear (shin guards, chest protector, catcher's mitt, helmet w/ dangling throat guard)
- Game balls
- First aid kit with instant ice packs (ice available in the snack shack)

*** Spring only*

AN IMPORTANT NOTE ON BATS: All bats must comply with Little League's bat restrictions, discussed in Section XVII below. Little League's bat regulations changed effective January 1, 2018; all previous bats are no longer permitted for use in Little League.

AN IMPORTANT NOTE ON BATTING HELMETS: If a player has his or her own helmet it must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label.

A NOTE ON COLD WEATHER GAMES: Some games are played in colder weather and will necessitate that players wear a long sleeve base layer under their jersey. When players are in a pitching division, Little League rules require that any part of the undershirt or undersleeves of a pitcher be of a solid color. White undersleeves are not permitted for pitchers. Players should wear only dark, solid base layers and be properly clothed to play in cold weather. For safety and conduct reasons, managers and coaches are required to wear the league-issued jersey at all games. In chilly weather games, managers and coaches are not permitted to wear outerwear over the jersey and should plan appropriately for a long sleeve base layer under their jersey.

XVII. LITTLE LEAGUE BAT RESTRICTIONS

Only Little League-approved bats are permitted to be used in Mountain Ridge Little League. The requirements for each division are listed below. In addition, Little League International has assembled an online resource page dedicated to bat information. The latest bat information, including the current Little League rules and regulations governing bats, definitions, information on the moratorium on the use of composite bats, a series of bat FAQs, and lists of licensed bat can be accessed at

<http://www.littleleague.org/learn/equipment/baseballbatinfo/batrules.htm>.

TEE BALL & ROOKIES DIVISIONS

All bats used in the Tee Ball and Rookies Divisions must bear the USA Baseball mark. Under the USA Bat standard, certified Tee Ball bats (26" and shorter) must feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. Tee Ball bats may not be used in the Minors divisions.

MINORS (A, AA, & AAA) & MAJORS DIVISIONS

Non-wood and laminated bats used in the Majors and Minors Divisions shall bear the USA Baseball logo signifying that the bat meets USA Baseball's Youth Bat Performance Standard. Such bats may not exceed more than 33 inches in length or 2 5/8 inches in diameter. Wood bats are permissible so long as they are solid, one-piece, and do not exceed more than 33 inches in length or 2 5/8 inches in diameter.

INTERMEDIATE & JUNIOR DIVISIONS

Players in the Intermediate and Junior division may use a USA Stamped baseball bat, or a Batted Ball Coefficient of Restitution (BBCOR) stamped baseball bat. Such bats may not exceed more than 34 inches in length or 2 5/8 inches in diameter. Wood bats are permissible so long as they are solid, one-piece, and do not exceed more than 34 inches in length or 2 5/8 inches in diameter.

SENIOR DIVISION

Approved bats shall not be more than 36" in length, nor more than 2 5/8" in diameter, and if wood, not less than 15/16" inches in diameter (7/8" for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33" long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats must be labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.

ALL DIVISIONS

Players using a bat not meeting the above stated requirements and the team manager shall be ejected from the game pursuant to rule 6.06(d).

The traditional batting donut (weight) is prohibited; tapered sleeves are permissible. Any alteration or modification with the exception of replacing/installing grip tape is prohibited. Little League considers the use or products such as, but not limited to, choke-knobs, choke-up assists, knob tapers, and thumb protectors (either worn or installed on a bat) as alterations to the bat and are not permitted. Violation of any of these shall be a

warning given to the player and manager, and the bat or prohibited item removed from play. A second instance by the same player in the same game shall result in ejections of both the player and manager.

XVIII. INJURIES & INSURANCE

Each year, Mountain Ridge Little League prepares and posts a Safety Plan to the league website at www.mrll.org. The league has also adopted the following policy on the reporting of injuries and accidents:

WHAT TO REPORT

Any incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first-aid must be reported to the Safety Officer. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or period of rest. Any player who, in the opinion of an umpire, coach or manager, suffers loss of consciousness or memory loss due to an accident should be immediately removed from the game and the parents or guardians advised to seek a medical evaluation immediately.

WHEN TO REPORT

All such incidents described above must be reported to the Safety Officer within 48 hours of the incident.

HOW TO MAKE THE REPORT

The most effective way to make a report is for your manager to email the Safety Officer. The following information should be provided:

- The name and number of the individual involved.
- The date, time, and location of the incident.
- As detailed a description of the incident as possible.
- The preliminary estimation of the extent of injuries.
- The name and phone number of the person reporting the incident.

WHAT HAPPENS NEXT

Within 48 hours of receiving the incident report, the Safety Officer will contact the injured party or the party's parents and:

- Check on the status of the injured party.
- Verify the information received.
- Obtain any other information deemed necessary.
- In the event that the injured party requires other medical treatment, will advise the parent or guardian of Little League's insurance coverage and the provisions for submitting any claims.
- Complete and file a Little League Incident/Injury Tracking Form.
- If there is any chance that Little League insurance may be used, provide the appropriate insurance forms to the injured party's parents.

INSURANCE

Mountain Ridge Little League, through Little League Baseball, has purchased excess insurance in the form of the Little League Player Accident Policy to cover the players, managers, coaches, volunteer umpires, and league officials during Mountain Ridge functions. If a manager enlists the help of parents during a practice and these parents have not been appointed by the league as a volunteer to the team, including having a background check run on them, they are not covered by the league's insurance. Only league approved volunteers will be covered.

The Little League Player Accident Policy is an excess coverage, accident only plan, to be used as a supplement to other insurance carried under a family policy or insurance provided by an employer. If there is no primary coverage, Little League insurance will provide benefits for eligible charges, up to Usual and Customary allowances for your area. A \$50 deductible applies for all claims, up to the maximum stated benefits.

This plan makes it possible to offer exceptional, affordable protection with assurance to parents that adequate coverage is in force for all chartered and insured Little League approved programs and events.

If your child sustains a covered injury while taking part in a scheduled Little League Baseball or Softball game or practice, here is how the insurance works:

- The Little League Baseball and Softball accident notification form must be completed by parents (if the claimant is under 19 years of age) and a league official and forwarded directly to Little League Headquarters within 20 days after the accident. A photocopy of the form should be made and kept by the parent/claimant. Initial medical/dental treatment must be rendered within 30 days of the Little League accident. The forms for submitting this claim are contained in the ASAP Safety Plan located on or website, www.mrll.org.
- Itemized bills, including description of service, date of service, procedure, and diagnosis codes for medical services/ supplies and/or other documentation related to a claim for benefits are to be provided within 90 days after the accident. In no event shall such proof be furnished later than 12 months from the date the initial medical expense was incurred.
- When other insurance is present, parents or claimant must forward copies of the Explanation of Benefits or Notice/ Letter of Denial for each charge directly to Little League International, even if the charges do not exceed the deductible of the primary insurance program.
- Policy provides benefits for eligible medical expenses incurred within 52 weeks of the accident, subject to Excess Coverage and Exclusion provisions of the plan.
- Limited deferred medical/dental benefits may be available for necessary treatment after the 52-week time limit when: Deferred medical benefits apply, when necessary, treatment requiring the removal of a pin /plate, applied to transfix a bone in the year of injury, or scar tissue removal, after the 52week time limit is required. The Company will pay the Reasonable Expense incurred, subject to the Policy's maximum limit of \$100,000 for any one injury to any one Insured. However, in no event will any benefit be paid under this provision for any expenses incurred more than 24 months from the date the injury was sustained.
- If the Insured incurs Injury, to sound, natural teeth and Necessary Treatment requires treatment for that Injury be postponed to a date more than 52 weeks after the injury due to, but not limited to, the physiological changes of a growing child, the Company will pay the lesser of: 1. A maximum of \$1,500 or 2. Reasonable Expenses incurred for the deferred dental treatment.

If an injury or accident does occur during a practice, game, or other official Mountain Ridge function, please notify the Safety Officer as soon as possible. To be eligible for coverage under the League's insurance, there are claim forms that must be filled out by the party that was injured, then the Safety Officer, and the forms must be submitted to Little League Baseball for processing.

XIX. TOBACCO USE

Smoking and use of smokeless tobacco products (including e-cigarettes or vapors) are prohibited by Mountain Ridge Little League and Little League International. The designated smoking area for each field is the parking lot. Smoking is not permitted in the bleachers, the snack area, along the outfield fences or foul lines, or behind the snack shack.

Per the State of Nevada in NRS 207.200

Smoking is permitted in outdoor areas in Nevada, including the Las Vegas Strip. BUT if a business prohibits smoking in its outdoor areas, and a person smokes there anyway, the business can ask him/her to leave. And if the smoker refuses, he/she faces criminal charges for trespass.

Per City of Las Vegas Ordinance code 13.36.020 - Prohibitions:

(B) Smoking in any form is prohibited at any of the following locations within a park:

- (1) In or upon any area that has been designated and posted as a children's play area, or within fifty feet of any such area.
- (2) Upon or within fifty feet of any bleachers that are being occupied for purposes of observing sporting events or recreational activities; and
- (3) In or upon any sports field or within fifty feet of the sideline, perimeter fence, or other outer boundary or perimeter of a sports field that is marked as such.

XX. MISCELLANEOUS

Since its formation, Mountain Ridge Little League has collected the following suggestions for parents and spectators:

- DO respect the wishes of the manager with regard to arrival times for both games and practices and notify the manager ahead of time if the child will be absent or late. Try to get your child to practice and games on time or arrange transportation.
- DO take your child home when practices and games are over. The managers and coaches are not child-care providers. Please be courteous and pick up your child promptly after practices or games so that your manager and coach can get home to his/her own family. The manager/coach cannot leave any player at the fields after practice or a game until a parent shows up.
- DO get involved. Managers/coaches and Mountain Ridge Little League really need your help. Get involved!
- DO encourage your child to do his home training. This is just like homework and the parents need to get involved and cherish the experience.
- DON'T pressure your child to succeed in the games. This experience is about the journey - not the destination.
- DO attend your child's games and practices.
- DO cheer for all players on the team.
- DON'T ever cheer against the opposition. In fact, if they make a good play you should applaud.
- DON'T ever yell at or criticize the umpires. This is insulting to the manager and indicates that you think he is not looking out for the best interest of the team.
- DON'T ever coach from the stands. The child has enough trouble focusing on hitting, throwing, and catching the ball, as well as running the bases all while listening for the coach's guidance.
- DO be realistic about your child's physical ability.
- DO respect your child's coaches. Communicate openly with them. If you disagree with their approach, discuss it with them. But do it at the proper time and place (not during the game or right after). We suggest that managers and parents adopt the "24 Hour Rule," where if either party disagrees with decisions made you sleep on it and address the issue after a cooling off period. This will allow both parties to communicate more effectively.
- DON'T come to the manager with your ideas about the lineup, practice, or playing time. If a player has something to say about his situation, he should talk with the manager.
- DO set an example of good sportsmanship at all times by positively encouraging players, and not vocally questioning or criticizing umpires' calls or managers' decisions.
- DO HAVE FUN Enjoy this precious time in your child's life.

APPENDIX A LOCAL DIVISION RULES

APP A - SENIORS DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. If Seniors Division teams participate in Interleague play, Interleague rules supersede Mountain Ridge Little League’s local rules, so long as such rules are in full compliance with all Little League regulations and requirements. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Senior Division is considered competitive. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in Interleague play will follow the host league's instructions for pitch count and score reporting.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- No new inning may commence after 1:45 from the official game time. **There is no 2-hour drop-dead time.**
- During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
- Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
- There is no run limit in any inning.
- The 15-run mercy rule after 4 innings, 10-run mercy rule after 5 innings, and 8-run mercy rule after 6 innings are in effect.

PLAYING RULES:

- The baseball diamond will be a 90-foot diamond with a 60-foot 6-inch pitching distance.
- Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
- Pitchers will be penalized for illegal pitches and balks.

- Players may wear metal spikes.
- Batters may use the on-deck batting position outside of the dugout.
- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The infield fly rule is in effect.
- Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
- Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRLL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i), which no longer exists for the Seniors Division.
 - EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

- See Appendix C.

APPROVED BATS:

- See Section XVI.

APP A - JUNIORS DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. If Junior Division teams participate in Interleague play, Interleague rules supersede Mountain Ridge Little League’s local rules, so long as such rules are in full compliance with all Little League regulations and requirements. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Junior Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.

- Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in Interleague play will follow the host league's instructions for pitch count and score reporting.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- No new inning may commence after 1:45 from the official game time. **There is no 2-hour drop-dead time.**
- During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
- Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
- There is no run limit in any inning.
- The 15-run mercy rule after 4 innings, 10-run mercy rule after 5 innings, and 8-run mercy rule after 6 innings are in effect.

PLAYING RULES:

- The baseball diamond will be a 90-foot diamond with a 60-foot 6-inch pitching distance.
- Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
- Pitchers will be penalized for illegal pitches and balks.
- Players may wear metal spikes.
- Batters may use the on-deck batting position outside of the dugout.
- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The infield fly rule is in effect.
- Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
- Every rostered player present at the start of the game will participate in each game.
- No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRLL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).
 - EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

- See Appendix C.

APPROVED BATS:

- See Section XVI.

APP A - INTERMEDIATE (50/70) DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. If Intermediate Division teams participate in Interleague play, Interleague rules supersede Mountain Ridge Little League’s local rules, so long as such rules are in full compliance with all Little League regulations and requirements. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Intermediate Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in Interleague play will follow the host league's instructions for pitch count and score reporting.

Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- No new inning may commence after 1:45 from the official game time. **There is no 2-hour drop-dead time.**
- During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
- Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
- There is no run limit in any inning.
- The 15-run mercy rule after 4 innings, 10-run mercy rule after 5 innings, and 8-run mercy rule after 6 innings are in effect.

PLAYING RULES:

- The baseball diamond will be a 70-foot diamond with a 50-foot pitching distance.
- Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
- Pitchers will be penalized for illegal pitches and balks.
- Players may wear metal spikes.
- Batters may use the on-deck batting position outside of the dugout.

- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The infield fly rule is in effect.
- Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
- Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRLL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).
 - EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

See Appendix C.

APPROVED BATS:

See Section XVI.

APP A - MAJORS DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.

- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- Each game shall be a “regulation game” as described in the Blue Book with no drop-dead time.
 - Exception 1: If a game is called due to weather or lights out but has completed 4 or more innings, it will be considered complete by reverting the score to the last completed inning.
 - Exception 2: If a regular season game is tied after 6 innings, the game will be considered complete and will end in a tie.
- There is no run limit in any inning.
- The 15-run mercy rule after 3 innings, 10-run mercy rule after 4 innings, and 8-run mercy rule after 5 innings are in effect.

PLAYING RULES:

- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
- The infield fly rule is in effect.
- Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
- Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
- Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRLL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

- See Appendix C.

APPROVED BATS:

- See Section XVI.

APP A - MINORS AAA DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.

- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Pitch counts and scores must be submitted by the home team to the MRLI website within 24 hours of the end of the game.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
 - Note: The game will end if the home team is ahead after conclusion of the top half of an inning in which the time limit is reached.
 - Note: If the home team is ahead and batting in the bottom half of an inning when a time limit is reached, the game will end at the conclusion of the current batter's plate appearance.
- During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
- Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
- There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the hitting team bats one time through the continuous batting order (i.e., all players in the lineup have appeared at the plate in the inning). No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
- The 15-run mercy rule after 3 innings, 10-run mercy rule after 4 innings, and 8-run mercy rule after 5 innings are in effect.

PLAYING RULES:

- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
- The infield fly rule is in effect.
- Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
- Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRLI Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

- See Appendix C.

APPROVED BATS:

- See Section XVI.

APP A - MINORS AA DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Minors AA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
 - Note: The game will end if the home team is ahead after conclusion of the top half of an inning in which the time limit is reached.
 - Note: If the home team is ahead and batting in the bottom half of an inning when a time limit is reached, the game will end at the conclusion of the current batter's plate appearance.
- During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
- Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
- There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the hitting team bats one time through the continuous batting order (i.e., all players in the lineup have appeared at the plate in the inning). No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.

- The 15-run mercy rule after 3 innings, 10-run mercy rule after 4 innings and 8-run mercy rule after 5 innings are in effect.

PLAYING RULES:

- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
- The infield fly rule is in effect.
- Base stealing is permitted, but only up to third base.
- To advance home from third base, the runner must be batted in or continuously running from the previously batted ball.
- Overthrows from the catcher to the pitcher count as a live ball but will not allow a runner to advance home from third base.
 - However, an overthrow from the catcher to the pitcher will allow a runner to advance to the next base if the runner is starting from first or second base and the next base is unoccupied.
- Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRLLE Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

- See Appendix C.

APPROVED BATS:

- See Section XVI.

APP A - MINORS A BALL DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Minors A Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
- Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and/or pitcher and the other must remain in the dugout. A player may coach a base but must wear a helmet.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME AND RUN LIMITS:

- No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
 - Note: The game will end if the home team is ahead after conclusion of the top half of an inning in which the time limit is reached.
 - Note: If the home team is ahead and batting in the bottom half of an inning when a time limit is reached, the game will end at the conclusion of the current batter's plate appearance.
- During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
- Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
- There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the hitting team bats one time through the continuous batting order (i.e., all players in the lineup have appeared at the plate in the inning). No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
- The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

PLAYING RULES:

- This is a modified coach pitch division.
- **For the first half of the A Division season schedule (at least 50% of scheduled games), players will pitch in all innings and coaches will only assist in the first three innings as follows:**
 - The batter shall not be awarded a base on four balls in the first three innings of the game. If four balls are pitched by a player-pitcher, a coach-pitcher will enter the game.

- The count resets when the coach-pitcher enters the game. The pitches thrown by the coach-pitcher do not count against the pitch count total of the player-pitcher.
- The coach-pitcher shall pitch with at least one foot starting in contact with pitching mound.
- The coach-pitcher will deliver a maximum of three pitches to the batter.
- The batter will be called out if the ball is not put in play on or before the third pitch. There is no exception for foul balls.
- The batter shall not be awarded first base if hit by a pitch from the coach-pitcher.
- Players will begin pitching with no coach-pitch assistance beginning in the fourth inning of every game. At that time, batters shall be awarded a base on four balls from the player-pitcher per standard baseball rules.
- **For the second half of the A Division season schedule (the balance of scheduled games), there is no coach-pitch assistance. Players will pitch in the first inning and each inning thereafter. Batters shall be awarded a base on four balls from the player-pitcher, per standard baseball rules.**
- Umpires will call balls and strikes during all at bats.
- The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether or not they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
- The infield fly rule is in effect.
- Base stealing in the A division is not permitted.
- Runners may lead off of their base after a pitch reaches the batter. Runners must return to their base when the pitcher returns to the pitching rubber.
- Runners may advance up to one base on the first defensive overthrow of a defensive sequence on infield plays. Multiple overthrows will not result in multiple bases.
 - Umpires should call time as runners reach their next base regardless of what the defense is doing.
 - Throws coming from the outfield to a cutoff man or an infield location are considered live balls.
- On a batted ball, the play is considered dead when the pitcher receives the ball and returns to the pitching rubber.
 - Runners already in motion when the ball is received by the pitcher may attempt to advance to the next base at their own risk, and the pitcher may attempt to throw an advancing runner out.
- Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game.
 - This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).
- Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

- See Appendix C.

APPROVED BATS:

- See Section XVI.

APP A - ROOKIES DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Rookies Division is a non-competitive division. Neither standings nor scores will be kept during the season.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.
- The home team will set up and remove the bases if they are the first or last game of the day.
- If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing a player(s) from the opposing team.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Each team can have only one manager, three coaches, and a cleared team parent in the dugout. One of the cleared volunteers must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that a manager or coach is not at the game.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME LIMITS:

- The Rookies Division will have the opportunity to play 6 innings but will have a drop-dead time of 1:30 from the scheduled game time, whichever occurs first.

PLAYING RULES:

- The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The on-deck batter will not be used in this division.
- 12 defensive players are allowed on the field each inning (5 outfielders).
- A maximum of seven infielders are permitted (e.g., catcher, 2 pitchers, 1st base, 2nd base, 3rd base and Shortstop).
- At the beginning of each play, the outfielders must start playing behind the infielders near the outfield grass.
- At the beginning of each play, no infielder (besides the pitchers and catcher) is allowed in the infield grass. Pitchers must start each play by standing with at least one foot on the dirt area of the mound.
- Players will rotate positions at least every inning. The goal is to give all players an opportunity to experience as many positions as possible.
- The catcher position may only be used if a player is properly equipped with catcher’s protective gear.
- The infield fly rule is not in effect.
- On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
- On a batted ball that reaches the outfield, the batter and existing runners may continue to advance until the ball is in possession (glove or bare hand) by any defensive player anywhere on the infield dirt or infield grass.
- Stealing of bases and leadoffs are not allowed. A base runner may advance one base on an overthrown ball.
- No bunting and no half swings are permitted.
- The team’s at bat is over after half the lineup has batted.

- The last batters in each inning **may** run all the way home. Coaches should discuss how to manage the last batter before game time.
- Hitters and/or runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.

COACH PITCHING:

- Coaches pitch to the batter from a standing, sitting, or kneeling position approximately 30 feet from home plate.
- If the coach pitches to the batter, the batter gets no more than eight pitches to put the ball into play. If the batter has not put the ball into play after eight pitches the batter will return to the dugout and the next player in the batting order will take their at bat.

RECOMMENDED COACHING POSITIONS:

- Offense
 - One coach pitching to the batter
 - One 1st base coach.
 - One 3rd base coach.
 - One coach at/near home plate to retrieve pitched balls.
 - One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
- Defense
 - One coach in the infield behind the pitcher assisting infielders.
 - One coach in right-center field assisting fielders.
 - One coach in left-center field assisting fielders.
 - One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
- Additional coaches may be used as needed provided they have successfully completed a volunteer application and a criminal background check.

UMPIRING THE GAME:

- Umpires are not provided for Rookies games. Managers and coaches will be responsible for umpiring the game as follows:
 - The offensive 1st base coach will be responsible for 1st base calls.
 - The defensive infield coach will be responsible for 2nd base calls.
 - The offensive 3rd base coach will be responsible for 3rd base calls.
 - The home plate coach will be responsible for home plate calls and assisting the catcher and batter.
 - Managers and coaches are responsible for starting and ending games on time and maintaining order and decorum on the field.

APP A - TEE BALL DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- The Tee Ball Division is a non-competitive division. Neither standings nor scores will be kept during the season.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- Teams do not have to change dugouts if they are scheduled on the same field during a double header.

- The home team will set up and remove the bases if they are the first or last game of the day.
- If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing a player(s) from the opposing team.
- Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
- Each team can have only one manager, three coaches, and a cleared team parent in the dugout. One of the cleared volunteers must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that a manager or coach is not at the game.
- Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc.

TIME LIMITS:

- The Tee Ball Division game is complete after all players have batted twice or will have a drop-dead time of 1:15 from the scheduled game time, whichever occurs first.

PLAYING RULES:

- The batting order will consist of all players on the team roster. Each team will bat half of their players each inning. A player that arrives late must be placed at the bottom of the batting order with no penalty.
- The on-deck batter will not be used in this division.
- All players play in the field every inning (e.g., 2 pitchers, 5 infielders and 5 outfielders)
- The pitcher must start each play by standing with at least one foot on the dirt area of the mound.
- Players will rotate positions at least every inning. The goal is to give all players an opportunity to experience as many positions as possible.
- The catcher position **IS NOT** used in the Tee Ball Division.
- The infield fly rule is not in effect.
- On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
- On a batted ball that reaches the outfield, the batter and existing runners may continue to advance until the ball is in possession (glove or bare hand) by any defensive player anywhere on the infield dirt or infield grass.
- Stealing bases or leading off is not allowed.
- A base runner may not advance on an overthrown ball.
- No bunting and no half swings are permitted.
- Runners that are put out in the field of play may remain on the bases.
- If a batted ball does not go further than ten feet from home plate, it is considered a foul ball.
- If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

COACH PITCHING:

- There is NO coach pitching in the Tee-Ball Division. All players will hit from the tee at all times.

RECOMMENDED COACHING POSITIONS:

- Offense
 - One coach at home plate operating the tee.
 - One 1st base coach.
 - One 3rd base coach.
 - One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
- Defense
 - One coach in the infield behind the pitcher assisting infielders.
 - One coach in right-center field assisting fielders.
 - One coach in left-center field assisting fielders.
- Additional coaches may be used as needed provided they have successfully completed a volunteer application and a criminal background check.

UMPIRING THE GAME:

Umpires are not provided for Tee Ball games. Managers and coaches will be responsible for starting and ending games on time and maintaining order and decorum on the field.

APPENDIX B - PLAYOFF RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

- NOTE: All end-of-season playoff rules are in addition to the Division Rules established above.
- Every team in each competitive division will be entered into the end of season playoff tournament. Playoff tournament seeding is determined by each team's record as reported on the Mountain Ridge Little League website (www.mrll.org) at the end of the regular season. Teams participating in Interleague play will follow the host league's process for determining playoff seeding.
- If there is a regular season tie, it will be broken by comparing:
 - Head-to-head record during the regular season.
 - Runs allowed during the regular season.
 - Coin flip.
- In playoff brackets, the higher seeded team is the home team, and the lower seeded team is the visiting team. Playoff seeds are based on regular season standings.
 - Exception: For championship games, the “winners’ bracket” winner is the home team, and the “losers’ bracket” winner is the away team, regardless of initial seeding.
- The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.

SCORE REPORTING:

- Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during playoff games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time. Teams participating in Interleague play will follow the host league's instructions for pitch count and score reporting.
- Playoff results (scores and pitch counts) must be reported to the MRLL website immediately (in most cases, the same night) after the game in order to update schedules and brackets.

TIME LIMITS AND RUN LIMITS:

- **Senior, Junior, and Intermediate Playoff Games**
 - No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
 - If the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will continue until a winner is determined.
 - In the event a game is called due to time expiration, lights out or weather, the Board of Directors will make the determination on how to proceed. It could result in one of the following decisions:
 - If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
 - The 15-run mercy rule after 4 innings, 10-run mercy rule after 5 innings, and 8-run mercy rule after 6 innings are in effect.
- **Major Playoff Games**
 - Each playoff game shall be a “regulation game” as described in the Blue Book with no drop-dead time.

- If the game is tied after 6 innings, the game will continue until a winner is determined.
- In the event a game is called due to lights out or weather, the Board of Directors will make the determination on how to proceed. It could result in one of the following decisions:
 - If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
- The 15-run mercy rule after 3 innings, 10-run mercy rule after 4 innings and 8-run mercy rule after 5 innings are in effect.

- **Minor AAA Playoff Games**

- No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
- If the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will continue until a winner is determined.
- In the event a game is called due to time expiration, lights out or weather, the Board of Directors will make the determination on how to proceed. It could result in one of the following decisions:
 - If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
- There is a 5-run limit per inning with the exception of the sixth inning, and each extra inning thereafter, where unlimited runs are allowed, until such time as three outs are made or the hitting team bats one time through the continuous batting order (i.e., all players in the lineup have appeared at the plate in the inning). No inning prior to the sixth inning shall allow for unlimited runs, even if any such inning will be the last inning of the game due to time constraints.
- The 15-run mercy rule after 3 innings, 10-run mercy rule after 4 innings and 8-run mercy rule after 5 innings are in effect.

- **Minor A & AA Playoff Games**

- No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
 - Note: The game will end if the home team is ahead after conclusion of the top half of an inning in which the time limit is reached.
 - Note: If the home team is ahead and batting in the bottom half of an inning when a time limit is reached, the game will end at the conclusion of the current batter's plate appearance.
- If a playoff game is tied at the end of 6 regulation innings or 2 hours and 15 minutes from official game time, whichever occurs first, the International tiebreaker goes into effect at the start of the next full inning.
 - The player who completed the last at-bat of the previous inning shall be placed automatically at second base. Play shall continue until a winner is determined.
- In the event a game is called due to time expiration, lights out or weather, the Board of Directors will make the determination on how to proceed. It could result in one of the following decisions:
 - If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
- There is a 5-run limit per inning with the exception of the sixth inning, and each extra inning thereafter, where unlimited runs are allowed, until such time as three outs are made or the hitting team bats one time through the continuous batting order (i.e., all players in the lineup have

- appeared at the plate in the inning). No inning prior to the sixth inning shall allow for unlimited runs, even if any such inning will be the last inning of the game due to time constraints.
- The 15-run mercy rule after 3 innings, 10-run mercy rule after 4 innings, and 8-run mercy rule after 5 innings are in effect.

CHAMPIONSHIP GAMES

- Time Limits for Championship Games:
 - There shall be no time limits for Championship Games in the AA, AAA, and Majors Divisions.
 - In the A Division, no new inning may commence after 1:45 from the official game start time. Any inning in progress at 1:45 will be played to completion. There is no drop-dead time.
 - If an A Division Championship Game is tied at the end of 6 regulation innings, or 2 hours and 15 minutes from official game time, whichever occurs first, the International Tiebreaker goes into effect at the start of the next inning.
 - The player who completed the last at-bat of the previous inning shall be placed automatically at second base. Play shall continue until a winner is determined.

APPENDIX C - PITCHING RULES

This summary is intended to be a quick reference of the basic pitching rules and limits. Managers are required to read and be familiar with Regulation VI in its entirety.

PITCHER TO CATCHER / CATCHER TO PITCHER LIMITS

- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.
- A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

PITCH COUNT LIMITS:

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

- League Age 13-16: 95 pitches per day
- League Age 11-12: 85 pitches per day
- League Age 9-10: 75 pitches per day
- League Age 6-8: 50 pitches per day

DAYS OF REST:

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- UNDER NO CIRCUMSTANCES SHALL A PLAYER PITCH IN 3 CONSECUTIVE DAYS

Pitchers league age 15-16 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
- UNDER NO CIRCUMSTANCES SHALL A PLAYER PITCH IN 3 CONSECUTIVE DAYS

LAST BATTER EXCEPTION

- If a pitcher/catcher reaches a day(s) of rest threshold while facing a batter, the pitcher/catcher may continue to pitch/catch until any one of the following conditions occurs:
 - That batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- The pitcher/catcher will only be required to observe the calendar day(s) of rest for the threshold reached during that at-bat, provided they are removed before delivering/receiving a pitch to another batter.

INTENTIONAL WALKS

- The manager of the team on defense can “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
- The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the intentional walk will be added to the players pitch count.
- Intermediate/Junior/Senior teams must pitch 4 balls to a batter in order to issue an intentional walk.
- No intentional walks shall be permitted in the Rookies and Tee Ball Divisions.

REMOVAL OF A PITCHER:

- **Minors and Majors Divisions:** A pitcher once removed from the mound cannot return as a pitcher in the same day.
- **Intermediate, Juniors, and Seniors Divisions:** A pitcher remaining on defense in the game, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.

MOUND VISITS:

- **Minors Divisions:** A manager or coach may come out twice in *one inning* to visit the pitcher, but the third time out, the player must be removed as a pitcher. A manager or coach may come out three times in *one game* to visit the pitcher, but the fourth time out, the player must be removed as a pitcher.
- **Majors, Intermediate, Juniors & Seniors Divisions:** A manager or coach may come out once in *one inning* to visit the pitcher, but the second time out, the player must be removed as a pitcher. A manager or coach may come out two times in *one game* to visit the pitcher, but the third time out, the player must be removed as a pitcher.
- **All Divisions:** A catcher may request time and visit the pitcher up to three times per game; umpires shall not grant time more than three times in one game. Visits by a catcher and visits by a manager/coach are counted separately. (Note: with respect to the catcher, this is an MRLL Local Rule that is more restrictive than Little League Rule 8.06 and is intended to enforce pace of play).

VIOLATIONS:

- **Penalty for violation:** The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - First Offense – Suspended for the next played game.
 - Second Offense – Suspended for the next and consecutive played games.
 - Third Offense – Suspended for the remainder of the season.
 - Multiple violations and/or intentional violations may warrant additional discipline by the League.