

Murrieta National Little League
Bylaws and Local Rules

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1. MISSION STATEMENT

The mission of Murrieta National Little League ("MNLL") is to provide every child in our community with an equal opportunity to participate in baseball in a safe, positive, and supportive environment. Through baseball, MNLL strives to help players develop fundamental skills, build confidence, and foster strong character rooted in the League's core values of teamwork, community, inclusion, integrity, sportsmanship, and fun.

To achieve this mission, MNLL provides a supervised program of baseball instruction and competition conducted in accordance with the rules, regulations, and principles of Little League International. All members of the board of directors, officers, managers, coaches, umpires, volunteers, and other representatives of MNLL shall remember that the development of healthy, confident, and responsible young people is the League's highest priority. The pursuit of exceptional athletic performance and the winning of games shall always remain secondary to the positive development and well-being of every player.

MNLL welcomes players of all skill levels, backgrounds, and abilities and is committed to providing an inclusive environment where every child has the opportunity to learn, grow, and enjoy the game of baseball.

2. BYLAWS AND LOCAL RULES

MNLL Bylaws and Local Rules are intended to supplement, and not supersede or replace, the MNLL Constitution or the Little League rules, regulations, policies, and procedures. In the event of a conflict, the Constitution of MNLL and the governing documents of Little League International shall control.

MNLL Bylaws may be amended by an affirmative majority vote of the MNLL Board of Directors, unless otherwise provided by the MNLL Constitution or the Little League rules, regulations, policies, and procedures.

3. MNLL PROGRAMS

MNLL is committed to providing a safe, comprehensive, developmentally appropriate, and inclusive baseball program for players ages 4 through 16. The League's instructional program is designed to promote player development, sportsmanship, teamwork, confidence, and a lifelong enjoyment of baseball.

Except for the Challenger Division, players will generally spend one or more seasons in each division before advancing to the next level. Advancement is based on the player's overall development, including skill level, experience, maturity, safety, and readiness for increased competition, rather than age alone.

The Challenger Division provides an adaptive baseball program for individuals with physical and intellectual disabilities age 4 and above. Player placement in the Challenger Division is based on each participant's individual needs, abilities, and safety considerations, to provide every player with the opportunity to participate in an inclusive, supportive, and enjoyable baseball experience.

A player's league age, by itself, does not determine the most appropriate division placement. When a player demonstrates exceptional skill and maturity, or benefits from additional developmental instruction, the Player Agent may recommend placement in a different division when doing so is in the

best interest of the player's development and the League. Final placement decisions shall be made in accordance with Little League regulations and MNLL policies.

MNLL strives to organize each division with the narrowest practical range of player ages and skill levels while maintaining balanced competition and providing the best developmental experience for all participants.

In general, the League's divisions are organized as follows:

Noncompetitive Lower Divisions
(Players are assigned to a division and team based on age, experience, and special requests, when possible)

Tee Ball
Players league age 4-5, and 6-year-old first-time players
Coach Pitch
Players league age 5-6, and 7-year-old first-time players
Single A (Machine Pitch)
Players league age 6-7, and 8-year-old first-time players

Competitive Little League Divisions (Teams are drafted by evaluation/assessment)
Note: During the fall season, players may be eligible to be drafted into a higher division based on their league age for the upcoming year's spring season. The number of players will be determined by the number of teams and division team capacity as determined by the Head Player Agent.

Double A
Players league age 8-10
Triple A
Players league age 9-11
Majors
Players league age 10-12

Competitive "Upper" Divisions
(Teams are drafted by evaluation/assessment)

Intermediate 50/70
Players league age 13 (12-13 in Fall)
Juniors
Players league age 13-14
Seniors
Players league age 14-16

4. REGISTRATION FEES AND REFUND POLICY

All player registration fees are due at the time of registration. Registration fees shall be proposed by the treasurer and approved by the MNLL Board of Directors.

Cancellation requests must be made via email to info@mnllbaseball.org. A refund request may be requested by filling out the MNLL Refund Request Form. A full refund of registration fees will be issued

for cancellation requests received no later than 11:59 p.m. on the day preceding the first scheduled player evaluation. The Board of Directors shall establish the dates of player evaluations.

Refund requests received on or after the first scheduled player evaluation are not guaranteed and may be approved, in whole or in part, by the Board of Directors based on extenuating circumstances, including but not limited to a season-ending injury, serious illness, or an unplanned family relocation. Refund requests requiring approval by the Board of Directors will be reviewed within 30 days of receipt. Applicants will be notified of the Board's decision following the review.

5. REGISTRATION

MNLL may offer multiple registration periods, including early bird registration, regular registration, late registration, and waitlist registration. Registration fees, discounts, and late fees shall be established by the League Treasurer and approved by the Board of Directors.

MNLL reserves the right to establish registration deadlines, activate waitlists, or close registration for any division based on factors including, but not limited to, player enrollment, division availability, field capacity, available teams, and operational considerations.

Waitlist Activation

A waitlist may be activated for any division at the discretion of the Head Player Agent with approval from the League President.

The Head Player Agent and League President shall consider factors including player enrollment numbers, available fields, team capacity, and the League's ability to provide an appropriate playing experience when determining whether to activate a waitlist.

If a waitlist is activated, MNLL shall make every reasonable effort to place eligible players on teams as roster availability permits.

Once teams within a division have reached capacity, additional registrations shall be placed on the waitlist in the order received based on registration date and time.

Players on the waitlist will be contacted by the Registration Coordinator as roster openings become available. Openings will generally be offered in the order that players were added to the waitlist; however, the Head Player Agent may adjust the order when necessary to support balanced teams, maintain appropriate division placement, or meet other League operational needs.
Once contacted, the player's parent or guardian will have 24 hours to accept the roster spot. If the Registration Coordinator does not receive a response within 24 hours, or if the roster spot is declined, the player's waitlist registration will be canceled. The Registration Coordinator will then offer the available roster spot to the next eligible player on the waitlist.

Late Registration and Player Placement

Players who register after player evaluations but before the division draft shall be added to the pool of eligible players. These players will not participate in the draft selection process and shall instead be assigned to a team by random draw (hat pick) following the completion of the draft.

Players who register or are activated from the waitlist after the division draft has been completed shall be placed on teams only when roster openings become available. Such players shall be assigned to the next available roster position within the division based on the order of draft completion and team availability.

If a potential conflict of interest exists involving a Player Agent or league official, the League President shall designate an alternate MNLL representative to make the assignment decision.

Evaluation Requirement
Players registered in divisions requiring evaluations, including AA and above, shall participate in evaluations in accordance with MNLL Player Evaluation procedures.

Players added after evaluations shall be handled in accordance with MNLL Draft Procedures and applicable Little League International regulations.

6. FINANCIAL ASSISTANCE

MNLL may offer confidential payment plans, partial financial assistance, or full financial assistance to eligible families experiencing financial hardship.

During the Spring season, T-Mobile has joined with Little League International to provide grants for income-qualified families. Please apply for the T-Mobile Little League® Call Up Grant to help subsidize your registration fees.

The League may offer payment plans that allow registration fees to be paid in two or three installments during the season for families who are experiencing financial hardship. Requests for financial assistance or alternative payment arrangements shall be reviewed confidentially in accordance with policies adopted by the Board of Directors.
Consistent with Little League's commitment to providing participation opportunities for all children, no eligible player shall be denied the opportunity to participate in MNLL solely because of a family's inability to pay registration fees.

Families receiving financial assistance are encouraged to support MNLL through volunteer service during the season to the extent they are able. Volunteer opportunities will be provided based on the family's availability, skills, and interests. A family's inability to volunteer shall not affect a player's eligibility to receive financial assistance or participate in League activities.

7. PARENT PARTICIPATION

MNLL is a volunteer-driven organization. The success of the League depends upon the dedication and support of parents, families, and community volunteers who generously contribute their time and talents to provide a safe, positive, and rewarding experience for every player.

MNLL encourages every family to participate in League activities through volunteer service which may include coaching, team administration, umpiring, event support, or other opportunities throughout the season. The continued success and growth of the League are made possible through the collective efforts of its volunteers, who are expected to model MNLL's core values of teamwork, community, inclusion, fun, integrity, and sportsmanship.

All board members, managers, coaches, team parents, and any other volunteer who provides regular services to the League or has repetitive access to or contact with players shall register annually by completing the official Little League Volunteer Application through the League's designated registration system.

Volunteers shall complete all background screening requirements and any additional training required by Little League International and state laws by the posted due date in the Volunteer Tracker Management System, managed by the league Safety Officer.

Badge Requirement
Any volunteer supervising players in the dugout and/or on the field during an official MNLL practice or game must visibly wear a league-issued badge for the current season.

Volunteers who do not have their badge must either retrieve it or obtain a temporary badge from the Board Member on Duty. Before issuing a temporary badge, the Board Member on Duty must verify with the Safety Officer, or through the league's approved verification system, that the volunteer has successfully completed all required volunteer eligibility requirements and has been approved to serve.

Temporary badges must be returned to the Board Member on Duty immediately following the conclusion of the practice or game. Failure to return a temporary badge may result in the Safety Officer denying future requests for temporary badges.

Any individual who fails or refuses to complete the required volunteer application, background screening, or mandatory training is ineligible to serve in any volunteer position that requires regular contact with players until all requirements have been successfully completed and verified.

8. PLAYER ASSIGNMENT

General Player Assignment Guidelines
MNLL shall assign players to teams in accordance with Little League International regulations, MNLL policies, and the developmental needs of the players. Teams are reformed each season, and prior team assignments shall not carry over from one season to the next.

Parent requests for team or teammate assignments may be considered in divisions where team assignments are made by the Player Agent; however, requests are not guaranteed and shall not take priority over MNLL's responsibility to create balanced teams. The Player Agent shall consider factors including player age, experience, skill development, and overall team balance when making assignments.

Player evaluations shall be conducted for divisions requiring evaluation and draft processes. Evaluatio ns are intended to assist MNLL in determining appropriate division placement and creating balanced teams based on player experience, skill level, safety considerations, and developmental needs.

The MNLL Board of Directors may approve adjustments to roster sizes when necessary to comply with Little League regulations, accommodate player participation, or address League operational needs.

Tee Ball Division

- The Tee Ball Player Agent shall be responsible for assigning players to teams.

- Tee Ball teams generally consist of eight (8) to ten (10) players, with a maximum roster size of twelve (12) players unless otherwise approved by the Board of Directors.

Coach Pitch Division

- The Coach Pitch Player Agent shall be responsible for assigning players to teams.
- Coach Pitch teams generally consist of eight (8) to ten (10) players, with a maximum roster size of twelve (12) players unless otherwise approved by the Board of Directors.

Single A (Machine Pitch) Division

- The Single A (Machine Pitch) Player Agent shall be responsible for assigning players to teams.
- Single A teams generally consist of eight (8) to ten (10) players, with a maximum roster size of twelve (12) players unless otherwise approved by the Board of Directors.

AA and AAA Divisions (Little League Minors)

- Players participating in AA or AAA shall participate in player evaluations to assist MNLL in determining appropriate division placement and creating balanced teams.
- Following evaluations, AA and AAA managers shall participate in the MNLL draft process to establish team rosters in accordance with League policies and procedures.
- AA and AAA teams generally consist of eleven (11) to twelve (12) players, with a maximum roster size of thirteen (13) players unless otherwise approved by the Board of Directors.

Majors Division

- Eligible players who complete registration by the established deadline and are League age ten (10), eleven (11), or twelve (12) shall be considered for participation in the Majors Division in accordance with Little League regulations and MNLL policies.
- Following evaluations, Majors managers shall participate in the MNLL draft process to establish team rosters .
- League age twelve (12) players shall be eligible for placement on a Majors Division team.
- League age twelve (12) players may participate in the Minors Division only when permitted by Little League regulations, when such placement is determined to be in the player's best interest, and when approved through the appropriate Little League process.
- Players who are league age ten (10) or eleven (11) and are not selected in the Majors draft shall be placed into the appropriate Minors Division player pool and drafted in accordance with MNLL's Minors assignment process.
- Players who are league age nine (9) shall not be eligible for the Majors draft unless permitted by Little League regulations and approved through the appropriate MNLL process.
- Majors teams shall have a maximum roster size of thirteen (13) players unless otherwise approved by the Board of Directors.

Intermediate Division (50/70)

- Eligible players who complete registration by the established deadline and are league age eleven (11), twelve (12), or thirteen (13) shall be considered for participation in the Intermediate Division in accordance with Little League regulations and MNLL policies.
- Following evaluations, Intermediate managers shall participate in the MNLL draft process to establish team rosters.
- League age eleven (11) and twelve (12) players not selected for Intermediate shall be placed into the Majors Division player pool and drafted in accordance with MNLL's Majors assignment process.

- League age thirteen (13) players shall be assigned to the Intermediate Division unless otherwise permitted by Little League regulations.
- Intermediate teams shall have a maximum roster size of thirteen (13) players unless otherwise approved by the Board of Directors.

Juniors Division

- When offered, eligible players who complete registration by the established deadline and are league age thirteen (13) or fourteen (14) shall be assigned to a Juniors Division team in accordance with Little League regulations and MNLL policies.
- All Juniors players shall participate in evaluations to assist MNLL in creating balanced teams.
- Following evaluations, Juniors managers shall participate in the MNLL draft process to establish balanced team rosters. The draft process is intended to promote competitive balance and appropriate distribution of players across teams.
- Every eligible Juniors player shall be assigned to a team regardless of current skill level.
- Juniors teams shall have a maximum roster size of thirteen (13) players unless otherwise approved by the Board of Directors.

Seniors Division

- Eligible players who complete registration by the established deadline and are league age fifteen (15) or sixteen (16) shall be assigned to a Seniors Division team in accordance with Little League regulations and MNLL policies.
- All Seniors players shall participate in evaluations to assist MNLL in creating balanced teams.
- Following evaluations, Seniors managers shall participate in the MNLL draft process to establish balanced team rosters. The draft process is intended to promote competitive balance and appropriate distribution of players across teams.
- Every eligible Seniors player shall be assigned to a team regardless of current skill level.
- Seniors teams shall have a maximum roster size of fourteen (14) players unless otherwise approved by the Board of Directors.

Combined Juniors and Seniors Division

- If enrollment numbers do not support separate Juniors and Seniors Divisions, MNLL may combine eligible players from both divisions to form one or more teams. Combined teams shall operate under Senior Division rules in accordance with Little League International regulations.

9. PLAYER EVALUATIONS

All players who complete registration prior to the closure of registration shall be eligible for placement on an appropriate MNLL team, subject to Little League International eligibility requirements and MNLL policies.

All players who are League age seven (7) through sixteen (16) shall participate in at least one (1) player evaluation to be considered for division placement and the team formation process. Evaluations are intended to assist MNLL in determining appropriate player placement and creating balanced teams based on factors including age, experience, skill development, and current ability.

Players who do not participate in a scheduled evaluation may still be assigned to a team; however, they shall be placed in accordance with the MNLL Draft procedures.

Player evaluations shall be coordinated by the Head Player Agent with assistance from Division Player Agents. Evaluations shall be conducted by designated evaluators, including managers and approved MNLL representatives.

Player evaluations may include assessments of throwing, fielding, running, hitting, pitching, and catching skills to provide information to managers during the team formation draft process and to assist MNLL in making appropriate division placements and creating balanced teams.

10.DRAFT

Draft Philosophy

MNLL utilizes the Little League International-approved "Alternate Method for Plan B" draft process. The purpose of the draft is to create balanced teams within each division by distributing players as evenly as practical based on evaluations, player experience, skill development, and overall team balance.

MNLL's goal is to create teams within each division that provide all players with a positive developmental experience and to minimize significant differences in team strength. Every effort shall be made to place players in the division that provides the greatest opportunity to participate with players of similar ability and developmental needs.

Whenever possible, MNLL shall establish an even number of teams within each division to support balanced scheduling and minimize byes during the season.

Returning Player Placement

Players who participated in a division during the previous season shall be guaranteed a roster position within that same division for the current season, provided the player remains eligible under Little League International regulations and MNLL policies.

A returning player shall not be moved to a lower division unless permitted by Little League regulations or approved through the appropriate MNLL player placement process.

League age twelve (12) players who participated in the fall Intermediate 50/70 program are not guaranteed placement in the spring Intermediate Division and shall participate in the standard spring player evaluation and assignment process.

Draft Administration

The Division Player Agent or Head Player Agent shall administer each division's draft.
Prior to each division's draft, the Head Player Agent or Division Player Agent shall establish the eligible draft pool using player evaluation results and other appropriate factors related to player placement and team balance.

Managers select players only from the draft pool established and provided by the Head Player Agent or Division Player Agent.

If a manager is unable to attend the scheduled draft, an available MNLL Board member may conduct the draft on behalf of that manager. All player selections made by the designated board member shall be considered approved selections of the absent manager.

Manager-Child Draft Rule

Prior to the start of the draft, each manager participating in a division draft shall declare whether they intend to select their child for their team.

A manager who selects their child must do so no later than the draft round specified below based on the player's League age and division. Failure to select their child within the required draft round shall result in the manager risking the ability to select that child for their team.

If a manager has multiple children eligible within the same division, each additional child shall be selected in the subsequent required draft round(s).

This manager-child draft rule applies to all divisions utilizing a draft process, including AA, AAA, Majors, Intermediate, Juniors, and Seniors.

Draft Round	Little League age	Intermediate Age	Junior Age	Senior Age
5	9, 10	11	12	13, 14
4	11	12	13	15
3	12	13	14	16

The MNLL Board of Directors may update manager-child draft requirements and associated draft rounds as necessary to remain consistent with Little League International regulations.

Draft Order and Selection Process
Prior to the start of the draft, managers shall draw numbers to determine the draft order. The number of selections drawn shall correspond to the number of teams participating within that division.
MNLL shall utilize a serpentine draft format as follows:

- Round 1: Draft order (1, 2, 3, 4, etc.)
- Round 2: Reverse draft order
- Round 3: Draft order
- Round 4: Reverse draft order

This pattern shall continue until all eligible players have been selected.

MNLL shall make every effort to maintain balanced rosters by considering evaluation results, player experience, age, and developmental needs throughout the draft process.

Player Trades and Roster Adjustments
Following completion of the draft, managers may request player trades during the designated trade period established by the Head Player Agent. The trade period shall close on a date determined by the Head Player Agent; however, under no circumstances shall the trade period extend beyond fourteen (14) days after the first scheduled game, in accordance with Little League International roster maintenance requirements.

Only managers may initiate trade discussions. Parents, guardians, and players shall not negotiate trades directly with other teams, managers, or players.

All player trades must be submitted to and approved by both the Head Player Agent and the League President prior to becoming official. The Head Player Agent and League President shall have final authority to approve or deny any proposed trade based on player development, player welfare, safety considerations, division balance, roster requirements, and MNLL policies.
The following restrictions apply to all trades:

1. **Same Division Requirement**
   Players may only be traded within the same division. Minor League players may not be traded for Majors Division players, and players may not be exchanged between different divisions.
2. **Player-for-Player Exchange Only**
   All trades must be player-for-player exchanges. A team may not trade multiple players in exchange for a single player, or a single player in exchange for multiple players.
3. **No Draft Considerations**
   Draft selections, draft order, draft position, or future draft considerations may not be included as part of any trade. Once the draft has been completed, trades may only involve players assigned to team rosters and must comply with all other MNLL trade requirements.
4. **Approval Is Not Guaranteed**
   No manager, player, parent, or guardian is guaranteed that a requested trade will be approved. MNLL reserves the right to deny any trade request that it determines may negatively impact a player's experience, safety, development, or the overall balance of the division.

Manager-Less Teams Following the Draft
If a team does not have an assigned manager at the time of the draft, the team shall be drafted by an MNLL Board member approved and designated by the Division Player Agent or Head Player Agent. Following completion of the draft and until a manager has been appointed by the League President, all trade discussions involving that team shall occur only through the Division Player Agent or Head Player Agent.

The Division Player Agent or Head Player Agent shall evaluate any proposed trade involving a manager-less team and shall have the authority to approve or deny such requests in accordance with MNLL policies, player development considerations, and division balance.

11.REPLACEMENT PLAYERS

If a team loses one or more players during the season due to withdrawal, injury, relocation, or other circumstances, MNLL may seek a replacement player to maintain appropriate roster sizes and provide a positive playing experience for all participants.

Replacement players shall be considered in the following order:

1. Eligible players currently on the division waitlist
2. Players from a lower division who are eligible and appropriate for movement to the higher division.

Any replacement player assignment must be approved by the Division Player Agent or Head Player Agent and shall consider factors including player development, safety, skill level, roster balance, and the best interests of the player and the League.

MNLL shall make every reasonable effort to minimize disruption to existing teams and programs when assigning replacement players.

12. PLAYER MOVEMENT BETWEEN DIVISIONS

When a player is identified as a potential replacement candidate for a higher division team, the player and family shall be notified of the opportunity.

A player may decline an opportunity to move to a higher division. If a player declines a requested move, MNLL may consider that decision final for the remainder of the season and the player shall no longer be eligible for additional movement opportunities during that season unless approved by the Head Player Agent.

All player movement between divisions shall require approval from the Division Player Agent or Head Player Agent and shall be conducted in accordance with Little League International regulations and MNLL policies.

13. PRACTICE

Practice locations and times shall be assigned or approved by MNLL through the Head Player Agent and Division Player Agents based on available facilities, manager preferences, field capacity, and overall League needs.

Team practices shall be scheduled and managed by each team's manager in accordance with MNLL policies, field availability, and League scheduling requirements.

MNLL field allocations and practice schedules shall prioritize League operations, safety requirements, field availability, and equitable access for all teams.

All teams and volunteers shall comply with MNLL field-use policies and any applicable facility rules.

14. PLAYING RULES AND LOCAL RULES

General Requirements

MNLL games shall be conducted in accordance with the Official Rules and Regulations of Little League International, the MNLL Constitution, and these MNLL Local Playing Rules.

The rules contained herein are intended to supplement, clarify, or establish additional requirements where permitted by Little League International. In the event of a conflict between these Local Playing Rules and Little League International rules or regulations, Little League International rules shall prevail.

MNLL Local Playing Rules may be amended by a majority vote of the MNLL Board of Directors and, when required, shall be submitted to Little League District 28 for approval.

Unless specifically identified as an MNLL Local Rule, all gameplay requirements shall follow Little League International rules.

MNLL recognizes that divisions are designed to provide developmentally appropriate baseball experiences. Managers, coaches, and volunteers shall prioritize player development, safety,

sportsmanship, participation, and skill development while maintaining competitive balance appropriate for each division.

Common Division Rules
Unless otherwise specified above:

- Minimum play requirements shall follow Little League International rules.
- Pitching regulations shall follow Little League International requirements.
- Safety rules shall be enforced at all times.
- All players, coaches, and volunteers shall follow MNLL Code of Conduct requirements.
- The Board of Directors reserves the right to modify schedules, game times, or playing rules when necessary to address safety, field availability, weather, or League operations.

The rules described herein are intended to supplement, not replace, the rules and regulations of Little League International and the MNLL Constitution. These rules may be amended by a majority vote of the MNLL Board of Directors and approval by District 28.

Tee Ball

Year-Round game length: 60 minutes, drop dead
Pitching: Ball is hit off a tee
Catching: No catcher
Batting: Player's bat from tee; players advance one base per hit. All players bat once every inning.
Maximum team size: 12; 9-10 is preferred.
Scoring: No score is kept or recorded
Playoffs: No playoffs

The following are not Local Rules, but rather regular LL Rules and are emphasized.
Minimum Play: All players will participate in every inning on the field. Players will play in both the infield and the outfield and be equitably rotated through all positions.
Minimum Games: 12
Innings: 4, if time allows
Standings: No standings are kept

Single A - Coach Pitch

Year-Round game length: 60 minutes, drop dead
Pitching: Coach Pitch (4 pitches and then Hit Off a Tee)
Catching: No catcher
Batting: All players bat once every inning. A batter is given 4 pitches. If (s)he can't connect with any of them, (s)he will hit from a tee to complete the at bat.
Maximum team size: 12
Scoring: No score is kept or recorded
Playoffs: No playoffs
The following are not Local Rules, but rather regular LL Rules and are emphasized.
Minimum Play: All players will participate in every inning in the field. Players will play in both the infield and the outfield and be equitably rotated through all positions.
Minimum Games: 12
Innings: 4, if time allows
Standings: No standings are kept

Single A - Machine Pitch

Year-Round game length: 75 minutes, drop dead.
Pitching: Pitching machine only

- Pitching machine will be used approximately 35-40 feet from home plate (dirt area right in front of pitching mound).
- Each batter will receive 5 pitches; if a hit is not obtained by the 5th pitch, the batter is out. If the batter fouls the 5th pitch, then another pitch will be offered and treated as if the batter has 2 strikes.

Catching: Catcher is required. No catchers box.
Baserunning: Runners are locked at 3rd Base and can only be batted in or forced in. A single base may be taken on an overthrow.
Maximum team size: 12
Scoring: Score is kept but not recorded. No more than five runs may be scored in a half-inning.
Playoffs: No Playoffs
The following are not Local Rules, but rather regular LL Rules and are emphasized.
Batting: 3/5/7 rule. Inning will end after 3 outs, 5 runs, or 7 batters, whichever comes first. Dropped 3rd strike is not in effect.
Minimum Play: 1 at-bat and six defensive outs
Minimum Games: 12
Innings: 6, if time allows
Run Rule: No Run Rule is in effect.
Standings: No standings are kept.
Umpires: No umpires

Double A - Player Pitch

Spring Season: No new inning started after the 1:15 mark. Inning started must be finished unless the home team is ahead or goes ahead.
Fall Season: No new inning started after the 1:15 mark. Drop dead at the 1:30 mark. Score reverts to the prior completed inning if the game ends during an incomplete inning and the home team is not ahead.
Pitching: Player/Coach pitch for the first six scheduled games; player pitch only thereafter. Pitching thresholds will be strictly followed.

- During coach pitch: three pitches will be delivered to the batter from the pitching plate by a coach upon the batter receiving four balls from a player pitcher. If the third and subsequent pitches are fouled off, continue pitching until the batter hits the ball fairly, swings and misses, or does not swing.

Catching: Catcher is required
Baserunning: No stealing; runners may advance on passed balls only. Runners are locked at 3rd Base and can only be batted in or forced in. A single base may be taken on an overthrow.
Maximum team size: 12
Scoring: Score is kept. No more than five runs may be scored in a half-inning. The home team must provide a scorekeeper, and the visiting team must provide a pitch counter, or the game will result in a forfeiture.
Spring Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred. In-House Tournament Champion will represent MNLL in District 28 TOC's if the division is available.
Fall Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred.
The following are not Local Rules, but rather regular LL Rules and are emphasized.
Batting: Continuous batting order. Dropped 3rd strike is not in effect.
Minimum Play: 1 at-bat and a minimum of six defensive outs (no player can sit two consecutive innings)

Minimum Games: 12
Innings: 6, if time allows
Run Rule: No Run Rule is in effect.
Standings: Standings are kept.
Umpires: All games will be umpired by one umpire.

Triple A

Spring Season: No new inning started after the 1:30 mark. Inning started must be finished unless the home team is ahead or goes ahead.
Fall Season: No new inning started after the 1:30 mark. Drop dead at the 1:45 mark. Score reverts to the prior completed inning if the game ends during an incomplete inning and the home team is not ahead.
Catching: Catcher is required
Baserunning: Stealing is allowed (no leading off). Runners must return to their bases when the pitcher is standing on the rubber and in possession of the ball, and the catcher is ready to receive a throw.
Maximum team size: 13
Scoring: Score is kept. No more than five runs may be scored in a half-inning. The home team must provide a scorekeeper, and the visiting team must provide a pitch counter, or the game will result in a forfeiture.
Spring Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred. In-House Tournament Champion will represent MNLL in District 28 TOC's AAA division.
Fall Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred.
The following are not Local Rules, but rather regular LL Rules and are emphasized;
Pitching: Player Pitch.
Batting: Continuous batting order. Dropped 3rd strike is not in effect.
Minimum Play: 1 at-bat and six defensive outs.
Minimum Games: 12
Innings: 6, if time allows
Run Rule: No Run Rule is in effect.
Standings: Standings are kept.
Umpires: All games will be umpired.

Majors

Spring Season: No new inning started after the 1:45 mark. Inning started must be finished unless the home team is ahead or goes ahead.
Fall Season: No new inning started after the 1:45 mark. Drop dead at the 2:00 mark. Score reverts to the prior completed inning if the game ends during an incomplete inning and the home team is not ahead.
Catching: Catcher is required
Baserunning: Stealing is allowed (no leading off). Runners must return to their bases when the pitcher is standing on the rubber and in possession of the ball, and the catcher is ready to receive a throw.
Maximum team size: 13
Scoring: Score is kept. The home team must provide a scorekeeper, and the visiting team must provide a pitch counter, or the game will result in a forfeiture.
Spring Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred. In-House Tournament Champion will represent MNLL in District 28 TOC's Majors division.
Fall Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred.
The following are not Local Rules, but rather regular LL Rules and are emphasized.
Pitching: Player Pitch

Batting: Continuous batting order. Dropped 3rd strike is in effect
Minimum Play: 1 at bat and six defensive outs.
Minimum Games: 12
Innings: 6, if time allows
Run Rule:

- If, after 5 complete innings (4 ½ if the "home" team is leading), one team is up by 8 or more runs, they shall be declared the winner.
- If, after 4 complete innings (3 ½ if the "home" team is leading), one team is up by 10 or more runs, they shall be declared the winner.
- If, after 3 complete innings (2 ½ if the "home" team is leading), one team is up by 15 or more runs, they shall be declared the winner.

Standings: Standings are kept.
Umpires: All games will be umpired.

Intermediate (50/70)

Spring Season: No new inning started after the 2:00 mark. Inning started must be finished unless the home team is ahead or goes ahead.
Fall Season: No new inning started after the 2:00 mark. Drop dead at the 2:15 mark. Score reverts to the prior completed inning if the game ends during an incomplete inning and the home team is not ahead.
Catching: Catcher is required
Baserunning: Stealing and leading off are allowed.
Maximum team size: 13
Scoring: Score is kept. The home team must provide a scorekeeper, and the visiting team must provide a pitch counter, or the game will result in a forfeiture.
Spring Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred. In-House Tournament Champion will represent MNLL in District 28 TOC's Intermediate division.
Fall Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred.
The following are not Local Rules, but rather regular LL Rules and are emphasized.
Pitching: Player Pitch. Balks are enforced. Pitchers may be substituted and return to pitch one time per game if they remain in the game at all times.
Batting: Continuous batting order. Dropped 3rd strike is in effect
Minimum Play: 1 at bat and six defensive outs
Minimum Games: 12
Innings: 7
Run Rule:

- If, after 6 complete innings (5 ½ if the "home" team is leading), one team is up by 8 or more runs, they shall be declared the winner.
- If, after 5 complete innings (4 ½ if the "home" team is leading), one team is up by 10 or more runs, they shall be declared the winner.
- If, after 4 complete innings (3 ½ if the "home" team is leading), one team is up by 15 or more runs, they shall be declared the winner.

Standings: Standings are kept.
Umpires: All games will be umpired

Juniors/ Seniors

Spring Season: No new inning started after the 2:15 mark. Inning started must be finished unless the home team is or goes ahead.

Fall Season: No new inning started after the 2:15 mark. Drop dead at the 2:30 mark. Score reverts to the prior completed inning if the game ends during an incomplete inning and the home team is not ahead.
Catching: Catcher is required
Baserunning: Stealing and leading off is allowed.
Maximum team size: 13
Scoring: Score is kept. The home team must provide a scorekeeper, and the visiting team must provide a pitch counter, or the game will result in a forfeiture.
Spring Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred. In-House Tournament Champion will represent MNLL in District 28 TOC's Juniors and/or Seniors division.
Fall Season Playoffs: In-House Tournament; a seeded double-elimination tournament is preferred.
The following are not Local Rules, but rather regular LL Rules and are emphasized.
Pitching: Player Pitch. Balks are enforced. Pitchers may be substituted and return to pitch one time per game if they remain in the game at all times.
Batting: Continuous batting order. Dropped 3rd strike is in effect
Minimum Play: 1 at bat and six defensive outs
Minimum Games: Juniors: 12, Seniors: no minimum
Innings: 7
Run Rule:

- If, after 6 complete innings (5 ½ if the "home" team is leading), one team is up by 8 or more runs, they shall be declared the winner.
- If, after 5 complete innings (4 ½ if the "home" team is leading), one team is up by 10 or more runs, they shall be declared the winner.
- If, after 4 complete innings (3 ½ if the "home" team is leading), one team is up by 15 or more runs, they shall be declared the winner.

Standings: Standings are kept
Umpires: All games will be umpired

15.PROTESTS

Right to Protest
In accordance with Little League International Rule 4.19, only the manager of a participating team, or in the manager's absence, a designated coach, shall have the authority to file a protest or request a rule interpretation from an umpire during a game.

When a manager or coach requests a ruling or declares a protest:

- Time shall be called;
- The opposing manager shall be included in the discussion;
- The protest shall be recorded in the official scorebook at the time it occurs.

The opposing manager shall be notified that the game is being played under protest.
Protests shall be conducted in a professional manner consistent with MNLL's values of integrity, sportsmanship, and respect for volunteers and officials.

Protest Submission and Review
All protests shall be submitted and administered in accordance with Little League International rules and regulations.

The manager filing a protest shall notify the League President, or their designee, including the League Umpire-in-Chief, in writing immediately following the game and no later than the same calendar day.

The written protest shall include:

- Date and time of the game;
- Teams involved;
- Division;
- Specific rule or eligibility concern being protested; and
- Relevant facts supporting the protest.

The MNLL Protest Committee, operating in accordance with Little League International Rule 4.19(f), shall review the protest, make a determination, and notify the affected parties within two (2) calendar days or no later than twenty-four (24) hours prior to the next scheduled game for either team, whichever occurs first.

Tournament Protests

Any protest submitted during an end-of-season tournament shall be reviewed and resolved as quickly as practicable by the MNLL Protest Committee in accordance with Little League International rules and regulations.

Tournament protest decisions shall be made based on applicable Little League rules, MNLL Local Rules, and the best interests of the League and its players.

16.SNACK BAR

The MNLL Snack Bar serves as both an important source of revenue for Murrieta National Little League and as a service to players, families, and guests by providing refreshments during League activities.

Snack Bar Assignments

MNLL assigns Snack Bar responsibilities to teams throughout the season. Assignments shall rotate among different teams and different divisions to promote equitable participation and shared responsibility among all MNLL families.

The Snack Bar Manager, or their designee, shall establish and communicate the Snack Bar assignment schedule. Each assigned team is responsible for providing sufficient adult volunteers to properly staff and operate the Snack Bar during its scheduled assignment.

The team manager and team parent coordinator are responsible for coordinating their team's Snack Bar assignment and making reasonable efforts to ensure the assigned responsibility is fulfilled or the game will result in a forfeiture.

Snack Bar volunteer assignments are considered part of the shared responsibility of participating in MNLL and support the League's ability to provide quality programs, facilities, and player experiences.

If a team is unable to provide the required snack bar duty, the game shall not begin until the required personnel are provided. Each team shall have up to ten (10) minutes from the official scheduled start time, as determined by the umpire, to provide the required personnel.

Failure to provide required game personnel may result in forfeiture or other disciplinary action as determined by MNLL.

MNLL shall make every reasonable effort to open the Snack Bar no later than fifteen (15) minutes prior to the scheduled start of the first game requiring Snack Bar operations.

Games shall not begin until the required Snack Bar staffing is present and operational. Teams assigned to competitive divisions that fail to fulfill their Snack Bar obligation may be subject to additional disciplinary action due to the greater impact on scheduled games and League operations.

Snack Bar Safety Requirements
At least one (1) approved adult volunteer must be present in the Snack Bar at all times while it is operating.

Minors under the age of eighteen (18) may assist with Snack Bar operations only under the direct supervision of an adult volunteer. No more than two (2) minors may be present in the Snack Bar at any given time. Riverside County requires that the operator or supervisor possess a valid Riverside County Food Handler Certificate or an accredited Food Protection Manager Certification. Even though the youth volunteers do not need cards, the adult supervisor or board member on duty, **overseeing the snack bar must demonstrate basic food safety knowledge** and have a posted food handlers card available upon request. Any person required to have a Food Handler Certificate shall immediately submit such certificate to the Snack Bar Manager. It shall be the duty of the Snack Bar Manager to keep on continuous display the Food Handler Certificates of all board members supervising volunteers who handle food, so they may be viewed by the Department at inspections.

Children under the age of twelve (12) are not permitted inside the Snack Bar during operations.
No minor may operate the cash register unless specifically approved by the Snack Bar Manager, League Treasurer, or League President.

All Snack Bar operations shall comply with applicable health, safety, food handling, cash handling, and MNLL operating requirements.

17.DECORUM

Murrieta National Little League is committed to providing a safe, positive, and respectful environment for players, coaches, managers, volunteers, parents, spectators, and umpires. While MNLL does not anticipate inappropriate behavior from members of our baseball community, all participants are expected to demonstrate good sportsmanship, respect, integrity, and conduct consistent with MNLL's core values.

The conduct expectations contained in this section apply equally to all MNLL participants regardless of team affiliation, player skill level, volunteer role, position within the League, or length of involvement with MNLL.

The umpire crew and/or any authorized MNLL representative shall immediately address inappropriate behavior occurring before, during, or after any game or MNLL-hosted event. All participants and spectators are expected to comply with instructions provided by umpires and MNLL representatives.

Inappropriate Conduct
Examples of inappropriate actions or behaviors include, but are not limited to:

- Violations of the MNLL Sport Parent Code of Conduct
- Unsportsmanlike conduct of any kind;

- Arguing, disputing, or repeatedly challenging umpire decisions;
- Players, coaches, managers, or spectators "calling" balls and strikes or fair/foul calls;
- Aggressive actions, threats, or remarks;
- Coaching from the spectator area;
- Jeering, ridiculing, taunting, or making disparaging comments toward players, coaches, umpires, or other spectators;
- Any conduct deemed detrimental to the safety, enjoyment, or integrity of the game.

Player, Coach, and Manager Discipline
Any player, coach, or manager who is ejected by an umpire before, during, or after a game shall immediately leave the field and surrounding playing area.

Any player, coach, or manager ejected from a game shall receive a minimum one (1) game suspension and may be subject to additional discipline as determined by the MNLL Board of Directors.

Spectator Discipline
Any parent, guardian, family member, guest, or spectator who engages in inappropriate conduct may be removed from the spectator area or MNLL event by an umpire or authorized MNLL representative.

Any spectator removed from an MNLL event shall immediately leave the designated spectator area and shall receive a minimum suspension from attending one (1) scheduled game.

Additional spectator offenses during the same season shall result in the following minimum suspensions:

- Second offense: Minimum three (3) game suspension;
- Third offense: Suspension for the remainder of the season.

The MNLL Board of Directors shall determine the appropriate suspension for a third offense; however, the suspension shall not be less than the remainder of the current season.

Appeals
A spectator suspension may be appealed to the MNLL Board of Directors in accordance with Article VI, Section 4 of the MNLL Constitution.

The Board may affirm, modify, or overturn the suspension by a two-thirds (2/3) vote of Board members present at a duly constituted monthly Board meeting or special Board meeting.

18.SCOREKEEPING/PITCH COUNTING/SCOREBOARDS

In divisions where official scoring is required, accurate scorekeeping and pitch counting are essential responsibilities of each participating team to ensure proper game records and compliance with Little League International pitching regulations.

MNLL utilizes GameChanger as the primary electronic platform for recording game scores, player participation, and pitch count information. All individuals responsible for maintaining official game records through GameChanger must complete MNLL-approved GameChanger training prior to performing scorekeeping responsibilities.

MNLL offers multiple GameChanger training opportunities before and during each season to assist volunteers in properly performing scorekeeping responsibilities.

Scorekeeper and Pitch Counter Responsibilities
The home team shall provide the official scorekeeper for the purpose of maintaining the official game record through GameChanger.

The visiting team shall provide the official pitch counter for the purpose of accurately tracking each pitcher's pitch count in accordance with Little League International pitching regulations.

At the conclusion of each game, the pitch counter shall obtain verification and acknowledgment from both managers regarding the accuracy of the official pitch count records.

If a team is unable to provide the required scorekeeper or pitch counter, the game shall not begin until the required personnel are provided. Each team shall have up to ten (10) minutes from the official scheduled start time, as determined by the umpire, to provide the required personnel.

Failure to provide required game personnel may result in forfeiture or other disciplinary action as determined by MNLL.

Scorekeeper and Pitch Counter Conduct
Scorekeepers and pitch counters shall remain at the designated scorekeeping area and shall limit communication to game-related matters with umpires, league officials, and appropriate team representatives.

Scorekeepers and pitch counters who fail to perform their responsibilities or who interfere with game operations may be removed from their positions. The respective team manager shall be responsible for providing a replacement when required.
Failure to provide a replacement may result in forfeiture or other disciplinary action as determined by MNLL.

Scoreboards
A scoreboard operator is not required; however, when available, a scoreboard operator may assist with game operations.

The scoreboard operator should remain in reasonable proximity to the official scorekeeper, within communication distance, and maintain visibility of the scoreboard.

The scoreboard is considered informational only. The official game record shall be maintained through the MNLL-approved scoring system.

Game Records and Disputed Records
The MNLL League Information Officer shall maintain official league game records based on submitted game results and records maintained through the MNLL-approved scoring system.

In the event of a discrepancy, dispute, or question regarding game scores, pitch counts, player participation, or other official game records, the appropriate MNLL league official shall review the available information and determine the official record to be recognized.

Decisions regarding disputed records shall be made based on Little League International rules and regulations, MNLL Local Rules, available documentation, and the best interests of the League and its players.

19.UNIFORMS

Uniform Requirements

Only uniforms and uniform components approved by MNLL shall be worn during MNLL games and official league activities.

MNLL shall provide each registered player with league-approved uniform items, which may include a hat, jersey, socks, and belt. Baseball pants shall be provided by each player and must meet MNLL uniform standards established by the Board of Directors. The team manager will specify the color.

During the Spring season, all official game jerseys shall display the approved Little League International shoulder patch in accordance with Little League International Rules andRegulations.

Players and families are responsible for maintaining issued uniform items and ensuring uniforms are worn in a clean and serviceable condition during games and official league activities.

Sponsor Recognition and Uniform Branding

MNLL gratefully recognizes the businesses and organizations whose sponsorships support League programs and enhance the experience of our players.

Sponsor names, logos, and other branding displayed on MNLL uniforms, apparel, or equipment shall be approved by the Board of Directors or its designee and shall comply with all applicable Little League International requirements.

No team, manager, coach, parent, sponsor, or volunteer may independently produce, alter, or distribute uniforms, apparel, or equipment bearing MNLL, team, division, or sponsor branding without prior approval from the Board of Directors or its designee.

The Board of Directors shall establish standards governing sponsor recognition, logo placement, uniform design, and other branding requirements to ensure consistency throughout the League.

20.EQUIPMENT REQUIREMENTS

All equipment used during MNLL games and practices shall comply with the current Little League International Rules and Regulations and applicable safety standards. Players and families are responsible for providing personal equipment unless otherwise provided by MNLL.

MNLL may provide shared team equipment, including but not limited to catcher's equipment, batting helmets, baseball gloves, baseballs, training aids, and other equipment as determined by the Board of Directors.

League-issued equipment remains the property of MNLL and shall be used only for approved League activities. Managers and coaches are responsible for the proper care, storage, inventory, and timely return of League-issued equipment at the conclusion of each season or upon request by MNLL.

Managers, coaches, players, and families may be held responsible for the return of League-issued equipment assigned to their team. The Board of Directors may establish administrative procedures for the checkout, inventory, return, replacement, and accountability of League property.

Any League-issued equipment determined to be unsafe, damaged beyond normal wear, or otherwise unfit for play shall be removed from service.

The Board of Directors reserves the authority to establish and modify equipment standards and safety requirements as necessary to ensure compliance with Little League International rules and to promote the safety and well-being of all participants.

Footwear
Metal cleats are permitted only in the Intermediate (50/70), Juniors, and Seniors Divisions.
Metal cleats are prohibited in Tee Ball, Coach Pitch, Single A (Machine Pitch), AA, AAA, and Majors.

21.SCHEDULING AND GAME RESCHEDULING

The Head Player Agent, or their designee, shall be responsible for scheduling all regular-season and postseason games in the best interests of Murrieta National Little League ("MNLL"). Every reasonable effort shall be made to publish schedules as early as practical; however, schedules remain subject to change based on League needs, field availability, weather conditions, and other unforeseen circumstances.

When practical, games shall be scheduled on consistent days of the week throughout the season. Scheduling decisions shall be made in the best interests of the League as a whole, without preference or priority being given to any division, team, or manager.

Every reasonable effort shall be made to:

- Provide each team within a division with an equal number of scheduled games;
- Provide a reasonably balanced number of home and away games;
- Utilize available playing venues equitably among teams; and
- Schedule home games at each team's primary field whenever practical.

Field assignments and game locations may be modified by MNLL at any time to accommodate field availability, maintenance, weather conditions, special events, facility closures, emergencies, or other operational needs.

No manager, coach, or team representative may independently reschedule, postpone, relocate, or otherwise modify a League game. Any schedule modification must be approved by the Head Player Agent or their designee.

Game Postponements and Rescheduling
Games may be postponed, suspended, canceled, or rescheduled due to weather, unsafe field conditions, poor air quality, facility closures, emergencies, or other circumstances determined by MNLL to affect the safety of participants or the orderly operation of League activities.

MNLL shall make reasonable efforts to reschedule postponed games when field availability and the League schedule permit. The timing and priority of rescheduled games shall be determined by the Head Player Agent in the best interests of the League.

If a postponed game cannot reasonably be rescheduled before the conclusion of the season, the Board of Directors or its designee shall determine whether the game shall remain unplayed or whether an alternate method of determining standings is appropriate under the circumstances.

Games that are forfeited, canceled, or remain unplayed shall be recorded and reflected in League standings in accordance with Little League International Rules and Regulations, these Bylaws, and any applicable MNLL Local Rules.

22.PLAYER POOL

MNLL shall utilize a Player Pool for the AA, AAA, Majors, Intermediate (50/70), Juniors, and Seniors Divisions during the regular season in accordance with Little League International Rules and Regulations and MNLL policies.

The purpose of the Player Pool is to provide temporary substitute players when a team is unable to field the minimum number of eligible players required to begin or continue a regularly scheduled game. The Player Pool exists solely to allow games to be played and shall not be used to provide additional bench depth, strengthen a team, or create a competitive advantage.

Participation in the Player Pool is voluntary. Eligible players who wish to participate shall notify their manager, who shall provide the names of interested players to the appropriate Division Player Agent.

The Division Player Agent shall administer the Player Pool and assign players in a fair and equitable manner consistent with Little League International Rules and Regulations and MNLL policies.

The Division Player Agent shall have final authority regarding all Player Pool assignments.

Every reasonable effort shall be made to provide all eligible volunteer players with an equal opportunity to participate as Player Pool substitutes throughout the season.

Unless otherwise permitted by Little League International Rules and Regulations, Player Pool participants:

- Shall bat last in the batting order;
- Shall not pitch or catch;
- Shall participate only for the duration of the game for which they are assigned; and
- Shall remain members of their original team for all other purposes.

A Player Pool participant shall not be assigned to a team as an additional roster player when that team has sufficient players available to participate. Player Pool assignments are intended only to provide the minimum number of players necessary to conduct a scheduled game.

Player Pool assignments shall only apply during the regular-season. Player Pool participants shall not be used during postseason tournaments, including MNLL postseason tournaments, Tournament of Champions, or other tournament play where prohibited by Little League International Rules and Regulations.

Borrowed Players
In circumstances where a team is unable to field enough players for a scheduled game, and when appropriate to promote participation and sportsmanship, managers may mutually agree to temporarily assign one or more players from the opposing team to allow the game to be played.

Borrowed players shall participate only for that scheduled game and shall make a good-faith effort to compete for the team to which they are temporarily assigned. Such temporary assignments shall not affect roster status, player eligibility, standings, or future team assignments.

Borrowed player assignments shall not replace the use of the Player Pool when a Player Pool player is available and eligible to participate.

23. DISCIPLINARY PROCEDURES

Authority and Scope
The disciplinary procedures outlined in these Bylaws are intended to supplement, and not supersede, the requirements established in the MNLL Constitution, including Article III, Section 4(a) and 4(b), regarding suspension or termination, and Article VII, Section 2(f), which states:
"The President shall investigate complaints, irregularities, and conditions detrimental to the local League and report thereon to the Board of Directors or Executive Committee as circumstances warrant."

The Board of Directors retains the authority granted under the MNLL Constitution and Little League International Rules and Regulations to take disciplinary action when appropriate.

Disciplinary action may be initiated involving any individual participating in or associated with MNLL, including but not limited to officers, directors, volunteers, umpires, managers, coaches, parents, players, spectators, and other individuals attending MNLL games, practices, or League-sponsored activities.

Conduct that may result in disciplinary action includes, but is not limited to:

- Violations of Little League International Rules and Regulations, Operating Manual, or policies;
- Violations of the MNLL Constitution, Bylaws, Local Rules, or adopted policies;
- Violations of the MNLL Parent Code of Conduct, Volunteer Code of Conduct, or other League expectations;
- Unsportsmanlike, disruptive, unsafe, dishonest, or inappropriate conduct; and
- Any conduct determined by the Board of Directors to be detrimental to the best interests of MNLL or Little League Baseball.

Disciplinary Committee
The President may appoint a Disciplinary Committee when an investigation or review of potential disciplinary action is required.

The Disciplinary Committee may consist of Board members and/or other qualified League representatives selected by the President. The composition of the Committee shall be determined based on the nature of the matter, availability of members, and the need to avoid conflicts of interest.

Any individual with a direct or indirect conflict of interest involving the matter under review shall not participate in the investigation, deliberation, recommendation, or decision-making process.

The purpose of the Disciplinary Committee is to assist in reviewing complaints, conducting investigations, gathering relevant information, and presenting findings and recommendations to the Board of Directors when disciplinary action may be appropriate.

The President may also initiate an investigation without a formal written complaint when the President or Disciplinary Committee becomes aware of conduct, irregularities, or conditions potentially detrimental to MNLL or Little League Baseball.

Complaint Process
Any individual seeking to initiate a disciplinary review shall submit a written complaint describing the nature of the alleged violation and providing sufficient information to allow MNLL to evaluate and investigate the matter.

Complaints should include when available:

- The name and contact information of the complainant;
- The name of the individual(s) involved;
- The date, location, and circumstances of the alleged violation; and
- Any supporting information or documentation.

Complaints shall be submitted to the League President or another Board Officer.

MNLL will make reasonable efforts to maintain confidentiality throughout the process to the extent practical and permitted by League requirements, applicable law, and the need to conduct a fair investigation.

Complaints involving conduct, sportsmanship, or behavior occurring during MNLL activities should generally be submitted within five (5) business days of the alleged incident unless circumstances warrant additional time, including but not limited to safety concerns, medical issues, civil matters, or criminal investigations.

Investigation and Notification
Upon receipt of a complaint, or upon initiating an investigation, the President or Disciplinary Committee shall determine whether sufficient information exists to warrant further review.

If an investigation proceeds, the subject(s) of the investigation shall receive written notice describing the general nature of the complaint or concern. Notice shall be provided within a reasonable timeframe after determining that further investigation is warranted.

The President or Disciplinary Committee may interview League members, non-members, witnesses, and other individuals with relevant information as part of the investigation.

When practical, investigations should be completed within a reasonable timeframe. If additional time is required due to the complexity of the matter, availability of witnesses, involvement of outside agencies, or other circumstances, the President or Disciplinary Committee shall provide appropriate updates to involved parties.

At the conclusion of the investigation, the Disciplinary Committee shall provide a written summary of findings and any recommended action to the Board of Directors.

Disciplinary Hearing and Board Action
If disciplinary action is recommended, the Board of Directors shall review the findings and determine whether additional action is appropriate.

The subject(s) of the investigation shall be notified of the date and time of the Board meeting at which disciplinary action may be considered, provided with a general description of the matter under review, and given an opportunity to respond.

Failure of the subject(s) to attend the meeting or provide a response shall not prevent the Board of Directors from proceeding and making a determination based on the available information.

Any Board member having direct or indirect involvement in the matter shall be excluded from participation in discussion, deliberation, or voting related to the matter.
Following review of the investigation findings and any response provided, the Board shall deliberate in executive session.

Disciplinary action shall require a two-thirds (2/3) vote of the Board members present at a duly constituted Board meeting, consistent with the MNLL Constitution.

Disciplinary actions may include, but are not limited to:

- Written warning or reprimand;
- Removal from a volunteer position;
- Suspension from participation in MNLL activities;
- Restriction from attending League events;
- Revocation of membership; or
- Removal from the MNLL Board of Directors, when applicable.

The President or designated Board representative shall provide written notification of the Board's decision and any disciplinary action imposed.

Board Decisions and Appeals

In accordance with the MNLL Constitution, decisions of the Board of Directors regarding disciplinary matters shall be final, except where an appeal or review process is required by Little League International Rules and Regulations.

Temporary Restrictions Pending Investigation
When circumstances warrant, the President or designated representative may impose temporary restrictions on an individual's participation in MNLL activities while an investigation is pending. Temporary restrictions may be used when necessary to protect the safety and welfare of participants, preserve the integrity of an investigation, prevent disruption of League operations, or protect the reputation of MNLL.

Temporary restrictions may include, but are not limited to:

- Restricting participation in games, practices, meetings, or League activities;
- Restricting access to League facilities;
- Restricting communication with certain individuals involved in the matter; or
- Removing an individual from a volunteer assignment or position pending review.

Temporary restrictions are not considered disciplinary action or a final determination regarding the underlying matter. They are intended only as an interim measure while the investigation and review process is completed.

The individual subject to temporary restrictions shall be notified of the restrictions and the general reason for the action when practicable.

The duration of any temporary restriction shall be limited to the time reasonably necessary to complete the review process, unless extended by the President or Board of Directors due to circumstances requiring additional time.

Emergency Disciplinary Action
When circumstances require immediate action to protect the safety and welfare of participants, preserve the integrity of MNLL programs, or protect the reputation of the League, the President or an individual specifically designated by the President may immediately suspend an individual from participation in MNLL activities pending further review.

Following an emergency suspension, the matter shall be reviewed through the disciplinary process outlined in these Bylaws as soon as reasonably practicable.

Emergency suspension shall not be considered a final disciplinary determination until the investigation and review process has been completed.

24.ALL STARS

Tournament All-Star Committee
For purposes of tournament team selection and administration, MNLL shall establish a Tournament All-Star Committee.

The Tournament All-Star Committee shall oversee the selection process, appointment of tournament managers and coaches, and administration of MNLL Tournament All-Star teams.

The Tournament All-Star Committee shall consist of:

- League President;
- Vice President;
- Head Player Agent;
- Appropriate Division Player Agent; and
- Umpire-in-Chief (UIC).

Additional Board members or League representatives may be appointed by the President when necessary.

The Tournament All-Star Committee shall determine which tournament teams will be formed each season based upon player participation numbers, player eligibility, Little League International requirements, and the best interests of MNLL.

If sufficient eligible players are available, MNLL may form Tournament All-Star teams in divisions identified by Little League International Rules and Regulations.

All tournament team selections, eligibility determinations, roster sizes, and timelines shall comply with current Little League International Tournament Rules and Regulations.

Tournament All-Star Team Rosters
Tournament All-Star team rosters shall consist of a minimum of twelve (12) players and a maximum of fourteen (14) players unless otherwise modified by Little League International tournament rules.

Selected players shall be announced on the date designated by Little League International.
Once selected, Tournament All-Star players shall be considered full and equal members of their respective teams and shall participate in practices, games, and team activities as determined by the Tournament All-Star Manager.

Prior to the selection process, regular-season managers shall verify the availability of players who, in their assessment, may be considered for tournament selection.

Player Eligibility
Tournament All-Star eligibility shall be limited to players who satisfy all applicable Little League International tournament requirements, including:

- Reside within MNLL league boundaries or possess an approved Little League waiver;
- Meet applicable age eligibility requirements;
- Satisfy all required regular-season participation requirements established by Little League International;
- Meet all applicable tournament eligibility requirements; and
- Remain in good standing with MNLL.

Players who have been removed from participation due to disciplinary action or who have demonstrated conduct inconsistent with MNLL expectations may be considered ineligible for tournament selection.

Final eligibility determinations shall be made by the Tournament All-Star Committee in accordance with Little League International rules.

Player Evaluation and Selection Process
All eligible players identified with Tournament All-Star consideration shall have the opportunity to participate in an evaluation process conducted on a date determined by the Tournament All-Star Committee.

Participation in evaluations is mandatory for consideration unless otherwise approved by the Tournament All-Star Committee or Board of Directors.

Player evaluations may include, but are not limited to:

- Hitting;
- Fielding;
- Throwing;
- Pitching;
- Catching;
- Baseball knowledge;
- Game awareness; and
- Overall skill, ability, and team fit.

Player nominations may be collected through a peer nomination process. Player nominations shall be considered as one factor in the overall evaluation and selection process and shall not independently determine the Tournament All-Star team selection.

Input from regular-season managers, coaches, Division Player Agents, and other League representatives may also be considered.

The evaluation and selection process is intended to identify players who best represent MNLL while creating competitive and balanced tournament teams.

Team Selection
The Tournament All-Star Manager shall provide recommendations regarding player selections and roster composition for the assigned division.

The final roster shall be reviewed and approved by the Tournament All-Star Committee to ensure compliance with Little League International requirements, MNLL policies, and the best interests of the League.

Tournament Manager and Coach Selection Process
Tournament All-Star managers and coaches shall be selected from individuals who served as regular-season managers or coaches during the applicable season, subject to Little League International requirements.

Tournament manager and coach eligibility shall generally be as follows:

- **Senior All-Star Team:** Regular-season managers or coaches from the Junior or Senior Divisions.
- **Junior All-Star Team:** Regular-season managers or coaches from the Junior or Senior Divisions.
- **Intermediate All-Star Team:** Regular-season managers or coaches from the Intermediate or Majors Divisions.
- **Little League All-Star Team (Majors 10-12):** Regular-season managers or coaches from the Majors or Intermediate Divisions.
- **9-11 All-Star Team:** Regular-season managers or coaches from the Minors or Majors Divisions.
- **8-10 All-Star Team:** Regular-season managers or coaches from the Minors or Majors Divisions.

Tournament managers and coaches must complete all required Little League International training and certification requirements, including Diamond Leader certification, prior to participating with a tournament team.

Tournament Manager Selection
Individuals interested in managing an MNLL Tournament All-Star team shall submit their interest, including the division(s) for which they wish to be considered, to the League President and Head Player Agent prior to May 1.

Candidates shall appear before the Tournament All-Star Selection Committee for an interview at a date and time established by the League. Candidates shall receive reasonable advance notice of the interview schedule.

The Tournament All-Star Selection Committee shall consist of:

- League President;
- Vice President;
- Head Player Agent;
- Appropriate Division Player Agent;
- Coaching Coordinator;
- Safety Officer; and
- Umpire-in-Chief.

The Committee shall consider, but not be limited to, the following criteria:

- Good standing with MNLL;
- Compliance with MNLL Codes of Conduct;
- Knowledge of Little League International rules and MNLL Local Rules;
- Demonstrated leadership and ability to represent MNLL;
- Positive sportsmanship and conduct;
- Coaching and player development experience;
- Prior volunteer service and commitment to MNLL; and
- Ability to meet tournament time commitments.

Tournament success, prior coaching experience, and regular-season records may be considered but shall not be the sole determining factor in selecting a Tournament All-Star Manager or Coach.

A manager or coach who has been ejected from a regular-season or postseason game, or who has demonstrated conduct inconsistent with MNLL expectations, may be deemed ineligible for tournament consideration.

A candidate deemed ineligible may request review by the Tournament All-Star Selection Committee. The Committee may reinstate eligibility by majority vote if circumstances warrant.

Conflicts of Interest
Any Board member seeking consideration as a Tournament All-Star Manager shall recuse themselves from any discussion, deliberation, or vote involving their selection.

Any Board member who has a direct conflict of interest, including a familial relationship, romantic relationship, or close personal affiliation with a candidate manager, shall abstain from participating in the selection process.

The President may appoint another qualified Board member to participate in place of any recused individual.

Coach Selection
Once selected, the Tournament All-Star Manager may recommend eligible coaches for approval by the Tournament All-Star Committee.

All coaches must:

- Meet Little League International requirements;
- Be in good standing with MNLL;
- Meet MNLL Code of Conduct expectations; and
- Have served as a regular-season coach of record unless otherwise approved.

Final approval of all tournament coaches shall rest with the Tournament All-Star Committee.

Vacant Tournament Manager Positions
If no qualified individual submits interest for a Tournament All-Star Manager position, the Tournament All-Star Selection Committee may select a qualified candidate to serve as manager.

25.MNLL SELECT – DISTRICT TRAVEL TEAMS

Purpose and Authority
The MNLL Board of Directors may establish and operate MNLL Select District Travel Teams as an additional player development opportunity for eligible MNLL players.

The purpose of the MNLL Select District Travel Team program is to provide players with an enhanced and competitive baseball experience focused on skill development, teamwork, sportsmanship, and preparation for higher levels of Little League competition.
The MNLL Select District Travel Team program is intended to complement the MNLL regular-season program and shall not replace, interfere with, or diminish the importance of participation in the MNLL regular-season program.

Regular-season Little League participation shall remain the priority. Participation on a Select District Travel Team shall not provide a player with preferential treatment regarding regular-season team placement, playing time, player evaluations, draft selection, All-Star selection, Tournament of Champions eligibility, or any other MNLL opportunity.

All Select District Travel Team activities shall comply with the MNLL Constitution, MNLL Bylaws, MNLL Code of Conduct, Little League International rules and regulations, and applicable District 28 requirements.

Eligibility
MNLL Select District Travel Teams may be established for eligible players within League age ranges approved by the MNLL Board of Directors, including:

- AA (10U);
- AAA (11U);
- Majors (12U);
- Intermediate (13U);

Players may be selected based on current Fall League age or the upcoming Spring League age, consistent with Little League International requirements.

Participation on a Select District Travel Team is not guaranteed and shall be based upon roster availability, player development needs, and the selection process established by the appointed Manager.

Select Team Administration
The MNLL Select District Travel Team program shall operate under the authority and oversight of the MNLL Board of Directors.

The League President shall appoint Select District Travel Team Managers subject to approval by the MNLL Board of Directors.

The appointed Manager shall oversee team operations, including player evaluations, roster recommendations, practices, tournament participation, and team activities, consistent with MNLL policies.

The Board of Directors may establish additional procedures, guidelines, or requirements for the Select District Travel Team program as necessary.

Player Selection
Players may be selected or invited to participate in evaluations for Select District Travel Team consideration.

Player evaluations are not mandatory but may be conducted at the discretion of the appointed Manager.

The appointed Manager shall select players for the Select District Travel Team roster. The Manager shall consider player ability, skill development, positional needs, commitment, and overall team balance when selecting players.

Players not selected for a Select District Travel Team may remain eligible for future roster openings at the discretion of the Manager.

Player selection decisions shall not impact a player's standing, opportunities, or participation within the MNLL regular-season program.

Manager and Coach Requirements
Select District Travel Team Managers and coaches shall:

- Complete all required MNLL volunteer requirements;
- Maintain good standing with MNLL;
- Comply with the MNLL Code of Conduct;
- Follow Little League International rules and regulations; and
- Represent MNLL in a manner consistent with League values.

Any Manager or coach may be subject to review or removal by the MNLL Board of Directors for conduct inconsistent with MNLL standards.

Tournament Participation and Scheduling
MNLL Select District Travel Teams may participate in approved Little League sanctioned or affiliated tournaments throughout the year.

Select District Travel Teams will generally participate in tournaments on weekends.
Every effort shall be made to minimize conflicts between Select District Travel Team activities and MNLL regular-season games.

MNLL regular-season games, playoffs, end-of-season tournaments, District 28 Tournament of Champions participation, and Little League All-Star tournament activities shall take priority over Select District Travel Team activities.

Select District Travel Teams shall not participate in tournaments that conflict with MNLL postseason activities unless approved by the MNLL Board of Directors.

Practice Schedule
Select District Travel Teams may conduct practices generally consistent with the following:

- Spring and Fall seasons: approximately one practice per week;
- Off-season: two or more practices per week.

Practice schedules shall be established by the Manager and shall consider player availability and conflicts with MNLL activities.

Use of MNLL fields and facilities by Select District Travel Teams shall be subject to field availability and approval by the MNLL Board of Directors or designated League representative.

Regular-season MNLL teams shall receive priority for field allocation.

Tournament Participation Guidelines
Select District Travel Teams may generally participate in tournaments as follows:

- Spring season (March-April): approximately one tournament per month;
- Fall season (September-October): approximately one tournament per month;
- Off-season (November-February and July-August): two or more tournaments per month as appropriate.

Tournament participation may be adjusted by the MNLL Board of Directors based on player availability, League objectives, and financial considerations.

Financial Responsibility
MNLL may provide financial support for the Select District Travel Team program as approved by the MNLL Board of Directors.

MNLL may provide:

- Approved Little League tournament entry fees;
- Team hats; and
- Team jerseys/game shirts.

Players and families shall be responsible for:

- Baseball pants;
- Belts;
- Socks;
- Shoes;
- Personal equipment;
- Tournament travel expenses;
- Lodging accommodations; and
- Other personal expenses associated with participation.

An annual player commitment fee may be established by the MNLL Board of Directors.

No additional team fees, fundraising activities, sponsorship agreements, or financial obligations may be created without approval from the MNLL Board of Directors.

Conflict of Interest
Any MNLL Board member, Officer, Player Agent, Manager, or Coach involved with Select District Travel Teams shall disclose any actual or potential conflict of interest.

Any individual with a direct conflict involving player selection, team operations, or financial decisions shall recuse themselves from related discussions and decisions when appropriate.

Relationship with Tournament All-Stars
Participation in an MNLL Select District Travel Team shall not guarantee selection to any MNLL Tournament All-Star team.

Tournament All-Star selections shall be conducted independently in accordance with the MNLL All-Stars section, Little League International Tournament Rules and Regulations, and decisions of the Tournament All-Star Committee.

Program Goals
The MNLL Select District Travel Team program is intended to:

- Provide additional player development opportunities;
- Improve competitive baseball opportunities within MNLL;
- Retain players and families within the MNLL program;
- Strengthen MNLL's representation within Little League competition; and
- Enhance the baseball experience for MNLL players and families.

The Select District Travel Team program shall operate in alignment with MNLL's mission, values, and commitment to providing a positive baseball experience for all players.

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