

MCLL HANDBOOK

INTRODUCTION

Welcome to Missouri City Little League. The goal of MCLL is to provide boys and girls the opportunity to play organized baseball, and teaching them the importance of fair play, good sportsmanship, teamwork, competitiveness, and how to win and lose with dignity and class. The league should also provide an atmosphere conducive to wholesome community participation for family, friends, and other members of the community. For these things to come about, an atmosphere of cooperation, patience, good will, and sportsmanship must exist. All spectators, managers, and players will be expected to conduct themselves in a manner that is above reproach.

Please remember to always follow the Little League Parent Creed:

I shall set an example of sportsmanship for my child to follow.

I shall remember that only 9 or 10 children, depending on the division, can play at a time.

I shall remember that all officers, coaches, and auxiliaries are volunteers.

I shall not complain about anyone unless I have labored as much or more on Little League projects as they have.

I shall not criticize the umpires unless I am ready to assume their duties.

Concession areas will be located in the center of the cluster of playing field number 1 through 4. Soft drinks, hot dogs, candy, etc. are sold at the concession stand. Please keep the area clean and deposit all trash in the trash receptacles, as the area will only stay as clean as we keep it. Each team will clean up their dugout area at the completion of their game.

Banners, pennants, etc. can add to the spirit of the team. Each team that displays camaraderie and positive feelings among the parents will have a successful season. The players share those same positive feelings, almost without fail. Youngsters really enjoy having the support of parents and friends. Positive encouragement is ever so important as it leads to good team spirit and high player morale.

Missouri City Little League encourages and needs positive adult participation. **Although the manager heads the team, the involvement and cooperation of the parents is essential to providing a positive experience for the children.** Parents are encouraged to help out at practices, games and on the phone. Adults should behave in a way that sets a good example to the players. Good sportsmanship can only be learned with the help of proper behavior. Both sides should appreciate good play. Please do not become upset with calls made by the umpires. Remember that all persons associated with Missouri City Little league are volunteers. Accept and respect the job the umpires are doing.

Youngsters place a great deal of pressure on themselves, as do their peer groups. There is no need to add additional pressure. Encouragement and constructive criticism bring out the best in these youngsters. Alcoholic beverages are prohibited at games and practices. The use of tobacco in any form is also prohibited on the playing fields, benches or dugouts during all games.

REGISTRATION AND DRAFTING

All players must be registered to play Missouri City Little League. Players must be registered by parents or legal guardians to participate in league activities. Copies of birth certificates will be provided for all players registering for the first time. We are currently asking this of all players to bring our records up to date and to conform to Little League baseball rules. Only players residing within Missouri City Little League boundaries, or living in an area where Little League baseball is not available, will be permitted to register. Questions regarding residence requirements will be made to the League President or Player Agent. Maps showing the Missouri City Little League boundaries will be available at registration times. This is a Little League rule designed to keep a league from recruiting players from outside their boundaries, for the purpose of gaining a competitive edge during intra-league All Star Tournaments.

Missouri City Little League will charge a reasonable and customary fee to participate in league activities. The fees are essential for uniforms, baseball equipment, field maintenance activities, capital improvements, opening day activities, and the miscellaneous supplies required to run a Little League program. Fees will be determined annually by the Board of Directors. Payment of fees at the time of registration is preferable for accounting and league cash flow purposes, but is not a requirement for registering. Parents are encouraged to talk with the League President or Player Agent regarding personal circumstances which require the payment to be delayed. No child will be prohibited from playing Little League baseball based on the parents or legal guardians inability to pay registration fees. The Missouri City Little League is currently offering the following playing divisions:

T-Ball (4-6)

Rookie (6-7 Machine Pitch)

Single A (7-8 Machine Pitch)

Double A (8-9 Machine Pitch)

Triple A (9-10 Kid Pitch)

Minor League (10-11 Kid Pitch)

Major League (11-12 Kid Pitch)

Junior League (13-14)

Senior League (15-16)

To maintain a competitive balance within each division, Missouri City Little League conducts tryouts and drafts for every division except T-Ball. Drafts are conducted by the President and Player Agent according to Official Little League Baseball Operating Guidelines and Rules. The number of teams and the number of players on each team is based solely on the number of players registered. Players registering after the registration due date will be placed on a waiting list and placed on a team on a space available basis only. Players registering after the registration due date are not guaranteed to play. Players will be added based on the drafting order of each team sequentially.

For league ages 6-11, tryouts and drafts will determine which division a child plays. A child cannot play in a division that does not include their league age. The lone exception are 12 year olds who do not attend tryouts and did not play in the Majors Division last season. They may have to play in the Minors if we have too many 12 year olds and not enough teams in the Majors Division. Little League rules governing siblings and managers children will be used for all drafting purposes.

Parents may request their child be placed on a team with another child for car-pooling or other purposes. The Player Agent will try to accommodate these requests, but cannot guarantee any request for placement on a specific team or with another player. The primary goal of the league is to maintain competitive balance and a fun baseball experience through the tryout and drafting process.

The refund policy is as follows:

1. 100% of registration fee prior to the draft.
2. 50% of registration fee prior to Opening Day.
3. No refund after Opening Day.

In all cases, fundraisers are not refunded.

EMERGENCY PROCEDURES

In the event that a child might need to be evaluated by trained personnel, there are a few steps for you to follow:

STEP 1: Provide immediate emergency care. Basic knowledge of first aid and training in CPR is highly recommended for all managers and coaches.

STEP 2: Send someone to call 911 to ask for an ambulance to be dispatched. When calling for help, know the following information:

- a) Where the emergency situation is.
- b) Phone number you are calling from.
- c) What happened?
- d) How many persons need help?
- e) What is being done for the injured person?

STEP 3: Send a parent to alert the child's parents or a spouse if an adult is involved, as to the nature of the injury.

The same procedure is to be followed if an injury occurs during a practice.

Medical release forms must be available in the event of an emergency. The paramedics will not treat or transport a child without a medical release if the child's parents are not available. Manager/coaches must have a form for each player completed and signed before any practices for the season begin. The manager/coaches must have these forms available at every game and practice. If a manager/coach is requested to produce these forms and does not have them available, the Safety Agent will promptly stop the game or practice until the forms are made available.

In addition to having the medical release forms with you at all times, please consider having a first aid kit available at all practices. A well-stocked first aid kit is available during the games. The first aid kit is located in the concession stand.

Accidents will happen, but advanced preparation can greatly increase the chances for a quick recovery. Please be prepared!

NOTE: For insurance purposes, the Safety Agent or League President must be contacted when an injury has occurred. Please have as much information about the accident as possibly available when you call.

Missouri City Little League is a member of the ASAP safety program of Little League baseball. A complete ASAP safety manual is available on the Missouri City Little League website at <https://eteamz.active.com/MissouriCityLL/>. A hard copy can be obtained from the Safety Agent.

MANAGER RESPONSIBILITIES

- 1 Manage the team.
- 2 Know the rulebook, general rules and special rules.
- 3 Acquire a coach plus additional help as required.
4. Acquire and maintain team umpires. Request umpires attend training if not certified. The following are the specific umpiring responsibilities for each of the divisions.
 - a. T-Ball Division managers will be required to umpire their own games.
 - b. Rookie and Single A (A) managers will be required and scheduled to umpire their own games within their own league in regular season play. In the post season tournament, the managers will be scheduled to umpire other teams games and never their own.
 - c. Double A (AA) managers will be required and scheduled to umpire games (behind the plate and bases) within their own league. Managers will not be scheduled to umpire their own games.
 - d. Triple A (AAA), Minors and Major League managers will be required and scheduled to umpire (behind the plate and bases) games. Managers will not be scheduled to umpire their own games.
 - e. Junior and Senior League managers will be required and scheduled to umpire games (behind the plate and bases) as determined by the Chief Umpire.

Managers may acquire a volunteer umpire to represent them and their team. **The manager must provide the volunteers name and relevant information to the Chief Umpire.** The managers will be responsible and accountable for the umpiring responsibilities they are scheduled for. In such cases where scheduling conflicts arise, it is the responsibility of the manager to schedule a replacement. The following penalties will result for managers failing to provide an umpire on their scheduled date/time:

First Offense: One game suspension. Documented by Chief Umpire and filed with Board of Directors. Second Offense: One-week suspension from all League activities. Documented by Chief Umpire and filed with Board of Directors. Third Offense: Manager will be suspended for the remainder of the year. Documented by Chief Umpire and filed with Board of Directors.

5. Managers are responsible for the care of league equipment. See section on “Equipment and Other Supplies”. Managers in the machine pitch divisions are responsible for setting up and returning the machines to the storage container from both the field and the batting cages. The league will furnish and schedule the use of the pitching machines for on-site (MCLL complex) use only. No machine will be permitted to leave the complex without written approval from the League Coordinator. Failure to return the pitching machines to the storage container after their use will result in the following:

First Offense: The manager and team will be given a written warning by the league.

Second Offense: The manager and team will not be permitted to use the practice machine for one week.

Third Offense: The manager and team will not be permitted to use the practice machine for the remainder of the season.

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6. Acquire a team parent for communication, fund raising, pictures, concession stand duties and other team functions. The manager is responsible and accountable for ensuring that the concession stand has seven (7) volunteers to serve during their scheduled times. A teams failure to attend their scheduled concession stand times will result in the following:

First Offense: **Manager may be suspended for the next game.**

Second Offense: **Manager is suspended for one week of all league activities, including practices.**

7. Major League teams will acquire a team scorekeeper. The home team manager is responsible for providing the official scorekeeper at the Major league games.
 8. Managers are required to provide maintenance on the fields. See Article 6 of the General Rules and Information included herein.
 9. Managers are responsible for communicating to the players, parents and fans that the fields are to be kept clean of all trash and debris. The league makes available sufficient trash containers located throughout the complex. Teams are responsible for cleaning and maintaining the areas they are assigned for games and practices, to include the dugouts, fence lines, and spectator stands.
 10. Maintain contact with your League Coordinator and the Player Agent.
 11. Maintain contact with your team sponsor during the season. Treat your sponsor as a member of your team.
 12. Managers are responsible for notifying their players of any game or practice cancellations.
 13. Managers are responsible for the conduct of their coaches, players, parents, and fans. If an incident occurs, the umpire will ask you to control the situation. Failure to do so will result in the umpire taking whatever action necessary to end the disturbance.
 14. **Minimum play penalties: If a manager fails to meet the minimum play requirements set forth by the division rules, in a game that exceeds 3 innings of play for Rookie-AA and 4 innings of plays for AAA and Minors, the following penalties will be enforced:**
 - a. **First offense: Manager is suspended for the next game.**
 - b. **Second offense: Manager is suspended from all league activities for one week, including practices.**
 - c. **Any offense during a playoff game is forfeiture of the game.**
 15. Explain to all players and parents the Code of Conduct, included herein.
 16. **If any manager is found to be in violation of pitching rules, the following penalties will be enforced:**
 - a. **First offense: Manager is suspended for the next game.**
 - b. **Second offense: Manager is suspended from all league activities for one week, including practices.**
 - c. **Any offense during a playoff game is forfeiture of the game.**

EQUIPMENT AND OTHER SUPPLIES

Missouri City Little League provides the practice and game equipment with the exception of the player's gloves, bats, bat bags, and shoes. Players are encouraged to bring their bats. Gloves should fit comfortably on their hand and should be easily opened and closed. All personal equipment should be labeled with the player's name.

1. Rule Books

Each Manager will be provided with Little League Official Regulations and Playing Rules Book.

2. Pitching Machines

The league will provide and maintain pitching machines for the use of the machine pitch divisions only. The pitching machines should be handled with the appropriate care and are not permitted to be taken outside the Missouri City Little League complex. The League will attempt to keep two machines available for each of the Rookie, Single A (A) and Double A (AA) divisions. Prior to the start of the season, the League Equipment Manager will designate one machine as the "Game" machine for each division. These machines will only be used for the playing of scheduled games. Pending availability, a second machine will be designated as the batting cage machine, to be used specifically for the batting cages.

All pitching machines are use of the Rookie, Single A (A) and Double A (AA) divisions only.

The included division managers are responsible for the setup, tear down, and the return to storage of the machines. See Managers Responsibilities for details.

3. Return of Baseball Equipment

All practice equipment will be issued after the draft unless other arrangements have been made by the League Equipment Manager. Each manager will be provided with a list of equipment "lent" to them when the equipment is distributed. All items on this list must be returned at the conclusion of the season. Each manager is responsible for this equipment until it is returned.

All equipment must be returned immediately following the conclusion of your season. The League Equipment Manager will be available to receive and check in your equipment.

Note: A \$250 deposit check will be required from each manager prior to the issuance of your team equipment. Your check will be held and returned to you at the conclusion of the season upon your return of all team equipment. Equipment not returned at the conclusion of the season will result in the deposit of your \$250 check. Nonpayment or failure to return equipment will affect the manager's eligibility to manage a team the following season.

SAFETY AND INSURANCE

Missouri City Little League provides accident insurance for all participants in the league including players, coaches, spectators and league officials. Each parent is required to have their own insurance for their child. If a child is injured, his/her family insurance is required to pay for each injury. Missouri City Little League insurance will pay any cost (after a deductible is met) exceeding that which is not paid by the personal insurance.

Any player, league official, or volunteer incurring a baseball related injury at the Missouri City Little League facility or at practice fields should promptly notify the Safety Agent at the time of the accident. An accident is officially reported when the Safety Agent is notified. At that point the appropriate paper work can be initiated.

Missouri City Little League is a member of the ASAP safety program of Little League baseball. A complete ASAP safety manual is available on the Missouri City Little League website at <https://eteamz.active.com/MissouriCityLL/>. A hard copy can be obtained from the Safety Agent.

**MISSOURI CITY LITTLE LEAGUE
CODE OF CONDUCT**

I. PURPOSE

This section highlights certain rules and regulations concerning member conduct and discipline. The below disciplinary steps are not the exclusive means for dealing with offenders; nor does this document include all League or Little League Baseball, Inc. rules and regulations for which offenders may be disciplined. The rules and regulations concerning member conduct are found in several sources, including the Little League Rule Book; Missouri City Little League Handbook; and the Missouri City Little League Constitution and Bylaws.

II. SPECIFIC CONDUCT CASES

This section is a guide for the disciplining of Missouri City Little League members for violations of certain rules and regulations. The objective is to maintain objectivity in disciplining members. However, since the below offenses may be of varying degree, first or second offenses of a serious nature may be dealt with according to the Leagues Constitution and Bylaws.

Note: A member includes players, parents, managers, or any other volunteers and league officials.

A. Physical Abuse

Physical abuse by any league member toward any other member or spectator will never be tolerated. The offenders penalty will be immediate removal from the area under Missouri City Little League jurisdiction including both playing fields and practice fields. A subsequent hearing for discipline will be held pursuant to the Leagues Constitution and Bylaws.

B. Ejection Policy

If a manager, coach, player or parent is ejected from a game, an investigation and hearing will be conducted by the Rules Committee and the following penalties could be imposed:

First offense: Manager and coach, player or parent ejected is suspended for the next game.

Second offense: Manager and coach, player or parent ejected is suspended from all league activities for one week, including practices.

Third Offense: Subsequent hearing for discipline under Article 3, Section 4 (see Section V).

NOTE: If parent is causing disturbance, the umpire is to give manager a warning before ejecting the parent.

C. Use of Profanity

Members shall not be guilty of any profanity directed to or overheard by other members or spectators. Such misconduct, when confirmed by the Board of Directors, will result in the following penalties for the offender:

First Offense: Written warning by the League;

Second Offense: One-week suspension from all League activities;

Third Offense: Subsequent hearing for discipline under Article 3, Section 4 (see Section V).

D. Umpire Abuse

Umpire abuse as defined by (1) repeated or uncontrolled questioning of an umpire's ruling, or (2) repeated heckling of an umpire during play. **The umpire shall remove the offender from the game and report the incident to the Rules Committee for action. Such misconduct could result in the following penalties for the offender:**

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First offense: Manager and coach, player or parent ejected is suspended for the next game.

Second offense: Manager and coach, player or parent ejected is suspended from all league activities for one week, including practices.

Third Offense: Subsequent hearing for discipline under Article 3, Section 4 (see Section V).

NOTE: If parent is causing disturbance, the umpire is to give manager a warning before ejecting the parent.

D. Equipment Abuse

Umpires are instructed to warn the bench on the first offense and then on the second offense immediately remove any member of the team warned who throws a bat, helmet, glove, baseball, or other potentially dangerous item in an apparent act of frustration or protest. In addition, the following penalties apply when a member is brought to the attention of the Board of Directors:

First Offense: Written warning by the League;

Second Offense: One-week suspension from all League activities;

Third Offense: Subsequent hearing for discipline under Article 3, Section 4 (see Section V).

E. Sunday Practices

Managers will not make Sunday practice attendance mandatory. Players will not be penalized solely upon failure to participate in Sunday practices. The offender's penalty will be as follows:

First Offense: Written warning by the League;

Second Offense: One-week suspension from all League activities;

Third Offense: Subsequent hearing for discipline under Article 3, Section 4 (see Section V).

F. Managerial Responsibilities

See the section on Managerial Responsibilities for specific cases and related penalties.

III. OTHER CONDUCT ISSUES

Any other complaints of misconduct by members which are brought to the attention of the Board of Directors will be interpreted for action based on the regulations noted in Section V, below.

IV. AMENDMENTS

This document may be amended by a majority vote of the Board of Directors.

V. APPLICABLE LEAGUE REGULATIONS

The following is an excerpt from the current League Constitution and Bylaws, which are approved by Little

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League Baseball, Inc. prior to granting our League Charter:

Article 3, Section 4. Suspension or Termination.

- A. Membership may be terminated by resignation or by action of the Board of Directors.
- B. The Board of Directors, by a two-thirds vote of the Directors present at any duly constituted meeting, shall have the authority to discipline, suspend or terminate the membership of any member of any class when the conduct of the member is found by the Board of Directors to have been detrimental to the best interests of the League and/or Little League Baseball.
- C. The member involved shall be notified of the meeting, informed of the general nature of the charges, and be given an opportunity to appear at the meeting to answer the charges.
- D. In the case of a player member, The Board of Directors shall notify the players team manager. As an advisor, the manager shall appear with the player before a duly appointed committee of the Board of Directors. This committee shall have full power to discipline, suspend or revoke the player's participation in the League.

Missouri City Little League has further agreed to immediately notify the parents of a player member of any conduct issue before the Board of Directors and any Board hearing for review of that issue.

In addition, Little League Baseball, Inc. regulation XIV, (a) states:

“The actions of players, managers, coaches, umpires and League officials shall be above reproach.”

GENERAL RULES AND INFORMATION – BASEBALL

1. **RULE BOOKS:** All managers and coaches shall carry an official rulebook while participating in a game.
2. **PRACTICES:** Practices shall be limited to 4 per week before the season begins and two per week thereafter. Any meeting of three or more team members for instruction of any kind with the manager or coach constitutes a practice. Sunday practices are discouraged. Practicing on the game fields will not be allowed without prior approval by the League Scheduler. **Scheduling off campus practices during FBISD “TAKS” testing weeks is highly discouraged.**
3. **RAINOUTS:** Game rainouts will be scheduled on the first open date and time including Saturdays and Sundays without exception.
4. **CONCESSION STAND DUTIES:** All members are expected to contribute to the operation of the concession stand. The proceeds from the concession stand serve as one of the largest sources of income for the league to continue operating. **Failure to meet your teams concession stand could result in a 1 game suspension for the manager up to and including MCLL’s Post Season Tournament games.**
5. **TIME LIMITS:** Game clock will begin promptly **when Umpire declares “Play Ball”.**

DIVISION TIME LIMIT MAXIMUM TIME ALLOWED

T-Ball 1 Hour. A new inning may not begin after 50 minutes of play.

Rookie 1 Hour, 30 minutes.

Single A (A) 1 Hour, 35 minutes.

Double A (AA) 1 Hour, 40 minutes.

Triple A (AAA) 1 Hour, 45 minutes.

Minors 1 Hour, 50 minutes.

Majors 1 Hour, 50 minutes.

Junior

Senior

NOTE: For Rookie thru Minors, no new inning may begin after the time limit has expired. Once an inning is started it must be completed, **if the outcome is in doubt. If visiting team is losing by more runs than they are allowed to score in current inning or if home team is winning and batting when time expires than the game is stopped and declared official.** For Majors, time limit is only applied to games that have another game immediately following on the same field. Otherwise, there is no time limit for Majors games.

NOTE: A new inning cannot be started after 10 p.m.

NOTE: There are no time limits in any of the divisions during Championship games.

6. **GAME TIME RESPONSIBILITIES:**

A. **Field Maintenance Responsibilities (Visiting Teams):** The following field maintenance work should be completed no less than 20 minutes prior to start of the game.

1. **Infield:** Use water hose to lightly spray all infield dirt areas. Rake or drag by hand all dirt portions on the infield making sure low areas near bases are level (sliding areas are critical). There should be ½” to 1” loose dirt when complete. Chalk base lines.
2. **Batters Box:** Use water hose to lightly spray the dirt area. Rake or drag by hand making sure boxes are level and area around home plate is level and safe for sliding. Chalk batters boxes and

catchers boxes.

3. Pitchers mound: Use water hose to lightly spray dirt area. Rake or drag by hand dirt portion until ½” to 1” loose dirt exists.
4. Pitching machines: Set up and run power extension cords per the distances required for your division. The machines must be test for speed and accuracy before any play shall begin.

7. POST GAME RESPONSIBILITIES:

A. Field Maintenance Responsibilities (Home Teams): The following field maintenance work should be started immediately following the conclusion of a game.

1. Infield: Use water hose to lightly spray all infield dirt areas. Rake or drag by hand all dirt portions on the infield making sure all areas are level (sliding areas are critical).
2. Batters Box: Use water hose to lightly spray the dirt area. Rake or drag by hand making sure boxes are level and area around home plate is level.
3. Pitchers mound: Use water hose to lightly spray dirt area. Rake or drag by hand dirt into the hole in front of the pitchers rubber periodically compacting dirt until the hole is filled.
4. Pitching machines: Remove the pitching machine and power cords and move to the storage container. Make sure the storage container is locked and secure.

Failure to complete any of the above could result in the following penalties for the manager:

1. Written warning from the League
2. One game suspension
3. One week suspension from all League activities

B. Trash pickup (Both teams): Both teams will be responsible for cleaning up their respective sides of the playing fields of all trash and debris, including the dugouts, fence lines and the spectator stands. Managers are expected to request their parents and fans to use the trashcans made available at the fields.

8. PREGAME WARMUPS: There will be no pre-game warm ups in the infield area. All pre-game warm ups are to be done in the outfield of your dugout side of the field. No on field batting practice will be permitted prior to games; however using wiffle balls for warming up batters will be allowed only under the supervision of a manager/coach. All teams are scheduled time in the batting cages prior to their scheduled games.

9. BETWEEN GAME TRANSITION: Teams scheduled to play a game that follows a game just completed shall allow the teams that have completed the common courtesy of gathering their equipment, completing post game requirements, and exiting the field area. The teams scheduled to play can gather their equipment and begin warm ups in the outfield area.

10. BATTING CAGES: Each team will have batting cage time before there scheduled game times.

- A. VISITING TEAM: The scheduled visiting team will have access to their scheduled batting cage FIRST for 25 minutes beginning at 1 hour prior to their scheduled game start time. If the scheduled game is the first game scheduled for that day, the visiting team is responsible for opening the batting cages, and for the machine pitch divisions, setting up the pitching machines.
- B. HOME TEAM: The scheduled home team will have access to their scheduled batting cage for 25 minutes beginning at 35 minutes prior to their scheduled game start time and following the scheduled visiting team. If the scheduled game is the last game scheduled for that day, the home team is responsible for locking the batting cages, turning off the batting cage lights, and for the machine pitch divisions, taking the pitching machines to the storage container.
- C. A batting cage schedule will be developed for practices. The same requirements for care of the pitching machines will apply.

11. PROTESTS: All protests, in addition to meeting the requirements of Rule 4.19 (a-f) of the “Official Regulations and Playing Rules of Little League Baseball” shall be accompanied by a \$50.00 check delivered to the League President within 24 hours. The check will be returned if the protest is upheld; if not, it will become part of the league revenue. Disagreements with General or Special Rules is not grounds for a protest.

12. BATTING HELMETS: All batters must wear a batting helmet. It is recommended that batters use a full protective face guard (plastic face shield or football style only). The league has available at, and to remain at, the playing fields several sizes for this purpose. Any batter/runner, in the umpire’s judgment, purposely removing a protective-batting helmet shall be called out when, in the umpire’s judgment, all play has ceased. Per Little League rule.

13. PITCHING HELMETS: The machine pitch, Rookie, Single A (A) and Double A (AA), divisions require that the player at the pitcher position wear a protective helmet complete with full protective face guard (plastic face shield or

football style only).

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14. **ON DECK BATTERS:** No "on deck" batters or circles will be allowed. No bats can be swung in the dugouts or on the field prior to hitting. Per Little League rule.

As an extension of this rule, the following will also not be permitted:

- a. No batting donuts or weights will be allowed.
- b. No batboys or batgirls will be allowed.

15. **MAJOR DIVISION CALL UPS:** Three conditions exist under which a Major division manager may request a "call up" of a Minors player during the regular season:

- a. A player is injured and out for the remainder of the season.
- b. A player quits playing altogether
- c. A player moves from the district and the player's parents provide a letter stating that the player is no longer interested in continuing with Missouri City Little League.

NOTE: A player shall not be called up to the Major division within two weeks of the conclusion of that player's team.

In all cases the manager must appear before the Player Agent or the Board of Directors to explain the reasons for the requested "call up". All communication between the Major division manager and the players parents, the player, or the Minors division manager shall be accomplished through the Player Agent. Once "called up" has been completed, the player becomes a permanent member of the major division team.

All "call ups" must be done within 48 hours of the loss of a player.

16. **OFFENSIVE TIMEOUTS:** Only one offensive timeout will be permitted each inning per team.

17. **COURTESY RUNNERS:** Courtesy runners may not be used for the catcher.

18. **DUGOUT BEHAVIOR:** A manager or coach may not leave the dugout for any reason without receiving permission from the umpire. Only umpires can call "time"; managers, coaches and players request "time". Players, managers and coaches shall remain within the fenced area of the playing field once the game has begun. On-deck batters shall remain behind the protective screen of the dugout.

Any player, manager, or coach not remaining within the fenced area of the playing field once the game has begun will be warned. Further violations from any person on the warned team during that game will result in immediate ejection of the person in violation.

19. **CAPS:** Hatpins shall not be worn by any player during games or while attending practices.

20. **JEWELRY:** No jewelry of any kind is permitted to be worn during games or while attending practices.

21. **THROWN BATS:** One warning will be issued to the bench. Thereafter, if a batter throws a bat they may be asked to sit out the remainder of the game, at the umpire's discretion.

22. **POSTPONEMENT/CANCELLATION OF GAMES:** If a game cannot be played on the scheduled date/time for any reason other than weather, the manager of the team unable to play must notify the League Coordinator at least 48 hours prior to the scheduled game time. The League Coordinator will determine whether the game will be rescheduled. If 48 hours notice is not given, the game will be forfeited. A manager's schedule conflict in and by itself does not constitute a reason for rescheduling a game.

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23. **SLIDING:** In an effort to ensure the safety of the players in Missouri City Little League, the following rules will be enforced to the maximum extent possible. The “Official Regulations and Playing Rules of Little League Baseball”, rule 7.08(a)(3) states the following:

“Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag”

No head first sliding will be allowed. Returning headfirst back to a base is not interpreted as sliding and will be permitted. Runners sliding headfirst into the next base will be called out. If a runner trips and falls head first, the umpire will make a judgment call as to the intent.

24. **RUN RULE:** Official Little League rules state that at any point after 4 innings have been completed (3 1/2 if the home team is ahead) a team leads by 10 or more runs, the game is officially over. This shall apply to the Majors, Minors and AAA division. For the AA, A and Rookie divisions at any point after 4 innings have been completed (3-1/2 if the home team is ahead) a team leads by 15 or more runs, the game is officially over. For the AA, A and Rookie divisions at any point after 5 innings have been completed (4-1/2 if the home team is ahead) a team leads by 10 or more runs, the game is officially over. The score sheet should be signed and all score keeping should end. If time permits under the minimum time limit and both managers concur, the game may continue for fun/practice; however, pitching rules will remain in effect i.e. any pitches are thrown they will count towards that pitchers allowable pitch counts. **No continuation games can take place if there is an immediate game scheduled on that field.**

25. **SOFT TOSS:** Soft Toss using anything other than plastic balls will not be permitted at any time on the game fields, practice fields, or outside the cages.

26. **MANAGERS/COACHES:** There will be a maximum of three manager/coaches allowed in the dugout, unless decreed otherwise in the divisional special rules.

27. **SPECIAL DIVISION RULES:**

A. **TBALL DIVISION:**

1. Continuous batting order. Every player bats each inning. Reverse order every inning, meaning bat 1-10 in inning #1, bat 10-1 in inning #2, etc.
2. All players take the field. Infield positions must be in correct spot. We will not use catchers, will allow 1 Pitcher who must stand even or on the rubber.
3. Game time will be one hour. A new inning will not start after 50 minutes past start time.
4. The batter will be allowed a maximum of two bases. If the throw to first beats the runner to the base, then only one base is allowed. In other words, passed balls by the first baseman do not constitute an extra base. The batter is free to go to second if the ball has not yet reach the first baseman. The manager of the team on the field will make the call.
5. The bases will be cleared once three outs are recorded but team continues to bat until all players complete.
6. Base runners can only leave base after the ball is hit.
7. Batter is allowed 5 swings or strikes with unlimited fouls on 5th ball.
8. A batted ball must advance at least 10 feet or reach infield grass to be considered a fair ball.
9. All batters will wear batting helmets.
10. No infield fly rule.
11. No infielder will be positioned in the base path.
12. No infielder will be positioned in front of the imaginary line between first base and third base.
13. Base coaches will act as umpires. Judgment calls by umpires **CANNOT** be protested.
14. Only players, coaches, managers, and team moms are allowed in the dugouts during game.
15. Home team will occupy the 3rd base dugout.
16. Rotate player positions after 2 innings or thirty minutes, whichever comes first.
17. Teams will be allowed to play with a minimum of 5 players.
18. No score is kept in a game.
19. All other Little League rules apply.

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B. ROOKIE DIVISION:

1. Continuous batting order.
2. Coach will feed machine and act as umpire during regular season. Another coach will act as umpire behind home plate.
3. Catchers will be used, however base stealing will not be allowed.
4. Machine will be set at 38 mph.
5. The pitching machine will be placed 40 feet from the back of home plate.
6. Maximum of 5 runs per inning per team.
7. If a home run is hit (over the fence only) to end the inning, all the runs count (maximum 8 runs in inning)
8. Five (5) hittable pitches per batter with unlimited fouls on the 5th ball. No walks. The batter gets 5 pitches regardless of strikes. There is no "three strikes and you're out rule."
9. The pitcher must be positioned with at least one foot inside the dirt area of the pitchers mound and on either side of the pitching machine even with pitching rubber.
10. A runner may take only one base on an overthrow. An overthrow is defined as any throw that gets past a player, no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base for each runner on the offensive team. The base runners will advance at their own risk. If a runner tries to advance on an overthrow, and the defensive team makes a play on that runner and the runner is tagged out, the out will stand. If a runner tries to advance on an overthrow, and the defensive team makes another overthrow, the offensive team **CANNOT** advance any additional bases. Lastly, after an overthrow has occurred, if another overthrow happens on the return throw to the pitcher, the offensive team **CANNOT** advance any other bases.
11. A 2/3 line will be used between the bases to determine if the runner advances.
12. The ball shall be considered "dead" when an infielder has the ball in their possession and is inside or inline of the base paths. Once "Time" is declared by the umpire, the runner's position relative to the 2/3 line shall determine if the runner is awarded the next base or must return to the last base touched safely.
13. No bunting will be allowed.
14. Ten players will play defense: Four outfielders are utilized and must be positioned in LF, LC, RC and RF positions (no rover).
15. Outfield players must be positioned 30 feet behind the baseline until the ball is hit.
16. No infield fly rule in effect.
17. Each team is allowed two 2 coaches in the outfield areas (behind the outfielders) to coach the defense.
18. Pitching machine adjustments will be allowed at the beginning of each inning. The umpire has the authority to adjust the machine during an inning if the pitches become erratic. "No Pitch" will be called if the pitch hits home plate, in front of the plate, clearly over the batters head, or clearly out of the strike zone. Note: For shorter batters, move the batter back in the box. You can also try to feed the machine in a different way, i.e. 4 seams instead of two.
19. A batted ball that hits the pitching machine or is affected by the extension cord is a dead ball and the batter is awarded first base and all other base runners advance one base, if forced.
20. Teams will be allowed to play with a minimum of 7 players. If you must start with seven (7) players, there will be an automatic out assigned to the eighth spot in the batting order. So, if you have two outs when the seventh hitter in your batting lineup has just completed their at bat, the next batter is an automatic out and that half of the inning is over.
21. Late arriving players are inserted at the end of the batting lineup.
22. Every player must play defensively at least 1 inning per game in an infield position **in the first three innings** and no player can sit out in consecutive innings. A player may not sit out more than two innings in a 6-inning game.
23. Catcher is **NOT** considered an infield position, and must be positioned inside of designated catcher's area.
24. A batted ball must go past the semicircle in front of home plate where the dirt meets the infield grass. If the ball does not pass this line, it is a foul ball.
25. All other Little League rules apply.

C. SINGLE A (A) DIVISION:

1. Continuous batting order.
2. Coach will feed machine and act as umpire during regular season. Another coach will act as umpire behind home plate.
3. Machine will be set at 40 mph.
4. The pitching machine will be placed 46 feet from the back of home plate.
5. Five (5) run per inning limit applies for the first through fifth innings. Unlimited runs for the 6th inning.
6. If a home run is hit (over the fence only) to end the inning, all the runs count (maximum 8 runs in inning)
7. Five (5) hittable pitches per batter with unlimited fouls on the 5th ball. No walks. The batter gets 5 pitches regardless of strikes. There is no "three strikes and you're out rule."
8. The pitcher must be positioned even with the pitching rubber and on either side of the pitcher's mound with at least one foot inside the dirt of the mound until the ball crosses the plate or is hit by the batter. The pitcher may not charge a bunt until the ball is hit. The offensive coach will have the choice of taking the play or replaying the pitch if the umpire determines the pitcher left early.
9. A runner may take only one base on an overthrow. An overthrow is defined as any throw that gets past a player, no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base for each runner on the offensive team. The base runners will advance at their own risk. If a runner tries to advance on an overthrow, and the defensive team makes a play on that runner and the runner is tagged out, the out will stand. If a runner tries to advance on an overthrow, and the defensive team makes another overthrow, the offensive team **CANNOT** advance any additional bases. Lastly, after an overthrow has occurred, if another overthrow happens on the return throw to the pitcher, the offensive team **CANNOT** advance any other bases.
10. A 2/3 line will be used between the bases to determine if the runner advances.
11. The ball shall be considered "dead" when an infielder has the ball in their possession and is inside or inline of the base paths. Once "Time" is declared by the umpire, the runner's position relative to the 2/3 line shall determine if the runner is awarded the next base or must return to the last base touched safely.
12. Bunting will be allowed.
13. Stealing is allowed, but not stealing of home. If a runner is stealing 3rd base and there is an overthrow, the runner may not advance to home.
14. Ten players will play defense: Four outfielders are utilized and must be positioned in LF, LC, RC and RF positions (no rover).
15. No infield fly rule in effect.
16. Each team is allowed one (1) coach in the outfield areas (behind the outfielders) to coach the defense.
17. Pitching machine adjustments will be allowed at the beginning of each inning. The umpire has the authority to adjust the machine during an inning if the pitches become erratic. "No Pitch" will be called if the pitch hits home plate, in front of the plate, clearly over the batters head, or clearly out of the strike zone. Note: For shorter batters, move the batter back in the box. You can also try to feed the machine in a different way, i.e. 4 seams instead of two.
18. A batted ball that hits the pitching machine or is affected by the extension cord is a dead ball and the batter is awarded first base and all other base runners advance one base, if forced.
19. Teams will be allowed to play with a minimum of 7 players. If you must start with seven (7) players, there will be an automatic out assigned to the eighth spot in the batting order. So, if you have two outs when the seventh hitter in your batting lineup has just completed their at bat, the next batter is an automatic out and that half of the inning is over.
20. Late arriving players are inserted at the end of the batting lineup.
21. Every player must play defensively at least 1 inning per game in an infield position **in the first three innings** and no player can sit out in consecutive innings. A player may not sit out more than two innings in a 6-inning game.
22. All other Little League rules apply.

D. DOUBLE A (AA) DIVISION:

1. Continuous batting order.
2. A coach of the hitting team will feed machine.
3. Machine will be set at 42 mph.
4. The pitching machine will be placed 46 feet from the back of home plate.
5. Five (5) run per inning limit applies for the first through fifth innings. Unlimited runs for the 6th inning.
6. Extra innings will be played only if time permits, otherwise the game is a tie.
7. The umpire will call each play dead when the pitcher has control of the ball and all meaningful play is complete. Runners must be placed in jeopardy per the umpire's judgment if play is to continue.
8. The pitcher must be positioned even with the pitching rubber and on either side of the pitchers mound with at least 1 foot inside the dirt of the mound until the ball crosses the plate or is hit by the batter. The pitcher may not charge a bunt until the ball is hit. The offensive coach will have the choice of taking the play or replaying the pitch if the umpire determines the pitcher left early.
9. Each batter is allowed three strikes or five pitches with unlimited fouls on the third strike or fifth pitch. The umpire will call balls and strikes.
10. A ball called by the umpire is a live ball if hit in play or gets away from the catcher.
11. A no pitch call by the umpire is a dead ball and no base advancement allowed and if hit in play it does not count and considered a re-pitch in all cases.
12. There are no walks.
13. Bunting is allowed.
14. Ten players will play defense: Four outfielders are utilized and must be positioned in LF, LC, RC and RF positions (no rover).
15. The machine may be checked and adjusted by the feeder at the beginning of an inning. The umpire may call a no pitch and adjust the machine during an inning if the machine becomes too erratic.
16. A batted ball that hits the pitching machine or is affected by the extension cord is a dead ball and the batter is awarded first base and all other base runners advance one base, if forced.
17. No infield fly rule in effect.
18. Late arriving players are inserted at the end of the batting lineup.
19. You may start a game with a minimum of 8 players, but an automatic out will be assessed every time the 9th position in the batting order comes up.
20. A minimum of 8 players is required to complete a game. A forfeit will result if a team has only 7 players.
21. Every player must play defensively at least 1 inning per game in an infield position in the first three innings and no player can sit out in consecutive innings. A player may not sit out more than two innings in a 6-inning game.
22. All other Little League rules apply.

E. TRIPLE A (AAA) DIVISION:

1. Continuous batting order.
2. Five (5) run per inning limit applies for the 1st through 5th innings. Unlimited runs for the 6th inning.
3. There will be a limit of 75 pitches per day. If the 75th pitch of a game occurs in the middle of a count to a hitter, that pitcher may finish pitching to the hitter. Days rest requirements and games rest are same as dictated by Little League.
4. There will be a limit of 35 pitchers per inning. If the 35th pitch of an inning occurs in the middle of a count to a hitter, that pitcher may finish pitching to the hitter.
5. All players must complete a minimum of 6 outs defensively and at least one inning in the infield in the first four innings.
6. A team may start a game with a minimum of 8 players. The ninth spot in the batting order will be an automatic out. This out will apply no matter how many outs there are in the inning, i.e. if the 8th batter makes the second out in the inning, the ninth spot will be the third out, and that half of the inning shall conclude.
7. All other Little League rules apply.

F. MINORS DIVISION:

1. Continuous batting order.
2. Five (5) run per inning limit applies for the 1st through 4th innings. Unlimited runs for the 5th and 6th inning.
3. There will be a limit of 75 pitches per day. If the 75th pitch of a game occurs in the middle of a count to a hitter, that pitcher may finish pitching to the hitter. Days rest requirements and games rest are same as dictated by Little League.
4. All players must complete a minimum of 6 outs defensively and at least one inning in the infield **in the first four innings**.
5. All other Little League rules apply.

G. MAJORS DIVISION:

1. Continuous batting order.
2. All players must complete a minimum of 6 outs defensively.
3. All other Little League rules apply.

28. DRAFTS

1. All Tryouts and Drafts will be run by the League's Player Agent **and President**.
2. Managers **CANNOT** draft a player who missed tryouts except for the following situation: All managers agree to the earliest round that the player can be drafted. That player is then ineligible to be drafted before that round. If no agreement is made, then player is assigned at random to a team in the lowest age group for his league age.
3. Managers **CANNOT** designate an assistant coach before the draft. Assistants must come from the players that were drafted. **Only one representative per team, which includes the manager are allowed to attend or participate in the draft.**
4. Every team at every level, with the exception of T-ball, must draft a full roster as dictated by the League for that season.
5. For age groups that span two divisions, the goal is to have enough teams to accommodate approximately half of the kids in each division.
6. Children of managers will be handled as following during the draft:
 - a. Child will be a third or fourth round pick. If child is in upper age group of the division then they are a third round pick. If they are in the lower age group of the division then they are a fourth round pick.
 - b. For manager's with two children, they are third and fourth round pick.
 - c. For manager's with more than two children, this will be handled on a case-by-case basis.

29. PITCH COUNTS: MCLL has decided to implement the following procedures to adhere to Little League's pitch count requirements:

1. Managers for both teams count pitches for both teams.
2. At each half inning, pitches are reported to both official scorer and Umpire-in-Chief (UIC) for recording. If there is discrepancy in the count between the two managers, the higher count is used.
3. The UIC will file pitch count card in designated area in the concession stand.
4. The winning manager will send final score AND all pitch count via email to Missouricityll@gmail.com, with a copy going to the losing manager.
5. The UIC pitch count card is the official count and will be used to settle any disputes.
6. Any manager found manipulating pitch counts will serve a two (2) game suspension for a first offense. Second offense is suspension for the season.

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30. ALL STARS and Blue/Gray

1. Manager Selection
 - a. Manager nominations are submitted to the President, Secretary and age appropriate League coordinator. Nomination should include short biography, managing experience, and philosophy to be used in managing All Star or Blue/Gray team.
 - b. All Star and Blue/Gray managers are selected by the Board of Directors by majority vote. If an individual does not receive the majority of the votes, then a runoff is had between the top two vote getters. All votes are counted by the President of the league.
 - c. All other Little League eligibility requirements apply.
2. Player eligibility
 - a. The following will be used to determine All Star and Blue/Gray eligibility:
 - i. 9 year olds – Player must have played in AAA division
 - ii. 10 year olds – Player must have played in Minors division
 - iii. 11 year olds – Player must have played in Majors division
 - iv. 12 year olds – Player must have played in Majors division
 - v. 13 year olds – Player must have played in Juniors division
 - vi. Juniors – Player must have played in Juniors or Senior division and meet league age requirements.
 - vii. Seniors – Player must have played in Seniors division
 - b. To be eligible for All Star consideration, a child's parent or guardian must sign the MCLL All Star contract which commits to the significant time commitment of All Stars.
 - c. All other Little League eligibility requirements apply.
3. Team Options
 - a. Plan A – Managers from appropriate league select 10 players and All Star manager adds two (2) additional players.
 - b. Plan B – Managers from appropriate league select 12 players and All Star manager has the ability to replace two (2) players on the roster, as long as they received less than 50% of the available votes. Any player removed, must be appointed to the Blue/Gray team.
 - c. All Star manager also has right to carry 13 players, and 13th player would be named at All Star manager's discretion.
 - d. Blue/Gray team will consist of remaining 10 players and then two (2) additional Manager selections.
4. Player selection
 - a. Player selection will be voted upon by managers of the appropriate league.
 - b. Each manager votes on twenty-two (22) players (no more and no less) as chosen by the Division Managers.
 - c. Votes are tabulated with by Player Agent, League coordinator, League President and All Star Manager.
 - d. If there is a tie for the last spot, then the managers vote again, but only for that spot among the individuals that are tied. This continues until entire roster has been selected.
5. Team selection
 - a. For Little League All Stars only, the All Star manager, does not have to select only from the Majors division for their two selections. They may select from any age division that still meets Little League guidelines.
 - b. In the event that individuals have been replaced on the roster, they **MUST** be named to the Blue/Gray team
6. Uniforms and other All-Star and Blue/Gray apparel
 - a. All Stars and Blue/Gray members receive caps and t-shirts courtesy of MCLL. All Stars also receive full uniforms courtesy of MCLL. Alternates are allowed to purchase their All Star jersey from the league at league cost.
 - b. MCLL will also sell t-shirts, cap, visors and other All Star and Blue/Gray apparel to help offset the cost of these expenses.
7. All Star and Blue/Gray communication

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- a. For all non-official Little League communication, i.e. (t-shirts, newspaper articles, signs, etc.), All Stars and **Blue/Gray** listings will be in either alphabetical or numerical order of jersey number.
- b. It is the responsibility of the All Star and **Blue/Gray** manager, or their designate, to report scores and game recaps to the Webmaster for posting on the league website.

31. TIE-BREAKING SYSTEM

- a. For the end of season tournament, the following system will be used to break ties:
 - i. Head to Head
 - ii. Runs allowed in head-to-head games
 - iii. Runs allowed for the season.

32. Umpire Duties

1. All managers are required to umpire MCLL games.
2. Rookie & Single A: managers umpire their own games.
3. Double AA: managers are required to umpire games within their league. Umpire schedules are created by MCLL.
4. Kid Pitch divisions: Managers are required to Umpire games outside of their division. Umpire schedules are created by MCLL.
5. Managers within the kid pitch division can use MCLL's umpire pool to call their scheduled games. Any arrangements made must be confirmed by the appropriate league coordinator and both managers of the scheduled game.
6. Team members are not required to reimburse team managers for their use of MCLL's umpire pool.

33. Post-Season Rule Changes

1. At all levels, there is no mandatory infield play rule.
2. At all levels, players must complete six (6) outs defensively.
3. For kid pitch divisions, we will adhere to All Star pitching rules.
4. Championship games have no time limit.

34. Most Valuable Player Division Rules

1. A game shall be considered over after two (2) complete innings have been played or after ninety (90) minutes of playing time, which ever is less.
2. No game should be ended until a complete inning is completed. **No game will be complete until both teams complete at least one batting rotation.**
3. Whenever possible, a game should have a minimum of two (2) full innings.
4. A game may be ended by an agreement of the team managers when it is deemed appropriate.
5. All teams should be on the field ready to play at the scheduled starting time. The managers and coaches should encourage the players to arrive early in order to have time to warm up before the schedule start time for the game.
6. No player can strike out and no walks are allowed.
7. Each batter will have the chance to hit a pitched ball and will be allowed a minimum of five (5) pitches per turn at bat. If the ball is not hit into play after 5 pitches, the player may be required to hit the ball off a batting tee. If the ball is fouled out of play on the 5th pitch, the batter will be given another pitch. The batter may choose to hit straight off the batting tee and not pitched to.
8. All batters must wear a batting helmet or some other form of head protection when batting.
9. Only the coaches may pitch to the batters. The pitchers shall only pitch to members of their team.
10. The pitcher (Coach) is not permitted to field a ball after it has been hit into play.
11. The M.V.P. League chooses to not record scores for games played.

12. An inning shall be over after each team has had a turn at bat.
13. A team's turn at bat shall be over and the side retired after each player on the team at bat has had a chance to bat.
14. Any player that plays the position of catcher must wear catcher's helmet with mask or some other acceptable form of protection for the head and face. **NO EXCEPTIONS.**
15. The position of catcher must have adequate adult supervision at all times. The position catcher of will not be manned by a player when adequate adult supervision is not available.
16. All players who play in the position of catcher will use all of the protective equipment used for the catcher position.
17. Any player that needs assistance playing the game may use a Buddy.
18. A buddy is on the field only to assist the player. Buddies are not permitted to make a play, throw the ball, or hit the ball if the player is capable of doing this themselves, but in certain instances where it is deemed appropriate, a buddy may assist a player in fielding a ball.
19. Only one (1) buddy per player is permitted on the field or in the dugout. Unless circumstances exists where two (2) buddies are needed.

35. Fake Bunting and then swinging away

In all league divisions faking a bunt on a pitch and then swinging at the pitch is illegal. First offense is the offending player is out and the manager is warned. A second offense in the game and the offending player and manager are ejected.