

MOUNTAIN VALLEY BASEBALL BY-LAWS

SECTION 1 – Local League Rules

- (a) The Major, Minor, Coach-Pitch Leagues are governed by the Board of Directors of Mountain Valley Baseball.
- (b) The leagues will follow all rules as stated in the Babe Ruth and Little League rulebooks unless otherwise stated in the Mountain Valley Baseball by-laws.
- (c) A copy of the Constitution, updated By-Laws, the Babe Ruth and Little League Operating Manual must be furnished to the Board of Directors. It is the responsibility of each League President to make the information in these documents available to the managers of the respective leagues.
- (d) It will be the decision of the Chief Umpire of each game to end a game prior to its scheduled conclusion. The managers and coaches are to respect all decisions made by the umpires.
- (e) (1) All Major League players must play a minimum of two (2) innings in the field and one (1) at bat in each game, unless there is a disciplinary problem. Minor League players must play a minimum of three (2) innings in the field and one (1) at bat in each game, unless there is a disciplinary problem. The manger must notify the opposing manger and the Umpire before the start of the game, the names of any players on his team that will not be actively participating in the game for disciplinary reasons
(2) Babe Ruth players one through nine batting order. Playing time determined by the coach.
- (f) A verified team roster listing all players and coaches must be turned into the Player Agent before opening day.
- (g) All equipment must be kept in the dugout and not in front of it.
- (h) (1) Home team manager has the responsibility for field preparation before/after each game.
(2) This involves filling batters boxes, pitcher's mound and tamping. Frag field, rake bases and pitcher's mound. Make sure that all trash is out of the dugouts.
- (i) Each team is responsible for clean up on their side of the field including emptying the trash can on their side.
- (j) All regular season games will be included in the season schedule. No inning will start after 9:00 PM on school nights. Practice on any school night will conclude at 9:00 PM. Lights are at the discretion of the umpire.
- (k) Home team manager is responsible for making the decision to call a game due to inclement weather before scheduled start time, informing the visiting manger, Concession Manager, President, Chief Umpire and Player Agent. After the first pitch,

only the Umpire in charge can postpone the game. It is the responsibility of the Player Agent to reschedule the game and inform the above mentioned people.

- (l) Each team roster must consist of a minimum of twelve (12) players at the beginning of the season.
- (m) Only the manager appointed by the Board of Directors and his two permanent assistant coaches named on the team roster are allowed on the field and in the dugout. If one of the managers cannot be present, one of his assistant coaches should assume the manager position for the game. Each team can submit two (2) additional individuals that can act as team coaches with their initial roster submitted to the Player Agent. These individuals that can serve in the managers or coaches' absence after the game umpire and opposing team manager have been notified.
- (n) All potential players must attend the League evaluation. Those players who do not attend 50% of the evaluations, without a reasonable explanation reported to the Player Agent, cannot play in the Major League or American Babe Ruth during the current season but are permitted to participate in the Minor League or National Babe Ruth. If a reasonable explanation of absence is reported then an individual evaluation will be held.

SECTION 2 – Code of Conduct

Mountain Valley Baseball Code of Conduct: No board member, manager, coach, player or spectator shall, at any time:

- (a) Lay a hand upon, push, shove, or threaten to strike an official.
- (b) Be guilty of heaping personal verbal or physical abuse upon any official for any real or imaginary belief of a wrong decision or judgment.
- (c) Be guilty of an objectionable demonstration of dissent at an official's decision by throwing gloves, helmets, hats, bats, balls, or any other forceful unsportsmanlike action.
- (d) Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
- (e) Be guilty of a physical attack upon any board member, official manager, coach, player or spectator.
- (f) Be guilty of the use of profane, obscene or vulgar language in any manner at any time.
- (g) Appear on the field of play, stands or anywhere on the Baseball Complex while in an intoxicated state. Intoxicated will be defines as an odor or behavior issue.
- (h) Be guilty of gambling upon any play or outcome of any game with anyone at any time.
- (i) Smoke, and/or tobacco or alcoholic beverage in the proximity of the field, dugouts or benches. A violation of this by a player, manager, coach, umpire or official is subject to Board of Directors' action under the provisions of Regulation XIV. It is considered a

violation if any participant leaves the field for the explicit purpose of using tobacco in any form or consuming an alcoholic beverage.

- (j) Be guilty of publicly discussing with spectators in a derogatory or abusive manner any play, decision or a personal opinion on any players during the game.
- (k) Speak disrespectfully to any manager, coach, official or representative of the league.
- (l) Be guilty of tampering or manipulating any league rosters, schedules, draft positions or selections, official score books, rankings, financial records or procedures.
- (m) Challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

The Board of Directors will review all infractions of the Code of Conduct. Depending on the seriousness or frequency, the board may assess additional disciplinary action up to and including expulsion from the league.

SECTION 3 – Discipline Policies and Grievance Procedures

The following policies and procedures shall be applicable to all divisions of play within Mountain Valley Baseball.

(a) Manager, Coach, Parent and/or Spectator – Conduct and Discipline

If a manager, coach, parent and/or spectator attending any Mountain Valley Baseball Game are ejected from a game, the incident will result in an additional minimum one (1) game suspension for the ejected manager, coach, parent and/or spectator. NO EXCEPTIONS. A second ejection during the same season will result in a minimum three (3) game suspension (does not include previous suspensions). A third ejection will result in an automatic suspension from managing, coaching and/or attending any Mountain Valley Baseball sanctioned practice and/or game for the remainder of the season.

All ejection incidents will be accompanied by an Umpire's Report and a Mountain Valley Baseball incident report. Regardless of circumstances, the manager, coach, parent and/or spectator ejected for a game(s) will be required to meet with the Player Agent, appropriate Vice President and Mountain Valley Baseball President to discuss incident before the manager, coach, player, parent and/or spectator will be permitted to attend and/or participate in another Mountain Valley Baseball sanctioned event.

All reported violations of the Mountain Valley Baseball Code of Conduct will be reviewed by the appropriate division Vice President, the Mountain Valley Baseball President and appropriate Player Agent if applicable. Any reported violation could result in subsequent suspension from managing, coaching and/or attending any Mountain Valley Baseball sanctioned event.

(b) Player- Conduct & Discipline

If a player is ejected from a Mountain Valley Baseball Game, the ejection will result in an additional minimum one (1) game suspension for the Player. A second ejection will result in an additional minimum one (1) game suspension and could be increased at the discretion of the Mountain Valley Baseball Board of Directors. A third ejection will result in suspension from playing and/or attending any Mountain Valley Baseball practice and/or game for the remainder of the season. This includes all Mountain Valley Baseball post-season tournament and All-Star activities. Any and all ejections will be accompanied by an Umpire's Report and a Mountain Valley Baseball incident report. The Player(s) ejected and their Legal Guardian/Parent will be required to meet with the appropriate Player Agent, Division Vice President, and the Mountain Valley Baseball President to discuss the incident before the player(s) will be permitted to attend and/or participate in another Mountain Valley Baseball practice and/or game.

Any reported violation of the Mountain Valley Baseball Code of Conduct will be investigated by the appropriate Player Agent, Division Vice President, and the Mountain Valley President and reported to the Mountain Valley Baseball board for discussion. Any reported violation could result in subsequent suspensions from all Mountain Valley Baseball sanctioned events.

PLEASE NOTE: Every Manager should provide a copy of the "Mountain Valley Baseball Policies and Grievance Procedures" to coaches, players and parent on or before the first practice of the season. It is also expected that incidents/issues associated with a parent, legal guardian, adult and/or player, be immediately reported to appropriate Player Agent, appropriate Division Vice President, Board Member on Duty, and/or Mountain Valley Baseball President by the manager.

(c) Grievance Procedure

The following shall constitute the sole procedure by which Managers, Coaches, Players and Their Legal Guardians/Parents and/or Adult shall make grievances.

- i. The first step in the process should always be to try to solve the issue directly, in a calm manner, with the person(s) involved. In the event the parent or player involved in the situation is unable to solve the issue directly with the person(s) involved, a Mountain Valley Baseball incident report shall be completed by complainant and submitted directly to the appropriate Player Agent, appropriate Division Vice President, Board

Member on Duty, and/or Mountain Valley Baseball President. If the person(s) involved with the subject complaint refuses to complete the Mountain Valley Baseball Incident Report, the appropriate Player Agent, appropriate Division Vice President, Board Member on Duty, and/or Mountain Valley President can submit the Mountain Valley Baseball Incident Report on their behalf (as long as they are willing to address or to follow-up their concerns with Mountain Valley Baseball).

- ii. All Incident Reports will be reviewed by the appropriate Division Vice President and/or the Mountain Valley Baseball President. The appropriate Player Agent will be brought into the discussion, if said incident directly involves a Player.
- iii. Once the incident is reviewed and if incident is deemed a potential violation of the Mountain Valley Baseball Code of Conduct, all parties involved will be invited to address Mountain Valley Baseball regarding their version of the incident/issue.
- iv. Once the collection of information is complete (to the satisfaction of the Mountain Valley Baseball President), the Mountain Valley Baseball President has the sole discretion to share information and request advisement from the Mountain Valley Baseball Board and District 2 Administrator before making any final disciplinary decisions. The decision by the Mountain Valley Baseball President shall be final and reserves the right to report said person(s) behavior to the local police if deemed necessary.
- v. Grievances may only be made in accordance with this procedure. All Mountain Valley Baseball board members shall refer players or parents who wish to file a grievance to the procedures set forth in these rules.

SECTION 4 – Babe Ruth (In conjunction with Frederick County Babe Ruth Baseball)

1) Code of Conduct

I. Managers and Coaches:

- (a) Any board member, manager and/or coach that participants in FCBRB could be subject to a security/background check.
- (b) No manager or coach at any time will physically or verbally abuse or assault a player for any reason.
- (c) Managers and coaches must conduct themselves as adults and good representatives of Mountain Valley at all times. They must refrain from swearing, shouting at parents, players and umpires and participating in “bush

- league” dramatics and displays of immaturity. Managers and coaches have a duty to set an exemplary behavior pattern for the players and parents to follow.
- (d) Managers and/or coaches who are ejected from a game by the umpire will be required to present themselves before the Managers Review Committee, which will review the situation and present their findings to the Board and take appropriate action, which could include, but is not limited to, suspension or release from Mountain Valley Baseball.
 - (e) Absolutely no alcoholic beverages or unlawful substances are permitted at, or on the general vicinity of the practice or playing field. Managers and coaches not able to function in a “sober” condition will turn over the team to another coach or parent and will be removed from participation in FCBRB. The opposing manager and game umpire will determine if the manager is fit to manage the team that game.
 - (f) Under no circumstances will a manager or coach be permitted to smoke, chew, or dip any tobacco product while managing or coaching players during “official” practices, or during games, on the playing field or in the dugout area while the game is in progress.
 - (g) Managers or coaches warming up the pitcher at home plate **SHOULD** wear a catcher’s mask and it is recommended that anyone warming up a pitcher wear a mask.

Please Note: Managers and Coaches warming up a pitcher without a mask do so AT THEIR OWN RISK. Failure to wear a mask will nullify insurance coverage. Contributory Negligence.

II. Players:

- (a) Fighting between players will not be tolerated. Players fighting will be required to sit out and not participate in the next three scheduled games. Repeat offender(s) will be removed from the team and possibly from the League.
- (b) Under no circumstances will a player be permitted to smoke, chew, or dip any tobacco product while under FCBRB supervision or activity.
- (c) All players are to be on the bench or on the field. Players should not be wandering around during their scheduled game.
- (d) Swearing will not and is not tolerated on the bench, playing field or at any time while under the supervision of a manager or coach.
- (e) Managers and coaches must control players at all times. The throwing of bats, helmets or gloves in anger or any display of un-sportsman like conduct, harassing the umpire and fighting will and must result in expulsion from the game.

- (f) Managers and coaches must keep players inside the dugout at all times when not on the field, at bat or on deck in the on deck circle. Players must be told not to hassle the opposing team, but are encouraged to root for their own team.
- (g) Players must wear double earflap helmets when at bat, on base or coaching a base, during regular games and practice sessions. Catchers must wear protective gear, throat protector and support cup during games and practice sessions.

III. **Parents**

- (a) Parents are not allowed on the field or in the dugout unless approved by Team Manager.
- (b) Swearing will not and is not tolerated by parents on the bench, playing field, in the stands or at any time.
- (c) Should a parent become hostile, verbally abuses or assaults a manager or other parent for any reason, the manager or Umpire will request the parent to leave the park or the police will be called.

IT IS ULTIMATELY THE MANAGER'S RESPONSIBILITY TO EXERCISE CONTROL AND HAVE DISCIPLINE OVER ALL OF THE TEAM'S PLAYERS AND PARENTS. FAILURE TO EXERT THIS CONTROL WILL LEAD TO PROBLEMS THAT CAN BE AVOIDED BY FOLLOWING THE RULES.

Contact the League President for the interpretation or enforcement of any league rule. The League President will seek council and guidance to ensure the issue is resolved correctly (see FCBRB rules for discipline for process).

Mountain Valley Disciplinary Process for Coaches, Managers, Players and Parents:

In addition to any league disciplinary action, Mountain Valley Baseball coaching committee, at its discretion, may levy additional suspensions and or expulsion.

2) Playing Time (Must Play Rule (ALL) Seasons (FCBRB) Rule)

- (a) **16 – 19 Division – There is NO MUST PLAY Rule in the 16 – 19 Division.** All playing time and batting line-up is at the discretion of the manager/coach. 16-19 Players will be evaluated and selected based on talent and level of commitment. This team will have a limited 12 man roster.
- (b) American Division – 13-15 each player must play 2 innings in the field **OR** have 1 plate appearance in each game. Shortened games do not require 2 innings of play or a plate appearance, however it is recommended that each player be entered into the game as early as possible. This team will have a limited 12 man roster. National Division players may play up in the American League as a

substitute, however American Division players **may not** play at the National Division level. American League Batting Line-up is solely at the manager/coach's discretion.

- (c) National Division – 13-15 each player must play 2 innings in the field **OR** have 1 plate appearance in each game. Shortened games do not require 2 innings of play or a plate appearance, however it is recommended that each player be entered into the game as early as possible.
- (d) 13 Prep – each player must play 2 innings in the field **AND** have 1 plate appearance in each game. Shortened games do not require 2 innings of play or 1 plate appearance, however it is recommended that each player be entered into the game as early as possible.

3) Player Selection – American Division 13-15

- (a) Evaluations will be held for both American and National Division players. The American Division is highly competitive (high school caliber players) and will be selected by the Mountain Valley Coaches Committee.
- (b) Players who are not selected for the American Division or wish not to compete at a higher level will be placed on the National Division team. **However, all players, regardless of division must be evaluated.**
- (c) The Mountain Valley Baseball Board of Directors reserve the right to amend any of the subsections of these bylaws.

SECTION 5 – Major League

- (a) The Major League will follow all applicable rules as stated in Section 1.
- (b) Upon request of a game, Mountain Valley Baseball will follow Rule #4-19F if possible. The President, Player Agent, Chief Umpire and the District Representative are to be included when making any decision concerning the protest.
- (c) All games scheduled must be played with the exception of bad weather. Games that cannot be played due to weather are to be rescheduled and played on the following Saturday or Sunday. The first postponed game will be played at the first available date and time. The next postponed game of the same week will be played at the next available date and time. The dates and times for any other postponed game including make-up games that cannot be played will be decided by the Player Agent and the President or their designated representatives from the Board of Directors. Any postponed game that cannot be played for any reason must be reported to the Board.
- (d) In case of a tie between two or more teams at the end of the regular season, the team with the fewest runs allowed between those teams finishes higher.
- (e) Teams will compete in a single elimination tournament at the end of the regular season with the 1 seed playing the lowest seed and so on. This league tournament champion

will represent our league at the District 2 Tournament of Champions. The second place team will go to the District 2 Dave Fogle tournament should they have it.

- (f) Mountain Valley Baseball will play by the 10 run rule.
- (g) If regular season play is not completed by District 2 tournament time cutoff date, the teams involved in determining the League Champion will not be eligible for post-season play until the final standings for the league have been determined. The Board of Directors shall appoint a team to represent Mountain Valley Baseball in all the post-season play as determined by the regular season standings and tie-breakers.

2) Player Draft Point System

- (a) Each existing major team will receive 2,000 points for every player they lose off of their previous season roster.
- (b) Expansion teams will receive the full 24,000 points. 2,000 points for each roster spot.
- (c) If numbers force the league to drop a majors team, all players that were on that roster will go back into the player pool for that season and then will remain on their new team throughout their Little League age.
- (d) Player draft will open with option players (siblings). These players will cost teams 2,000 points and be placed on that roster with President, Player Agent and all managers approval.
- (e) All 12 year olds will be selected first since they have to play majors unless safety concerns have been discussed with parents and a waiver has been signed for them to play minors.
- (f) Player pool is then open to players ages 9-11 who are made eligible to play majors. Once rosters are full the remaining unselected players will go into the minors draft pool.
- (g) Rosters will be 12 players unless granted a waiver from Little League International to carry only 11. We will only apply for waiver if our overall numbers force us to do so.
- (h) ****NOTE – Teams points will carry over from year to year. President, Player Agent and all major managers will sign off on teams remaining points at the conclusion of the draft.**

SECTION 6 – Minors – Kid Pitch League

- (a) The Minor League will follow all applicable rules as stated above in Section 1.
- (b) The Minor League managers will attend the League evaluations and scout the possible prospects that may become eligible for the Minor League.
- (c) An attempt should be made to keep Minor League rosters as equally divided as possible and limited to thirteen (13) players.

- (d) A draft for Minor League teams shall be held by the Minor League Managers, Major League Managers and Player Agent at the conclusion of the evaluation and majors selections. Players shall be drafted by age groups (7-11 year olds) to maintain the balance of ages on the teams.
- (e) The order of the draft shall be drawn from the hat after determining the number of teams and roster sizes. Any Twelve (12) year olds shall be selected first and divided equally between teams based on evaluation. Then the eleven (11) year olds are selected in the same manner, followed by the ten (10) year olds. The nine (9) year olds, the eight (8) year olds and seven (7) years olds combined as one pool and drafted until the rosters are full or all the players have been place on a team. ** Do our best to keep the teams fair and competitive.
- (f) All games scheduled must be played with the exception of bad weather. Games that cannot be played due to weather are to be rescheduled and played on the following Saturday or Sunday. The first postponed game will be played at the first available date and time. The next postponed game of the same week will be played at the next available date and time. The date and time for any other postponed game including make-up games that cannot be played will be decided by the Player Agent and the President or their designated representatives from the Board of Directors. Any postponed game that cannot be played for any reason must be reported to the board.
- (g) In case of a tie between 2 or more teams at the end of the regular season, the team with the fewest runs allowed between those teams finishes higher.
- (h) An end of season single elimination tournament will be held to determine our league champion. The top seed will play the lowest seed and so on.

**Except where noted below all rules in accordance with official Little League rulebook.*

Game duration

- Maximum of 6 innings, unless tied.
- No inning minimum (unless mutually agreed upon by both Managers).
- No new inning will start after 2 hours of play.
- If the game is called for darkness or rain, the game reverts back to last completed inning.

10-Run Rule (No change to Little League Rule)

- Game will end if either team is leading by 10 or more runs at the completion of at least 4 innings (3 ½ innings if home team is ahead).

Run limit per inning

- Each team allowed max of 5 runs per inning, with exception of the “last inning”.
- Unlimited runs allowed in the “last inning”.
- “Last inning” may not necessarily be the 6th inning. It is up to the umpire and both coaches to determine in advance which inning will be considered the “last” based on game duration guidelines. (Umpire will have final say.)

of players on the Field

- 9 players in the field.
- Minimum of 8 players required unless both managers agree otherwise. Sharing or borrowing of 1 or 2 of the opposing team’s players in the field is allowed.
- Free substitution.
- All attending eligible (excluding injured or previously determined non-eligible) players must play during the game in the field.
 - Play guidelines
 - ≤ 3 inning game – at least 1 inning in the field
 - ≥ 4 inning game – at least 2 innings in the field

Batting Order

- Continuous batting order. All players bat.
- Anyone who needs to leave the game for injury and/or illness will be skipped over in the batting order. If they return, they will be added to their original spot.
- Any player who is late or for any other circumstance is not on the lineup at the start of the game will be added to the bottom of the lineup upon their arrival.

Stealing

- Unlimited stealing, all bases, except home, entire game.
- Only one successful steal of home permitted each half inning.
- Base runners may still advance on unsuccessful throws back to the pitcher.

Other guidelines:

- No leading. Runner cannot leave until the ball reaches the batter.
- If a runner is advancing to home plate and a play is being attempted, the runner needs to slide or give himself or herself up to avoid contact. Runners must avoid collisions at all bases. If the runner does not slide at

home plate and a play could be made, they will be considered out. The umpire's discretion is what will be used on plays at all bases.

Pinch Runners

- With two (2) outs or 4 runs, you may pinch run for the catcher only. The player making the last out is to be used as the runner.

Pitch Limits

- Limit per game
 - Age 12: Cannot pitch at Minors level
 - Age 11: 85 Pitches
 - Ages 9-10: 75 pitches
 - Ages 7-8: 50 pitches
- Rest schedule
 - 1-20 pitches: 0 calendar days rest required
 - 21-35 pitches: 1 day
 - 36-50 pitches: 2 days
 - 51-65 pitches: 3 days
 - ≥ 66 pitches: 4 days
- If pitcher throws 41 or more pitches, cannot move to catcher
- A catcher may not move to pitcher after catching 4 innings in a game

**Pitch counts should be shared between both teams' scorekeepers at end of every inning.

- If there is a discrepancy with pitch count, the home team's count is official

Home Team Responsibilities

- Supplies umpire(s). If umpire is not provided, the home team is responsible for securing a parent to act as an umpire.
- Provides 2 new games balls for each game.
- Responsible for scheduling make-up games (in consultation with visiting manager).

Other

- Seeding for post-season tournaments will be determined by standings.
- Managers are on their honor to track their team's pitch count from game-to-game.
- Balks/illegal pitches will not be called.

- Infield fly rule is applicable.
- Fielders cannot occupy a base or base-path unless they are in the act of fielding the ball or making a play.
- The Umpire(s) and the game's Managers will settle all regular protest situations before the game resumes. All decisions with regards to the protests are final.
- Umpire should allow and limit a pitcher between 5-8 warm-up pitches between each half inning. Umpire may allow as many warm-up pitches as deemed necessary to a new pitcher that has been summoned into the position during the inning.

SECTION 7 – Minors – Coach Pitch

- (a) The Coach Pitch League will follow all applicable rules as stated in Section 1.
- (b) The Coach Pitch League will also follow all applicable rules as stated above in Section 5 and all other rules that apply to the Minor League, unless stated otherwise in this section.
- (c) Only seven and eight year old players may participate in the Machine-Pitch League except under special circumstances. 6 year olds who have played 2 years of tee ball or are a safety concern at T-ball are also eligible.
- (d) Any seven year old or eight year old who is not drafted by the Minor League or does not try out for the Minor League will be placed on a Coach Pitch team.
 - (e) The Blue Flame pitching machine will perform the roll of the pitcher. Speed of the machine should be set to challenge the kids but still allow them to be successful. This speed may increase later in the year. A manager, coach or parent is expected to pitch to his own team. The adult pitcher is to remain neutral while the ball is in play and may not field the ball. An opposing player on the defensive team in the field performs the function of the pitcher after the ball has been pitched. Play is stopped after that player has received the ball and touches the pitching mound or area**Except where noted below, all rules in accordance with official Little League rulebook*

Rules

- 1) Six pitches per batter to attempt to hit the ball. Foul balls on the 6th pitch or a really bad pitch (only if the batter does not swing at it) warrant an extra pitch.
- 2) No base stealing.
- 3) 3 outs or 5 runs maximum per half inning (you may go through your batting order more than once per inning only if you have a low number of kids and have not reached either of the first two criteria listed).

- 4) Games maximum length is 90 minutes or six innings, whichever come first. Managers may agree to lengthen or shorten games as necessary.
- 5) No more than two coaches on the field with the defense, but an additional coach may be behind the plate with the catcher (three coaches total, but no more than two coaches in the field of play).
- 6) Batting team provides the coach to operate the machine and determine the pitch count. Base coaches determine safe or out and fair or foul.
- 7) No extra bases on overthrows, including a play at first base. Players only advance extra bases on batted balls (base-hits) until the ball is returned to the infield.
- 8) Play is dead if a batted ball hits the machine. The batter is awarded a single and any base runners advance one base.
- 9) Play is dead once a batted ball, that is hit to the outfield, is in possession of the infielder (unless a play is being made at a base to try to eliminate an advancing runner that is halfway or more to the next base). Runners halfway or more to a base when ball reaches the infield are allowed to advance to that next base if no play is made to try to get them out. Runners less than halfway must return to the previous base.
- 10) Nine players should be used in the field for defense, but all players on the roster should be in the batting lineup. If both managers agree, ten players may be used in the field for defense.

SECTION 8 – Tee-Ball League

- (a) The Tee-Ball League will follow all applicable rules as stated in Section 1.
- (b) The Tee-Ball League will also follow all applicable rules as stated above in Section 5 and all other rules that apply to the Minors League, unless stated otherwise in this section.
- (c) Tee-Ball Baseball is for players 4-6 years old who want to learn the fundamentals of hitting and fielding. In Tee-Ball, players get 5 pitches to hit a ball and then it will be placed on a batting tee. Rules of the game may be varied to accommodate the need for teaching. The primary goals of Tee-Ball are to have fun, to instruct children in the fundamentals of baseball and to allow them to experience the value of teamwork.

SECTION 9 – League All-Stars

1. All-Star Managers:
 - (a) 9-10, 10-11, 11-12 year old managers will be decided by Coaches Committee.
 - (b) Each All-Star manager may select his/her assistant coaches.
2. All-Star Voting (or) Selection:
 - (a) Each All-Star or Tournament team will consist of a minimum of eleven (11) and a maximum of thirteen (13) players. Post season play will consist of three (3) teams,

11/12, 10/11 and 9/10 All Star. Any change in the number of teams would require Board approval.

- (b) Players must have played at least one half of the season to be eligible for any of the All-Star teams.
 - (c) The official voting will take place at Doub's Park.
 - (d) The team selection process will consist of two parts. The first phase will be a democratic voting process of all eligible All-Star players in the Majors Division to select the first 9 players by popular vote to participate on the 11-12 year old team. The second phase will be discretionary selections by the team managers to fill out the remaining slots on the 11-12 team. 9-10 and 10-11 teams will be selected with the help of majors, minors managers and coaches.
 - (e) The democratic voting process shall be conducted at the date set by MV.
 - (f) Any manager who displays inappropriate behavior during the balloting will be excused and their votes will not be counted. This action will be taken by the MV Board.
3. The Balloting and Voting process:
- (a) Phase 1 – Eligible voters include the Team Managers, Team coaches (2 per team), all majors division players, league umpires (must have umpired at least 5 games during the regular season) Only one vote per person may be cast.
 - (b) Any eligible voter may waive their right to vote.
 - (c) If an eligible voter misses their assigned voting time they may request a ballot to vote, as long as the voting process is still open.
 - (d) The Player Agent or other league official will hand out ballots to each eligible voter (see above).
 - (e) Once ballot is cast (handing it to league official) it cannot be changed.
 - (f) Ballots will only have players who are made eligible.
 - (g) From the list of player names on the ballot, each eligible voter will vote for ten (10) players for the team.
 - (h) Managers may vote for their own players. And players may vote for themselves.
 - (i) The Player Agent and the President will count and record the votes based on the ballots.
 - (j) The top nine (9) players receiving the most votes will make the 11-12 team. In the event of a tie for the last few positions, these players are re-discussed and decided on by the All-Star Manager and coaches only.
 - (k) No votes are to be discussed by anyone other than the managers, Coaches Committee, Player Agent or President. The votes are to remain secret and are not to be made known. Any manager caught discussing any portion of the balloting process and/or what was said by any manager during this session will not be able

to manage the All-Star team they were selected for, and will receive a one year suspension after review and approval by the Board.

- (l) All the voting and selecting rules should be posted, along with the voting dates.
- (m) Notification and announcement of the All-Star players/teams shall not take place prior to the date established by Little League Headquarters. All players must be notified within 48 hours of the date established by Little League Headquarters.

4. Coach Pitch All-Stars

- (a) Coach Pitch Managers and Coaches will get together to select a group of 12-13 players to represent our league in either our tournament that we host or another tournament that the league will pay for.