

LONE MOUNTAIN LITTLE LEAGUE

BYLAWS

Amended 12/2019

- Section 1 – League Information
- Section 2 – League Mission Statement
- Section 3 – Board of Directors
- Section 4 – League Age Structure
- Section 5 – Player Registrations
- Section 6 – Manager and Coach Selection Process
- Section 7 – Player Evaluations and Player List
- Section 8 – Player Promotions or Vacancies
- Section 9 – Team Selection
- Section 10 – Player Trades
- Section 11 – League and Park Ground Rules
- Section 12 – Local Division Rules
- Section 13 – Playoffs and Tournament
- Section 14 – Player Equipment
- Section 15 – Finances
- Section 16 – TOC Team Selection Process
- Section 17 – All Star Selection Process

SECTION 1 – League information

- A. Boundaries:** From the top of W. Lone Mountain Road East to North Grand Canyon, North from Grand Canyon South to Alexander, Alexander East to the US-95, US-95 South to Cheyenne, Cheyenne East to Coleman (between Simmons & Clayton), Coleman North to Craig, Craig West to Valley, Valley North to Elkhorn, Elkhorn West to Decatur, Decatur North to Farm, Farm West to Rainbow, Rainbow South to the 215 and 215 all the way West running along Centennial Parkway.
- B. Mailing Address:** 4894 W. Lone Mountain Road, #175, Las Vegas, NV 89130
- C. League Phone Number:** 702-615-5341
- D. League e-mail address:** lonemountainll@yahoo.com
- E. League Web Address:** www.leaguelineup.com/lonemountain
- F. League ID Number:** 0428-02-13
- G. Federal Tax ID:** 88-0286853
- H. NP Sports Business License:** N31-00286-B-153410
- I. Concession Business License:** R10-01218-2-156786
- J. Nevada Secretary of State ID:** NV19991235752
- K. Board of Directors:** Minimum of 7 members but may consist of up to 15.

SECTION 2 – League Mission Statement

Lone Mountain Little League is a non-profit organization run solely by volunteers, whose mission is to provide an opportunity for our community's children to learn the game of baseball in a safer and friendly environment as well as develop an understanding of fairness, sportsmanship, and teamwork towards each individual.

SECTION 3 – Board of Directors

The Lone Mountain Little League By-Laws set forth and approved by the Board of Directors shall be reviewed and accepted on a yearly basis. They shall be amended and approved each Board year before spring season registration begins (usually around mid November each year).

Officers:

The Constitution outlines each of the Officer positions for the current year and the responsibilities associated with each position. To be elected to an Officer position you must have served on the Board previously for a minimum of one year unless extenuating circumstances require someone with less experience to be elected. Officers serve a two-year term in the position elected. Both parties of a married couple can not be Officers at the same time.

Board of Directors Requirements:

It is the responsibility of each Member to attend each and every Board Meeting. Any member with at least three (3) unexcused absences for meetings will be subject to removal from the Board of Directors. Each Board Member shall assist with the construction and clean up of all League celebrations. All Board positions may be modified by adding or subtracting duties by a vote of the Board of Directors.

SECTION 5 – LEAGUE AGE STRUCTURE

Any child between the age of 4 years to 16 years old and lives within the designated boundaries or meets certain individual criteria such as waivers approved by District 4, are eligible to play at Lone Mountain Little League. A Player's league age is defined as the age that the child is as of August 31 of the current year. Any modification or changes to the placement of a player outside of the league age of a division(s) below may be modified by a vote by the Board of Directors.

- A. **T-Ball:** League age 4-6 years old
- B. **A (Coach Pitch):** League age 5-7-year olds/ 5-year olds must have played T-Ball a minimum of 1 season.

- C. **AA (Kid Pitch):** League Age 7-9 years old/No 6-year olds will be permitted. 7-year olds must have played in the A division, coach pitch, a minimum of 1 season, with an option for two league age 7-year olds per team at the discretion of the Player Agent depending upon registration numbers.
- D. **AAA:** League age 8-10-year *Note the two minor divisions (AA and AAA may merge if the number of registrants does not warrant separate divisions, if this occurs then the option of a 7-year-old goes away.
All 10 Year olds that did not get drafted to Majors shall be drafted in this Division.
- E. **Majors:** League age 10-12, All 12 year olds shall be drafted to the Majors.
- F. **Juniors:** League Age 12, 13 & 14-year olds.
- G. **Seniors:** League Age 12-16-year olds.

SECTION 5 – PLAYER REGISTRATIONS

- A. Registration dates will be determined by the Board of Directors each November for the upcoming spring season and shall be posted online prior to December 1st.
- B. Registrations should be completed by February 1st.
- C. The cost for registration will be determined on a yearly basis prior to December 1st.
- D. The League shall hold a minimum of 1 in-person registrations for the convenience of players and their families. Early registration shall open in the month of November or December with a discount offered as determined by the Board no later than November.
- E. Each registrant is responsible for showing 3 different types of proof of residence from our approved list, show an original birth certificate (each year no exceptions) and provide payment in person or on-line, or make payment arrangements with the League Treasurer, at a predetermined location prior to being completely registered to play.

SECTION 6 – MANAGER AND COACH SELECTION PROCESS.

- A. All managers will be selected by the League President then brought to the Board of Directors for discussion and approval. The approval shall be sought prior to February 1st for the lower divisions annually and by the end of February for the Junior and Senior Divisions.
- B. No assistant coach's will be selected prior to the Draft. If approved to manage any son/daughter(s) must be drafted in the appropriate round of the draft per the Little League Rule Book.
- C. Managers shall be at least eighteen (18) years of age.
- D. The T-ball and A (coach pitch) divisions may have assistant coaches that are at least sixteen (16) years of age and are the only divisions that get four total Managers/coaches. All others get three.
- E. All managers and coaches shall attend coach's training, when available, and agree to subscribe to the policies and procedures set forth within.

- F. Managers will be notified by the President of the league if/when they are selected to Manage a team. They will be notified, at minimum, a week before the draft.
- G. Managers will get to select assistant coaches after the draft, but all assistant coaches must be approved by the Board before they are allowed to assist.
- H. Any modifications to the selection process may happen with a vote of the Board of Directors.

SECTION 7 – PLAYER EVALUATIONS AND PLAYER LIST

Evaluations/Tryouts are held each February so that teams can be balanced as much as possible. Team managers and selected board members, which must include the President and/or Vice President as well as the Player Agent, are to observe the players so that teams can be selected with a good mix of pitchers, fielders and hitters. Evaluations never cause players to be excluded from teams, it only helps in distributing players amongst the teams.

- A. Evaluations shall be held on two separate dates in January or February for players 8-12 years old.
- B. Evaluations may be held in late February to early March depending on registration numbers for players in the Junior and Senior divisions, on a specific date to be determined.
- C. All players must attend evaluations. There are no Property Players.
- D. Players not attending an evaluation will not be eligible for primary selection in the draft. These players may be included at the end of the draft once all selections have been made and may be selected as a “blind draw” with no trades allowed for these players.
- E. Prior to evaluations, the Player Agent shall make a player list showing the names, league age, and have a grid for the rating of each player eligible for the draft. This list is to be distributed to each manager at check-in.
- F. Prior to the draft, the Player Agent shall provide a list of eligible players to be drafted along with any notes specified on each player’s application. Special notes to include sibling requests, transportation requests, Managers requests/non-requests, requests to go up a division etc. Note: These are only requests that will be considered on a case by case basis.

SECTION 8 – MAJOR DIVISION PLAYER PROMOTIONS OR VACANCIES

Vacancies occur regularly throughout the season for a variety of reasons. Player’s league age 10 years old may be called up to the Majors division so long as they have attended an evaluation. No Vacancies will be filled in the last TWO WEEKS of the Season.

- A. Managers must notify the Player Agent immediately upon becoming aware that a player may leave the team for any reason. Managers shall also notify the Player Agent if a player misses excessive preseason practices without notification excessive games once the season has begun.
- B. Should a Manager fail to notify the Player Agent of a potential vacancy as outlined above, disciplinary action may be taken, and the Player Agent shall immediately take steps to determine if it is appropriate to remove and replace the player on that team's roster.
- C. Once it has been determined that it is appropriate to replace a player on a Major's roster, the following steps shall be taken.
 - i. The Manager shall provide a list of at least three (3) players that they wish to request in specified order.
 - ii. The manager has the option to select the first 12-year-old player from the waiting list or a player from the Minor division.
 - iii. The Player Agent shall instruct the Major Manager that all communications regarding the replacement shall go through the Player Agent. No one except the Player Agent, may discuss the promotion or selection from a waiting list with the replacement player, the player's parents, the player's current Minor Manager, or anyone else. It is especially important that no element of the promotion or selection be discussed with any players prior to completion of the process.
 - iv. The Player Agent shall contact the player and his/her parents to inform them of the selection without disclosing the name of the team.
 - v. The player will have 24 hours to accept or decline the promotion to the Majors Division. If the player refuses the promotion, the player shall then forfeit eligibility to the Majors division for the remainder of the season. The Player Agent will then contact the next player on the list until the spot has been filled. Once the spot has been filled the Board of Directors will be notified of the promotion.
 - vi. Once a Minor team player has been called up to the Majors division that team shall then be ineligible for another promotion to the Majors division that season. The Minor team player will be replaced with a player off the waiting list if possible.
 - vii. All Managers, Coaches and Board members and parents shall do everything possible to ensure that the player is encouraged to move up.
 - viii. Promotions will not be filled during the last two (2) weeks of the season.
 - ix. A new jersey and hat will be provided to any player that accepts a promotion to the Majors.

SECTION 9 – TEAM SELECTION

All players in Lone Mountain Little League will be placed on teams in the following manner dependent to the guidelines described in Section 5 (League Age Structure). Note: If a member of the Board of Directors has a child in the draft, that member shall not be present during that portion of the draft unless they are a manager, the League's Player Agent, President or Vice President of the League. All league age decisions may be modified by a vote of the Board of Directors.

- A. T-Ball: League Age 4-6 years old (NON-COMPETITIVE): There are no evaluations for the T-Ball Division. The Player Agent will randomly place each player onto a team. Requests can be made at time of registration by a parent/guardian to have their child play for a specific manager or with another child. Each Manager in the T-Ball Division may request up to six (6) players as long as those players have requested them on their player application. Lone mountain Little league will do its best to honor such requests but cannot guarantee placement of a child onto a particular team unless it is a Manager's son/daughter.
- B. A Division: League Age 5-7 years old (NON-COMPETITIVE): There are no evaluations for the A Division, formerly known as "Coach Pitch". The Player Agent will randomly place each player onto a team. Requests can be made at time of registration by a parent/guardian to have their child play for a specific manager or with another child. Each Manager in the T-Ball Division may request up to six (6) players as long as those players have requested them on their player application. Lone mountain Little league will do its best to honor such requests, but cannot guarantee placement of a child onto a particular team unless it is a Manager's son/daughter.
- C. AA Division: League Age 7-9 years old (COMPETITIVE): Evaluations will be held for the AA Division. All 8-9-year olds must be evaluated and attend tryouts to determine which division they shall play. While league age 7-year olds are allowed to attend evaluations, there is no guarantee that the player will be drafted onto an AA division team. Any league age 7-year-old that does not try-out will be ineligible for the AA division. There will be a limit of two league age 7-year-olds per team unless registration numbers do not allow, or more are needed. The AA Division will conduct its draft in the following manner:
 - i. The Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
 - ii. The draft is open only to the Managers of teams within the AA Division and selected Board Members.
 - iii. Each manager will draw a number to determine the draft order for his/her team.
 - iv. The draft will be conducted in serpentine "snake-like" manner. The Manager with number 1 will draft first, number 2 will draft second, and so on.
 - v. Only players who attend evaluations may be selected during the draft.
 - vi. Manager's kids and sibling options must be used when selecting players at the AA Division. If a player is chosen, then that Manager must select the

sibling of that player in the next available round. All other requests from parents/players at this level of play are just requests that may or may not be honored depending on the situation and the Managers drafting said players.

vii. Once all teams have drafted the appropriate number of players, as determined by the Player Agent, any players league age 7 having not been placed/drafted onto teams then shall be placed on the teams within the A Division. This is for the safety of the player.

viii. Any player league age 8-9 that did not attend evaluations will play in the AA Division, so long as there is room. 9 year old exception: as long as there is not a safety issue based on skills and ability as determined by the Player Agent. This 9 year old will be in a blind draw at the end of the Draft. This will be done by a blind draw at the completion of the draft, if there is not room then they will be placed on a waiting list. No trades will be permitted for players that were drafted by blind draw.

D. AAA Division: League Age 8-10 years old (COMPETITIVE): All players that are league age 8-10 are required to attend evaluations. League age 9-year olds may request to play within the AAA Division. While league age 9-year olds are allowed to attend evaluations, there is no guarantee that the player will be drafted onto a AAA Division team. All 10 year old's that did not get drafted to the Majors Division shall be drafted in this Division . The AAA Division will conduct its draft in the following manner:

- i. The Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- ii. The draft is open only to the Managers of teams within the AAA Division and selected Board Members.
- iii. Each manager will draw a number to determine the draft order for his/her team.
- iv. The draft will be conducted in serpentine "snake-like" manner. The Manager with number 1 will draft first, number 2 will draft second, and so on.
- v. Only players who attend evaluations may be selected during the draft.
- vi. Manager's kids and sibling options must be used when selecting players at the AAA Division. If a player is chosen, then that Manager must select the sibling of that player in the next available round. All other requests from parents/players at this level of play are just requests that may or may not be honored depending on the situation and the Managers drafting said players.
- vii. Once all teams have drafted the appropriate number of players, as determined by the Player Agent, any players league age 9 having not been

placed onto teams then shall be drafted to the teams within the AA Division.

- viii. Any player league age 10 that did not attend evaluations will play in the AAA division, so long as there is room. This will be done by a blind draw at the completion of the draft, if there is not room then they will be placed on a waiting list. No trades will be permitted for players that were drafted by blind draw.

E. Majors Division: League Age 10-12-year olds (HIGHLY COMPETITIVE): All players league age 11-12 are eligible to be selected to a majors Division team provided they have attended evaluations. League age 10-year olds may request to play within the Major Division. While league age 10-year olds are allowed to attend evaluations, there is no guarantee that the player will be drafted onto a Major Division team. The Major Division will conduct its draft in the following manner.

- i. The Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- ii. The draft is open only to the Managers of teams within the Major Division and selected Board Members.
- iii. Each manager will draw a number to determine the draft order for his/her team.
- iv. The draft will be conducted in serpentine “snake-like” manner. The Manager with number 1 will draft first, number 2 will draft second, and so on.
- v. Only players who attend evaluations may be selected during the draft.
- vi. Manager’s kids and sibling options must be used when selecting players at the Majors Division. If a player is chosen, then that Manager must select the sibling of that player in the next available round. All other requests from parents/players at this level of play are just requests that may or may not be honored depending on the situation and the Managers drafting said players.
- vii. Once all teams have drafted the appropriate number of players, as determined by the Player Agent, any players league age 10 having not been placed onto teams then shall be drafted to the teams within the AAA Division.
- viii. Any player league age 10 that did not attend evaluations will play in the AAA division, so long as there is room. The Player Agent may in his/her discretion determine that a 10 that did not attend evaluations should be blind drafted into the Majors. This will be done by a blind draw at the completion of the draft, if there is not room then they will be placed on a

waiting list. No trades will be permitted for players that were drafted by blind draw.

- F. Juniors Division: League Age 12, 13 & 14-year olds (HIGHLY COMPETITIVE): All players league age 12, 13 and 14 are eligible to be selected to the Junior Division, provided they have attended evaluations if they are conducted by the League. The Junior Division will conduct its draft in the following manner:
- i. Provided there are enough players for more than one (1) team, the Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
 - ii. The draft is open only to Managers of teams within the Junior Division and select Board members.
 - iii. Each manager will draw a number to determine the draft order for his/her team.
 - iv. The draft will be conducted in serpentine “snake-like” manner. The Manager with number 1 will draft first, number 2 will draft second, and so on.
 - v. If evaluations were conducted by the League, only players who attend evaluations may be selected during the draft.
 - vi. Manager’s kids and sibling options must be used when selecting players at the Juniors Division. If a player is chosen, then that Manager must select the sibling of that player in the next available round. All other requests from parents/players at this level of play are just requests that may or may not be honored depending on the situation and the Managers drafting said players.
 - vii. Any player league age 13 that did not attend evaluations will play in the Junior division, so long as there is room. This will be done by a blind draw at the completion of the draft, if there is not room then they will be placed on a waiting list. No trades will be permitted for players that were drafted by blind draw.
 - viii. Any league age 13 or 14 year old that does not want to play in the Junior Division has the option of playing up in the Senior Division with the 13-16 year old players but must be approved by the Player Agent and Managers of the Seniors Teams to do so.
- G. Seniors Division: League Age 12-16 years old (HIGHLY COMPETITIVE): All players league age 12-16 are required to attend evaluations, if they are conducted by the League. League age 12-year olds can play in this Division with Player Agent Approval before try-outs. If Board approved then the approved player must attend Senior Evaluations, if conducted. The senior Division will conduct its draft in the following manner:

- i. Provided there are enough players for more than one (1) team, the Player Agent will conduct a player draft as soon as possible after evaluations have been completed.
- ii. The draft is open only to Managers of teams within the Senior Division and select Board members.
- iii. Each manager will draw a number to determine the draft order for his/her team.
- iv. The draft will be conducted in serpentine “snake-like” manner. The Manager with number 1 will draft first, number 2 will draft second, and so on.
- v. If evaluations were conducted by the League, only players who attend evaluations may be selected during the draft.
- vi. At the conclusion of the draft, any players that did not attend evaluations will be placed on a team by blind draw. No trades will be permitted for players that were drafted by blind draw.
- vii. Manager’s kids and sibling options may be used when selecting players in the Seniors Division. If a player is chosen, then the Manager must select the sibling of that player in the next available round.
- viii. The Senior Division will use the Pool Play option from the Little League Rule Book, using only players from Lone Mountain Little League to do so if more than 2 teams are formed. If Lone Mountain has only 2 teams then Pool Players from any/all Interleague teams may be used.

SECTION 10 – PLAYER TRADES

- A.** Player trades must be completed prior to leaving the Draft, 10 minutes will be allotted for Trades
- B.** All trades must be approved by the President and Player Agent and must be determined to be in the best interest of each player.

SECTION 11 – LEAGUE GROUND AND PARK RULES

- A.** Alcohol is not permitted at any game or practice facility.
- B.** Tobacco or electronic cigarettes or any kind are not permitted on the playing field, in the dugout, or around players at anytime.
- C.** Lone mountain Little League does not allow smoking in or around the stands, smoking must be done in the parking lot area
- D.** Teams are responsible for cleaning out the dugout, spectator area, and parking lot after each game.
- E.** The home team will occupy the Third base dugout.

- F. The League will only schedule games and practices Monday thru Saturday, leaving Sundays for family time.
- G. The home team will be responsible for placing bases prior to each game. Bases are located in the shed closest to that field. After the last scheduled game, the home team will also be responsible to remove the bases and lock them away.
- H. Teams must show for all scheduled games regardless of weather conditions unless notified by a League Official. Only a League Official or Umpire can cancel or postpone a scheduled game.
- I. If a team (AA Division or above) cannot field 8 players within 10 minutes of the scheduled game time, the game will be considered a forfeit by that team with a final score of 0-6 (0-7 for 50/70 or Seniors Division).

SECTION 12 – DIVISION RULES

A. T-BALL DIVISION:

1. **REGULATION GAME:** Games will be considered final after one (1) hour of play. The inning may be completed. Saturday Games will be a 1 hour Stop Time in order to keep the flow of the next scheduled games. If the Batting order does not make it through the Players that did not bat will be placed at the top of the order for the next Game.
2. **COACHES:** The T-ball division can consist of up to four (4) coaches per game. One (1) adult coach must be in the dugout at all times to oversee the players. When batting, three (3) offensive coaches are permitted on the field during play and when on defense, three (3) coaches may be in the field to help with the players.
3. **SCORING:** No score or standings will be kept for the division.
4. **BATTING:** Each player shall bat once per inning. The inning will conclude once the entire team has batted. There will be no strikeouts in this division. Each batter may receive a maximum of three (3) pitches from their coach and then must hit from the tee. The lineup shall rotate each game. The ball shall travel at least 15 feet to be considered a live ball. The last batter shall be known as the homerun hitter and will clear the bases. No on-deck batter is permitted. Approved tee ball bats (length 26" and shorter) may be used provided they feature the USA Baseball mark and permanent text which reads: ONLY FOR USE WITH APPROVED TEE BALL.

5. UMPIRES: The umpires in the T-ball division will be the coaches. The offensive coach helping behind the plate or pitching shall umpire home. The 1st base coach will call plays at 1st and the 3rd base coach shall call plays at 3rd base. A defensive coach will call the plays at 2nd base.
6. OUTS: Base runners must be removed from the field once they have been put out by the defensive team.
7. BASE RUNNING. No steals or leadoffs are permitted, and extra bases will not be given for overthrows. A runner may only advance as far as they are forced by the preceding runner or batter – one base on an infield hit, two bases on an outfield hit or until the ball is returned to the infield.
8. DEFENSE: All players must play infield and outfield. If a player plays 1 inning in the outfield, their next inning played must be in the infield. Each defense will consist of ten (10) players, a pitcher, first, second, third, shortstop and up to five (5) outfielders.
9. DEAD BALL: Play will stop, and runners will no longer be able to advance once a play has been made by an infielder or a throw from an outfielder has reached an infielder and that fielder possesses the ball in his or her glove. If a runner has advanced more than halfway to the base, the runner will be allowed to continue to that unoccupied base. Any runner that is not halfway shall return to the last touched base.

B. A DIVISION (Coach Pitch):

1. REGULATION GAME: Games will be considered final after one (1) hour and thirty (30) minutes or 6 innings of play. The final inning may be completed if time has expired.
2. COACHES: This division can consist of up to four (4) coaches per game. One (1) adult coach must be in the dugout at all times to oversee the players. When batting, three (3) offensive coaches are permitted on the field during play and when on defense, one (1) coach may be in the outfield area to help with the players.

3. SCORING: No score or standings will be kept for this division. Teams are encouraged to keep a scorebook to assist in keeping track of playing time and the batting order.
4. BATTING: All players shall be in the batting order for the entire game. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, whichever happens first. Any player arriving late to a game must be placed at the bottom of the lineup. USA bats are to be used for all divisions and bear the USA Baseball logo signifying that the bat meets the USA Baseball Performance Standard. Additionally, the bat diameter shall not exceed 2 5/8 inches for this division of play.
5. PITCHING: Coaches will pitch their own team. The season will be strictly coach pitch with each batter receiving up to six (6) pitches. If the matter has not put the ball in play by the 6th pitch it will be considered a strikeout. There are no walks permitted and the batter cannot strikeout on a foul ball.
6. BASE RUNNING: No steals or leadoffs are permitted, and extra bases will not be given for overthrows. A runner may only advance as far as they are forced by the preceding runner or batter – one base on an infield hit; two bases on an outfield hit or until the ball is returned to the pitcher. No on-deck batter is permitted.
7. UMPIRES: The umpires in this division will be the coaches. The offensive coach pitching shall umpire home. The 1st base coach will call plays at 1st base and the 3rd base coach shall call plays at 3rd base. The defensive coach in the outfield will call the plays at 2nd base.
8. DEFENSE. All players must play infield and outfield. If a player plays 1 inning in the outfield, their next inning played must be in the infield. Each defense will consist of ten (10) players, a pitcher, catcher, first, second, third, shortstop and up to four (4) outfielders. Defensive players shall stay out of the base path unless they are making a tag. Games may be played with less than ten (10) players. There will be NO infield fly rule in this division.
9. DEAD BALL: Play will stop, and runners will no longer be able to advance once the pitcher possesses the ball in his/her glove. If a runner has advanced more than halfway to the base, the runner will

be allowed to continue to that unoccupied base. Any runner that is not halfway shall return to the last touched base.

10. MANDATORY PLAY: Any team with more than nine (9) players shall not sit a player on the bench for more than one (1) consecutive inning. Any Manager failing to meet the minimum playing time for each player may be subject to disciplinary action by the Board of Directors.

C. AA DIVISION (MINORS – KID PITCH):

1. REGULATION GAME: Games will be considered after six (6) innings or play or after the game time limit has expired. There will be no new inning of play after one (1) hour Thirty (30) minutes of play has occurred. The final inning may be completed if time has expired. Games can end in a tie for regular season. Teams will be allowed to start and play a game with 8 Players. See Batting for additional information.
2. SCORING: Scores and standings will be kept for this division. Five runs per team each inning may be scored. Once the fifth run has crossed the plate, the half inning will end. Teams must keep a scorebook to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game. The (15) run rule will exist after two and one half innings (2 ½) or ten (10) run rule will exist after three and one-half (3 ½) innings for the visiting team or four (4) innings of play for the home team. There will be unlimited runs in 6th inning but limited to batting through the Order.
3. COACHES: This division can consist of up to one (1) manager and two (2) coaches per game. One (1) Adult coach must be in the dugout at all times to oversee the players. When batting two (2) offensive coaches shall coach bases during play. Only players and coaches will occupy the dugout.
4. MANDATORY PLAY: Players shall not sit on the bench for more than one (1) consecutive inning. Any Manager failing to meet the minimum playing time for each player may be subject to disciplinary action by the Board of Directors.

5. **BATTING:** All players shall be in the batting order for the entire game. Once the batting order is set it cannot be changed. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, or the entire lineup has batted, whichever happens first. Each team will bat the same number of players each inning ie: if one team has 12 players and the other 8, the team with 8 will bat 12 players to be considered as batted through the order. Rule 5.07 shall apply. Any player arriving late to a game must be placed at the bottom of the lineup and any player that leaves during a game will simply be skipped over when their time at bat comes up (skipped, not called as an out). Batting out of order see Rule 6.07b. The batter must keep one foot in the batter's box at all times during his or her at bat with exceptions. Please read Rule 6.02c. USA bats are to be used for Minors and Majors provided they bear the USA Baseball logo signifying that the bat meets the USA Baseball Performance Standard. Additionally, the bat diameter shall not exceed 2 5/8 inches for this division of play.
6. **INTENTIONAL WALK:** Defensive teams may elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.
7. **PITCHING:** Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet of the current year. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense and suspension for the remainder of the season for the third offense.
8. **PITCHING REPORTS:** Pitching logs **MUST** be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. Each team's pitching logs **MUST** be available for review at **ALL TIMES** by a member of the Board of Directors or an opposing manager. The home team's pitch count will be the official count for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning. The winning team is responsible to submit game

pitch counts to the league website directly after the game or the following morning to ensure reports are up to date for all managers.

9. **BASE RUNNING:** No steals or leadoffs are permitted until the ball has reached the batter. Rule 7.13. There is no stealing of the home plate allowed in this division. A runner must try to avoid contact with a fielder for the safety of all involved. Rule 7.08 A3.
10. **DEFENSE:** Managers should rotate players to the infield and outfield as this is still a developmental division. Each defense will consist of nine (9) players, a pitcher, catcher, first, second, third, shortstop and three outfielders. There will be NO infield fly rule in this division.
11. **CHATTER:** Chatter will only be allowed as positive cheering for the team. There will be no chatter that includes using the words pitcher or catcher or raising the level of chatter as the pitcher is pitching a ball. All chatter must stop when the pitcher goes set. Rule 4.06
12. **PINCH RUNNER:** Rule 7.14 will not apply due to continuous batting order. If a player becomes injured and cannot be a runner, the last recorded out may run for the injured player. If the injured player cannot return, he is skipped over (NO OUT) if her returns, he is reinstated into the lineup where he was.

D. AAA DIVISION (Minors):

1. **REGULATION GAME:** REGULATION GAME: Games will be considered after six (6) innings or play or after the game time limit has expired. There will be no new inning of play after one (1) hour forty-five (45) minutes of play has occurred. Games can end in a tie for regular season. Teams will be allowed to start and play a game with 8 Players. The 9th spot will be skipped over. See Batting for additional information.
2. **SCORING:** Scores and standings will be kept for this division. Five runs per team each inning may be scored. Once the fifth run has crossed the plate, the half inning will end. Teams must keep a scorebook to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game. There will be unlimited runs in the 6th inning but limited to batting through the Order once. Batting order is determined by the team with the most players in their line up IE: If team

A has 12 Players and Team B has 9 Players Team B will bat through their order until 12 Players Bat.

3. COACHES: This division can consist of up to one (1) manager and two (2) coaches per game. One (1) Adult coach must be in the dugout at all times to oversee the players. When batting two (2) offensive coaches shall coach bases during play. Only players and coaches will occupy the dugout.
4. MANDATORY PLAY: Players shall not sit on the bench for more than one (1) consecutive inning. Any manager failing to meet the minimum playing time for each player may be subject to disciplinary action by the Board of Directors.
5. BATTING: All players shall be in the batting order for the entire game. Once the batting order is set it cannot be changed. Each team shall bat until three (3) batters have been put out or five (5) runs have scored, or the entire lineup has batted, whichever happens first. Each team will bat the same number of players each inning ie: if one team has 12 players and the other 8, the team with 8 will bat 12 players to be considered as batted through the order Rule 5.07 shall apply. Any player arriving late to a game must be placed at the bottom of the lineup and any player that leaves during a game will simply be skipped over when their time at bat comes up (skipped, not called as an out). Batting out of order see Rule 6.07b. The batter must keep one foot in the batter's box at all times during his or her at bat with exceptions. Please read Rule 6.02c. USA bats are to be used for Minors and Majors provided they bear the USA Baseball logo signifying that the bat meets the USA Baseball Performance Standard. Additionally, the bat diameter shall not exceed 2 5/8 inches for this division of play.
6. INTENTIONAL WALK: Defensive teams may elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count. **A Player may only be intentionally walked using this method only once per game. Any other walk will require the pitcher to pitch to the batter until 4 balls are called by the umpire.**

7. PITCHING: Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet of the current year. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense and suspension for the remainder of the season for the third offense.
8. PITCHING REPORTS: Pitching logs MUST be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. Each team's pitching logs MUST be available for review at ALL TIMES by a member of the Board of Directors or an opposing manager. The home team's pitch count will be the official county for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning. The winning team is responsible to submit game pitch counts to the league website directly after the game or the following morning to ensure reports are up to date for all managers.
9. BASE RUNNING: No steals or leadoffs are permitted until the ball has reached the batter. Stealing of home will be allowed in this division. Rule 7.13. A runner must try to avoid contact with a fielder for the safety of all involved. Rule 7.08 A3. The option for a courtesy runner for the pitcher or catcher with 2 outs is allowed.
10. DEFENSE: Each defense will consist of nine (9) players, a pitcher, catcher, first, second, third, shortstop and three outfielders. The infield fly rule WILL apply in this division.
11. CHATTER: Chatter will only be allowed as positive cheering for the team. There will be no chatter that includes using the words pitcher or catcher or raising the level of chatter as the pitcher is pitching a ball. All chatter must stop when the pitcher goes set. Rule 4.06
12. PINCH RUNNER: Rule 7.14 will not apply due to continuous batting order. If a player becomes injured and cannot be a runner, the last recorded out may run for the injured player. If the injured player cannot return, he is skipped over (NO OUT) if her returns, he is reinstated into the lineup where he was.
13. PLAYER PROMOTIONS: If an AAA player is called up to the Majors Division, the team in which the player is selected may not have another

player promoted from their team again that season. If a player declines to be promoted, he or she will be ineligible for all-stars during that season's all-star session.

E. MAJOR DIVISION:

1. **REGULATION GAME:** Games will be considered final after six (6) innings of play or after time has expired. There will be no new inning of play after 1 hour and 45 minutes of play has occurred. Games can end in a tie for regular season. Teams will be allowed to start and play a game with 8 Players. The 9th spot will be skipped over. See Batting for additional information.
2. **SCORING:** Scores and standings will be kept for this division. Teams must keep a score book to assist in keeping track of playing time and the batting order. Home team will have the Official Book for each game. The (15) run rule will exist after two and one half innings (2 ½) or ten (10) run rule will exist after three and one-half (3 ½) innings for the visiting team or four (4) innings of play for the home team.
3. **COACHES:** This division can consist of up to one (1) manager and two (2) coaches per game. One (1) Adult coach must be in the dugout at all times to oversee the players. When batting two (2) offensive coaches shall coach bases during play. Only players and coaches will occupy the dugout.
4. **MANDATORY PLAY:** All players must play every other inning. Any Manager failing to meet the minimum playing time for each player may be subject to disciplinary action by the Board of Directors. If the game is shortened for any reasons, the minimum play requirements do not apply but the affected players should start the next game.
5. **BATTING.** All players shall be in the batting order for the entire game. Once the batting order is set it cannot be changed. Any player arriving late to a game must be placed at the bottom of the lineup and any player that leaves during a game will simply be skipped over when their time at bat comes up and no out will be called. Batting out of order – See Rule 607.b. The batter must keep one foot in the batter's box at all times during his or her at bat with exceptions. Please read Rule 6.02c. USA bats are to be used for Minors and Majors provided they bear the USA Baseball logo signifying that the bat meets the USA Baseball Performance Standard. Additionally, the bat diameter shall not exceed 2 5/8 inches for this division of play.

6. PINCH RUNNER: Rule 7.14 will not apply due to continuous batting order. If a player becomes injured and cannot be a runner, the last recorded out may run for the injured player. If the injured player cannot return he is skipped over (NO OUT) if he returns, he is reinserted into the lineup where he was. Any abuse of this rule will be looked at and disciplined if deemed necessary by the Board of Directors.

14. INTENTIONAL WALK: Defensive teams may elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count. **A Player may only be intentionally walked using this method only once per game. Any other walk will require the pitcher to pitch to the batter until 4 balls are called by the umpire.**

- 7.
8. BASE RUNNING: No steals or leadoffs are permitted until the ball has reached the batter. Stealing of home will be allowed in this division. Rule 7.13. A runner must try to avoid contact with a fielder for the safety of all involved. Rule 7.08 A3.

9. DEFENSE: Each defense will consist of nine (9) players, a pitcher, catcher, first, second, third, shortstop and three outfielders. The infield fly rule WILL apply in this division.

10. PITCHING: Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet of the current year. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense and suspension for the remainder of the season for the third offense.

11. PITCHING REPORTS: Pitching logs MUST be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. Each team's pitching logs MUST be available for review at ALL TIMES by a member of the Board of Directors or an opposing manager. The home team's pitch count will be the official county for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning. The winning team is responsible to

submit game pitch counts to the league website directly after the game or the following morning to ensure reports are up to date for all managers.

12. **PLAYER PROMOTIONS:** All Major division teams **MUST** carry twelve (12) players on its roster. If a team falls below this number, a promotion from the AAA division or replacement from the Wait list will transpire to fill the vacancy, it will be Managers choice. The manager will not be given the Name of the Wait list Player. Managers are to contact **ONLY** the Player Agent to discuss the promotion. Absolutely no contact shall be made to anyone other than the Player Agent.

13. **CHATTER:** Chatter will only be allowed as positive cheering for the team. There will be no chatter that includes using the words pitcher or catcher or raising the level of chatter as the pitcher is pitching a ball. All chatter must stop when the pitcher goes set. Rule 4.06

F. JUNIOR & SENIOR DIVISIONS:

1. The Junior and Senior Divisions will follow all rules and guidelines set forth by the Little League Rule Book, Nevada District IV for Inter-League play, or agreed upon rules for interleague play.
2. **PITCHING:** Refer to Regulation VI-Pitchers in the Official Regulations and Playing Rules booklet of the current year. Violations of the pitching rules will result in a one (1) game Manager suspension for the first offense, three (3) game suspension for the second offense and suspension for the remainder of the season for the third offense.
3. **PITCHING REPORTS:** Pitching logs **MUST** be signed by both teams at the conclusion of each game verifying accurate pitch counts, ages and names of all players who pitched. Each team's pitching logs **MUST** be available for review at **ALL TIMES** by a member of the Board of Directors or an opposing manager. The home team 's pitch count will be the official county for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each half inning. The winning team is responsible to submit game pitch counts to the league website directly after the game or the following morning to ensure reports are up to date for all managers.

SECTION 13 – PLAYOFFS & TOURNAMENTS

- A. A tournament will be played at the end of the regular season for all competitive divisions (AA, AAA, Majors, Juniors and Seniors)
- B. Seeding will be done according to the regular season standings.
- C. Seeding will be done in the following order: Winning percentage, team with the fewest number of losses, head to head between tied teams, fewest runs allowed for all scheduled games then fewest runs against.
- D. The tournament format can be altered each year to accommodate available dates and/or number of teams. Pool play, double or single elimination are options that can be used with the Board of Directors to approve the format each season.
- E. The Board of Directors may vote for a single or Modified double elimination tournament for AA, AAA and Majors. The League running Juniors and Seniors will decide on Single or Modified Double Elimination Tournament. Modified Double Elimination is that once you reach the Championship Game it is winner take all and no “What If” game.
- F. Awards are provided for 1st and 2nd place tournament teams only, for all divisions listed above. Participation awards are awarded to all non-competitive players/teams.
- G. If a playoff or championship game is shortened for any reason, including lights, the game shall be completed on the following day or as soon as possible. If a pitcher has pitched and been removed, that pitcher will not be allowed to return for the remainder of the game being completed. **Exception:** Juniors and Seniors may bring a previous pitcher in per Little Rule. All scores, outs, pitches etc. will be in effect as if the game was continuous without interruption.

SECTION 14 – PLAYER EQUIPEMENT

- A. All Equipment must be Little League approved. All safety and protective equipment provided by the League must be used.
- B. Managers are responsible for their equipment. Any abnormal damage or breakage will be reviewed by the Board of Directors and determined as to who will replace the damaged equipment.
- C. Managers must turn in their equipment at a designated time and place to be determined each season by the Equipment manager. All equipment will be accounted for or fees will be assessed accordingly.
- D. A Binding agreement will be signed at the time the equipment is issued. This will allow the league to legally pursue reimbursement for any Catchers Gear not returned at the end of the season. The Cost will range between \$250.00-\$300.00 depending on the Division plus any court fees if necessary.T

- E. If equipment is intentionally damaged, depending on the condition, the deposit may be retained by the league or a lesser amount may be requested to replace the damaged equipment.
- F. No clothing that advertises alcohol, gaming or has vulgar, inappropriate sayings will be allowed at the field or on any kind of sponsorship for the field. This includes parents/family/friends attending games.

SECTION 15 – FINANCES

- A. All monies received and all disbursements shall be made from and to a Lone Mountain Little League account at any FDIC insured financial institution, as approved by the Board of Directors. Lone Mountain Little League’s approved bank as of the date of these By-Laws is Wells Fargo Bank. The League will have only one approved bank with all accounts needed to be held at that financial institution.
- B. Lone mountain Little League will utilize a separate checking account for the League’s concession stand.
- C. No more than 3 bank accounts shall be held in the League’s name, at any financial institution.
- D. All disbursements by check will require two signatures.
- E. A receipt is required to be given to the League Treasurer for any and all transactions, no exceptions.
- F. The Board of Directors must approve any expenditure over \$500.00 prior to orders being placed or purchases being made, unless items are already contained within the approved annual budget for the year.
- G. All requests for reimbursements for out of pocket expenses will require a receipt prior to a reimbursement check being issued, no exceptions.
- H. The League Treasurer shall provide, on a monthly basis, an up-to-date Financial Report and make it available to the Board of Directors for review at each meeting.

SECTION 16 – TOC Selection Process

One (1) team from the AAA Division if allowed by District and one (1) team from the majors Division will qualify for the Tournament of Champions. For the AAA and Major Divisions, it will be the end of season Tournament Winner.

SECTION 17 – All-Star Selection Process

A. MANAGER ELIGIBILITY PROCESS

1. Any Minor or Major Manager or Major Coach may be the 8-10-year-old All-Star Manager
2. Any Major Manager May be the 10-11-year-old All-Star Manager

3. Any Major Manager may be the 10-12-year-old All Star Manager
4. Any Junior Manager or Coach may be the All-Star Manager for that team
5. Any manager or Coach in the Senior Division may be the All-Star Manager for that team.

B. MANAGER SELECTION PROCESS:

1. Managers and coaches shall be approved by the Board of Directors.
2. Those interested in managing an All-Star team shall submit a letter in writing to the League President prior to June 1 of the current season.
3. Each Manager chosen or Board of Directors if they choose to do so may choose two (2) assistant coaches to assist so long as they were a regular season manager or coach for the appropriate age group. Assistants will be approved by the Board before the Manager can inform said assistant or make an announcement of any kind.

C. MANAGER CRITERIA:

Candidates shall be selected on the following criteria in no specific order:

1. Experience managing or coaching tournaments such as end of season, All Stars and TOC.
2. Game and rule knowledge with the ability to teach fundamentals and positively motivate players.
3. Sportsmanship and conduct throughout the season on and off the field.
4. Ability to assess the skill level of players without bias towards their own child or regular season team players.
5. Ability to communicate positively with players, parents, league and district officials.
6. Commitment to practice and game schedules throughout the District, State, Regional and National levels.

D. ALL STAR ROSTERS

Each All-Star roster MUST carry a minimum of twelve (12) players and no more than fourteen (14), the maximum as listed in the Little League International Rule Book.

E. ALL STAR SELECTION PROCESS

8-12 year old Eligibility

To be eligible, a player must have played in Eighty percent (80%) of their team's regular season games and have committed to being available for all practices

and tournament games. Tryouts are not required but may occur. Selection may be made by the appropriate Managers and approved by the Board of Directors.

Juniors and Seniors Eligibility

Eligibility will be determined based upon Little League International Rule Book. Tryouts are not required but may occur. Selection may be made by the appropriate Managers and approved by the Board of Directors.

F. 8-10-Year-Old All-Stars

1. Team Managers of the appropriate age divisions will nominate up to six (6) players from their own teams for All-Star Consideration. This list is confidential and should only be sent to the League President.
2. There will be tryouts on one specific day for the 8-10-year-old All Stars. Only nominated players will be invited to attend try-outs.
3. The tryouts will be conducted at least two weeks before the All-Star tournament start date, unless other specifications are set by Little League International.
4. The All-Star Manager and all AA, AAA and Major managers will select the team after said try-outs. The President and Player Agent must be in attendance at the draft.
5. All players will be announced on the date set by Little League International or thereafter each spring season.

G. 9-11-Year-Old All-Stars

1. Team Managers of the appropriate age divisions will nominate up to four (4) players from their own teams for All-Star Consideration. This list is confidential and should only be sent to the League President.
2. A tryout may be held depending on the number of players nominated. The decision to hold a tryout must be decided by the end of season Championship game. Tryouts if necessary, will be held at least two weeks before games start, unless other specifications are set by Little League International.
3. If a tryout is necessary, then only nominated players will be invited to attend. If a tryout is held then the team will be drafted as soon as

tryouts are over by the All-Star manager and all Majors and AAA Managers with the President and Player Agent present at the draft.

4. All players will be announced on the date set by Little League International or thereafter each spring season.

H. **Major Division All-Stars (10-12-year olds)**

1. Team Managers of the appropriate age divisions will nominate up to five (5) players (depending on the number of teams it may be greater) from their own teams for All-Star Consideration. This list is confidential and should only be sent to the League President.
2. A tryout may be held depending on the number of players nominated. The decision to hold a tryout must be decided by the end of season Championship game. Tryouts if necessary, will be held at least two weeks before games start, unless other specifications are set by Little League International.
3. If a tryout is necessary, then only nominated players will be invited to attend. If a tryout is held then the team will be drafted as soon as tryouts are over by the All-Star manager and all Majors Managers with the President and Player Agent present at the draft.
4. All players will be announced on the date set by Little League International or thereafter each spring season.

I. **Junior & Senior Division All-Stars**

1. All league age 12-16 year olds shall be eligible for the All-Star team.
2. If more than one Junior or Senior team exists, each team shall nominate up to seven (7) players from their team for All-Star consideration. The list is confidential and should only be sent to the League President.
3. The All-Star manager must choose five (5) players from each team with the remaining being their discretion when only 2 teams are chartered. If more than 2 teams chartered, then players may be selected at the Manager's discretion.
4. All players will be announced on the date set by Little League International or thereafter each spring season.