



# MURPHY CANYON LITTLE LEAGUE

## 2024 LOCAL RULES

The official Little League Baseball “Rulebook” of rules, interpretations, and situations, applies to all situations not discussed in these local rules. Managers and coaches at all divisions shall adhere to and enforce these local rules and the official Rulebook rules. Failure to do so may result in disciplinary action against the manager, including loss of eligibility of the manager to participate in league activities. Offending coaches are also subject to disciplinary action for any violations of the regulations and rules.

### I. GOVERNING RULES

Little League Baseball® (Major) Division, Minor League Baseball (i.e., Caps and Minor Divisions), Tee Ball Baseball (i.e., Tee Ball and Rookies Divisions), and Junior League Baseball official regulations and playing rules for 2024 and any local options adopted by Murphy Canyon Little League shall govern and control all baseball activity under the jurisdiction of Murphy Canyon Little League.

### II. GENERAL RULES FOR ALL DIVISIONS

#### A. Goals

The goal of Murphy Canyon Little League is to develop kids into young adults who also know and enjoy the game of baseball. Managers and Coaches should strive to keep kids engaged with the goal of retention year over year, and not solely focus on baseball ability as a requirement to keep playing.

#### B. Baseball Activity Limits

At no time may any team hold more than the allowed baseball events per week, per division, without approval from the Division VP. The baseball “week” shall be defined by 7 consecutive calendar days. “Events” include, but are not limited to, activities such as games, practices, and any other events that involve throwing, hitting, or fielding. For example, 3 activities per week could equal 1 game and 2 practices OR 3 games and 0 practices. The same calculations will apply for the 4 & 5 events per week limits.

**Tee Ball, Rookies, and Caps: Three (3) events per week.**

**Minors: Four (4) events per week.**

**Majors & Juniors: Five (5) events per week**

#### C. Volunteer Position

All Managers, Coaches, and Team Volunteers must register through the online volunteer registration program and pass a background check. Managers and Coaches must complete coach and safety clinics (annually), and the Sudden Cardiac Awareness, Concussion, and Child Abuse certifications. Each team should have a minimum of 6 volunteers.



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#### **D. Bats**

Only Little League approved bats may be used at all times, including practice and games. Approved bats will carry a USA Baseball stamp or sticker, or be a 1-piece wooden bat.

#### **E. Practice - Authorized Players Only**

At no time may any person play or practice with a team unless they are a registered player or registered adult volunteer in the Murphy Canyon Little League program. Only uniformed players participating in the scheduled game and registered adult volunteers can be on the field for pre-game warm-ups and pre-game practice.

#### **F. Transportation**

Pursuant to California state law and the regulations governing Murphy Canyon Little League insurance, it is illegal to transport Murphy Canyon Little League players in the back of an open pickup truck for any distance, including within the parking lot. Violators of the law will be removed as managers, coaches, etc. at the time of the first offense.

#### **G. Jewelry Policy**

No jewelry (necklaces, rings, watches, earrings, barrettes, etc.) shall be worn by players during a game, pre-game warm-ups, and practices. Team managers and coaches are responsible for enforcing this rule. EXCEPTION: Medical-related identification that alerts medical personnel to a specific condition.

#### **H. Injury Protocol**

1. Murphy Canyon Little League has promulgated a separately-stated safety program. All players, managers, coaches, volunteers, and Directors shall adhere to the Murphy Canyon Little League safety program in addition to the rules stated herein.
2. Managers are to report all injuries requiring medical attention to the Safety Officer within 24 hours of the injury. Injuries that occur off the field are to be reported to the Safety Officer within 48 hours of the time the manager was informed of injury.
3. The injured player or his or her parent has 10 calendar days from the date of injury to provide the Safety Officer with a doctor's note, including the player's name, type of injury, and an estimated date that the player will be able to play.
4. Failure to provide a doctor's note within 10 calendar days of injury will result in the removal of the injured player from the roster, as well as eligibility for a refund of league fees.
5. When a player misses more than seven (7) continuous days of participation (games, practice, meetings, etc.) for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.
6. The Safety Officer shall notify the injured player's parent/guardian of this policy.



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### **I. Managers and Coaches Behavior**

1. The actions of players, managers, coaches, umpires, and league officials must be exemplary. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League Activity, is subject to disciplinary action including removal from the team by the Board of Directors.
2. Only uniformed players, managers, and not more than two coaches shall occupy the bench or dugout. At the Caps division and below, one (1) additional coach or registered volunteer (up to 4 total adults) is permitted in the dugout to operate the dugout, the two coaching boxes, and the pitching machine.
3. The manager and coaches shall remain in the dugout area. No participating manager or coach may be stationed by the official scorekeeper or behind the dugout area. Managers and coaches must have permission from the umpire to leave the dugout area for any reason, including injuries.

### **J. Murphy Canyon Little League Umpire Local Rules**

1. The league will allow paid umpires per scheduled game for Minors, Majors, and Juniors divisions. Umpires will be scheduled by the league Umpire-in-Chief (UIC) after the division schedules are completed.
2. Umpire Training
  - a) Each umpire will be required to go to field and classroom training.
  - b) Classroom training will consist of the umpire attending the UIC rules clinic or the District 33 rules clinic, though attendance at both is encouraged. Clinic dates will be provided to each individual by the UIC or may be obtained by visiting the District 33 website, <http://www.cadistrict33.org/>.
  - c) Field training will consist of the umpire attending the field clinic run by the UIC. The district will be holding field clinics throughout the season and the umpire is encouraged to go to these as well. Clinic dates will be provided to each individual by the UIC.

### **K. Volunteer Form/Background Check**

1. All volunteers, including but not limited to, Board members, managers, coaches, and snack bar parents, who will provide a “regular service to the league” and/or “have repetitive access to, or contact with, players or teams” must submit a volunteer application every 12 months. The league will perform a background check and ensure the candidate is cleared before the volunteer may participate.
2. The Coach Coordinator and Safety Officer will process the volunteer applications and report any issues to the President.

### **L. Player Drafts (Player Team Assignment)**

1. Draft method will be “Plan A - Serpentine Draft Plan” under “Methods for Local Leagues in their First Year of Operation” in the 2024 Rulebook.



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2. The only people permitted to be present during the draft will be team Managers, Player Agent(s), VPs, and the President.
3. Draft order will be determined by a drawing.
4. Last round draft will have the first choice of uniforms, with the selection proceeding back to the first draft team. Uniform choices may be changed by the league.
5. In drafted divisions, requests by parents that a child be placed with a particular manager will not be honored.
6. If a team does not have an appointed manager at the time of the draft, a designee shall draft the team. No trades may be made involving teams that do not have managers.
7. After the draft is completed, all player movements will be decided by the Player Agent(s) and President (prior communication with Managers recommended).
8. Playing Up (applies only to Caps, Minor, and Major Divisions)
  - a) Any 6 year-old who would like to be drafted to the Caps division may do so only if they have at least one year of Little League experience at the Tee Ball or Rookies level and are drafted to the Caps division by the 9th round.
  - b) Any 7 or 8-year-olds who would like to be drafted to the Minors division may do so only if they have at least one year of Little League experience at the Caps level and are drafted to the Minors division by the 9th round.
  - c) Any 9 or 10-year-olds who would like to be drafted to the Majors division may do so only if they have at least one year of Little League experience at the Minors level and are drafted to the Majors division by the 9th round.
  - d) Players must have indicated an interest in playing up a division during registration to be eligible to move up.
  - e) A player refusing to comply with team assignment will be ineligible for the current season and All Stars.

### **M. League Ages**

1. Tee Ball: League Age 4
2. Rookies: League Age 5 with 1 year of Tee Ball experience, League Age 6, or League Age 7 based on assessments
3. Caps: League Age 7 or 8, League Age 6 and meet the playing-up requirement in these rules, or League Age 9 based on assessments
4. Minors: League Age 9 or 10, League Age 8 and meet the playing-up requirement in these rules, or League Age 11 based on assessments
5. Majors: League Age 11 or 12, or League Age 10 and meet the playing-up requirement in these rules. League Age 12 players have priority in Majors, which may result in League Age 11 players being assigned to Minors based on assessments.
6. Juniors: League Age 13, 14, or 15 (15yo unable to pitch) or League Age 12 and meet the playing-up requirement in these rules.



### III. MURPHY CANYON LITTLE LEAGUE LOCAL PLAYING RULES

#### A. Tee Ball Division

1. Games shall be played in accordance with the following rules:
  - a) Every player present shall play the entire game.
  - b) No inning shall start after the game has been in-progress for one hour.
  - c) One-half inning shall end after all players on the offensive team have had one at-bat, regardless of the number of outs recorded or runs scored.
  - d) Defensive coaches are permitted on the field for instructional purposes.
  - e) Offensive coaches are permitted in the coaching boxes and at home plate for safety, and may assist baserunners if necessary.
  - f) Score shall not be kept.
2. There are no protests in Tee Ball.
3. The field shall be set up as follows:
  - a) Bases are 45 feet apart.
  - b) The fair-ball line is a 15-foot arc measured from the back of the home plate that extends in fair territory from the first base line to the third base line.
  - c) There will also be a chalk line drawn as the "pitching rubber" at 30' from home plate. The pitcher must stand with his foot on the "rubber" until the batter swings at the ball.
4. The positioning and actions of the fielders shall be in accordance with the following rules:
  - a) The defensive team shall use all its players in the field. Defensive players shall be rotated each inning.
  - b) A maximum of nine players, including the pitcher, are allowed in the infield at any one time. There shall be no catcher.
5. Batting shall be in accordance with the following rules:
  - a) All players present shall bat in a rotating order each inning.
  - b) The "on-deck" batter shall wait to bat in the dugout area. There shall be no swinging of bats on the sidelines or in the dugout.
  - c) The batter and all runners shall wear protective headgear.
  - d) A batted ball that does not travel beyond the fair ball arc shall be ruled a foul ball.
  - e) The batter shall remain at bat until the ball is hit into fair territory.
6. Base running shall be in accordance with the following rules:
  - a) Runners shall not leave their bases until the batter hits the ball.
  - b) On a fair ball, runners may advance one base. The last batter of the inning will advance all runners until they cross home plate.
7. Conduct in the dugout shall be in accordance with the following rules:
  - a) There must be at least one approved coach in the dugout at all times.
  - b) There will be no food, gum, or sunflower seeds in the dugout.



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## B. Rookies Division

1. Games shall be played in accordance with the following rules:
  - a) Scores, Win-loss records, or official standings shall not be kept.
  - b) Only reduced-impact factor level five balls may be used.
  - c) Every player present shall play a minimum of 6 defensive outs and one at bat per game.
  - d) A player shall not sit for two consecutive innings, nor sit for three innings until all players have sat one inning.
  - e) No inning shall start after the game has been in-progress for one hour.
  - f) One-half inning shall end after all players on the offensive team have had one at-bat, three outs recorded, or five runs have scored whichever occurs first.
  - g) Defensive coaches are permitted on the field for instructional purposes.
  - h) Offensive coaches are permitted in the coaching boxes and at home plate for safety, and may assist baserunners if necessary.
2. There are no protests in Rookies.
3. The field shall be set up as follows:
  - a) Bases are 60 feet apart.
  - b) The fair-ball line is a five foot arc measured from the back of the home plate that extends in fair territory from the first base line to the third base line.
4. The positioning and actions of the fielders shall be in accordance with the following rules:
  - a. The defensive team shall use ten players on the field. Players shall be rotated each inning.
  - b. A maximum of six defensive players, including the pitcher and catcher, are allowed in the infield at any one time.
  - c. The Player in the Pitcher position may play on either side of the Coach pitching the ball, between the mound area and the corner base. After the ball is hit the Pitcher can move anywhere in the field of play.
5. Pitching
  - a. An adult coach will pitch to his/her team. Coaches must pitch overhand, while sitting on a bucket or kneeling on one knee. The distance may vary based upon player ability.
  - b. The batter will receive a maximum of 6 pitches from the pitching coach. If the batter has not hit a fair ball in those 6 pitches, the batter will be out.
6. Batting shall be in accordance with the following rules:
  - a. All players present shall bat in a rotating order each inning.
  - b. The "on-deck" batter shall wait to bat in the dugout area. There shall be no swinging of bats on the sidelines or in the dugout.
  - c. The batter and all runners shall wear protective headgear.
7. Base running shall be in accordance with the following rules:
  - a. Runners shall not leave their bases until the batter hits the ball.
  - b. On a fair ball, no more than 2 bases shall be rewarded on any ball put into play, unless the ball goes over the fence for a home run.
8. Conduct in the dugout shall be in accordance with the following rules:
  - a. There must be at least one approved coach in the dugout at all times.
  - b. There will be no food, gum, or sunflower seeds in the dugout.





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### C. Caps Division

1. Before starting a game, each team must have at least seven players. Teams may “borrow” players from the opposing team in order to field 9 players on defense. The “borrowed” players play the outfield and shall consist of the final “outs” of the opposing team the previous inning.
2. Length of games shall be 1 hour 45 minutes from the actual start of the game (not scheduled start time) or six innings, whichever occurs first. No new inning will be permitted to begin after 1 hour 45 minutes has elapsed. Home team manager will be responsible for time-keeping of the game.
3. One-half inning will end once 5 runs have scored or 3 outs have been recorded, or the lineup bats once through the order whichever occurs first.
4. There shall be free substitution of all players in Caps Division. A player shall not sit out more than two consecutive innings. No player shall sit out more than one defensive inning until all players have sat out a minimum of one.
5. Every eligible player shall be in the batting lineup. All players shall bat in order, regardless of which players were in the field the preceding half-inning. The batting order shall not be altered during a game unless a player cannot continue to play (due to illness, injury, etc.), in which case, that player shall be removed from the batting order until such time the player is able to re-enter the game. A player re-entering the game shall return to the same place in the batting order. No out will be recorded for a player failing to bat due to illness/injury. If during the at-bat, the batter is unable to continue due to illness/injury, the last player making an out (assuming said player is not currently on base for any reason) will assume the count of the batter who can't continue until the at-bat is completed.
6. Any manager who desires to bench a player for disciplinary reasons must notify the Board of Directors.
7. The Infield Fly rule shall *not* apply.
8. No base-stealing is allowed. Runners may not advance on a wild pitch, passed ball, or overthrow by the catcher to the pitcher.
9. The maximum number of players allowed on defense is 9, including the catcher. The maximum number of players in the infield is 6, including the catcher.
10. All outfielders must be positioned at least 10 paces onto the outfield grass when the ball is pitched or delivered. After the ball has been hit, players can then play the ball as needed.
11. Runners may advance on a batted ball, at their own risk, only to the base they are proceeding to when an infielder takes possession of the ball and does not attempt to make a further play.
12. An overthrow is defined as any ball thrown from one fielder to another that is not caught or fielded cleanly by the receiving fielder. On an overthrow to any base, all runners may advance, at their own risk, to the base they are proceeding plus one additional base.
13. Any Caps baseball player that plays up into Minors will no longer be eligible to play Caps baseball. This would include practices and games.
14. The base coach and pitching machine operator (if utilized) will officiate the game.
  - a) First base coach will be responsible for all calls at first base and fair/foul calls for the right field line.



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- b) Third base coach will be responsible for all calls at third base and fair/foul calls for the left field line.
  - c) Pitching machine operator (if utilized) will be responsible for all calls at second base and home plate.
  - d) In the event of a conflict, both team managers will confer to make the final decision. If managers cannot agree, then the home team manager will make the final call, and the Board of Directors will be notified immediately following the game.
15. Conduct in the dugout shall be in accordance with the following rules:
- a) There must be at least one approved coach in the dugout at all times.
  - b) There will be no food, gum, or sunflower seeds in the dugout.
16. No official score shall be kept.

**17. Caps PITCHING MACHINE ADDENDUM**

The following special rules will be in effect before and during games in the Caps Division in which the pitching machine is used. All other rules and regulations remain in effect.

- a) If prior to or during a game, the pitching machine becomes inoperable (power outage, etc.), coaches will pitch the remainder of the game, overhand either sitting on a bucket or kneeling on one/both knees.
- b) A batter will be allowed five hittable pitches in order to hit a fair ball. The coach operating the pitching machine will determine if the pitching machine delivered the ball in the strike zone. A strikeout is recorded if/when:
  - (1) The batter receives five hittable pitches.
  - (2) The batter has swung at three pitches and did not make contact on the third swing.
  - (3) If a batter fouls off the fifth pitch, the at-bat continues until the batter swings and misses a pitch, is put out, or reaches base safely.
- c) The pitching machine shall be operated by coaches only.
- d) A batted or thrown ball that makes contact with the pitching machine or comes to rest in the pitching circle is a dead ball, and base runners advance only to the base to which they are proceeding. A batted ball will be scored as a single.
- e) The pitcher will be positioned to either side of the circle, adjacent to the rubber with one foot in the circle of the mound when the pitch is delivered. Note: players must never pass in front of the pitching machine.
- f) The pitching machine shall be set at 40 mph.

**D. Upper Divisions (Minors, Majors, Juniors)**

- 1. All lineups shall be presented to the official scorekeeper and umpire in writing before the start of the game and shall include the name of the team, the players, jersey numbers, and the date. The official scorekeeper shall be provided by the home team. The umpire shall announce the actual starting time.
- 2. The official scorekeeper and opposing manager shall be notified of the arrival of a player reporting late and the player shall bat according to the lineup provided to the official scorekeeper before the start of the game.





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3. No new inning will be permitted after the time limit for that Division has elapsed. A new inning begins the moment the final out of the previous inning is made. Innings in progress when the time limit is reached will be allowed to finish.
4. There shall be free substitution of all players, with at least three (3) innings of play in the field being mandatory, based on a complete six (6) inning game. A player shall not sit out more than two consecutive innings. No player shall sit a second inning until all players have sat out one inning (unless injured). Managers who fail to adhere to these minimum playing requirements are subject to the following measures:
  - a) 1st time - the manager is warned and the player fulfills their missed playing time in the next game plus the required time for that game (catching him/her up).
  - b) 2nd time - the manager is suspended for one game and the player fulfills their missed playing time in the next game plus the required time for that game (catching him/her up).
  - c) 3rd time - the manager is suspended for the remainder of the season from the team and the player fulfills their missed playing time in the next game plus the required time for that game (catching him/her up).
5. Every eligible player shall be in the batting lineup. All players shall bat in order, regardless of which players were in the field the preceding half-inning. The batting order shall not be altered during a game unless a player cannot continue to play (illness, injury, etc.), in which case, that player shall be removed from the batting order until such time the player is able to re-enter the game. A player re-entering the game shall return to the same place in the batting order. The other players shall bat in their regular order. No out will be recorded for a player failing to bat due to illness, injury, or any other reason. If, during the at-bat, the batter is unable to continue due to illness or injury, the last player making an out (assuming said player is not currently on base for any reason) will assume the count of the batter who can't continue until the at-bat is completed.
6. Any manager who desires to bench a player for disciplinary reasons or allows an injured player in uniform to be in the dugout must notify the official scorekeeper and umpire before the game starts. If a player is to be benched for disciplinary reasons, the team manager must notify the Board of Directors. If a player is benched during a game in progress, the umpire shall be notified of the reason for benching. The game umpire shall report to the Umpire-in-Chief of the Board of Directors the reason for allowing the benching of a player during the game according to the Little League "Rulebook". The manager must also notify the VP of the disciplinary action involving the player.
7. Pinch runners are not permitted unless the runner on base is injured. A courtesy runner may be permitted for a runner on base who is playing at catcher the next half-inning.
8. Local Option - After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat. Exception: batter hits a foul ball or there is a play at the plate.



## 9. PLAYER REPLACEMENT RULES

- a) Should a Major Division manager lose a player or players after the draft, or at any time during the season, the Player Agent(s) shall be notified within 72 hours so that a replacement may be obtained. A minimum of 24 hours is required to call a player up.
- b) All communication around potential replacement players must be conducted through the Player Agent(s). The selecting manager cannot contact the manager, coach, or parent of the potentially selected player regarding the possibility of selecting that player.
- c) Refusal of a Minor Division player to comply with selection by a Major team shall result in the forfeiture of further eligibility in the Major Division for the current season.
- d) The Player Agent will handle the transfer according to the Little League Rules and Regulations. A Major Division manager shall select a replacement player from the Minor Division if an injured player is unable to return and play in the League playoffs. If the player's injury would allow the player to come back to the team before the tournament begins, the manager may elect to keep the player on the roster. A written evaluation from the player's physician is required in support of the manager's decision.

## E. Upper Division Additions/Exceptions

### 1. Minors

- a) The Minors Division will be divided into two distinct "phases" of games. The first phase shall be regular season and the second phase playoffs.
- b) Before starting a game, each team must have at least seven players. Teams may "borrow" a player from the opposing team in order to field 9 players on defense. The "borrowed" player(s) play the outfield and will consist of the final "out(s)" of the opposing team the previous inning. Games using "borrowed" players count in any regular season and playoff situation and are not considered forfeits.
- c) Length of games (regular season only) shall be 1 hour 45 minutes from the actual start of the game (not scheduled start time) or six innings, whichever shall first occur.
  - (1) Games tied after six innings that have not exceeded the time limit will go into extra innings. No inning shall start after the time limit has been reached. A game may end in a tie, except during playoffs.
  - (2) One half-inning shall consist of three outs or five runs, whichever shall occur first.
- d) Bunting and chopping are permitted. Faking a bunt and then swinging away is not permitted and is an out. The batted ball is dead and all runners will return to the base occupied at the time of the pitch.

### 2. Majors

- a) Before starting a game, each team must have at least seven players. Teams may "borrow" a player from the opposing team in order to field 9 players on defense. The "borrowed" player(s) play the outfield and will consist of the final "out(s)" of the opposing team the previous inning. Games using "borrowed" players count in any regular season and playoff situation and are not considered forfeits.



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- b) Local Option, intraleague games: Length of games (regular season only) shall be 2 hours from the actual start of the game (not scheduled start time) or six innings, whichever shall first occur.

3. **Juniors** Division rules provided by District 33.

**F. Postseason (Juniors, Majors, Minors)**

1. The following procedures shall be followed to determine the postseason League Champions in the Majors and Minors divisions. The winner of the postseason tournament for each division will represent Murphy Canyon Little League in the District 33 Little League Tournament of Champions (TOC).
2. If the division has more than three teams, the division champion shall be determined by a double-elimination tournament involving all the teams. The teams shall be seeded in the tournament based on their regular season records. In the case of teams having identical records, ties shall be resolved in the following order of precedence:
  - a) Regular season head-to-head record
  - b) Least number of runs allowed in the head-to-head games; or
  - c) By a coin toss.
3. Home team shall be determined by higher tournament seeding. Teams that remain in the “winners’ bracket” side of the tournament will be the Home team based on seeding. In other words, if a higher-seeded team drops down to the “losers’ bracket” and then subsequently plays a team who has remained on the “winners’ bracket” side, the team remaining on the “winners’ bracket” side of the tournament throughout is considered the Home team regardless of seeding.
4. Playoff Brackets are suggested below, but may be overridden by the division VP with the simple majority approval by the division’s managers and final approval by the President.
  - a) Two teams - Teams compete in a Best of 5 series.
  - b) Three teams - First Round Games: #2 vs. #3 completes a Best of 3 series. Two days of rest before playing the #1 seed in a “best of 3” series.
  - c) Four teams - First Round Games: #1 vs. #4 and #2 vs. #3  
Subsequent games shall be in accordance with the official Little League double-elimination brackets.
  - d) Five teams - First Round Games: #4 vs. #5; #3 vs. #2, #1 receives a bye
    - (1) Second Round Games: #1 vs. winner of #4 vs. #5, and #2 vs. #3
    - (2) Subsequent games shall be in accordance with the official Little League double-elimination brackets.



## **G. POSTSEASON GAME RULES**

All previously mentioned Local Rules and the Little League Rulebook rules will be in use during the postseason with the following exceptions:

1. Minors Division
  - a) There are no time limits for postseason games.
  - b) The 6th inning and any additional extra innings will have a 10-run limit as opposed to a 5-run limit used during the 1st-5th innings. If a team is behind by more than 10 runs entering their half of the 6th inning, the game will officially end. This is to help ensure players are available to pitch/catch for subsequent games based on Little League Rulebook rules.
2. Majors Division
  - a) For Murphy Canyon Little League, the playoffs are an extension of the regular season. Therefore, all regular season rules shall apply, including the bat around order and mandatory play requirements.

## **IV. 2024 MURPHY CANYON LITTLE LEAGUE ALL-STAR SELECTION PROCESS & GUIDELINES**

**A. The All Star Committee will consist of the President, VPs of participating divisions (limited to Minors, Majors, and Juniors), Player Agent(s), and Coach Coordinator.**

### **B. All Star Manager and Coach Selection Process**

1. All Manager Candidates must be a MCLL-approved manager or coach.
2. Manager candidates will notify the division VP of their intentions to be a candidate to manage the All Star team by the requested date.
3. The All Star Managers and Coaches will be selected by a majority vote of the Board of Directors present at the meeting.
4. Any Director who is a candidate to manage the All Star team shall not participate in the interviews for any division Manager or Coach and shall not vote.

### **C. Player Vote Process**

1. All eligible players in each division, who have signed an All Star affidavit indicating their desire to be considered for selection to one of the All Star teams and have participated in at least 60% of their team's regular season games, will be placed on the All Star ballot for whom the players in their division shall vote.
2. The Player Agent or All Star Coordinator will conduct the ballot vote in private.
3. All players must select no fewer than 7 players from the ballot. Players cannot vote for a player on their own team.
4. The top 7 vote getters shall be placed on the All Star team. If there is a tie in the number of votes between 2 or more players for the top 7 spots, the 7th slot will be determined by Manager vote at the All Star meeting.



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#### **D. Manager Vote Process**

1. The All Star Coordinator will provide the list of eligible players and their vote totals as verified by the Player Agent or President.
2. Players playing up will be eligible for any team regardless of division as long as their age qualifies for that team.
3. A manager can nominate players from their own team to be considered for selection for the open roster spots. Each manager will be given a brief amount of time to discuss the merits of each player that has been nominated. After the nominations, the All Star manager may make any comments to help the voting process.
4. After the comments have concluded, the manager vote will be conducted in rounds, with the highest vote getter filling the spot in each round.
5. During the first round of voting, managers may not vote for a player(s) from their own team. If a tie has occurred between 2 or more players during the first round of manager voting, both players will be taken. During the second round of voting, managers are allowed to vote for a player(s) on their own team.
6. Once 12 players have been placed on the team, the All Star Manager of that team has the option to add 1-2 more players. The Manager will make the player recommendation(s) to the Player Agent(s) / All Star Coordinator, who will verify the selection(s) are reasonable.

#### **E. Alternate Players**

1. No alternate players shall be selected nor participate in any practices or games.
2. If a selected member of an All Star team is deemed ineligible to play, declines the selection to the team, and/or has to be removed from the team, after consultation with the President, the Player Agent(s), and the Division VP, an alternate player can be added to the team if all agree it is in the best interests of the affected team. If the manager position for the affected team has been named, the manager will also be consulted in the decision to add an alternate player to the roster.
3. The alternate player will be determined by the Player Agent(s) / All Star Coordinator in consultation with the Division VP, based on feedback from the selection meeting.

#### **F. Manager voting results will be kept in confidentiality by the Player Agent, the President, and the Division VP.**

Last updated: 02/02/2024

Rules approved by MCLL Board of Directors on 02/08/2024.



Murphy Canyon Little League  
2024 Local Rules

### Volunteer and Board Member Contract

Thank you for volunteering as a Volunteer at Murphy Canyon Little League. Being a Member of the Little League is a huge responsibility. A Board of Directors Member at Murphy Canyon Little League is held to an impeccable standard of service and obligation. Responsibilities include organization and implementation of, as well as, enforcing, the rules at our Local Little League at all times, which will result in the direct impact on the success of our players. By signing this document, you are to follow the rules below in order to successfully adhere to the responsibilities of your position. Further, you agree to uphold the mission, values, and ideals of Murphy Canyon Little League throughout the 2024 season. Your term of service will begin today and will expire on September 30, 2024.

\_\_\_\_\_ agrees to the following rules below:

PRINT FULL NAME

- If individual's duties are not upheld to the standards required by the Murphy Canyon Little League Board of Directors, the member will receive a verbal warning, in which no less than 2 members of the executive committee will be present. Upon second occurrence, the League President shall issue a written document of warning. Any and all additional occurrences will result in the automatic removal of Board Seat and termination of duties within Murphy Canyon Little League.
- Resignations due to military obligations will not be penalized in any manner. All other early resignations will be addressed by the Board of Directors and reviewed on a case-by-case basis. Members who are deployed during the term will be exempt from their Board duties while they are obligated to military service.
- The Board of Directors will meet on Monday of each month following the District 33 Administrator's Meeting. Time and location will be set by the President and communicated to the Board Members by the Secretary and posted in the Board chat and/or Board email. Extra board meetings may be necessary throughout the year for league planning purposes.
- Unless prior authorization and appropriate notification to the League President, Vice President, and Secretary has been arranged:  
Board Members, who miss two (2) consecutive meetings or three (3) consecutive planned events, or a total of five (5) meetings or events in a fiscal year (October to September), will be automatically removed from their positions and the Board of Directors. The only exception to this policy will be for active-duty military members who are away on official business. A removed board member may petition the board for reinstatement.
- Tournaments or Events: When MCLL fields are being utilized for tournaments or events, the need for volunteers may arise. Field workers may be needed, and concession stand may be opened to collect additional revenue for the league. It is the responsibility of all Board Members to volunteer time working in the concession stand or at the fields for EVERY tournament scheduled at MCLL Fields. Schedules will be available in advance for additional events that require Board Member participation. Participation equals working at EACH individual tournaments or events in a variety of capacities, based upon the need of the League.

\_\_\_\_\_  
Board Member Signature

Date: \_\_\_\_\_