



MISSION TRAILS LITTLE LEAGUE, INC.

Established March 24, 1975 (C0733106)

ID #405-33-04

MISSION STATEMENT

Mission Trails Little League is dedicated to fostering an inclusive and supportive environment to help the youth in our community develop character, sportsmanship, and teamwork while maintaining physical and emotional well-being, all through participation in Little League Baseball.

OPERATING POLICIES (Betterments)

Revised 01/17/2024

I. LEAGUE DIVISIONS

A. General Rules

1. Mission Trails Little League (MTLL) will field at least four (4) divisions of play: Major, Minor, Rookie, and Tee Ball. If player registration is strong enough, MTLL will also field the Farm division of play between the Rookie and Minor divisions. Adding or removing divisions of play is allowed only via approval of the MTLL Board of Directors.
2. The President, Player Agent(s), and Division Coordinator(s) will determine the number of teams in each division annually based on player registrations and manager availability.
3. Each of the divisions will have an established minimum and maximum number of players per team, as shown below. Exceeding the minimum and maximum roster limits is only allowed via approval of the MTLL Board of Directors.

Division	Minimum	Maximum
Major	10	14
Minor	10	14
Farm	10	13
Rookie	9	13
Tee Ball	8	12

B. Major Division

1. The Major Division is the competitive Little League division in which managers should focus on advanced skill development, physical fitness, personal accountability, sportsmanship, and team success.
2. The Major division will consist primarily of players of league age twelve (12) and league age eleven (11). Players of league age ten (10) may play in the Major Division provided that they are emotionally and physically capable of safely doing so, as demonstrated at the Player Evaluations.
3. When a manager loses a player for the remainder of the season, due to illness, injury, relocation, or another justifiable reason, a replacement player shall be obtained only through the Upper-Division Player Agent. The manager shall notify the Player Agent immediately that a player is lost. Upon confirmation the manager will have (24) hours to take a player from a list prepared by the Player Agent. If by the 24th hour a player has not been selected, the Player Agent will select one for the manager. The player chosen should be of the same league age as the player lost, if possible, although a player from the minor division may be selected. EXCEPTION: This rule shall not apply during the last two weeks of the Regular Season (Regulation III (d), NOTE #1).

C. Minor Division

1. The Minor Division is a developmental division in which managers should focus on skills development in preparation for Major division play, physical fitness, emotional growth, sportsmanship, and fun.
2. The Minor Division will consist of primarily players of league age nine (9) through league age eleven (11). Players of league age eight (8) may play in the Minor Division provided that they are emotionally and physically capable of safely doing so, as demonstrated at the Player Evaluations.

D. Farm Division

1. The Farm Division is a development division in which managers should focus on intermediate skills needed to advance in the sport of baseball, physical fitness, emotional growth, sportsmanship, and fun.
2. The Farm Division will consist primarily of players of league age seven (7) through league age (9). Players of league age six (6) may play in the Farm Division provided that they are emotionally and physically capable of safely doing so, as demonstrated at the Player Evaluations.
3. If the league does not have enough registrants to field a Farm division, then the players that would have normally played in the Farm division will play in the Minor or Rookie divisions.

E. Rookie Division

1. The Rookie Division is a development division in which managers should focus on basic skills needed to advance in the sport of baseball, physical fitness, emotional growth, sportsmanship, and fun.
2. The Rookie Division will consist of players of league age six (6) through league age eight (8). Players of league age five (5) may play in the Rookie Division provided that they are emotionally and physically capable of safely doing so, and subject to the approval of the League President and/or the Lower-Division Player Agent.

F. Tee-Ball Division

1. The Tee-Ball Division is a beginning division in which managers should focus on the introduction of basic baseball skills, physical fitness, sportsmanship, and fun.
2. The Tee-Ball Division will consist primarily of players of league age six (6), league age five (5), and league age four (4). Players of league age seven (7) may play in the Tee-Ball division provided that they may safely do so, subject to the approval of the League President and/or the Lower-Division Player Agent.

II. PLAYER EVALUATIONS

A. General Rules

1. The Player Agent(s) and Division Coordinator(s) will organize and oversee player evaluations.
2. All players wanting to play in the Rookie, Farm, Minor, and Major divisions must participate in one player evaluation session, where each player will be evaluated for their fielding, throwing, hitting, and running ability. The results of the

evaluations are used to determine the appropriate playing division for each player as well as to guide the team selection process.

3. Player evaluations are separated by league age.
4. All approved managers and Player Agents must evaluate the players for their respective divisions. Division coordinators may also evaluate the players.
 - a) Major division managers should evaluate players of league age 12, 11 and 10.
 - b) Minor division managers should evaluate players of league age 11, 10, 9, and 8.
 - c) Farm division managers should evaluate players of league age 9, 8, 7, and 6.
 - d) Rookies division managers should evaluate players of league age 8, 7, 6, and 5 (if applicable).
5. Each skill is scored on a 1-5 scale and should be given in comparison to the other players in the division for which the player is being evaluated. A sum of the scores is calculated for each player after the evaluations are complete (a total score of 25 points is the highest score a player could receive).
6. Upon completion of all player evaluations, managers shall have no contact with other managers, coaches, or parents regarding any facet of the player evaluations or the draft.
7. Based on the evaluations and consultation with managers, the Player Agent(s) and Division Coordinator(s) shall specify the divisions in which each player can safely play.

III. TEAM SELECTION

A. Major-, Minor-, Farm-, and Rookie-Division Drafts

1. Division managers, League President and/or Vice President, Division Coordinator(s), and Division Player Agent(s) must be present during each Division draft.
2. The Major Division player draft will be conducted only after player evaluations have been completed.
3. The Minor Division player draft will be conducted only after the Major Division draft has been completed.
4. The Farm Division player draft (if fielded) will be conducted only after the Minor Division Draft has been completed.

5. The Rookie Division player draft will be conducted only after the Minor Division or Farm Division (if fielded) draft has been completed.
6. Teams in the Major, Minor, Farm, and Rookie divisions will be re-drafted every year using the alternative method of Little League Draft Plan B¹.
 - a) All eligible players are combined in a single pool from which managers draft.
 - b) Draft order is determined randomly via selection of envelopes containing numbers indicating draft order. The League President (or delegated stand-in) will shuffle the envelopes and give one to each manager.
 - c) The draft will progress in a serpentine manner, with the order flipping each round.
 - d) Mandatory Draft Requirements
 - (1) All registered players that played in the Major Division during the previous spring season and all players of League Age 12 (unless they are approved to play in the Minor Division via a Little League Regulation V(a) waiver) MUST be selected in the Major Division draft. The Upper-Division Player Agent will monitor the undrafted players to ensure that these categories of players are drafted before the draft is completed.
 - (2) All registered players that played in the Minor Division during the previous spring season and all players of League Age 10 and above MUST be selected in the Minor Division draft if not already drafted in the Major-Division draft. The Upper-Division Player Agent will monitor the undrafted players to ensure that these categories of players are drafted before the draft is completed.
 - (3) All registered players that played in the Farm Division during the previous spring season and all players of League Age 9 and above MUST be selected in the Farm Division draft if not already drafted in the Minor-Division Draft. The Lower-Division Player Agent will monitor the undrafted players to ensure that these categories of players are drafted before the draft is completed.
 - (4) All registered players that played in the Rookie Division during the previous spring season and all players of League Age 8 and above MUST be selected in the Rookie Division draft if not already drafted in the Minor-Division or Farm-Division (if fielded) draft. The Lower-Division Player Agent will monitor the undrafted players to ensure that these categories of players are drafted before the draft is completed.

¹ <https://www.littleleague.org/downloads/pre-season-player-draft-methods/>, Retrieved 10/31/2019.

e) Player Options

(1) Manager's Child - Per the Little League International Player Draft Policies, if a manager has a child that they wish to draft, the manager must submit the option to draft the child in writing to the Player Agent 48 hours prior to the draft. The option is an agreement between a manager and the player agent covering a special condition. The Player Agent will inform the other managers if any manager chooses to utilize this option prior to the start of the draft. The manager must then exercise the option to draft their child at or before the end of the specified draft round, depending on the League Age of the child being drafted. The table below provides draft rounds by which the manager's child can be drafted for this option. If the manager chooses not to draft their child by the end of the specified round, the child is available to be drafted by any team.

Round	Majors	Minors	Farm	Rookie
3	League Age 12	≥ League Age 10	≥ League Age 9	≥ League Age 8
4	League Age 11	League Age 9	League Age 8	League Age 7
5	≤ League Age 10	≤ League Age 8	≤ League Age 7	≤ League Age 6

(2) Siblings - Per the Little League International Player Draft Policies, when there are two or more siblings in the draft and the first sibling is drafted by a manager, that manager automatically

(3) has an option to draft the other sibling with their next selection. If the manager does not exercise the option, the second sibling is then available to be drafted by any team. This option does not need to be submitted to the player agent prior to the draft.

- f) Managers may conduct player-for-player trades up until the draft is formally approved. Once approved, trades are subject to Little League Policies regarding Local League Maintenance of Rosters. Trades after draft approval are possible up to 14 days after the first scheduled game but must be justified to and receive approval from the MTLL Board of Directors.
- g) Each draft must be approved by all managers, the League President, relevant Division Player Agent, and relevant Division Coordinator before managers may contact their drafted roster.
- h) Any player not drafted by a Major-Division team then becomes eligible for the Minor-Division player draft, any player not drafted by a Minor-Division team then becomes eligible for the Farm-Division player draft (if fielded), and any

player not drafted by a Farm-Division team then becomes eligible for the Rookie-Division player draft.

7. The team for which a player ultimately plays is a direct result of the draft process.
8. Team practice days shall be determined at the drafts, with the selections occurring in reverse of the draft order.

B. Tee-Ball Team Assignments

1. For the Tee Ball division, the Lower-Division Player Agent, Tee Ball Division Coordinator, and league President assign players to teams while considering player ages, manager requests, and teammate requests. Parent requests for managers or teammates will be taken under advisement, but there is no guarantee that the request will be honored.

IV. PLAYING RULES

A. League

1. All divisions will use the rules in the current issue of the Official Regulations and Playing Rules for Little League Baseball.
2. During games in which a manager must concede per Little League Baseball Rule 4.10 (e) (15-, 10-, and 8-run rule), the two teams may continue to scrimmage through mutual agreement of the managers. Score will not be kept during the scrimmage, although player pitch counts must be tracked where applicable.
3. Inning and run limits for regular season games are as follows. These same inning and run limits apply to scrimmages that occur after games conceded due to the 15-, 10-, and 8-run rules.

Division	Inning Limit	Run Limit Per Inning
Major	6 Innings Max No New Inning after 1.75 hours	None
Minor	6 Innings Max No New Inning after 1.75 hours	Five (5) for all innings except the sixth or umpire-declared final inning, OR One time through the line-up
Farm Rookie	6 Innings Max No New Inning after 1.75 hours	Five (5) for all innings, OR One time through the line-up
Tee Ball	3 Innings Max 1.5 hours Max	None

4. Time limits are relative to the time that the umpire declares "Play" prior to the first pitch, as noted by the scorekeeper.
5. A continuous batting order is mandatory during all regular and postseason games.
6. Each regular season Major- and Minor-Division game shall be scored, either via app or on paper, by the scorekeeper of the home team.
7. Pitch counts for regular-season Major- and Minor-Division games shall be tracked by both teams, and both
8. shall approve the official pitch count at the conclusion of the game.
9. During interleague play, District 33 interleague bylaws shall prevail. Any interleague games played outside of District 33 will be played under the bylaws of the home team.
10. If the umpire determines that continued play is unsafe due to loss of daylight or inclement weather, regular season games will be stopped and the score will revert back to the last completed inning.
11. For Major- and Minor-Division postseason games, play will continue until a winner is decided. If play cannot continue (due to darkness or inclement weather), the game will be postponed and play will be continued from that spot the next possible day until the game has been completed.
12. In the regular season, if a team cannot field eight (8) players, the game will be postponed and rescheduled for a later date, if possible, or canceled if a later game date cannot be accommodated. Pool players are encouraged to field a full 9-player team by using Pool Players per Little League Rule V.c.
 - a) All players in the division are eligible to be pool players and must notify the player agent if they would like to be included in the pool.
 - b) The player agent will share the list of pool players with all Managers.
 - c) The player agent will select pool player(s) as needed using a randomization method of his/her choice.. If a selected player is not available to play, another randomized player will be selected. This process repeats until the necessary pool player/s have committed.
 - d) Managers will not know in which order players will be called as needed throughout the season.
13. In the Farm- and Rookies-Divisions, if one of the competing teams cannot field a full team of 8 players, then the two teams are encouraged to scrimmage each other, in which case the "Once Through The Lineup" run limit is waived.

14. In the postseason (Major- and Minor-divisions only), a team must start and play a game with a minimum of nine (9) players. If a team cannot field a full nine-player team within ten (10) minutes after the scheduled start time, the Umpire will declare the game forfeited per Rule 4.15 (a).
15. In the case of an offensive player becoming hurt, injured, or ill, resulting in them being unable to complete a play, a player in the lineup may complete the play provided he/she was the most recent out of that half inning or the last out of the previous half inning. The replacement runner will continue to play until he/she is put out or scores in that half inning.
16. Major- and Minor-division standings will use results of all regular-season intra-division games. Division standings will not be kept for the Farm, Rookie, or Tee-Ball divisions.
17. Major- and Minor-division standings will be based on the "Team Differential", which is simply the difference between the team's wins and losses. In the event of a tie between two teams in Team Differential, the following tie breakers will be used to break the tie or ties. See <https://support.teamsideline.com/hc/en-us/articles/201151587-Tie-Breakers> for tie-breaker definitions.
 - a) Winning Percentage
 - b) Head-To-Head
 - c) Head-To-Head Differential
 - d) Average Runs Against
 - e) Average Runs For
 - f) Average Runs Differential
 - g) Coin Toss
18. Local league option of Little League Rule 3.04 is adopted: a courtesy runner is permitted to replace the catcher and/or pitcher of record when there are two (2) outs with the exception noted in the Little League rulebook.
19. Little League Rule 6.02.(c) is adopted and shall be enforced: after entering the batter's box, the batter must remain in the box with at least one foot through the at bat with the exceptions noted in the Little League rulebook.
20. Little League Rule 9.01.(d).NOTE is adopted: the stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior and is subject to a warning on a first offense and ejection after a second offense.

21. Local league option of Little League Rule 9.04 is adopted: the plate umpire may stand behind the pitcher.

B. Major Division

1. In the regular season, a team may start and play a game with a minimum of eight (8) players, but an out will be called for the ninth (9th) position in the batting line-up each turn at bat. Through mutual agreement by team managers, the opposing team may lend a player to the team in need of a player to play the outfield so that nine (9) defensive players are on the field. The borrowed player will sit in their team's dugout while at bat.
2. Postseason Major-Division Tournament
 - a) The final Major-division standings will be used to seed the Major-division teams in the postseason tournament.
 - b) The Major-division champion, who represents Mission Trails Little League in the District 33 Tournament of Champions (TOC), will be determined by a postseason tournament.
 - c) The Major-division postseason tournament will follow a seeded double-elimination format. The highest seeded Major-division team will receive a first-round bye if there are an odd number of teams in the tournament
 - d) All Major-division postseason games will be completed on or before the final Wednesday of the season to ensure full rest for all pitchers prior to the start of the District 33 TOC
 - e) The Major-division postseason tournament will follow the District 33 TOC bylaws.
 - f) If teams are eliminated early in the postseason tournament, the Major's division coordinator will consider scheduling a consolation game/bracket.

C. Minor Division

1. In the regular season, a team may start and play a game with a minimum of eight (8) players without penalty. Through mutual agreement by team managers, the opposing team may lend a player to the team in need of a player to play the outfield so that nine (9) defensive players are on the field. The borrowed player will sit in their team's dugout while at bat.
2. In order to ensure equal playing time, players shall only sit out on defense for one inning at a time and no player shall sit out a second inning until all players have sat out one inning. An exception to this rule will be made for the starting pitcher.

3. In the case of behavioral issues or misconduct, a player may sit out more than one inning. In this case, the team manager must notify the Division Coordinator and the player's parent(s) immediately after the game.
4. Postseason Minor-Division Tournament
 - a) The final Minor-division standings will be used to seed the Minor-division teams in the postseason tournament.
 - b) The Minor-division champion, who represents Mission Trails Little League in the District 33 Tournament of Champions (TOC), will be determined by a postseason tournament.
 - c) The Minor-division postseason tournament will follow a seeded double-elimination format. The highest seeded Minor-division team will receive a first-round bye if there are an odd number of teams in the tournament.
 - d) All Minor-division postseason games will be completed at least four (4) days prior to the start of the District TOC tournament to ensure full rest for all pitchers.
 - e) The Minor-division postseason tournament will follow the District 33 TOC bylaws.
 - f) If teams are eliminated early in the postseason tournament, the Minor's division coordinator will consider scheduling a consolation game/bracket. .

D. Farm Division

1. A team may play a game with a minimum of eight (8) players without penalty. Through mutual agreement by team managers, the opposing team may lend a player to the team in need of a player to play the outfield so that nine (9) defensive players are on the field. The borrowed player will sit in their team's dugout while at bat.
2. In order to ensure equal playing time, players shall only sit out on defense for one inning at a time and no player shall sit out a second inning until all players have sat out one inning.
3. In the case of behavioral issues or misconduct, a player may sit out more than one inning. In this case, the team manager must notify the Division Player Agent and the player's parent(s) immediately after the game.
4. Batters shall receive pitches from either a pitching machine or an adult coach throughout the entire game.

5. The batter will receive pitches until they hit a fair ball for an out or a hit, until there are three (3) strikes not ending on a foul ball, or until they have seen 5 hittable pitches (swings or called strikes) not ending on a foul ball. There will be no walks.
6. The following rules will be enforced when the pitching machine is in use.
 - a) Only adults, either a coach or an umpire, will be allowed to operate the pitching machine.
 - b) The player in the defensive pitcher position must be positioned on either side of the mound and no closer to home plate than the back of the pitching machine.
 - c) If a batted ball touches the machine or the adult feeding the machine, the ball is a ground-rule single. All base runners advance one base.
 - d) When using a Blue Flame pitching machine, the machine should be set to 3-4-6 (~36 mph) and be located 42 feet from the front of home plate.
7. Steals are not allowed.
8. Players may continue to advance bases after a safely batted ball until the ball is returned to and is controlled by a fielder on the baseball infield, at which point the runners must remain at the base they currently occupy or the the base to which they are currently advancing.
9. Only one base will be allowed on an overthrow. Runners may advance on subsequent overthrows on the same play.
10. The Farm division will not have a postseason championship tournament.
11. No coaches are allowed on the playing field during play.

E. Rookie Division

1. A team may play a game with a minimum of eight (8) players without penalty. Through mutual agreement by team managers, the opposing team may lend a player to the team in need of a player to play the outfield so that nine (9) defensive players are on the field. The borrowed player will sit in their team's dugout while at bat.
2. In order to ensure equal playing time, players shall only sit out on defense for one inning at a time and no player shall sit out a second inning until all players have sat out one inning.
3. In the event both teams are able to field ten (10) eligible players, the team may use the tenth player as a roving outfielder. The player shall not be positioned

closer to the batter than the edge of the outfield grass until after the ball has been hit.

4. Only one base will be awarded on an overthrow. Subsequent overthrows on the same play will not entitle the runner to an additional base.
5. Players may only advance two bases on any hit ball, except if a player hits a ball over the outfield fence, in which case the batter is awarded a home run and all base runners are allowed to score.
6. Batters shall receive pitches from either a pitching machine or an adult coach throughout the entire game.
7. The batter will receive as many pitches as it takes to hit a fair ball for an out or a hit, or until there are three (3) strikes not ending on a foul ball. There will be no walks.
8. The following rules will be enforced when the pitching machine is in use.
 - a) Only adults, either a coach or an umpire, will be allowed to operate the pitching machine.
 - b) The player in the defensive pitcher position must be positioned on either side of the mound and no closer to home plate than the back of the pitching machine.
 - c) If a batted ball touches the machine or the adult feeding the machine, the ball is a ground-rule single. All base runners advance one base.
 - d) When using a Blue Flame pitching machine, the machine should be set to 3-4-4 (~32 mph) and be located 42 feet from the front of home plate.
9. Steals are not allowed.
10. The Rookie division will not have a postseason championship tournament.
11. One (1) or two (2) coaches are allowed in the outfield during their team's defensive half of the inning.

F. Tee Ball Division

1. All players from each team will bat during each inning.
2. All defensive players will be positioned in the field during the team's defensive half of the inning.
3. Players will advance a maximum of one base per hit, except for during the last at-bat of the half inning, during which the batter and all base runners will score.

4. A player that is put out via a force play or a tag will return to their dugout.
5. During games prior to April 1, all at-bats will occur off of a tee.
6. During games on or after April 1, players will receive no more than five (5) pitches from a coach throwing overhand from a kneeling position approximately fifteen (15) feet in front of home plate. After the five pitches, the remainder of the at-bat will occur off of a tee.

V. LOCAL RULES

A. Home Runs

1. Home runs must be hit out of the playing field in fair territory, including the over the tall left field fence at the MTLL Majors field. Any ball that returns to the field of play after contacting a fence is considered in play.
2. Batted balls that contact scoreboards mounted outside of the field will be considered home runs, even if they return to the field of play.

B. Dead-Ball Areas

Dead Ball Areas include:

1. All interior areas of dugouts including any concrete areas;
2. The area between the backstop and dugouts which should be marked with a chalk line drawn from the front post of the backstop to the front post of the dugout fence; and
3. Any areas beyond the outfield fences in foul territory.

VI. ALL-STAR TEAMS

A. General Information

1. Mission Trails Little League is committed to fielding a 10-12 All-Star team and a 8-10 All-Star team. A 9-11 All-Star team will only be fielded if there are enough eligible and interested players available to support this third All-Star team.
2. Any MTLL players that are league age 8 through 12 and are interested in being considered for an All-Star team must complete the Player Commitment Form and return it to their team Manager or division Player Agent on or before the date set forth by the All-Star Committee.
 - a) Players that are league age 12 will be considered for the 10-12 All-Star team.

- b) Players that are league age 11 will be considered for the 10-12 All-Star team and the 9-11 All-Star team (if fielded).
 - c) Players league age 10 will be considered for the 8-10 All-Star team, the 10-12 All-Star Team, and the 9-11 All-Star team (if fielded).
 - d) Players that are league age 9 will be considered for the 8-10 All-Star team and the 9-11 All-Star team (if fielded).
 - e) Players that are league age 8 will be considered for the 8-10 All-Star team.
3. Players are expected to attend every practice and game throughout the All-Star-tournament season, with exceptions made only with prior permission of the All-Star Manager for the team on which the player is rostered. Excessive and/or unexcused absences from All-Star team activities may lead to the player being removed from the current year's team and/or being made ineligible for the following year's All-Star Team. The MTL All-Star Committee holds final say over the severity of the consequences of excessive and/or unexcused absences.
 4. If there is an overlap between District 33 Tournament of Champions (TOC) games and All-Star practices, players still involved in the former will be allowed to continue until the conclusion of the D33 TOC tournament.
 5. A non-refundable All-Star player fee will be collected after the All-Star rosters have been announced.

B. All-Star Committee

1. The All-Star Committee, which consists of the League President, Player Agents, and Division Coordinators, will coordinate the All-Star selections.
2. In the event of a conflict, the President will assign an alternate member (typically the Vice President) to the All-Star Committee from the Board of Directors.
3. The nominal All-Star Committee may add up to two (2) additional members to the All-Star Committee from the League Board of Directors, as needed.

C. All-Star Managers Selection Process

1. Managers for the All-Star teams will be recommended to the league President by the Manager Committee, and the President will then nominate the managers to the Board of Directors for approval.
2. Regular-season managers or coaches who want to be considered for the position of All-Star Manager must self-nominate to the League President no later than May 1.
3. Managers will be selected based on team performance in current and, if applicable, previous seasons, feedback from players and parents, disciplinary

actions received by the Board of Directors, and general Manager Committee's observations.

4. Manager Committee members that self-nominate for All-Star Manager consideration will be recused from any and all discussions regarding All-Star managers selection for their division of play.
5. The All-Star managers may select up to two (2) assistant coaches to complete their coaching staff. Assistant coaches must have been a rostered manager or coach in the Major or Minor divisions during the regular season, unless explicitly approved by the Board of Directors and District Administrator..
6. Board of Director approval of the All-Star managers will take place at the regularly scheduled May Board of Directors meeting.
7. All coaches that self-nominated for the All-Star manager position shall be informed via email of the All-Star manager decision immediately following the regularly scheduled May Board of Directors meeting

D. All-Star Player Voting

1. The Upper-Division Player Agent will prepare two ballots: one containing the names of the eligible Major-Division players ("Majors Ballot"), and another containing the names of the eligible Minor-Division players ("Minors Ballot").
 - a) An eligible Major-Division player is defined as any player of league age ten (10), eleven (11) or twelve (12) who was on the roster of a Major division team, has played in at least 8 of the team's games, including the regular season and postseason, and has completed an All-Star Commitment form.
 - b) An eligible Minor-Division player is defined as any player of league age eight (8), nine (9) or ten (10) who was on the roster of either a Minor or Major division team, has played in at least 8 of the team's games, including the regular season and postseason, and has completed an All-Star Commitment form.
 - c) For the 9-11 All-Star team (if fielded), an eligible player is defined as any player of league age nine (9), ten (10) or eleven (11) who was on the roster of either a Minor or Major division team, has played in at least 8 of the team's games, including the regular season and postseason, and has completed an All-Star Commitment form.
 - d) Players who have received disciplinary action by the Board of Directors during the regular playing season are subject to approval by the All-Star Committee prior to being placed on the All-Star tournament ballots.

2. All Major-division players, Managers, and Assistant Rostered Coaches (up to two (2) per team) are eligible to vote and can select a maximum of twelve (12) players from the Majors Ballot.
3. All Minor-division players, Managers, and Assistant Rostered Coaches (up to two (2) per team) are eligible to vote and can select a maximum of twelve (12) players from the Minors Ballot.
4. The All-Star voting process shall be conducted by no fewer than two (2) members of the All-Star Committee and shall follow the following steps
 - a) A member of the All-Star committee will explain the voting process to the players, managers, and coaches.
 - b) A member of the All-Star committee will move the players to an area away from managers, coaches, fans, and parents.
 - c) A member of the All-Star committee will give the ballots to the players and will then move away from the players.
 - d) Each player will fill out their ballots, place the ballot into a sealed ballot box, and leave the voting area. No edits to the ballot are allowed after it has been placed inside the ballot box.
 - e) After all players have finished voting, the Managers and Coaches then fill out and submit their ballots following steps b) through d) above. Player and Manager/Coach ballots will be collected separately.
 - f) After all Managers and Coaches have finished voting, a member of the All-Star committee will remove the ballots from the ballot box, put the completed ballots into an envelope, seal the envelope, and sign across the envelope seal.

E. All-Star Ballot Counting

1. Ballot envelopes will remain unopened until the seal is broken in the presence of the All-Star Committee at such time as the ballots are counted.
2. All-Star votes shall be tallied by no fewer than two (2) All-Star Committee members for each of the All-Star ballots.
3. Ballots with more than twelve (12) players selected will not be counted.
4. Any discrepancies between the vote tallies that directly affect the outcome of the All-Star player vote shall be resolved through a recount of the vote tally for the player for which the discrepancy occurred.
5. The results of the election will be kept secret until at least 12:01 a.m. on the day allowed in the Little League Operating Policies (typically no earlier than June 1). If

Closing Day is after this date, the results of the election will be kept secret until 12:01 a.m. on the day after Closing Day.

6. The All-Star Manager shall notify each member of their All-Star Team by 8:00 a.m. of the appropriate day.
7. The Upper-Division Player Agent will save all the ballots and voting results for each All-Star team until the team has been eliminated from tournament play, at which time all ballots and voting results will be destroyed.
8. All-Star teams shall be announced to the league via email and via website posting at 8:00 a.m. of the appropriate day.

F. All-Star Teams Composition

1. The four (4) players receiving the highest number of votes on the Major's ballot will be selected to the 10-12 All-Star team, the 8-10 All-Star team, or the 9-11 All-Star team (if fielded). The two (2) players receiving the highest number of votes on the Major's coaches' ballots, not already selected by the players, will be selected to the 10-12 All-Star team, the 8-10 All-Star team, or the 9-11 All-Star team (if fielded).
 - a) Players of league age 12 selected by the players' or coaches' votes on the Major's Ballot must be selected to the 10-12 All-Star team.
2. The four (4) players receiving the highest number of votes on the Minor's ballot will be selected to the 8-10 All-Star team, 10-12 All-Star team, or the 9-11 All-Star team (if fielded). The two (2) players receiving the highest number of votes from the Minors coaches' ballots, not already selected by the players, will be selected to the 8-10 All-Star team, 10-12 All-Star team, or the 9-11 All-Star team (if fielded).
 - a) Players of league age 8 selected by the players' or coaches' votes on the Minors' Ballot must be selected to the 8-10 All-Star team.
3. 10-12 All-Star Team
 - a) The 10-12 All-Star team will consist of twelve (12), thirteen (13), or fourteen (14) players, at the discretion of the 10-12 All-Star manager.
 - b) The remaining players required to complete the roster will be selected by the All-Star Manager of the 10-12 All-Star team from eligible players not already selected to the 10-12 All-Star Team and with the approval of the All-Star Committee. The players chosen by the manager to complete the roster are NOT to be considered alternates and will not be announced as such.
4. 8-10 All-Star Team
 - a) The 8-10 All-Star team will consist of twelve (12), thirteen (13), or fourteen (14) players, at the discretion of the 8-10 All-Star manager.

- b) The remaining players required to complete the roster will be selected by the All-Star manager of the 8-10 All-Star team from eligible players not already selected to the 8-10 All-Star or 10-12 All-Star Teams, and with the approval of the All-Star Committee. The players chosen to complete the roster are NOT to be considered alternates and will not be announced as such.
5. 9-11 All-Star Team (If Fielded)
 - a) The 9-11 All-Star team will consist of twelve (12), thirteen (13), or fourteen (14) players, at the discretion of the 9-11 All-Star manager.
 - b) The remaining players required to complete the roster will be selected by the All-Star manager of the 9-11 All-Star Team, in consultation with the 10-12 and 8-10 All-Star Team managers, from eligible Major- and Minor-Division players not already selected to the 10-12 All-Star or 8-10 All-Star teams. The players chosen to complete the roster are NOT to be considered alternates and will not be announced as such.

VII. BOARD OF DIRECTORS MEETINGS

A. Meeting Dates and Times

1. The regular meeting of the Board of Directors will typically be held on the 3rd Wednesday of each month but may be rescheduled if any conflicts arise. Additional Board of Directors meetings may be held in between the regular meetings, if needed.
2. The Board of Directors meetings will be held at a location to be announced no less than 1 week prior to the meeting.
3. The Board of Directors meetings will start no earlier than 6:00 p.m. but no later than 7:30 p.m., at the discretion of the League President.
4. Directors are expected to attend all Board of Directors meetings. Any Directors absent for three consecutive meetings or five meetings in one fiscal year will be subjected to a removal vote.
5. Directors that expect to be absent from a meeting may assign a proxy to act in and vote on his or her behalf at a Board of Directors meeting. The proxy assignment must be communicated from the Director to the League President and must include the name of the person holding the proxy. Proxies are only valid for one meeting at a time.

B. Agenda

1. The League President will set the agenda no less than 72 hours before the Board of Directors meetings.

2. Any League Member, as defined by Mission Trails Little League Constitution, Article III, Section 2, may request that an item be placed on the agenda by contacting the President directly. If the proposed agenda item cannot be resolved informally, the item will be placed on the agenda, and the League Member will have the opportunity to address the Board of Directors.
3. Under no circumstances will a disciplinary matter be brought before the board without first being addressed by the Disciplinary Committee composed of the President, Player Agent, and Coordinator of the Division involved. All other disciplinary matters will be handled in accordance with the Mission Trails Little League Constitution and By-Laws, Article III, Sections 4(a) & (b).

C. Meeting Decorum

1. All meetings will be conducted in accordance with Robert's Rules of Order Newly Revised, 10th Edition (or newer).
2. Foul language should not be used by any parties at any time; parties will be excused from the meeting after one warning.
3. There will be one speaker to an agenda subject and he/she may speak for 10 minutes on that subject. The President, as needed, may grant an additional 10 minutes.
4. The presence of child(ren) at the meeting is discouraged, but is allowed if the child(ren) is not a distraction.
5. The Board reserves the right to discuss sensitive issues in executive session, at its discretion.

VIII. SAFETY

A. General

1. Under no circumstances should any player be on the field practicing, playing, being evaluated, or participating in any baseball activities unless they are registered with Mission Trails Little League AND have completed and submitted all required paperwork, including medical release and concussion form, to MTL. This includes siblings of players, children of coaches, friends, family, etc.
2. All league volunteers (managers, coaches, Board Members, umpires, team parents, etc) must adhere to the safety requirements detailed in the approved MTL Safety Plan for the league year.
3. In the event of excessive heat, games and practices may be held only if the National Weather Service heat index is predicted to be at or below 105 °F for the duration of the game or practice.

4. In the event of poor outside air quality, games and practices should be canceled if the United States AirNow Air Quality Index is greater than 150.

IX. ELIGIBILITY DOCUMENTATION

A. Regular Season

1. Prior to the season, a member of the Board of Directors will view and return to a parent/guardian the following items:
 - a) player's birth certificate to confirm the player's league age, and
 - b) proof of residency documents (if applicable) to confirm that the player lives within the Mission Trails Little League boundaries.
2. Prior to the season, a member of the Board of Directors will collect and retain from a parent/guardian the following items:
 - a) the player's school enrollment form (if applicable) to confirm that the player attends a school within the Mission Trails Little League boundaries,
 - b) the player's signed medical release form,
 - c) the player's signed concussion awareness form,
 - d) the player's signed code-of-conduct form, and
 - e) the player's signed sudden cardiac arrest awareness form.
3. The player's school enrollment form will be retained by the League President or Player Agent(s) until the player has exhausted their Little-League eligibility.
4. The player's medical release form, concussion awareness form, code-of-conduct form, and sudden cardiac arrest awareness form will be shredded once the player has finished their season.

B. All-Star Teams

1. The family of each selected All-Star player must provide an original or "Authorized Certified Copy" of the player's birth certificate plus either three distinct proofs of residence or a completed school certification (if one wasn't submitted with MTLLE registration) as part of the All-Star certification process.
2. The birth certificate will be returned to the family after it has been viewed by District 33 representatives.
3. The proofs of residence or completed school certification forms will be retained and will remain part of the player's All-Star affidavit, which will be retained by Mission Trails Little League officials until the player ages out of the league, at

which point the forms will either be destroyed or transferred to the President of the Patriot Baseball League.

X. FIELDS

A. Field Work and Fence Day Participation

1. The Fields Coordinator will oversee field work and fence day events.
2. Each team shall have at least two (2) adults at all field work and fence day events. Those teams not represented will forfeit one (1) week of practice on the League's fields and all Snack Bar tickets.
3. No practices and no practice games will be held on those days designated for field work and fence day events until all work is completed.

B. Field Etiquette and Maintenance

1. No food, gum, seeds, candy, or drinks (other than water or sports drink), will be permitted in the dugout at any time during a game.
2. Managers will ensure that their respective dugouts are clean after each game.
3. Violations of Field Etiquette and Maintenance Bylaws may result in the loss of Snack Bar tickets for the players or Practice Time for the team, as determined by the MTLL Board of Directors.
4. The manager for the assigned home team for each game is responsible for setting up the field for games. This includes dragging and lightly watering the infield, chalking the batter's box and infield foul lines, and setting the bases.
5. The manager for the assigned visiting team for each game is responsible for taking down the field. This includes removing and storing the bases, dragging and heavily watering the infield, and locking the storage sheds.

XI. APPROVAL

The Board of Directors of the Mission Trails Little League ratified these operating policies on the 17th day of January, 2024.

CONFIRMED BY:

Randy Herold	Date
President	
Mission Trails Little League	

RECORDED BY:

Heather Arion-Orozco	Date
Secretary	
Mission Trails Little League	

SUBMITTED TO: Clay Berry
District Administrator
District 33

XII. REVISION HISTORY

Release Date	Revisions
01/15/2020	<ol style="list-style-type: none"> 1. Complete refresh of betterments - edits to structure, layout, typography, and contents. 2. Added rules defining divisions of play. 3. Added managerial focus for each division. 4. Added “Player Evaluation” section. 5. Added “Team Selection” section. 6. Added “No New Inning” time limit for Cap division and all time limits for Tee Ball division. 7. Added pool player rules for Major and Minor divisions. 8. Added TOC seeding rules for Major and Minor divisions. 9. Added Tee-Ball-division-specific rules. 10. Changed “All-Star Managers Selection Process” from coach/player vote to selection by All-Star Committee. 11. Revised “All-Star Player Voting” method. 12. Added “Safety/General” rules. 13. Expanded and clarified “Eligibility Documentation” rules.
04/27/2021	<ol style="list-style-type: none"> 1. Revised section V.B.1. IS “The All-Star Committee, which consists of the League President, Upper-Division Player Agent(s) and the Upper Division Coordinator(s) will coordinate the All-Star selections.”; WAS “The All-Star Committee, which consists of the League President, Upper-Division Player Agent(s), Upper Division Coordinator(s), and the league competition committee, will coordinate the All-Star selections.”.
01/22/2022	<ol style="list-style-type: none"> 1. Removed any betterments that were in conflict with Little League Rules. 2. Revised Major- and Minor-Division postseason tournament format. 3. Revised All-Star team selection methodology.
05/11/2022	<ol style="list-style-type: none"> 1. Revised All-Star team selection methodology to explicitly state methodology for selection of players for 9-11 All-Star Team (IS Section V.F; WAS Section V.F through V.H). 2. Removed “and coaches” from V.D.6.
01/17/2023	<ol style="list-style-type: none"> 1. Updated Rule I.A.1 to allow up to five divisions of play if registration is strong enough (IS Major, Minor, Farm, Rookie, and Tee-Ball Divisions; WAS Major, Minor, Cap, and Tee-Ball Divisions. Updated all subsequent rules relative to this change. 2. Changed the number of All-Star players selected via player and coach vote (IS 6; WAS 8). 3. Change the All-Star roster size requirements (IS 12-14 players; WAS 12-13 players)
05/10/2023	<ol style="list-style-type: none"> 1. Revised All-Star team selection methodology.

01/17/2024	<ol style="list-style-type: none">1. Removed "Recommended" team roster sizes and updated maximum and minimum team roster sizes.2. Modified "Run Limit Per Inning" for Minors, Farm, and Rookies3. Included method for determining pool players (IV.A.12).4. Adopted local league options of Little League Rules 3.04 (IV.A.18), 6.02.(c) (IV.A.19), 9.01.(d) (IV.A.20), and 9.04 (IV.A.21).5. Added exemption for starting pitcher for mandatory play rules in Minor division (IV.C.2).6. Added pitch limit for Farm division (IV.D.5).7. Added pitch speed specification for Farm (IV.D.6.d) and Rookies (IV.E.8.d) divisions.8. Added rule for allowed bases in Farm division (IV.D.9).9. Added rule clarifying the number of coaches allowed on field in Farm (IV.D.11) and Rookies (IV.E.11) divisions.10. Added local rules for home runs and dead ball areas (V)11. Added attendance (VII.A.4) and proxy rules for Directors (VII.A.5).12. Added safety rules with regard to extreme heat (VIII.A.3) and poor air quality (VIII.A.4)13. Other miscellaneous verbiage updates.
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