

Moapa Valley Little League Bylaws & Local Rules – 2024

Moapa Valley Little League Rules of Operation do not take precedence over Rules and Regulations for Little League®.

The Rules Committee may review and interpret these Rules and make recommended changes or points of discussion for the Board of Directors consideration, which are reviewed annually.

Updated: February 20, 2024

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League Information:

Boundaries:

Moapa Valley consisting of Moapa Town, Moapa Indian Reservation, Warm Springs, Overton, and Logandale. Zip Codes: 89040, 89021, 89025

Mailing address:

PO Box 2275
Overton, NV 89040

Email address: littleleaguemoapavalley@gmail.com

Web Address: <https://leagues.bluesombrero.com/mvll>

League ID: 130886

MVLL Objective:

The objective of MVLL shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

Membership:

Eligibility - Any person sincerely interested in active participation to further the objective of this Local League may apply to become a member.

Classes - There shall be the following classes of Members:

- **Player Members** - Any player candidate meeting the requirements of Little League Regulation IV shall be eligible to compete for participation. Player Members shall have no rights, duties or obligations in the management or in the property of the Local League.
- **Regular Members** - Any adult person actively interested in furthering the objectives of the Local League may become a Regular Member upon election and payment of dues as hereinafter provided. Regular Members may be issued a card numbered in sequential order annually. The secretary shall maintain the roll of membership to qualify voting members.
 - Only Regular Members in good standing are eligible to vote at General Membership Meetings. All Officers, Board Members, Committee Members, Managers, Coaches, Volunteer Umpires, and other elected or appointed officials must be active Regular Members in good standing.

Note: Regular Members of the league automatically include all current Managers, Coaches, Volunteer Umpires, Board Members, Officers of the Board, and any other person who is recognized by the Board as a volunteer in the Local League, including the following volunteers' titles listed below:

Recommend Positions: Team parent, Equipment Manager, Coaching Coordinator, Sponsorship/Fundraisers Manager, Information Officer, Groundskeepers, Concessions Manager, Umpire-In-Chief etc...

Suspension or Termination:

Membership may be terminated by resignation or action of the Board of Directors as follows.

- The Board of Directors, by a two-thirds vote of those present at any duly constituted Board meeting, shall have the authority to discipline or suspend or terminate the membership of any Member of any class, including managers and coaches, when the conduct of such person is considered detrimental to the best interests of the Local League and/or Little League Baseball, Incorporated. The Member involved shall be notified of such meeting, informed of the general nature of the charges, and given an opportunity to appear at the meeting to answer such charges.

- The Board of Directors shall, in case of a Player Member, give notice to the manager of the team for which the player is a Player Member. Said manager shall appear, in the capacity of an adviser, with the player before the Board of Directors or a duly appointed committee of the Board of Directors. The player's parent(s) or legal guardian(s) may also be present. The Board of Directors shall have full power to suspend or revoke such player's right to future participation by two-thirds vote of those present at any duly constituted meeting (quorum is required).

GENERAL MEMBERSHIP MEETINGS:

Definition:

A General Membership Meeting is any meeting of the membership of the. A minimum of one per year is required.

Notice of Meeting: Notice of each General Membership Meeting shall be delivered personally, electronically, or by mail to each Member at the last recorded address ten (10) days in advance of the meeting, setting forth the place, time, and purpose of the meeting.

Quorum:

At any General Membership Meeting, the presence in person or representation by absentee ballot of one third (33.3 %) shall be necessary to constitute a quorum. If a quorum is not present, no business shall be conducted.

Voting:

Only Regular Members in good standing shall be entitled to make motions and vote at General Membership Meetings. However, the Board of Directors may invite, admit, and recognize guests for presentations or comments during General Membership Meetings.

Absentee Ballot:

For the expressed purpose of accommodating a Regular Member in good standing who cannot be in attendance at the Annual Meeting, or any General Membership Meeting at which new Board members will be elected, an absentee ballot may be requested and obtained from the Secretary of the League. The absentee ballot shall be properly completed, signed, and returned in a sealed envelope to the Secretary. The Secretary shall present all absentee ballots to the Election Chairman (appointed at the meeting) on the date of the meeting, prior to the voting portion of the election process. MVLL will send electronic ballots via email to all persons with a valid background check. These votes will be checked by the election committee to ensure validity.

Annual Meeting of the Members:

The Annual Meeting of the Members of the Local League shall be held the **THIRD WEDNESDAY OF SEPTEMBER**, for the purpose of electing new Members, electing the Board of Directors, receiving reports, reviewing the Constitution, appointing committees, and for the transaction of such business as may properly come before the meeting.

- The Membership shall receive at the Annual Meeting of the Members of the Local League a report, verified by the President and
- Treasurer, or by a majority of the Directors, showing:
 - (1) The condition of the Local League, to be presented by the President or his/her designate;
 - (2) A general summary of funds received and expended by the local league for the previous year, the amount of funds currently in possession of the local league, and the name of the financial institution in which such funds are maintained;
 - (3) The whole amount of real and personal property owned by the Local League, where located, and where and how invested;
 - (4) For the year immediately preceding, the amount and nature of the property acquired, with the date of the report and the manner of the acquisition, the amount applied, appropriated or expended, and the purposes, objects or persons to or for which such applications, appropriations or expenditures have been made;
 - (5) The names of the persons who have been admitted to regular membership in the Local League during such year. This report shall be filed with the records of the Local League and entered in the minutes of

the proceedings of the Annual Meeting. A copy of such report shall be forwarded to Little League International.

- At the Annual Meeting, the Members shall determine the number of Directors to be elected for the ensuing year and shall elect such number of Directors. The number of Directors elected shall be not less than seven (7).
- After the Board of Directors is elected, the Board shall meet to elect the officers. After the election, the Board of Directors shall assume the performance of its duties on OCTOBER 1ST (10/1). The Board's term of office shall continue until its successors are elected and qualified under this section.
- The Officers of the Board of Directors shall include, at a minimum, the President, one or more Vice Presidents, Treasurer, Secretary, one or more Player Agents, a Safety Officer and a Coaching Coordinator. The Board shall also include a minimum of one manager and one volunteer umpire. Only volunteer umpires may be elected to the Board.

Executive Board of Directors

The MVLL bylaws set forth by the President & approved by the Executive Board of Directors shall be reviewed and accepted on a yearly basis. They shall be amended & approved each board year before spring season registration begins.

Robert's Rules of Order shall govern the proceedings of all league meetings, including Board of Directors meetings, except where same conflicts with this Constitution of the Local League.

Executive Board Member Requirements:

It is the responsibility of each member to attend every board meeting. Meetings will be held the 1st Wednesday of every month and possibly more often as the spring season approaches.

President – The President shall:

- Conduct the affairs of the Local League and execute the policies established by the Board of Directors.
- Present a report of the condition of the Local League at the Annual Meeting.
- Communicate to the Board of Directors such matters as deemed appropriate and make such suggestions as may tend to promote the welfare of the Local League.
- Be responsible for the conduct of the Local League in strict conformity to the policies, principles, Rules, and Regulations of Little League Baseball, Incorporated, as agreed to under the conditions of charter issued to the Local League by that organization.
- Designate in writing other officers, if necessary, to have power to make and execute for/and in the name of the Local League such contracts and leases they may receive, and which have had prior approval of the Board.
- Investigate complaints, irregularities, and conditions detrimental to the Local League and report thereon to the Board or Executive Committee as circumstances warrant.
- Prepare and submit an annual budget to the Board of Directors and be responsible for the proper execution thereof.
- With the assistance of the Player Agent, examine the application and support proof-of age documents of every player candidate and certify to residence or school enrollment, and age eligibility before the player may be accepted for tryouts and selection.
- Complete the required background checks per Little League Regulation I (b) and I (c) 8 & 9; or delegate this responsibility to the league's Safety Officer, or other designated Board member.

Vice President – The Vice President shall

Perform the duties of the President in the absence or disability of the President, provided he or she is authorized by the President or Board so to act. When so acting, the Vice President shall have all the powers of that office.

Perform such duties as from time to time may be assigned by the Board of Directors or by the President.

Vice President of Baseball and Softball (Coaching Coordinators) –

The Vice President shall:

- Represent all Coaches/Managers in league.
- Coaches Mini-Clinics as necessary
- Present coach/manager training budget to the board
- Order and distribute training materials to players, coaches, and managers.
- Serve as the contact person for Little League International
- Amends local rules with help from the Executive Board members and presents to the board for approval each year to be distributed to managers/coaches as well as posted on the website for all parents.
- Holds a managers' meeting each season to go over MVLL rule book, By-Laws and & local rules.
- Ensures that all rules are followed, especially pitch counts & scoring.
- Serves as the contact person any manager/coach complaints and handles ASAP. Determines, with other board members, if suspension or removal of manager/coach is needed.
- Votes on matters before the board so long as it is not a conflict of interest to their respective position or involves matters regarding to their child.

Secretary - The Secretary shall

- Be responsible for recording the activities of the Local League and maintain appropriate files, mailing lists and necessary records.
- Perform such duties as are herein specifically set forth, in addition to such other duties as are customarily incident to the office of Secretary or as may be assigned by the Board of Directors.
- Maintain a list of all Regular, Sustaining and Honorary Members, Directors and committee members and give notice of all meetings of the Local League, the Board of Directors and Committees.
- Keep the minutes of the meetings of the Members, the Board of Directors and the Executive Committee, and cause them to be recorded in a book kept for that purpose.
- Conduct all correspondence not otherwise specifically delegated in connection with said meeting and shall be responsible for carrying out all orders, votes and resolutions not otherwise committed.
- Notify Members, Directors, Officers and committee members of their election or appointment.
- Respond to all Facebook messages and emails received to the league.

Treasurer- The Treasurer shall

- Perform such duties as are herein set forth and such other duties as are customarily incident to the Office of Treasurer or may be assigned by the Board of Directors.
- Receive all moneys and securities, and deposit same in a depository approved by the Board of Directors.
- Keep records for the receipt and disbursement of all moneys and securities of the Local League, including the Auxiliary, approve all payments from allotted funds and draw checks therefore in agreement with policies established in advance of such actions by the Board of Directors. All disbursements by check must have dual signatures.
- Prepare an annual budget, under the direction of the President, for submission to the Board of Directors at the Annual Meeting.
- Prepare an annual financial report, under the direction of the President, for submission to the Membership and Board of Directors at the Annual Meeting, and to Little League International.

Player Agent - The Player Agent shall

- Record all player transactions and maintain an accurate and up-to-date record thereof.
- Receive and review applications for player candidates and assist the President in verifying residence or school enrollment and age eligibility.
- Conduct the tryouts, the player draft and all other player transaction or selection meetings.
- Prepare the Player Agent's list.
- Prepare for the President's signature and submission to Little League International, team rosters, including players claimed, and the tournament team eligibility affidavit.
- Notify Little League International of any subsequent player replacements or trades.

Safety Officer - The Safety Officer shall:

- Be responsible to create awareness, through education and information, of the opportunities to provide a safer environment for children and all participants of Little League.
- Develop and implement a plan for increasing safety of activities, equipment and facilities through education, compliance, and reporting.

NOTE: In order to implement a safety plan using education, compliance and reporting, the following suggestions may be utilized by the Safety Officer:

- Education - Should facilitate meetings and distribute information among participants including players, managers, coaches, umpires, league officials, parents, guardians, and other volunteers.
- Compliance - Should promote safety compliance leadership by increasing awareness of the safety opportunities that arise from these responsibilities.
- Reporting - Define a process to assure that incidents are recorded, information is sent to league/district and national offices, and follow-up information on medical and other data is forwarded as available.
- Background Checks - If the League President so designates, the safety officer will complete the required background checks per Little League Regulation I (b) and I (c) 8 & 9.

League Information Officer- The League Information Officer shall:

- Set up and manage the league's official website (site authorized by Little League International).
- Set up online registration and ensure player, manager, and coach data is uploaded to the Little League Data Center.
- Assign online administrative rights to other local volunteers.
- Encourage creation of team web sites to managers, coaches, and parents.
- Ensure that league news and scores are updated online on a regular basis.
- Collect, post, and distribute important information on league activities including direct dissemination of fund-raising and sponsor activities, the district, the public, league members, and the media.
- Serves as primary contact person for Little League regarding optimizing use of the Internet for league administration and for distributing information to league members and to Little League Baseball Incorporated.

Concession Manager-The Concession Manager shall:

- Maintain the operation of concession facilities.
- Organize the purchase of concession products.
- Be responsible for the management of the concession sales at league events.
- Schedules volunteers to work the concession booth during league events.
- Collects and reviews concession-related offers, including discounts and bulk-purchasing opportunities.
- Organize, tally, and keep records of concession sales and purchases.

Umpire-In-Chief-The Umpire-In-Chief shall:

- Serve as coordinator of the local league umpire program.
- Advise the League President on the local league umpire program.
- Recommend volunteer umpires to League President to serve the league during the regular season.
- Recruit, review, and retain volunteer umpires.
- Establish and implement an umpire training program for volunteer umpires consistent with Little League® guidelines.
- Communicate rule changes to league volunteer umpires, managers, and coaches.
- Recommend tournament-worthy umpires to the District Umpire Consultant
- Attend umpire training programs at the district, state, and region levels.

Manager Selection Process

Managers and Coaches shall be appointed annually by the President and/or Vice President of the baseball and softball divisions and be approved by the Board of Directors. Managers shall be responsible for their actions on the field. In addition, Managers in the Minor, Major and Junior divisions are responsible for the selection of their teams in accordance with established draft procedures.

Applicant Managers must be an adult (18 years old). Anyone that is not an adult but interested in coaching can be considered for an assistant coaching position, however, are not allowed to be the Manager of record for the team. Age exceptions will be considered in the lower division levels; however, all Managers and Coaches will be subject to Board review and approval.

Each Applicant will be reviewed by the Board of Directors. Managers will be selected based upon:

- Their baseball knowledge
- Past and current support of Moapa Valley Little League
- Ability to develop the skills of the players and any other criteria determined by the MVLL Board of Directors.
- Board Members managing or with a player in a specific division are excluded from participation in the Manager Selection process if they have a child in the same division.

The Board of Directors will approve all Managers and Coaches in each division. In addition to the requirements stated above, additional consideration will be given for Manager Selection based upon the following criteria:

- Were you a Manager/Coach at MVLL last season? If yes, at what division level? Have you been an active volunteer at MVLL other than coaching?
- Do you have experience as a Manager/Coach?
- Have you been cited or had the Board of Directors talk to you about your conduct? Have there been negative parent comments or other discipline issues against you during your tenure with MVLL?
- Do you have a strong reputation for developing the skills of players you have coached in previous seasons?
- Do you have a history of producing competitive teams?
- Are you a strong advocate for Moapa Valley Little League?
- Do you possess the leadership and organizational skills promoted by Moapa Valley and Little League?
- Do you have strong morals and the ability to work with/around children?
- Does your work schedule allow you the time to commit to the team (both practices and games)

Manager Agreements

ALL MANAGERS MUST SIGN AN AFFIDAVIT THAT STATES THEY HAVE READ AND AGREE TO ABIDE BY THE CURRENT OPERATING RULES OF EASTVIEW LITTLE LEAGUE. THE DIVISION PLAYER AGENTS SHALL PRESENT SUCH AFFIDAVIT TO THE EXECUTIVE BOARD PRIOR TO THE INDIVIDUAL MANAGER'S CONFIRMATION.

Manager Responsibilities

The Board of Directors cannot emphasize enough the importance of proper conduct of its Managers and Coaches. Because of this, the Managers and Coaches are new in the spotlight and may be scrutinized more now than ever before, regarding their behavior on and off the field. We are only human and the desire to win is great, but when it is taken a step further through outbursts of rage and anger, especially under the watchful and impressionable eyes of a young child, this simply cannot be tolerated.

Remember that, as a manager or Coach, you are directly responsible for not only yourself, but of your players and parents. The Manager is the only person allowed to have contact with the umpires, unless previous arrangements have been made prior to the start of the game that designates that responsibility to an assistant Coach. Managers/Coaches are expected, above all, to set the example of good sportsmanship and self-control. The following is important information on what you can expect in the event your conduct or the conduct of your coaches, players or parents becomes an issue. The Board of Directors, along with District 2 Officials, will support the actions explained below to the full extent of the rules and ethics of Little League Baseball.

As Manager, remember that your responsibilities are more than a coach. As Manager you must oversee things both on and off the field. Each Manager in the Coach Pitch, Minor, Major, and Junior divisions must appoint at least one official scorekeeper. The league will offer a scorekeeper's clinic at a time and date to be announced. Questions regarding scorekeeping and scoreboard operation should be directed towards the Board of Directors.

All teams are expected to participate in opening ceremonies. All trophies and awards will be available at the team's last game only and will not be distributed until all league equipment is returned to the Equipment Manager.

Our fields require a lot of care and are deserving of respect from parents, coaches, and players. It takes a lot of work and help to maintain them. Please help whenever possible and always keep an eye open for those that might destroy or cause damage to any part of our field. This is a special place for our players and should be treated as such.

Alcohol, smoking, e-cigarettes/vaping, and chewing tobacco products are prohibited anywhere in the Clark County Parks and Recreation Sports complex.

Under no circumstances are players in any division allowed outside the dugout in an "on-deck" position for batter warm-up swings. Warm-up swings may be taken only when batter has reached the area around home plate.

Managers MUST meet prior to the start of every game to discuss the pitchers that are ineligible to pitch in that game. Please refer to the Official Scorebooks from each team's prior game to determine whether a particular pitcher is eligible to pitch.

Sportsmanship - Managers, Coaches, Players, and other League Members

The Executive Board of Directors monitor all League activities with respect to sportsmanship and enforce all regulations governing it.

The Division Player Agents may appoint a monitor for all fields to assist him/her in carrying out these duties. All matters of poor sportsmanship by any League member shall be reported to the Player Agent and Board of Directors.

- Managers shall notify the Player Agent of any persons being ejected from a ball game by an umpire.
- Other displays of poor sportsmanship not resulting in immediate suspension from a game are also to be reported.

Examples of such unsportsmanlike conduct include, but are not limited to:

- Throwing of hats, helmets, or any other visible gesture of temper.
- Profanity or obscene gestures.
- Under the influence of alcohol or drinking alcoholic beverages on League premises.
- Smoking in the dugout or on the field of play.
- Undue harassment of umpires, players, managers, or coaches.

The Player Agent, advised by his/her assistants, shall determine, and enforce the action to be taken on cases reported to and investigated by him/her.

Incidents of unsportsmanlike conduct by a participating member may be cause for temporary suspension from playing, coaching, or managing in future games.

The party or parties may appeal all actions taken by the Player Agent. Notification of such appeal must be made in writing to the Board of Directors within 48 hours of the action. The appeal will then be reviewed by the Board of Directors.

The Board of Directors may suspend managers or coaches for any of the following reasons:

- Violation of the minimum play rule.

- Violation of the pitching rule.
- Failure to field a team for a scheduled game.
- Conduct which brings discredit upon himself/herself or his/her team.
- Failure to comply with current operating rules for MVLL.

The President may dismiss a manager/coach immediately for any of the following reasons until the board/committee makes final recommendations:

- Physical or verbal abuse of the players
- Fighting
- Being under the influence of alcohol
- Indecent exposure

Behavioral discipline, based upon the severity of the offense or the cumulative total of multiple previous offenses, could necessitate immediate removal from affiliation with Moapa Valley Little League. Such decisions shall be at the sole discretion of the Board of Directors.

In the event a parent of a child on your team is ejected, the Managers will serve a suspension as well.

AT NO TIME SHALL AN UMPIRE BE APPROACHED BY A MANAGER, COACH, PARENT, OR SPECTATOR AT THE CONCLUSION OF A GAME.

Manager Suspension

Any Managers and/or Coaches removed from a game by the umpire WILL AUTOMATICALLY BE SUSPENDED FROM THE NEXT SCHEDULED GAME regardless of the reason.

Managers and/or Coaches who are removed from a game shall leave the premises immediately without incident and not allowed to stay in or around the Clark County Sports complex.

Do not continue arguing with the umpire as this will only make the situation worse. If any Manager's Assistant Coach is ejected, the umpire has the right to also eject the Manager.

Remember all eyes are on you from both sides of the stands, especially the kids in the dugout or on the field. You must provide written details of the incident to a Board Member within 24-hours (see paragraph on serving suspensions).

Subsequent ejections will require that the Manager/Coach in question appear in person with all parties involved before the Board of Directors at the next possible meeting.

The Board of Directors will initiate the proper discipline, suspensions, etc. A District 2 Official may be brought in to assist in this area. Continual incidents of Manager/Coach misconduct will subject the Manager/Coach to potential loss of team and could revoke future affiliation with the League.

The Moapa Valley Board of Directors reserves the right to discipline those involved in the League (Managers, Coaches, parents, players, spectators, etc) as it sees fit based upon the circumstances of the incident.

For infractions that are rule and/or behavior violation related (including but not limited to, pitch counts, pitcher to catcher rules, minimum play requirements, etc) OR infractions that are behavior related (including but not limited to, altercations with umpires, altercations with opposing Managers/Coaches, altercations with parents, behavior towards players, etc.) the following penalties shall be imposed at a minimum:

- First Infraction = 1 game suspension. The Manager/Coach must serve the suspension during the next played game (NO EXCEPTIONS).

- Second Infraction = 2 game suspension. The Manager/Coach must serve the suspension during the next 2 played games (NO EXCEPTIONS).
- Third Infraction = Loss of team and possible forfeiture of affiliation with league in the capacity of a Manager or Coach.

Spectator and Parent Conduct

- Spectator and/or parent conduct in the stands is another issue that becomes your responsibility as a manager. If a spectator or parent in the stands on your side of the field is asked to leave by the umpire, it is your responsibility to see that the parent leaves the Clark County sports complex.
- Do not make an incident worse by immediately taking the side of the spectator. Remove or ask the problem spectator to leave and let the situation dissolve. Let the problem spectator know that you as well could be ejected from the game, or the game could be forfeited if the situation gets worse.
- You may then discuss your differences with the Board of Directors who will then notify the Chief Umpire of the problem.
- Please talk about spectator conduct to your parents at your team meeting before the season begins.
- Arguing calls will NOT be allowed. All play calls will stand as called. In case of an incorrect interpretation of a rule, the call will stand for the play in question. At the conclusion of the game, contact the Umpire in Chief, give him the information of the rule in question and the game umpire will be contacted and the correct interpretation of the rule discussed.

JDP background check/Little League Abuse Awareness

- All Team Managers, Coaches and any parent who interacts with a player: (1) on the MVLL playing fields, (2) during all games, including pre- and post-game activities, (3) on the permitted or insured practice areas/fields, (4) at team workouts must have a JDP background check prior to participation in any practices with the players.
- It is the responsibility of the team Manager to monitor the adults at his/her team events and to report directly to the MVLL Safety Coordinator.

Evaluation & Draft Rules-Evaluation and Drafting of Players

All Team Managers will be required to participate in the evaluation of players in their division. Evaluations will be held for all divisions except Tee Ball and Coach Pitch. All Team Managers will be required to participate in the draft. Dates (and times if available) for both will be provided during the registration process to ensure you will be available on those dates to participate. Attendance at both is a requirement to be a Team Manager.

Players will be evaluated on the following:

- Hitting – player will receive 5 pitches.
- Speed – after 5th pitch, player will run to 1st base.
- Fielding – 5 ground balls, throw to 1st base and 5 pop flies.

Managers/Coaches Pairings: The pairing of a coach and a coach's child with a particular manager and manager's child shall only be accomplished in the competitive divisions through normal drafting procedures. There shall be no pre-draft assignment of coaches and players to particular teams in the competitive divisions other than the assignment of a manager's child to a manager.

Trades: A player must play for the team to which he/she is drafted, for the duration of the season, unless that player is traded for another same round player on draft night.

Team Notification: Each manager shall notify the members of his/her team within 3 days following the player draft. The league drafting process is intended to balance talent and lead to a more competitive league. At no time should managers discuss the draft order or any other information from the player draft meeting with anyone. The only information to be shared is to inform a player/parent of which team he/she was drafted by and the other players on that team.

There will be no trading of players beyond the scheduled draft date.

Minors draft: managers will choose numbers for draft order. This will be a serpentine draft.

Majors draft: 3rd place team of previous season, prior to tournament play will have the 1st round pick for the next season. 2nd place team will have the 2nd pick, 1st place team will have the 3rd pick. Etc. This will be a traditional draft.

Junior's draft: if more than 2 teams, managers will choose numbers for draft order. Serpentine draft.

2024 Little League Age Division Chart

Moapa Valley Little League offers baseball for league ages 4-15 in divisions that are based upon "League Age". League age is determined by Little League International and can be found by using the age chart attached below. Please note that League Age is not necessarily the same "age", of your player. Little League encourages players to ascend through division play and not skip or "play up" a division.

2024 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	4
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	5
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	6
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	7
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	8
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	9
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	10
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	11
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	12
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	13
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	14
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	15
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2024.



2024 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	2019	4
2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	2018	5
2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	2017	6
2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	2016	7
2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	8
2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	9
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	10
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	11
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	12
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	13
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	14
2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	15
2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	16

NOTE: This age chart is for SOFTBALL DIVISIONS ONLY, and only for 2024.



Division Formats & Season Ground Rules:

Moapa Valley Little League adheres to and will follow rules outlined in the Little League “Official Regulations and Playing Rules” Rule book for the current year, except when amended by our local rules and approved by District. Local Rules, as outlined in our bylaws, will supersede the Little League Rule Book. Each Manager shall carry a rule book (downloaded on phone) as well as our printed-out Moapa Valley Little League Local Rules and have them at each game. All Managers and Coaches are responsible for knowing and following the rules. Each team will be supplied with a minimum of one set of Local Rules.

T-BALL DIVISION / BASEBALL

1. **REGULATION GAME:** Games will be considered final after 55 minutes of play or a maximum of 5 innings long. Home team will be in the 3rd base dugout & will be listed 2nd on the schedule.
2. **MANAGER/COACHES:** The T-Ball Division will consist of (1) Manager, (1) Coach, & (1) Dugout Coach/Team Mom per game. One Coach/Team Mom MUST be in the dugout at all times to oversee the players. When batting/offence (2) Managers/Coaches are permitted on the field during play as well as (2) Managers/Coaches are permitted on the field during defense.
3. **SCORING:** No score or standing will be kept for this division.
4. **BATTING:** Each player shall bat once per inning, regardless of outs made or runs scored. The inning will conclude once the entire team as batted. The lineup shall rotate each game. The last batter will be known as the homerun hitter and will clear the bases. NO ON-DECK BATTERS allowed.
5. **UMPIRES:** The umpires in the T-Ball Division will be the Manager/Coaches.
6. **OUTS:** Base runners must be removed from the field/return to the dugout 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 or 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 2 innings in the outfield, their next 2 innings played must be in the infield. Each defense will consist of up to ten (10) players, a pitcher, catcher, first, second, third, shortstop, and up to four outfielders. Catchers MUST WEAR A HELMET.
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/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.

COACH PITCH DIVISION / BASEBALL

1. **REGULATION GAME:** Games will be considered final after one (1) hour and twenty (20) minutes of play or a maximum of 5 innings long. Home team will be in the 3rd base dugout & will be listed 2nd on the schedule. Team warm-ups will be behind the home run fences unless you are the first team then warm-ups maybe in the outfield. Please don't warm up on the field, to keep lines intact for the games.
2. **MANAGER/COACHES:** The Coach Pitch Division will consist of (1) Manager, (1) Coach, (1) scorekeeper & (1) Dugout Coach/Team Mom per game. One Coach/Team Mom MUST be in the dugout at all times to oversee the players. When batting/offence (2) Managers/Coaches are permitted on the field during play as well as (2) Managers/Coaches are permitted on the field during defense. ONLY players & approved Managers/Coaches/TM/Scorekeepers can be in the dugout. *Approved by background check & MVLL board members.

3. **MANDATORY PLAY:** Players shall not sit on the beach for more than one (1) consecutive inning. Players may only sit for a total of two (2) innings per game. Any Manager failing to meet the minimum playing time for each layer may be subject to disciplinary action by the Board of Directors of the League President. Disciplinary action may include being required to miss next game.
4. **SCORING:** Score may be kept but no standing will be kept for this division. Teams are encouraged to keep a score book to assist in keeping track of playing time and the batting order. 5 run max per team per inning is allowed. Unless last hit is a legitimate home run to the outfield or over the fence and clears the bases. No extra runs will be allowed on overthrows or error after 5 runs have been made. Once the ball reaches the pitching circle, runners must stop at the nearest base. If the ball advances past the homerun fence it will be considered a ground-rule double or one extra base only. If the ball hits the infield on the 1st or 3rd baseline & then rolls up the warning track/field, it is considered a ground-rule double or one extra base only.
5. **BATTING:** All players shall be in the same batting order for the entire game, all players in the lineup. Each team shall bat entire line up each inning unless three (3) batters have been put out or five (5) runs have scored, or whichever happens first. Any player arriving late to a game must be placed at the bottom of the lineup. If one team has more players than the other, then complete batting lineup for an inning will consist of the higher number of team players so it is equal. Example: Home team has 10 players & visiting has only 8. Home team will bat all 10 (unless 3 outs of 5 runs happens first), while visiting team will bat all 8 plus (+) 2 starting at the top of line up again. Visiting team will then pick up right where it left off next inning. **NO ON-DECK BATTERS** allowed. **NO** infield fly rule in this Division.
6. **PITCHING:** Coaches will pitch to their own teams. The entire season will be strictly coach pitch with each batter receiving up to seven (7) pitches. If the batter has not put the ball in play by the seventh pitch, it will be considered a strikeout. There are no walks permitted and the batter cannot strike out on a foul ball, fouls will extend the at bat.
7. **BASE RUNNING:** No steals or leadoffs are permitted and only one (1) base 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.
8. **UMPIRES:** The umpires in the Coach Pitch will be the Manager/Coaches. The offensive coach pitching shall umpire home. The defensive 1st base coach will call plays on 1st & home with the outfield coach calling 2nd & 3rd.
9. **DEFENSE:** All players must play infield and outfield. If a player plays 2 innings in the outfield, their next 2 innings played must be in the infield. Each defense will consist of up to ten (10) or (11) players, a pitcher, catcher, first, second, third, shortstop, and up to five outfielders. All players may play defense each inning. Defensive players shall stay out of the base path unless they are making a tag. Catchers **MUST WEAR A HELMET**. Player fielding the pitching area must have one foot inside pitching circle until the ball is put in play.
10. **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/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. Once the ball reaches the pitching circle, runners must stop at the nearest base & the ball is also dead.

1. **REGULATION GAME:** Games will be considered final after one (1) hour and fifty (50) minutes of play or a maximum of 6 innings long. When the time limit is reached, if the losing team can't catch up in that inning, then the game is over. Home team will be in the 3rd base dugout & will be listed 2nd on the schedule. Team warm-ups will be behind the home run fences unless you are the first game then warm-ups maybe in the outfield. Please don't warm up on the field, to keep lines intact for the games.
2. **MANAGER/COACHES:** The Minor Division will consist of (1) Manager, (1) Coach, (1) scorekeeper & (1) Team Mom per game. Team mom and/or Scorekeeper will sit close to dugout to help with players in the dugout. Only players & approved coaches may be in the dugout. *Approved by background check & MVLL board members. When batting two (2) offensive coaches are permitted to coach bases during play. During defense all managers/coaches must be in the dugout/behind the fence, not sitting on buckets in the dirt area outside of the dugout.
3. **MANDATORY PLAY:** Players shall not sit on the beach for more than two (2) consecutive innings. Players may only sit for a total of two (2) innings per game. All players must play at least 6 defensive outs in the field and bat at least once in each game. Any Manager failing to meet the minimum playing time for each layer may be subject to disciplinary action by the Board of Directors of the League President. Disciplinary action may include being required to miss next game.
4. **SCORING:** Scoring and standings will be kept for this division. Teams must keep a scorebook to assist in keeping track of playing time, the batting order and pitch count. Home team will have the official book. Scorekeepers MUST verify pitch count per pitcher in between each inning to assure they are on track, visiting team is responsible for walking over to verify. Pitch count will be verified and sent to the VP after each game to be recorded (possibly online). If visiting team does not verify, they should know home book will be the ruling. See PITCHING REPORTS below.
5. **RUN RULES:** Both the five (5) runs per inning rule and the ten (10) run rule will be followed. Five (5) runs per team each inning may be scored. Unless last hit is a legitimate home run to the outfield or over the fence and clears the bases. No extra runs will be allowed on overthrows or error after 5 runs have been made. This will keep teams from stacking bases. If bases have runner on them or if bases are loaded with 4 runs already in and the ball is hit/live, please let them finish the play but only record 5 runs per this rule. Players enjoy finishing out the play at this age. The ten (10) run rule is applied after 4 complete innings of play (4 ½ if home team leads). If the ball advances past the homerun fence it will be considered a ground-rule double or one extra base only. If the ball hits the infield on the 1st or 3rd baseline & then rolls up the warning track/field, it is considered a ground-rule double or one extra base only.
6. **BATTING:** All players shall be in the same batting order for the entire game, all players in the lineup. 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, whichever happens first. 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. The strike zone shall be a little wider and taller in the Minor Division. There will be NO leadoffs in this Division. Stealing of 1st, 2nd, 3rd, base is permitted but runner cannot leave base until pitch crosses home plate. Stealing of home is NOT permitted. NO ON-DECK BATTERS allowed.
7. **PITCHING:** Minors is a player pitch division. Managers/Coaches/Parents can NOT warm up pitchers. Catchers must wear a mask when warming up a pitcher. Please Refer to Pitching Regulations in the Official Little League Rule book of the current year (available to download on phone) for detailed rules & regulations. Chart below provided for basic information. 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.

League Baseball	
League Age	
13-14	95 Pitches Per Day
11-12	85 Pitches Per Day
9-10	75 Pitches Per Day
8	50 Pitches Per Day
Pitches	Days of Rest
1-20	0 Days
21-35	1 Calendar Day
36-50	2 Calendar Days
51-65	3 Calendar Days
66 or more	4 Calendar Days

- The manager must remove the pitcher when said pitcher reaches the limit for his/her LEAGUE AGE as noted above, but the pitcher may remain in the game. If the pitcher reaches the limit above while facing a batter, the pitcher may continue to pitch until batter is finished. May “finish the batter”. Finishing the batter includes the following conditions. 1- That batter reaches base, 2-That batter is put out, 3- The third out is made to complete the half-inning or the game, 4- The pitcher is removed from the mound prior to the batter completing his/her at bat.
 - A pitcher once removed from the mound CANNOT return as a pitcher.
 - Pitching to Catching: Any player who has played the position of catcher in four (4) or more innings in a game in NOT eligible to pitch on that calendar day. Even if only one pitch is caught in the 4th inning. Warm-up pitches do not count, only live ball. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may NOT return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch & finish the batter while maintain their eligibility to return to the catching position.
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 as well as when pitchers are removed from the mound. Home team is responsible for submitting game pitch counts to the leagues VP directly after the game or the following morning to ensure reports are up to date for all managers. We are looking into having pitching added to the website for Managers to see who is available & who is not before games.
9. **BASE RUNNING:** Stealing is allowed except for at home, runner cannot leave the base until after the pitch crosses home plate. Stealing at home is NOT permitted at all. Ball is still in play until pitcher is on the rubber of the mound, or umpire calls dead ball/play over. There are NO leadoffs in the Minor Division.
10. **DEFENSE:** All players must play infield and outfield throughout the game. Each defense will consist of up to then (10) players; a pitcher, catcher, first, second, third, shortstop, and up to four outfielders. Defensive players shall stay out of the base path unless they are making a tag. Games may be played with eight (8) or more players. There IS an infield-fly rule in this division.

11. **UMPIRES:** Umpires for Minor Division will be MVHS baseball players, please treat them with RESPECT and know they are human and just like you they will make mistakes at times. There will be, at minimum, a behind the plate umpire. We will have a field umpire as much as we possibly can, depending on scheduling & availability.

MAJORS DIVISION / BASEBALL

1. **REGULATION GAME:** Games will be considered final after one (1) hour and fifty (50) minutes of play or a maximum of 6 innings long. Home team will be in the 3rd base dugout & will be listed 2nd on the schedule. Team warm-ups will be behind the home run fences unless you are the first team then warm-ups maybe in the outfield. Please don't warm up on the field, to keep lines intact for the games.
2. **MANAGER/COACHES:** The Majors Division will consist of (1) Manager, (1) Coach, (1) scorekeeper & (1) Team Mom per game. Team mom and/or Scorekeeper will sit close to dugout to help with players in the dugout. Only players & approved coaches may be in the dugout. *Approved by background check & MVLL board members. When batting two (2) offensive coaches are permitted to coach bases during play. During defense all managers/coaches must be in the dugout/behind the fence, not sitting on buckets in the dirt area outside of the dugout.
3. **MANDATORY PLAY:** Players shall not sit on the bench for more than two (2) consecutive innings. All players must play at least 6 defensive outs in the field and bat at least once in each game. Any Manager failing to meet the minimum playing time for each layer may be subject to disciplinary action by the Board of Directors of the League President. Disciplinary action may include being required to miss next game.
4. **SCORING:** Scoring and standings will be kept for this division. Teams must keep a scorebook to assist in keeping track of playing time, the batting order and pitch count. Home team will have the official book. Scorekeepers MUST verify pitch count per pitcher in between each inning to assure they are on track, visiting team is responsible for walking over to verify. Pitch count will be verified and sent to the VP after each game to be recorded (possibly online). If visiting team does not verify, they should know home book will be the ruling. See PITCHING REPORTS below.
5. **RUN RULE:** There is no maximum run per inning. The ten (10) run rule will be followed. The ten (10) run rule is applied after 4 complete innings of play (4 ½ if the home team leads). If the ball advances past the homerun fence it will be considered a ground-rule double or one extra base only. If the ball hits the infield on the 1st or 3rd baseline & then rolls up the warning track/field, it is considered a ground-rule double or one extra base only.
6. **BATTING:** All players shall be in the same batting order for the entire game, all players in the lineup. Once the batting order is set it cannot be changed. Each team shall bat until three (3) batters have been put out. 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. There will be NO leadoffs in this Division. Stealing of home on passed balls or wild pitches is allowed the entire season. NO ON-DECK BATTERS allowed.
7. **PINCH RUNNER:** If a player becomes injured and cannot be a runner – the last recorded out may run for the injured player. The injured runner must be removed for the remainder of that game.
8. **PITCHING:** Majors is a player pitch division. Managers/Coaches/Parents can NOT warm up pitchers. Catchers must wear a mask when warming up a pitcher. Please Refer to Pitching Regulations in the Official Little League Rule book of the current year (available to download on phone) for detailed rules & regulations. Chart below provided for basic information. 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.

League Baseball	
League Age	
13-14	95 Pitches Per Day
11-12	85 Pitches Per Day
9-10	75 Pitches Per Day
8	50 Pitches Per Day
Pitches	Days of Rest
1-20	0 Days
21-35	1 Calendar Day
36-50	2 Calendar Days
51-65	3 Calendar Days
66 or more	4 Calendar Days

- The manager must remove the pitcher when said pitcher reaches the limit for his/her LEAGUE AGE as noted above, but the pitcher may remain in the game. If the pitcher reaches the limit above while facing a batter, the pitcher may continue to pitch until batter is finished. May “finish the batter”. Finishing the batter includes the following conditions. 1- That batter reaches base, 2-That batter is put out, 3- The third out is made to complete the half-inning or the game, 4- The pitcher is removed from the mound prior to the batter completing his/her at bat.
 - A pitcher once removed from the mound CANNOT return as a pitcher.
 - Pitching to Catching: Any player who has played the position of catcher in four (4) or more innings in a game in NOT eligible to pitch on that calendar day. Even if only one pitch is caught in the 4th inning. Warm-up pitches do not count, only live ball. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may NOT return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch & finish the batter while maintain their eligibility to return to the catching position.
9. **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 as well as when pitchers are removed from the mound. Home team is responsible for submitting game pitch counts to the leagues VP directly after the game or the following morning to ensure reports are up to date for all managers. We are looking into having pitching added to the website for Managers to see who is available & who is not before games.
10. **BASE RUNNING:** Stealing of all bases, even home, is allowed the entire season. Runner cannot leave the base until after the pitch as crossed home plate. Standard little league rules must be followed. Ball is still in play until pitcher is on the rubber of the mound, or umpire calls dead ball/play over. There are NO lead-offs in the Minor Division.
11. **DROPPED 3rd STRIKE:** An uncaught 3rd strike/Dropped 3rd Strike occurs when the catcher fails to cleanly catch a pitch for the 3rd strike of a batter. A pitch is considered uncaught if the ball touches the ground before being caught (a bouncing ball), or if the ball is dropped after being grasped. When a dropped 3rd strike occurs with no runner on first base or with two outs, the batter immediately becomes a base runner. The strike is called, but the umpire does not call the batter out. The batter may then attempt to reach first base and must be tagged or thrown out. With two outs and the bases loaded, the catcher who fails to catch the 3rd strike may, upon picking up the ball, step on home plate or a force-out or make a throw to any other fielder.

12. **UMPIRES:** Umpires for Major Division will be MVHS baseball players, please treat them with RESPECT and know they are human and just like you they will make mistakes at times. There will be a behind the plate as well as field umpire for every game. Majors game scheduled will be worked around MVHS baseball players to assure we have the best umpires available.

JUNIORS DIVISION / BASEBALL

Juniors' division rules will come from district & will be forward to our Junior(s) Managers when we have them, they will follow District Local Rules & Guidelines from the Little League Rule Book of the current year.

COACH PITCH DIVISION / SOFTBALL

1. All games are a maximum of 5 innings or 1 hour 10 minutes long. Home Team Listed Second (3rd Base Dugout).
2. Home team for the FIRST game on the schedule for the day is responsible for getting the pitching machine and balls from concessions. Home team for the LAST game is responsible for cleaning up the pitching machine and balls and putting them back in concessions.
3. All players bat through the lineup one time each inning unless 3 outs are made. If one team has less than the other, bat the number of players from the largest team. For example, if one team has 9 and one has 8, you'll bat 9. The team with 8 will bat through their lineup and then back to the top of the lineup to bat a total of 9 batters)
4. Helmets must have a facemask and chin strap. NO baseball helmets. Bats must also have USA softball and 1.20 bpf stickers. All other bats are not allowed.
5. One extra base on an overthrow
6. Two coaches are allowed on the field for offense and for defense.
7. After infield defensive positions are occupied (NO PITCHERS with Machine on the field), all remaining players can be in the outfield.
8. Each batter is allowed 7 pitches. Foul balls on the 7th and subsequent pitches will extend the at bat.
9. After 7 pitches the batter is out and that out counts as 1 of the 3 outs in that inning.
10. The Home Team dugout is the 3rd base dugout.
11. Team warmups need to be behind the home run fences.
12. No on-deck batters.

MINORS DIVISION / SOFTBALL

1. Game Time is no new inning to start after 1 hour 20 minutes. Please be ready to hustle in and out of your dugouts before and after games. 1 minute in between innings.
2. Pitching Distance 37'. 11" ball used.
3. Home Team is listed SECOND. The Home Team is responsible for keeping the official score book and must report the score to the Softball VP. Home Team in 3rd base dugout
4. Helmets must have a facemask and chin strap. NO baseball helmets. Bats must also have USA softball and 1.20 bpf stickers. All other bats are not allowed.
5. Runners may advance 1 base on overthrows through infield and 2 bases once the ball goes past the outfielder.
6. Once the ball goes past the home run fence on a HIT, it is a ground rule double and all runners are only to advance 2 bases. If the hit is OVER the fence it is a homerun.
7. 1st half of the season (Games marked with "*" on schedule) will not allow walks. On Ball 4, the coach will go out to finish the count. For example, if the count prior to Ball 4 includes 1 strike, the coach will pitch 2 pitches. The umpire will determine if the pitch is a strike. After the 1st half of the season, we will reevaluate the need for the coach to pitch on Ball 4 option.
8. Max of 5 runs scored (only 5 count unless the last hit is a homerun not on errors or throwing around), sides will change (Or if 3 outs are made by the defensive team). If one team has less than the other, bat the number of players from the largest team. For example, if one team has 11 and one has 9, you'll bat 11. The team with 9 will bat through their lineup and then back to the top of the lineup to bat a total of 11 batters)
9. Runners must stop at the nearest base in the direction they are running once the ball reaches the pitcher's circle.
10. Players may lead off when the ball is released from the pitcher's hand.
11. **2nd Half of the Season Rules (No * on Schedule):**
 - a. Baserunners MAY steal ONE base IF the ball passes the catcher. If the ball is just at the catcher's feet, they may not advance. NO stealing home even on a passed ball.
 - b. If the ball is overthrown back to the pitcher and the ball goes past the baseline, runners may advance one base at their own discretion. Runners MAY NOT advance to home in this situation.
12. Playoff game rules will be the same as end of season rules but cannot end in a tie. If extra innings are necessary, tie breaker rules go into effect with the last out from the previous inning starting as a runner on second base.

JUNIORS DIVISION / SOFTBALL

1. Game time is no new inning to begin after 1 hour 30 minutes. Please be ready to hustle in and out of your dugouts before and after games. 5 warm up pitches or 1 minute in between innings (whichever comes first).
2. Home team is the second team listed. The home team keeps the official scorebook and must report the score to Softball VP. The home team takes the 3rd base dugout.
3. Pitching Distance: 43' No limit on pitches thrown.
4. Equipment: NO Metal Cleats! Helmets must have a facemask and chin strap. NO baseball helmets. Bats must also have USA softball and 1.20 bpf stickers. All other bats are not allowed.

5. Once the ball goes past the home run fence on a HIT, it is a ground rule double, and all runners are only to advance 2 bases. If the hit is OVER the fence, it is a homerun.
6. Stealing: Once the ball leaves the pitcher's hand, runners may lead off or steal the next base. NO stealing home. Runners may advance on a passed ball, but the runner MUST slide if the Catcher or Pitcher is near home plate. Batter must get out of the way when runner advances home or it will be considered obstruction and runner will be OUT. If there is a collision due to no sliding, the runner is out.
7. When a batter strikes out, the Drop 3rd Strike rule is in effect. If strike 3 is dropped by the catcher, the batter may run to first. If the catcher tags the batter or gets the force out at 1st, the batter is out.
 - a. EXCEPTION: If there are LESS THAN 2 outs AND 1st base is occupied by a runner, the batter is out even if the ball is dropped.
 - b. If bases are loaded AND there are 2 outs, every base becomes a force out.
8. Maximum of 6 runs can be scored in each half inning (all innings). Only 6 count unless the last hit is a legitimate home run and not on errors or throwing around
9. If the team's catcher is on base when there are 2 outs, the last out may pinch run for the catcher.
10. All players must be on the batting lineup. All players must play at least 6 defensive outs in the field and bat at least once in each game. Try to keep this as fair as possible. If a girl shows up to every practice and works hard, try not to play them the bare minimum and then always play someone who hardly shows up. We want girls returning to play.
11. Coaching: Must have a 1st & 3rd base adult coach. No minors, No exceptions.
12. If the ball reaches the pitcher and the arm is not up in the throwing position, play has stopped. A runner must stop at the nearest base, or they will be called out for hesitation.
13. Batters may warm up inside the playing field (next batter, on deck only!)
14. Playoff game rules will be the same as season rules but cannot end in a tie. If extra innings are necessary, tie breaker rules go into effect with the last out from the previous inning starting as a runner on second base.

Protests

Protests are allowed in the Major Division only. There are no protests in the Minor Division. The umpire shall have the final authority.

Rainouts

In the event of inclement weather, the Board of Directors may reschedule rain-outs.

Drafting Up of Players

If a Major division team loses a player to injury or any reason and that player will miss 25% of the season (based upon consecutive games missed), the Manager must inform the Player Agent that a player has been lost and the reason why within 24 hours. The Player Agent will, upon notice from the Manager, immediately notify the Board of Directors. The Major team must draft up a player under this circumstance. A Major team is not allowed to call up a player from the Minor divisions if there are less than 4 games remaining in the season. The drafting up of a player from a lower division team must be made within 7 days or 2 games from when the player was first lost. If a manager fails to advise the Player Agent of a player selection within the specified time period, the Player Agent will select a player to fill the vacancy.

AT NO TIME SHALL A MANAGER CONTACT ANOTHER MANAGER, THE PLAYER TO BE DRAFTED OR THE PARENTS OF THE CHILD THEY WISH TO DRAFT UP.

This is handled only by the Board of Directors only.

Violation of this rule will constitute a forfeiture of the Manager's right to draft up this player. The Manager wishing to draft up a player shall notify the Player Agent of his selection and the Player Agent will then contact the player, player's parents, and the lower division Manager. As soon as the Player Agent informs the player that he/she has been drafted up, the player becomes a new member of the team. If the injured player is able to resume playing during the latter part of the season, the Major team in question will continue playing with both players for the remainder of the season.

IF A PLAYER REFUSES TO BE DRAFTED UP, BUT THE PLAYER AGENT AND BOARD OF DIRECTORS DETERMINES THAT THE PLAYER DOES INDEED HAVE THE ABILITY TO PLAY SAFELY IN THE HIGHER DIVISION, THAT PLAYER MAY NOT BE PERMITTED TO BE DRAFTED UP FOR THE REMAINDER OF THE SEASON.

Refusals to be drafted to the assigned division will be handled by the Player Agent. The drafting up of lower division players will be limited to a maximum of 1 player per Minor team per season.

In the Major Division, if they are determined to impact the end of the season playoffs, the Board of Directors shall have the final authority on this decision.

Special Age Considerations

Parents/Guardians of a player may request to have a player stay down in the lower divisions by submitting a letter to the Player Agent for approval by the Board of Directors. If the player in question is a 12-year-old requesting to play Minors, the District Administrator must then approve the request. All requests must be approved prior to draft. Players must participate in evaluations in order to request to be reviewed by the Board of Directors. If a request is disapproved, the player must play in the division drafted.

Fill in Players

A qualified 9th player may play for an opposing team, if mutually agreed upon. Players will be designated from an opposing team, if available, or in advance from a pool of player volunteers. He/She may NOT pitch as a fill in.

Baseball Bats

Rule 1.10 – Baseball

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{4}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions. Additional information is available at LittleLeague.org/batinfo.

Team Responsibilities

SCOREKEEPERS

- Minor and Major Divisions must provide the official scorekeeper for each game. Official score will be kept using Game Changer. The Home team is considered the official book. All scorekeepers must be in the scorekeeper's area directly behind the Umpire each game. Scorekeepers must track pitch counts for the game. Scorekeepers are not allowed to keep score in the stands or dugouts. Both Managers are required to sign the score form at the end of the game. The score form will be considered official when returned to the snack shack. No corrections or additions will be allowed once the scorebook is official.
- Illegible Scorebook - A scorebook will be considered illegible if the League Scorekeeper is unable to determine the final score of the game. If the scorebook is determined to be illegible by the League Scorekeeper, the Scorekeeper will notify the League President. The League President will then present the scorebook to the Moapa Valley Board of Directors. If the Board of Directors finds the book illegible the home team will receive a forfeit for the game in question.

TRASH DUTY

Following the game, clean your dugout, pick-up and empty trash under and around the stands on your side of the field. Lock and secure all gates and scorekeepers booths if the last game of the day.

2024 Board of Directors

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Board Member – DJ Swartz

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