

Mission Peak Little League



2026 Bylaws

MPLL Board of Directors
Approved February 11, 2026

Table of Contents

General Rules	3
Playing Rules	7
Tee Ball Division	7
Minor B Division	8
Minor A Division	11
Major Division	14
Intermediate (50/70), Junior, & Senior Divisions	17
Important Safety Policies	20
MPLL Discipline Policy	21
All-Star Tournament Selection Processes	22

Mission Peak Little League Philosophy

First and foremost, Mission Peak Little League (MPLL) exists to develop children and the community as a whole. All activities of MPLL, both on the field and off, shall be conducted with this philosophy at the core. Our goal is to contribute to the development of well-adjusted, confident children by demonstrating the positive ideals and characteristics that we hope for all our children. Winning baseball games can and should be a goal, however this shall never supersede our primary philosophy of developing children.

General Rules

The following applies to all divisions or those noted.

1. Typically, registration for Minor A division and up is only open until the second scheduled evaluation has concluded. Tee Ball and Minor B players may be added at any point in the season at the discretion of the Chief Player Agent. Players in the Minor A division and up may be added at any point in the season upon agreement by two of three of the following: President, Chief Player Agent, and Vice President. Team assignment would then be recommended by the Division Player Agent and approved by the Chief Player Agent. Accepting requests for registrations after evaluations have closed will not result in a player being sent down a level to make room. Requests for scheduling evaluations outside of the scheduled evaluation days is done at the Chief Player Agent's discretion, and if done so every reasonable attempt must be made to allow all applicable managers to see the player's evaluation.
2. Uniforms consisting of a jersey and a hat are provided to all registered players as part of their registration fees. Players are responsible for providing appropriate baseball pants, gloves, cleats, and protective gear.
3. MPLL will make every effort to support children who want to play and will provide financial scholarships to those that request. Scholarship offerings are made at the sole discretion of the President or Registrar and is contingent on MPLL's budget.
4. Pool players: Minor A and Major Division Player Agents and Chief Player Agent (for Intermediate division and up) will maintain a list of players for their respective division that are willing to play in extra games during the regular season. Players are permitted to be in the player pool for a higher level division than their regular team level provided they meet the age range. This predetermined list is known only to individual Player Agent, Chief Player Agent, and the President. Pool players are administered in accordance with Little League rules, to include:
 - When a request for a pool player is received, the PA will contact the first player and offer the game to them. The PA will continue down the list for all subsequent pool player requests until the list is exhausted, at which point the PA will start at

- the top of the list again, without reorganizing it. The Manager must accept the player that agreed to help.
- Pool players cannot pitch in the game but may play the position of catcher.
 - Each pool player must play in at least nine total defensive outs and be placed normally in the batting lineup; if continuous batting order is not used, pool players must bat at least once.
5. Teams may only practice on fields and at facilities approved the Board of Directors and include the fields at Gomes Elementary School, Warm Springs Elementary School, Warm Springs Community Park, Weibel Elementary School, and Booster Park. Practice at other locations requires Board approval due to limitations on league insurance.
 6. Players are assigned to teams at the Minor A level and above based on player evaluations done each year. At Tee Ball and Minor B, players are placed on teams based on Division Player Agent recommendations, with the primary intent being to create balanced teams for fair play and secondary intent to support other special requests such as friend and carpool requests where possible.
 7. When a team at the Minor A level and up has a player withdraw from the season and is below the required or designated number of players (as determined by LL rules or MPLL division equity), the team's manager must select a player to be called up from a lower division. This will be done in consultation with the player agent(s) of impacted divisions and must be done within 7 days. In situations where a player is requesting to not advance up a level of play, efforts will be made to support that request after the Player Agent has spoken to the parents/guardians and confirmed that there is no safety risk to other kids in keeping the player at the lower level. In all cases this process will be handled in a reasonable way, with Division Player Agents, Chief Player Agent, League President, and/or MPLL Board being consulted as necessary to ensure any action is consistent with MPLL Philosophy and is best for the children involved.
 8. During the Spring season, Managers will be appointed by the President, and approved by the Board. The Board may consider the recommendations and nominations of the Player Agents. All managers and coaches are expected to comply with all Chief Player Agent (CPA), Safety Officer, Umpire in Chief ("UIC"), and Coaching Coordinator requirements established by Little League or the Board.
 9. To support our goal of encouraging parent/family participation and community engagement, MPLL requires that all coaches must be parents/guardians or relatives of players on the team they are approved to manage/coach. Notwithstanding the foregoing, alternative coach designations will be considered in special circumstances such as when it is not possible or practical to draw coaches from parents/guardians or family of players on that team. The Board has the authority to approve any such alternative coach designations.

10. Managers and coaches are responsible to take care of the equipment assigned to them. They should be aware of the cost of replacement to the league. Teaching the players to take proper care of the equipment is a very important part of the manager's and the coach's responsibility.
11. Managers and coaches are eligible for a set of league keys for access to necessary field items. They can request a set from the Board and are responsible for returning the keys at the end of the season. Managers and coaches should not share the league keys assigned to them with any other person. They shall promptly notify the Board if the keys have been lost, stolen, or misplaced.
12. President of MPLL is also on the board of Little League District 14.
13. Each manager is responsible for ensuring his/her team maintains their half of the playing field, dugout, and bleacher area after each game, ensuring they are clean and tidy, with all trash removed and placed in the proper receptacles. At the completion of the last game of the day the home team manager and coaches (or manager/coaches of the MPLL team, if the designated home team is from a different league) shall assign parents/guardians to:
 - Perform field maintenance by raking home plate and areas around each base; and repair and tamp the pitching mound as required; watering if possible.
 - Ensure the bases, cones (if used), and pitching machine (if used) are locked in the appropriate storage areas as follows:
 - Tee Ball, Farm/Minor A field: locked in the storage container behind the backstop (Warm Springs Elementary) or the clubhouse (Gomes Elementary)
 - Minor and Major field: locked in each respective division's dugout or equipment area
 - Junior field: locked in container behind the first base dugout (Warm Springs Community Park) or scorebooth/dugout (Gomes Elementary)
14. Each team is encouraged to have a team banner. MPLL teams are encouraged to display their team banners with the sponsors' name at all games. The banner should be positioned so as not to block viewing of the game.
15. The entire playing field and entrances to dugouts shall be kept clear of extraneous equipment, including but not limited to buckets.
16. Any manager of a team that is participating in a lopsided game over their opponent (including approaching a 10-run or 15-run lead for Minor A division and up) is expected to take measures to create more balance in the game and avoiding triggering the mercy rule. Measures may include such things as pitching changes and allowing less experienced players to cover critical defensive positions.
17. The following training is provided by MPLL or Little League Baseball. Schedules will be provided at the beginning of each season.

- Safety Training – required each year for managers and coaches. Includes any state or local government mandated training, such as training required by the 2017 CA Concussion Law.
 - Coaching Skills – highly encouraged for all managers and coaches.
 - Rules & Umpire Mechanics – highly encouraged for managers, coaches, and volunteer umpires every year.
 - Scorekeeper Training – highly encouraged for individuals new to scorekeeping.
18. Games that are postponed shall be rescheduled for the next reasonable free date available on the master game schedule when the field can be prepared and field/game officials and league personnel obtained, ideally within 1-3 weeks following the postponed game. Reasonable effort will be made to conduct the rescheduled game on a day when other games are already scheduled. The Division Player Agent shall be responsible for defining when that date is, and at no time are the respective team managers to schedule the date of the makeup game themselves. Tee Ball and Minor B Division games may be rescheduled at the option of the Division Player Agent. For interleague play, the Division Player Agent shall coordinate with the other Leagues' Player Agent.
19. No less than two weeks prior to the date of a scheduled game, either manager can request a reschedule based on inability to field the required number of players (opportunities to bring on pool players must be considered). The reschedule request must be sent to the Division Player Agent who will determine whether to grant the reschedule request and when the game will be played. Conflicts shall be referred to the Board. For any game not played or rescheduled, the game will be referred to the Board to determine if the missed game is a forfeit or must be rescheduled. E.g., illness may be an acceptable reason to reschedule whereas conflict from scheduled events is typically not.
20. Note that trade requests made by parents/guardians in Minor A division and up are discouraged. However, for valid reasons, trade requests initiated by parents/guardians may be considered at any reasonable point during the season. parents/guardians with such requests shall work directly with the Division Player Agent, who will brief the Board on the request. Any trade must be approved by the Division Player Agent, Chief Player Agent, and the Board, and must be done so after very careful consideration of all circumstances and impacts. In particular, the non-initiating player being traded and their parents/guardians must be willing to be traded to a different team and must have an open option to decline without any coercion or penalty should they choose to decline.
21. Volunteers of the League are required to complete the Little League Volunteer Application form, and acknowledge that MPLL will conduct an appropriate background investigation on the volunteer in accordance with Little League Policy and Guidelines.

- Background and fingerprinting: Background checks are required for all individuals that come in close contact with the children. Background checks are conducted annually and are organized by the MPLL Safety Officer. In accordance with the 2022 California Fingerprinting law AB-506, all volunteers and administrators (MPLL Board) who have direct contact with or supervise youth more than 16 hours a month or 32 hours a year shall be fingerprinted.
- Mandatory Reporting: As part of the 2022 Fingerprinting law AB-506, Abuse Awareness and Mandatory Reporter Training is mandatory for all volunteers over the age of 18. All Coaches, Managers, Administrators and volunteers who have direct contact with or supervise youth more than 16 hours a month or 32 hours a year must complete Abuse Awareness/Mandatory Reporter training.
- Efforts should be made, to the greatest extent possible, to ensure the presence of at least two mandated reporters whenever administrators, employees, or volunteers are in contact with or supervising youth.

Playing and Ground Rules

Tee Ball Division

All games will be conducted according to the Official Regulations and Playing Rules for the Tee Ball Division. This is a non-competitive Division. The intent of this level of play is to be instructional and to present the fun of baseball as a game, and as such, all managers and coaches shall place the emotional and physical well-being of their players ahead of their desire to win. Managers, coaches and parents/guardians should lead by example in demonstrating fair play and sportsmanship, remembering that the game is for the youngsters.

1. The score of each game and league standings ("Win/Loss" record) will not be kept. There will be no Championship game or playoffs at the end of the season.
2. The playing field shall be a 50-foot square. A set of white, chalk, tramlines shall be marked between 1st and 2nd bases, and between 2nd and 3rd bases to aid the training of the players.
3. Games shall be subject to a time limit of approximately 75 minutes. Once an inning has begun it shall be completed unless otherwise agreed by both managers. This is an instructional division, and emphasis should be placed on maximizing playing time.
4. Each team shall be under the direction of a manager and not more than three coaches. Each team, when on defense, must play all players present in the field. A maximum of seven (including pitcher and catcher) can be positioned in the infield. The remainder must be positioned on the outfield grass. Each player should play in the infield at least half of their on-field time.
5. The most a batter can advance on a batted ball is two bases. A runner may only go to first base on a hit ball unless the ball is hit between and past two outfielders without being touched; in which case the runner may go as far as second base at his/her own risk and runners may advance up to two bases at their own risk. Runners may not advance additional bases due to an overthrow or missed fielded ball.
6. Base stealing is not allowed.
7. First and third base coaches will function as the umpire for the base they are coaching. The manager or coach in the field with the defense will serve as the second base umpire. The batting coach will have home plate umpire responsibilities, which include calling fair and foul balls.
8. Outs will be called fairly without advantaging either the offense or defense.
9. Teams in the Tee Ball division will be formed by the Tee Ball Division Player Agent. Any input provided by parents and division managers may be considered.

Minor B Division

All games will be conducted according to the Official Regulations and Playing Rules for the Machine Pitch Minor B Division. This is a non-competitive division. The intent of this level of play is to be instructional and to present the fun of baseball as a game, and as such, all managers and coaches shall place the emotional and physical wellbeing of their players ahead of their desire to win. Managers, coaches and parents/guardians should lead by example in demonstrating fair play and sportsmanship, remembering at all times that the game is for the youngsters.

1. Players will be league age 6 through 9. 6-year-olds are eligible only with approval from the Minor B Player Agent, with attendance at one or more player evaluations strongly encouraged. All players 7 and older intending to play in the Minor B division are encouraged to attend one evaluation.
2. League standings ("Win/Loss" record) will not be maintained. There will be no Championship game or playoffs at the end of the season. Both half-innings will be played in the last inning (i.e., the bottom half is still played even if the "home" team has the lead).
3. Each team shall be under the direction of a manager and not more than three coaches (including the coach required to operate the pitching machine). At least one coach shall be in the dugout at all times.
4. No inning shall be started after 1 hour and 45 minutes, with time beginning with the first pitch and recorded by the scorekeeper(s) in the scorebook. The new inning starts when the last out is made in the preceding inning.
5. Each team may field a defense comprising ten players, the additional position being a fourth outfielder. Outfielders must be positioned on the grass outfield.
6. MPLL strongly encourages teams to field a catcher at all times while on defense. This helps build skills and confidence for continued success at the catcher position in subsequent seasons and levels.
7. Scorekeeper(s) must be an adult or mature and knowledgeable adolescent. Scorekeepers should keep score in the scorebook for the purposes of tracking (a) pitch count for each player pitcher, (b) runs per inning, (c) pitch count per batter, (d) player performance for potential drafting to the next level, if need arises during the season, and (e) scorekeeper training and feedback.
8. Defensively, a manager may swap in and out of the game all players, provided each player meets Little League mandatory play requirements. Each player may not sit on the bench for two consecutive innings and must play an equal number of defensive innings as everyone else (on average throughout the season). A player may not play the same defensive position more than two (2) innings in one game, with no more than one inning at any position strongly encouraged. Each player should play in the infield at least half of their on-field time. These play requirements apply to all games including interleague and postseason.
9. One defensive coach is allowed on the field while the team is on defense. No other manager, coach, or parent is allowed on the field while their team is on defense. It is suggested that the defensive coach be positioned out of the way and beyond second base.

10. Each batter will be given a maximum of seven (7) pitches. If the player strikes out before the seventh pitch, the batter is out. If the batter does not put the ball in play in seven (7) pitches, the batter is out unless he/she fouls the seventh pitch. In this case, the batter may remain at the plate indefinitely as long as each subsequent pitch is fouled out of play or is put into play. If they swing and miss or do not swing, they are out. Note that batters cannot be awarded a base on balls.
11. The five run per inning limit is not suspended in last half inning for either team.
12. Stealing or advancing on a wild pitch/passed ball is not allowed.
13. Intentional bunting is not permitted.
14. The Infield Fly Rule does not apply.
15. The most a batter can advance on a ball that reaches the outfield is two bases. A batter-runner may only go to first base on a ball that stays in the infield. For a ground ball or non-caught fly ball that reaches the grass outfield, the batter-runner may go as far as second at his/her own risk.
16. Advancing an extra base on an overthrow is not permitted. Even if the overthrow originates from the outfield, the batter runner cannot advance to second base.
17. A Manager or Coach shall choose to operate the pitching machine or pitch to their own team and must remain within the designated pitching area during play. Players, other minors, and parents/guardians not designated as coaches by the league shall not be allowed to operate the pitching machine or pitch. The setting of the pitching machine should be such that it encourages players to hit the pitch.
18. The Manager or Coach who is operating the pitching machine is not permitted to be a base coach and must restrict their coaching to the batter.
19. The player who assumes the defensive role of pitcher is to remain outside of the pitching area at all times and must be within two feet of the designated pitching area until the batter hits the ball. The pitcher may not enter or cross through the designated pitching area at any time before, during, or after a play.
20. Teams in the Minor B division will be formed by the Minor B Division Player Agent. Any input provided by parents, coaches, and managers should be considered.
21. Games will be played with player pitchers starting in April, subject to the following options:
 - a. A manager or coach from the offensive team will call balls and strikes from behind the pitcher.
 - b. Base on balls is not awarded.
 - c. A player pitcher shall pitch a maximum of 4 called balls per batter. After 4 balls, the offensive coach/umpire shall pitch the remaining pitches.
 - d. The player who was pitching shall position themselves in the 10-foot circle, on either side, but not in front of, the coach pitcher.
 - e. Each pitch delivered by the coach shall be called a strike. The number of strikes on the batter remains from player pitch, and the at-bat continues until the batter strikes out or puts the ball in play.
 - f. A batter hit by a player pitch is awarded first base. Batter hit by a coach pitch is "no pitch" and batter will not be awarded first base.
 - g. If a player pitcher hits two batters in an inning, or 3 in a game, they must be removed as pitcher.

- h. Player pitch counts must be kept, a pitching affidavit completed, and Regulation VI limits on pitcher and catcher eligibility must be followed.
- i. Pitching Rules will be per LL regulations with an addition of one game of rest if more than 35 threshold pitches are thrown in a day. This is to encourage managers to develop numerous pitchers.
- j. If at any time the manager on offense feels that player pitch is developmentally inappropriate for a batter, the manager may choose to revert to either coach pitch or to a tee for that player's at bat.
- k. Managers when on defense may opt out of player pitch at any point during the game.
- l. If a manager chooses to have all of their team's players bat with coach pitch or tee, the other manager (whose team will bat facing player pitch) may elect to have players pitch to their own players instead of coach/machine pitch.
 - i. Example: typical games would involve a player from Team A pitching to batters from Team B (and vice-versa). If Team A elects to have all batters bat versus coach/machine pitch or from a tee (i.e., no player pitch), Team B can opt to have Team B players pitch to Team B batters.

Minor B Division Ground Rules

1. The designated pitching area is a circle that is ten (10) feet in diameter and whose center is forty-five (45) feet from home plate in line with second base. A pitching machine shall be placed at the center of the designated pitching area at a distance of 45 feet from home plate.
2. The designated pitching area (10-foot circle) around the pitching machine is a "free hit zone". Any batted ball that comes to rest in this area or strikes either the pitching machine or the pitching machine operator is dead and the batter is awarded first base. Base runners shall advance one base.
3. Any thrown ball that comes to rest in the designated pitching area or strikes the pitching machine or the pitching machine operator becomes a dead ball. Runners are not allowed to advance beyond the base to which they were advancing when the ball became dead.
4. No player is to enter the designated pitching area at any time before, during or after the game when the pitching machine is operating. It is the responsibility of the Manager and Coaches of each team to ensure that their players know and follow this rule.

Minor A Division

All games will be conducted according to the Official Regulations and Playing Rules for the Major Division, except for rules defined specifically for Minor A division. While Minor A is a competitive division, we expect Managers to encourage players from both teams to have an evenly matched game. Managers, coaches and parents/guardians should lead by example in demonstrating fair play and sportsmanship, remembering at all times that the game is for the youngsters.

1. Players with a league age of 8 through 11 are eligible to be selected to teams in the Minor A Division. Players with a league age of 7 may be eligible to be selected to teams in the Minor A Division with recommendation of Division and Chief Player Agents and board approval. Players with league age 7 or 8 must have played at least one year in the Minor B Division to be eligible for selection to a Minor A Division team.
2. At no time shall a Minor A team have on its roster more than eight players of league age 9, eight players of league age 10, eight players of league age 11, or two players of league age 7 or 8, without board approval.
3. Minor A division teams shall be drafted as in the Major Division. Additionally:
 - A child of a Minor A manager is “protected” (i.e., cannot be drafted by a different manager) through the following draft rounds based on child’s league age:
 - o 11 or 10: 3rd round
 - o 9: 4th round
 - o 8 or 7: 5th round
 - For a manager with multiple children of different league age participating in the division draft, each child shall be protected per the rounds specified above. For example, for a manager with two children in the Minor A draft of league ages 10 and 8, the 10YO would be protected through the 3rd round and the 8YO would be protected through the 5th round.
 - For a manager with multiple children of the same league age participating in the division draft, the second child shall be protected for one more round following the round specified above (and third child for two rounds following, etc.). If the first child is selected by their manager parent in a round later than specified above, siblings shall be protected in the subsequent round consistent with Little League sibling option rules.
 - A manager wishing to draft their child(ren) may indicate this verbally to the Division Player Agent at any point before team selection begins (i.e., intent does not have to be submitted in writing).
 - Parents/guardians with two or more children eligible for draft to the Minor A division and desiring their children to be on the same team may indicate this desire verbally to the Division Player Agent or Chief Player Agent at any point in advance of the draft (i.e., such indication does not have to be written). Further, Division Player Agent will check in with parents with multiple draft-eligible children in advance of the draft if parents have not contacted the Player Agent first. Every effort will be made to honor such requests, consistent with MPLL Philosophy.

- No informal agreements beyond Little League rules and MPLL bylaws are enforceable.
 - Trades initiated by managers may be offered and considered immediately following the draft (i.e., before the draft meeting concludes) only and are subject to approval by the league Player Agent managing the draft process. Trades must be offered and made player for player only.
4. There will be a single season schedule from which league standings will be kept. The following order of tie-break criteria will be used to determine league standings:
 - Win – Loss record (note that in the case of scheduled interleague games, the Division Player Agent will define before the beginning of the season if any games will not count toward the official win-loss record for purposes of league standings) with ties counting as $\frac{1}{2}$ a win
 - Head-to-head win – loss record
 - Win – Loss record within MPLL (if any interleague games)
 - Fewest runs allowed ratio (runs allowed divided by defensive innings played) in head to head meetings
 - Coin flip
 5. There will be a TOC qualification tournament event after the end of the season to determine the team to represent MPLL in the District invitational Minor A TOC event. All teams will be eligible to take part, and the tournament will be a double elimination format if calendar permits, single elimination if not, with teams seeded according to the league standings for the year and the home team always the higher seed. The final format will depend on the number of teams in the division and will be approved by the MPLL Board. Note that in the event the TOC qualification tournament includes a non-MPLL team and that team wins, the MPLL team that progresses the furthest will be selected to represent MPLL in the District invitational Minor A TOC event.
 6. In addition to the mandatory play requirement of six defensive outs defined in Regulation IV, each player must play a further three defensive outs for a total of nine. Further:
 - Each player must be included in the defensive starting line up a minimum of every other game in which they are present. If managers do not meet MPLL playing time, MPLL Board may suspend the managers one game.
 - Players who do not complete the minimum play standard must start the next physically played game and make up the time they missed from the prior game, and complete the minimum play time for the current game before being substituted. This rule does not apply in instances when play is limited due to injury. In 10-run or 15-run rule shortened games or games shortened due to weather or darkness or other factors, a player's minimum play time becomes 2 defensive innings of play and one at bat, according to Little League regulation IV(i). If that is not met, the player must start the next physically played game and shall make up the time they missed in the prior game plus play their minimum time for the current game before being substituted.
 - MPLL minimum play rules apply in any game played by the team over the course of the season, including interleague and postseason games.
 7. Rule 7.14(b) Courtesy Runner rule is in effect.

8. Rule 6.02(c) regarding batter keeping one foot in the batter's box is adopted.
9. MPLL elects the "Local League Option" in rules 4.16, 4.17, and 6.05(n) where a team is permitted to start and continue games while only able to field eight players with no penalty. This rule is designed to encourage games to proceed, not to give such teams a competitive advantage.
10. Scorekeepers from both teams shall sit in the scorekeeper's booth, when and where practical. An additional representative from each team may be allowed in the booth to assist in score keeping or in the operation of the scoreboard. No manager, coach, or player shall be in the booth during their game. The home team scorekeeper is the official pitch count recorder.
11. A time limit of 2 hours and 30 minutes is in effect under Reg VII, X and rule 4.10 of the Little League Rules
12. For games during the TOC qualification tournament, games will be played without regard to the 2 hours 30 minutes time limit during regular season until a winner is determined in accordance with Little League regulations.
13. The five run per inning limit in Little League Rule 5.07 is suspended in the last inning, when last inning is declared by the umpire. However, the rule that each child may only bat once per inning remains in effect in the last inning.
14. Little League rule 4.10 (e) 10-run and 15-run mercy rule is adopted. Eight-run rule is not adopted.
15. If a manager needs a player(s) to have enough to play a particular game, they must contact the Player Agent with sufficient advance notice and request a pool player. Pool player selection and use must follow the general rules for pool players in Little League rules and this document.
16. Pitchers warming up in the bullpen must have a rostered manager or coach observe. Observation must be done outside of the field of play (i.e., immediately next to the players warming up). This must be one of the coaches or manager participating in the game (i.e., another parent or coach is not permitted to serve in this role to relieve game coaches of this responsibility).
17. Players catching to warm up a pitcher in the bullpen or on the field must wear a catcher's mask and catcher's mitt at minimum. All player catchers must wear a catcher's mask at a minimum during infield warm ups.

Minor A Division Ground Rules

1. Warm Springs Elementary: As the view of home plate from the setback dugouts is restricted, the Manager or one Coach is allowed to stand in the triangular area immediately outside the dugout door formed by: a. the corner pole between the gate to the bleachers and the dugout gate; b. the pole on the other side of the gate to the bleachers; and c. the next pole along from the dugout gate. Any ball which enters this area is considered a live ball and in play.
2. Gomes Elementary: Gates to dugouts must remain closed and manager/coaches must stand inside the fenced area while the ball is in play.

Major Division

All games will be conducted according to the Official Regulations and Playing Rules for Little League Major Division. While this is a competitive division, we expect Managers to encourage an evenly matched game. Managers, coaches and parents/guardians should lead by example in demonstrating fair play and sportsmanship, remembering at all times that the game is for the youngsters.

1. Major player age requirements must meet the Official Regulations and Playing Rules Major Division. At no time shall a team have on its roster more than eight players of league age 11, eight players of league age 12, or two players of league age 9 or 10, without board approval.
2. Players with a league age of 10 thru 12 are eligible to be selected to teams in the Major Division. Players with a league age of 9 may be eligible to be selected to teams in the Major Division with recommendation of Division and Chief Player Agents and board approval.
3. The Major Division teams will be formed via draft method Plan B - Alternate Method, modified slightly where Division Player Agent shall facilitate a random number draw to determine draft order immediately before team selection begins. Additionally:
 - Per Little League rules, a child of a Major manager is “protected” (i.e., cannot be drafted by a different manager) through the following draft rounds based on child’s league age:
 - o 12: 3rd round
 - o 11: 4th round
 - o 10 or 9: 5th round
 - For a manager with multiple children of different league age participating in the division draft, each child shall be protected per the rounds specified above. For example, for a manager with two children in the Major draft of league ages 12 and 10, the 12YO would be protected through the 3rd round and the 10YO would be protected through the 5th round.
 - For a manager with multiple children of the same league age participating in the division draft, the second child shall be protected for one more rounds following the round specified above (and third child for two rounds following, etc.). If the first child is selected by their manager parent in a round later than specified above, siblings shall be protected in the subsequent round consistent with Little League sibling option rules.
 - A manager wishing to draft their child(ren) may indicate this verbally to the Division Player Agent at any point before team selection begins (i.e., intent does not have to be submitted in writing).
 - Parents/guardians with two or more children eligible for draft to the Major division and desiring their children to be on the same team may indicate this desire verbally to the Division Player Agent or Chief Player Agent at any point in advance of the draft (i.e., such indication does not have to be written). Further, Division Player Agent will check in with parents with multiple draft-eligible children in advance of the draft if parents have not contacted the Player Agent first. Every effort will be made to honor such requests, consistent with MPLL Philosophy.

- Trades initiated by managers may be offered and considered immediately following the draft (i.e., before the draft meeting concludes) only and are subject to approval by the league Player Agent managing the draft process. Trades must be offered and made player for player only.
4. There will be a single season schedule from which league standings will be kept, and there will be a championship team determined at the end of the season. The following order of tie-break criteria will be used to determine league standings:
 - a. Win – Loss record (note that in the case of scheduled interleague games, the Division Player Agent will define before the beginning of the season if any games will not count toward the official win-loss record for purposes of league standings) with ties counting as $\frac{1}{2}$ a win
 - b. Head-to-head win – loss record
 - c. Win – Loss record within MPLL (if any interleague games)
 - d. Fewest runs allowed ratio (runs allowed divided by defensive innings played) in head to head meetings
 - e. Coin flip
 5. There will be a tournament event at the end of the season to determine the team to represent MPLL in the District TOC event. All teams will be eligible to take part, and the tournament will be a double elimination format if calendar permits, single elimination if not, with teams seeded according to the league standings for the year and the home team always the higher seed. The final format will depend on the number of teams in the division and will be determined by the MPLL Board. Note that in the event the Major TOC qualification tournament includes a non-MPLL team and that team wins, the MPLL team that progresses the furthest will be selected to represent MPLL in the District invitational Major TOC event.
 6. In addition to the mandatory play requirement of six defensive outs defined in Regulation IV, each player must play a further three defensive outs for a total of nine. Further:
 - Each player must be included in the defensive starting line up a minimum of every other game in which they are present. If managers do not meet MPLL playing time, MPLL Board may suspend the managers one game.
 - Players who do not complete the minimum play standard must start the next physically played game and make up the time they missed from the prior game, and complete the minimum play time for the current game before being substituted. This rule does not apply in instances when play is limited due to injury. In 10-run or 15-run rule shortened games or games shortened due to weather or darkness or other factors, a player's minimum play time becomes 2 defensive innings of play and one at bat, according to Little League regulation IV(i). If that is not met, the player must start the next physically played game and shall make up the time they missed in the prior game plus play their minimum time for the current game before being substituted.
 - MPLL minimum play rules apply in any game played by the team over the course of the season, including interleague and postseason games.
 7. In addition, each player must be included in the defensive starting line up a minimum of every other game in which they are present. Penalties to the manager for failure to adhere to the mandatory play requirements are defined in Regulation IV. If

managers do not meet MPLL playing time, MPLL board of director may suspend the managers one game.

8. Scorekeepers from both teams shall sit in the scorekeepers' booth. An additional representative from each team may be allowed in the booth to assist in score keeping or in the operation of the scoreboard. No manager, coach, or player shall be in the booth during their game. The home team scorekeeper is the official pitch count recorder.
9. Continuous Batting Order will be used in the Major Division.
10. Rule 7.14(b) Courtesy Runner rule is in effect.
11. Rule 6.02 (c) regarding batter keeping one foot in the batter's box is adopted.
12. MPLL elects the option in rules 4.16, 4.17, and 6.05 (n) where a team is permitted to start and continue games while only able to field eight players with no penalty. This rule is designed to encourage games to proceed, not to give such teams a competitive advantage.
13. Little League rule 4.10 (e) 10- run and 15-run mercy rule is adopted. Eight-run rule is not adopted.
14. If a manager needs a player to fill out a roster for a single game, they must contact the Player Agent and request a pool player. Pool player selection and use must follow the general rules for pool players in this document. Note that Little League rules may permit Minor A division players to be assigned to the Major division player pool, however Minor A players shall only play in a Major division game if there are no available pool players from the Major division.
15. Pitchers warming up in the bullpen must have a Board approved coach observe. Observation must be done outside of the field of play (i.e., immediately next to the players warming up). This must be one of the coaches participating in the game (i.e., another parent or coach is not permitted to serve in this role to relieve game coaches of this responsibility).
16. Players warming up a pitcher in the bullpen or on the field must wear a catcher's mask and catcher's mitt at a minimum. All catchers must need to wear a catcher's mask at a minimum during infield warm ups.

Major Division Ground Rules

1. Warm Springs Elementary: As the view of home plate from the setback dugouts is restricted, the Manager or one Coach is allowed to stand in the triangular area immediately outside the dugout door formed by: a. the corner pole between the gate to the bleachers and the dugout gate; b. the pole on the other side of the gate to the bleachers; and c. the next pole along from the dugout gate. Any ball which enters this area is considered a live ball and in play.
2. Gomes Elementary: Gates to dugouts must remain closed and manager/coaches must stand inside the fenced area while the ball is in play.

Intermediate (50/70), Junior, & Senior Divisions

All games will be conducted according to the Official Regulations and Playing Rules for Intermediate, Junior, or Senior League as appropriate. While these are competitive divisions, we expect Managers to encourage players to play an evenly matched game. Managers, coaches and parents/guardians should lead by example in demonstrating fair play and sportsmanship, remembering at all times that the game is for the youngsters.

1. Players will be aligned to the Intermediate, Junior, and Senior division as follows:
 - Intermediate teams may include players of league age 11, 12, and 13.
 - Junior League teams may include players of league age 12, 13, and 14
 - Senior League teams may include players of league age 13, 14, 15, and 16
2. Players in the Major, Intermediate, and Junior divisions can elect to play multiple divisions during the regular season. Players league age 11 and 12 may play in both the Major division and the Intermediate division. Players league age 13 may play in both the Intermediate and Junior divisions. Players older than 13 yrs cannot be selected for more than one division.
3. Players with the following league ages may be eligible to be selected to teams in the indicated division with recommendation of Division and Chief Player Agents and board approval: ages 11 and 12 for Intermediate, ages 12 and 13 for Junior, and ages of 12, 13 or 14 for Senior.
4. The Intermediate, Junior & Senior teams shall be drafted as in the Major Division. when more than one team in a division is to be formed. Instances where a manager has multiple children participating in a division draft will proceed consistent with Major and Minor B draft procedures outlined in their respective sections above.

Additionally:

 - Per Little League rules, a child of a manager is “protected” (i.e., cannot be drafted by a different manager) through the following draft rounds based on child’s league age:
 - o Senior division: 16- 3rd round; 15- 4th round; 13 or 14- 5th round
 - o Junior division: 14- 3rd round; 13- 4th round; 12- 5th round
 - o Intermediate division: 13- 3rd round; 12- 4th round; 11- 5th round
 - A manager wishing to draft their child(ren) may indicate this verbally to the Division Player Agent at any point before team selection begins (i.e., intent does not have to be submitted in writing).
 - Parents/guardians with two or more children eligible for draft to any given division and desiring their children to be on the same team may indicate this desire verbally to the Division Player Agent or Chief Player Agent at any point in advance of the draft (i.e., such indication does not have to be written). Further, Division Player Agent will check in with parents with multiple draft-eligible children in advance of the draft if parents have not contacted the Player Agent first. Every effort will be made to honor such requests, consistent with MPLL Philosophy.
 - No informal agreements beyond Little League rules and MPLL bylaws are enforceable.

- Trades initiated by managers may be offered and considered immediately following the draft (i.e., before the draft meeting concludes) only and are subject to approval by the league Player Agent managing the draft process.
5. There will be a single season schedule from which league standings will be kept, and there will be a championship team determined at the end of the season. The following order of tie-break criteria will be used to determine league standings:
 - a. Win – Loss record (note that in the case of scheduled interleague games, the Division Player Agent will define before the beginning of the season if any games will not count toward the official win-loss record for purposes of league standings)
 - b. Head-to-head win – loss record
 - c. Win – Loss record within MPLL (if any interleague games)
 - d. Fewest runs allowed ratio (runs allowed divided by defensive innings played) in head to head meetings
 - e. Coin flip
 6. There will be a tournament event at the end of the season to determine the team to represent MPLL in the District TOC event. All teams will be eligible to take part, and the tournament will be a double elimination format if calendar permits, single elimination if not, with teams seeded according to the league standings for the year and the home team always the higher seed. The final format will depend on the number of teams in the division and will be determined by the MPLL Board . MPLL Board may decide to allow all junior teams to participate in District 14 TOC if permitted by District 14.
 7. In addition to LL specified mandatory play requirements, MPLL requires that each player be included in the starting lineup a minimum of every other game in which they are present. MPLL minimum play rules apply in any game played by the team over the course of the season, including interleague and postseason games.
 8. Continuous batting order will be used in Intermediate, Junior, and Senior divisions.
 9. Rule 7.14(b) Courtesy Runner rule is in effect.
 10. Rule 6.02(c) regarding batter keeping one foot in the batter's box is adopted.
 11. MPLL elects the option in rules 4.16, 4.17, and 6.05(n) where a team is permitted to start and continue games while only able to field eight players, with no penalty. This rule is designed to encourage games to proceed, not to give such teams a competitive advantage.
 12. Little League rule 4.10 (e) 10- run and 15-run mercy rule is adopted. Eight-run rule is not adopted.
 13. If a manager needs a player to fill out a roster for a single game, they must contact the Player Agent and request a pool player. Pool player selection and use must follow the general rules for pool players in this document. Note that Little League rules may permit players from one division lower to be assigned to the Intermediate/Junior/Senior division player pool, however players from a lower division shall only play if there are no available pool players from the same level division.
 14. There is no scorekeepers' booth at the WSCP field. If a scorekeepers table and chairs are set up, then the scorekeepers should use them. If a table is not set up,

scorekeepers from both teams shall sit together on the home side bleachers. The position the scorekeepers occupy on the bleachers should be the furthest position from the dugout to minimize the possibility of a manager, coach, or player talking to them during the game. The home team scorekeeper is the official pitch count recorder.

15. If a manager needs a player to fill out a roster for a single game, they must contact the Player Agent and request a pool player. Pool player selection and use must follow the general rules for pool players in this document. Major division players may be in the Intermediate or Junior team player pool if needed, if they meet age requirements for that division, and if there are no available pool players from a higher division.

Intermediate (50/70), Junior, Senior & Big League Division Ground Rules

1. The out of play line on the left and right side of the field is as defined by a straight line from the end of the backstop fence to the end of the outfield fence.
2. The trees along the left and right sides of the field (including overhanging branches) are considered to be out of bounds and treated as such. A batted ball that strikes any portion of a tree in flight is a foul ball; a batted bounding ball that lands fair and then hits a tree is a dead ball and a two-base award; a thrown ball that hits a tree causes the play to be dead, with penalties being assessed as appropriate for the state of play.

Important Safety Policies

All league activity will be conducted according to the Official **POLICY AGAINST SEXUAL HARASSMENT:**

It is the policy of Mission Peak Little League (MPLL) that all of the parties involved in the operation of MPLL will provide a League environment which is free of all forms of discrimination including incidents of sexual harassment. No individual shall be subjected to verbal or physical sexual behavior. Sexual harassment will be treated as misconduct and may result in the application of appropriate corrective action up to and including dismissal. See the Sexual Harassment Policy in the Little League Operating Policies published in the annual rulebook for definitions, reporting procedures, and responsibilities.

POLICY ON SUSPECTED ABUSE:

MPLL strives to create a safe and healthy environment for all Little Leaguers and their families. MPLL is committed to preventing any and all forms of child abuse and child sexual abuse. We have a zero-tolerance policy for any behavior that is consistent with any type of child abuse or exploitation. There are certain requirements from the SafeSport Act that MPLL must adhere to. MPLL, its officers, directors, and volunteers will comply with any and all local, State, or Federal law, as well as Little League rules or regulations on abuse. In accordance with State and Federal law as well as MPLL values, MPLL adopts the following policies:

1. Reporting of Sexual Abuse involving a minor to the proper authorities:
 - a. All MPLL volunteers are mandated reporters and are required to report suspected child abuse to any police department, sheriff's department, county probation department, or the county welfare department, including, but not limited to, any appropriate school district police or security. The Alameda County Emergency Response Child Abuse Reporting Telephone Number at: (510)259-1800.
 - b. Volunteers are also required to notify the MPLL President that a report of child abuse has been filed with the proper authorities. The MPLL President will then notify the District Administrator and the Board.
 - c. Volunteers could face criminal charges if they or the MPLL chooses to ignore, or not report to the proper authorities, any witnessed act of child abuse, including sexual abuse, within 24 hours.
 - d. League volunteers must be aware of the proper procedures to report sexual abuse. Please reference <https://www.LittleLeague.org/ChildAbuse>
2. MPLL prohibits retaliation of "good faith" reports of child abuse. Any member of MPLL that retaliates against a person or persons who made a good faith report of actual or suspected child abuse will be subject to disciplinary action up to and including dismissal.
3. MPLL limits one-on-one contact with minors. The need for one-on-one meetings or contact with minors in youth sports is extremely rare. No one-on-one meetings with

minors are permitted behind closed doors. Another adult must be present. Should a one-on-one meeting be required, it shall be held outdoors in an open-air area, with other adults present to observe the meeting or contact.

4. MPLL requires all volunteers to complete the Abuse Awareness training provided by USA Baseball and SafeSport, and any other trainings required by local, State, or Federal law, or as required by Little League. See comprehensive Little League resources at: <https://www.littleleague.org/player-safety/child-protection-program/safesport-resources-parents/>

MPLL Discipline Policy

In rare instances there may be incidents at MPLL that require disciplinary action by the league due to misbehavior by players, parents, or coaches. There is a 3-step process in the Discipline Policy.

1. Source of complaints:
 - a. Parents/guardians may have complaints of misconduct regarding coaches, players, or parents. Written complaints from parent(s) about an incident or a pattern of misbehavior should be sent to MPLL President at President@MPLL.org and/or MPLL Chief Player Agent.
 - b. Coaches are not professionally trained to handle behavioral problems from players or from parents. Coaches are expected to manage a team of cooperative players and parents. If there is unacceptable behavior by a player or a parent, that the coach does not feel equipped or trained to handle, the coach should send a written complaint to MPLL President or MPLL Chief Player Agent.
2. Upon receipt of two written complaints from parents or one written complaint from a coach, the MPLL Chief Player Agent will assign an MPLL Board member to attend an appropriate number of team events (e.g., practices, games) where the subject coach, player, or parent of the complaint is present and conduct a reasonable investigation.
3. The assigned board member will submit a written report to confirm or dispel the complaint to the MPLL Board of Directors. The Board may institute any discipline deemed appropriate, which may include a warning, suspension, or expulsion. The MPLL Chief Player Agent or any other person designated by the Board will respond to the parents or to the coach who initiated the complaint. MPLL Board is to follow discreetly Article III, Section 4 in the MPLL constitution in disciplining any member of your league.

All-Star Tournament Selection Processes

MPLL has determined the following method of selection for All-Star Tournament Teams. This method of selection applies to the 8/9/10, 9/10/11, Little League, Intermediate, Junior, and Senior All-Star Teams. Note that while the process used is public, the actual rankings of the players that make up the final selection is confidential and is neither published nor discussed. This is to protect the integrity of the process and self-confidence of players and is a requirement of Little League International.

All-Star Philosophy

In all cases, MPLL Philosophy as articulated in these bylaws takes precedence.

The MPLL All-Star selection process is intended to recognize players in each age group who have demonstrated the highest playing ability and sportsmanship during the current season. The MPLL Board of Directors has determined that the objective in All-Star tournament play is to progress as far as possible by selecting the most appropriate players, manager and coaches for each team, subject to the Little League rules and the selection process defined below.

However, to reiterate, the process and methods described thereafter should never be interpreted to contradict the MPLL Philosophy.

All-Star Teams

MPLL will attempt to field six All-Star Teams if allowed by Little League:

- One Senior team
- One Junior team
- One Intermediate team
- One Little League team (Major – 10/11/12 year olds), comprising the best players in the Major Division.
- One 9/10/11 Year Old team from players remaining after the Little League Team has been selected.
- One 8/9/10 Year Old team (note that two teams have been permitted by District 14 in the past; two teams can be considered if permitted by District 14 and enough players of reasonable skill are available)

Each team shall have one manager plus one or two coaches, depending on team size according to Little League rules.

Manager and Coach Selection Process

Division Player Agents under the leadership of the Chief Player Agent shall solicit All-Star manager and coaches of their interest in managing an All-Star team and make recommendations for each team to the President. Candidates must be from the current season's staff of MPLL managers and coaches. The League President shall appoint

All-Star managers and coaches, and the MPLL Board shall vote whether to approve the President's appointments. Evaluation criteria should include, but is not limited to the following: adherence to MPLL philosophy including player development, suitability and likelihood for their child to be placed on the parent's/guardian's team, regular season team performance and win-loss record, conduct on and off the field, and history with the league.

If, during the subsequent player selection process, it is determined that the appointed manager's child will not be on his/her team, it may be necessary to revisit manager assignments. The Chief Player Agent will be responsible for handling such situations, in consultation with the League President.

Once teams are established, All-Star managers are to nominate two coaches for each respective team. The Chief Player Agent will recommend coaches to the Board for approval.

Player Selection Process

Selection Committee Preparation

There are two parts to the preparation: Player Voting and Manager/Coach Recommendations. The first five players to each team are selected by a vote of the players. The balance of the team is selected by the All-Star Selection Committee comprising the managers in that division and the Division Player Agent (DPA).

Player Voting

All players shall cast ballots for All-Star teams that are formed from their respective Division as follows: Each player can vote for up to ten players from the division in which the player played in the regular season.

- a. Intermediate, Junior and Senior players shall vote for 10 players from their respective divisions.
- b. Major Division players shall vote for up to three ballots (10 votes each):
 - i. 10/11/12 year old players for the Little League team
 - ii. 9/10/11 year old players for the 9/10/11 year old team
 - iii. 9/10 year old players for the 8/9/10 year old team
- c. Minor A Division players shall vote for two ballots (10 votes each):
 - i. 9/10/11 year old players for the 9/10/11 year old team
 - ii. 8/9/10 year old players for the 8/9/10 year old team

(note: if there are 10 or fewer players in any of the division age groups, then the ballot will not be given and all eligible players will be placed on an appropriate all star team)

Ballots will be counted by the league Chief Player Agent. The five players with the most votes for each team will take the first five places on their respective All-Star teams. Ballots cast at the Major level (or all players if no ballot is required) will take precedence in determining the first five players voted to each team. If more than one player receives the same votes as the fifth-place voted player, all of these players shall be considered to be voted in. In the event that one of the players was selected to a higher team, then the

player with the next amount of votes will make the team. Player selections will always make up the first five selections for each team. The Chief Player Agent will closely hold the results of the player balloting until the All-Star Selection Committee meeting.

Manager/Coach Preparation

Each team's Manager, in conjunction with his/her coaches, shall prepare the following:

- Their recommendation for 16 players that would be considered for the roster of the All-Star team.
 - The rosters should be in ranked order, 1 through 16 with 1 being the first pick etc.
 - Major Division Managers prepare ranked lists for the Little League, and 9/10/11.
 - Other division managers prepare rosters for their respective teams. If proposing 11 year olds to the Little League team, these should also be on the 9/10/11 team.

(note: if there are 12 or less players available then Managers need not prepare a ranked list)
- For each player on a roster that comes from their own regular season team, they should be prepared to discuss the merits of that player in the Selection Committee meeting. Managers can also discuss players on other teams.
- For each player that comes from their own regular season team, managers should do their best to determine if the player is going to be available for post season play. They have to do this without telling parents their child is being nominated, and certainly not telling them he/she stands a good chance of making the team or anything like that. We recommend "Are you going to be around during July when postseason play is happening just in case your son/daughter is being considered for a team"...

The Manager should send his/her proposed ranked list(s) to the Chief Player Agent at least three days before the selection committee meeting to allow for the necessary preparation work to be done. They should bring the merits of their players and availability of their players to the meeting.

All-Star Team Selection Process

An All-Star Selection Committee will be formed for each All-Star team and will consist of the managers of the division the players are primarily drawn from plus the DPA.

Prior to the meeting the CPA will determine the following two categories of players which will be on the respective All-Star team:

1. The top five players as determined by the players voting for that team. If one of the players makes it to a higher level team, then the next player voted for will be on the team. So for example, if Joe is the top pick 11 year old by the players, but Joe is selected to the Little League team during the selection process, then Joe is replaced on the 9/10/11 year old team by the next player's choice. If there is a tie for fifth place on the player balloting, then both players will be assigned to the team.
2. Any player that is in the top 12 of the ranked lists of ALL managers from that division will automatically be assigned to that All-Star team. This is simply to save time at the

meeting since there should be no need for discussion for anyone that is ranked high by all managers.

The process the Selection Committee will use is then as follows:

1. Each Manager will nominate the next player on their ranked list that hasn't already been assigned to the team.
2. The Manager of each player in regular season will give a brief overview of the player's merits (no more than a couple of minutes – while stats can be presented, the skills, teamwork, sportsmanship, and intangibles should be highlighted)
3. The Committee will discuss which one of these players should definitely be assigned to the All-Star team and (hopefully) reach consensus. If it is obvious that consensus cannot be reached after a reasonable time, then the DPA should determine from the discussion which player on the list is most likely to make the team and call for a vote for that player – majority vote counts. If that player is not assigned, the DPA should move to the next player.
4. After a player is assigned to the All-Star team, the Manager that nominated him/her will nominate the next player on their ranked list.
5. The process (steps 2 through 4) is repeated until there is a ranked list of 18 players. Note that usually filling the first 10 or 11 slots on the team should be easy. When it gets to those on the cusp, then discussions get more difficult.

Once the 18 player ranked list has been determined, it then comes time to define the All-Star team as follows:

1. The top 12 players (of the 18, 5 are from the player voting) on the ranked list are automatically assigned to the team.
2. The DPA will then ask if the Managers know whether they will all be available. If it is known that a player will definitely NOT be available, then they are removed from the team and the next player from the ranked list is placed on the team. Note that the DPA may decide to call the parents to confirm availability.
3. Once the final team of 12 is determined, the Manager of that All-Star team will be asked if he/she is comfortable that they have enough specialty players on the team. Specialty positions are defined as pitcher, catcher, or shortstop. If the Manager requests additional position players, and the Selection Committee agrees, then up to two additional players can be added to the team. These are chosen by continuing down the ranked list of 18 until the next players who play those positions are identified. These are assigned to the team. At no time can anyone not on the ranked list of 18 be assigned to the team.

Note: if the DPA determines in advance that there may be a large number of players on the ranked list of 18 that will not be available, then he can continue the ranking process to increase the number of players to 20 or whatever he thinks will be necessary. In order to ensure the integrity of always choosing the best players, at no time should there be a discussion to bring onto the team a particular player that isn't on that ranked list.

If at a later date it is determined that a player is not available or a player has become injured, then a replacement may be added to the team (according to Little League

tournament rules). In this case, the DPA will assign the next player on the ranked list not already assigned to a team.

In order to protect the integrity of the process and self-confidence of the players, it is essential that anyone involved in this process keeps the voting and discussion in confidence and does not discuss it with anyone (including a spouse) after the meeting. This is required by Little League International. Experience shows that if anything gets out, it can be misinterpreted by parents and used by players to taunt others of their age.

When ranking information is leaked out and verified by MPLL members, the personnel(s) responsible for leaking such information should come to a disciplinary committee.

All-Star Process Calendar

The Chief Player Agent will be responsible for publishing the All-Star Selection process calendar. The calendar should list the following dates:

- Date when players are to be surveyed for All-Star availability
- Player vote deadline;
- Manager/coach deadline for delivering ballots to the Chief Player Agent;
- All-Star manager/coach application deadline;
- All-Star Manager Selection Committee meeting date;
- All-Star Selection Committee meeting and ballot date;
- All-Star team announcement date;
- All-Star practice dates; and
- All-Star picture day