

# POLICIES, PROCEDURES & RULES HANDBOOK

2018



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# I. INTRODUCTION

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Welcome to Summerlin South Little League. Our league is one of more than 7,000 chartered Little League programs around the world. Together, we make up the largest youth sports organization in the world.

Although our league was only formed in 2006, it is one of the largest and fastest growing Little Leagues in Southern Nevada. This year, we anticipate that we will host nearly 900 players from ages 4-16 during the Spring Season and nearly 800 players during our Fall Season. We are excited to continue offering teams in baseball, girls softball, and tee-ball divisions. Over 300 adult volunteers serve as coaches, scorekeepers, board or committee members, and team parents to make our league the overwhelming success it is. Our goal is to deliver the best quality youth sports experience possible.

The purpose of this handbook is to provide parents, coaches and volunteers with a comprehensive course of information concerning Summerlin South Little League's organization, baseball and softball operations, policies, procedures, and rules. Although we have attempted to be thorough in this handbook, no one document can completely explain all applicable rules and procedures.

Because we operate under a charter granted annually by Little League International, we apply Little League International rules and structure to our own league. In addition to the policies and rules contained in or referred to in this handbook, Summerlin South Little League strictly adheres to all provisions of the Little League Baseball Official Regulations and Playing Rules (the "Green Book"), the Little League Softball Official Regulations and Playing Rules (the "Orange Book"), and the Little League Operating Manual. The Green and Orange Books are provided to each team/manager each season. In addition, parents can read about and review Little League's policies at [www.littleleague.org](http://www.littleleague.org).

If you have any questions after reviewing this document or the information pages on our league website ([www.summerlinsouthll.org](http://www.summerlinsouthll.org)), please feel free to reach out for additional information.

Thank you for trusting us to provide your children and our community with a healthy and fun baseball and softball experience.

Summerlin South Little League Board of Directors

## **LEAGUE CONTACT INFORMATION**

Summerlin South Little League  
District 4 Nevada  
2775 Desert Marigold Lane  
Las Vegas, Nevada 89135  
702-299-6226 – league phone  
[president@summerlinsouthll.org](mailto:president@summerlinsouthll.org)  
[www.summerlinsouthll.org](http://www.summerlinsouthll.org)

## II. LEAGUE BOUNDARIES & GEOGRAPHIC ELIGIBILITY

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### GEOGRAPHICAL ELIGIBILITY FOR SUMMERLIN SOUTH LITTLE LEAGUE

Players are eligible to play in Summerlin South Little League only if they reside inside the league's boundaries OR they attend a school located within the league's boundaries. The league's boundaries are described on the next page.

A player resides within the league boundaries if:

- The player's parents are living together and are residing within the league's boundaries; OR
- Either of the player's parents (or his/her court-appointed legal guardian) reside within the league's boundaries.

A player will be deemed to attend school in the league's boundaries if the physical location of the school where they attend classes is within the league's boundaries. Under Little League regulations, this excludes home schools, cyber schools, sports-related schools, sports academies, preschool, or after school program where a student participates outside of the primary school the player is enrolled. Currently, the following schools are located in Summerlin South Little League's boundaries:

- Vassiliadis Elementary
- Givens Elementary
- Goolsby Elementary
- Ober Elementary
- Solomon Schechter Day School
- Faith Lutheran Academy
- Alexander Dawson
- Doral Academy Red Rock
- Faith Lutheran Jr./Sr. High School
- West Career and Technical Academy
- Bishop Gorman High School.

Because we operate a combined girls softball program with Peccole Little League and Summerlin North Little League, players who reside in or go to school in those leagues are likewise eligible for our girls softball program.

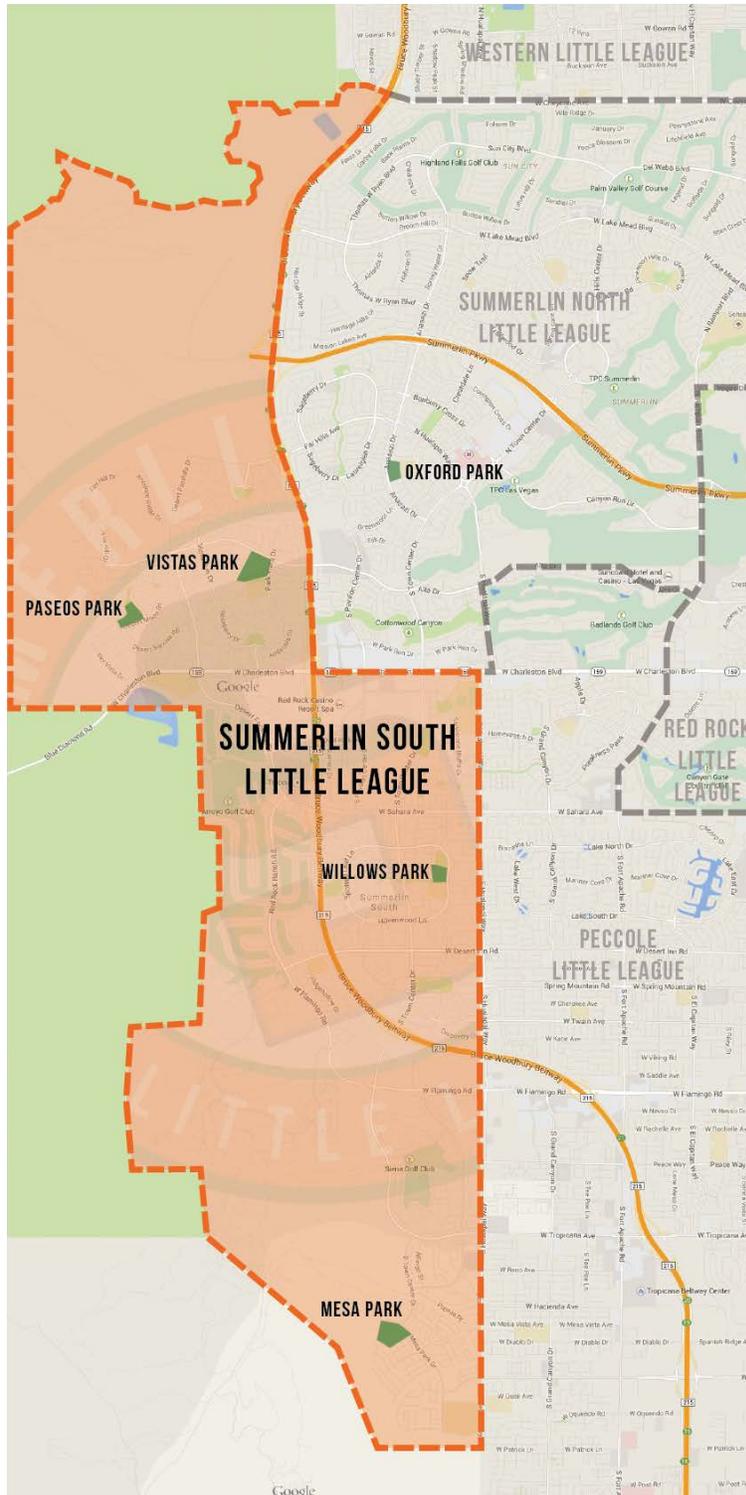
A false statement of residence or school attendance may lead to a player's ineligibility to play Little League baseball or softball.

### AGE ELIGIBILITY FOR SUMMERLIN SOUTH LITTLE LEAGUE

Summerlin South Little League welcomes male and female players with "league ages" 4-16 to participate. How league ages are determined and the divisions in which each age player is eligible to play are described in Section III below. **Parents and players should be aware that the league's ability to charter teams in a specific age group is dependent on interest. Sometimes there are not enough players in older divisions to form even a single team.** In such instances, the player and his/her parents will be notified as soon as possible, the league will refund registration fees, and the league will attempt to assist the family in locating an alternate baseball opportunity.

## LEAGUE'S GEOGRAPHIC BOUNDARY

The league encompasses all areas within the Summerlin master planned community that are situated either south of Charleston Boulevard or west of Las Vegas 215 Beltway. This includes Summerlin South, Summerlin West, Summerlin Centre, and Red Rock Country Club. Prospective players can use the mapping tool at <http://www.littleleague.org/LeagueFinder.htm> to determine what little league they can join.



## WAIVERS FOR PLAYERS LIVING OUTSIDE THE LEAGUE'S BOUNDARIES

Any player who does not reside in or go to a school located in the league's boundaries must have an approved waiver issued by the Charter Committee at Little League International in order to play in Summerlin South Little League. All waiver requests to the Charter Committee must be submitted and approved in writing by the league president BEFORE the start of the league's regular season. Parents should be aware that waivers are rare and difficult to obtain.

The types of waivers are:

### 1. Regulation II(d) Waiver (for former residents of the league who have moved)

If a player has lived within the league's boundaries while registered and playing in the league but later moves outside the league's boundaries, this waiver allows the player to continue participating in Summerlin South Little League. Siblings of players approved under this waiver may also qualify to play in Summerlin South Little League. The player in question must continue uninterrupted involvement in Summerlin South Little League after moving (or after the boundary changed) or the waiver lapses. Three valid Proofs of Residency from the last season in which the player resided within the league's boundaries are required for this waiver request.

### 2. Regulation IV(h) Waiver (residency waiver for children of longstanding league volunteers)

If a person had previously resided within Summerlin South Little League's boundaries for two years while serving as a volunteer manager, coach, or member of the league's Board of Directors for two years, his or her children are eligible to play in Summerlin South Little League if (1) he or she continues such volunteer service with the league, (2) the league within whose boundaries the volunteer currently resides consents to this waiver, and (3) the waiver request is approved by the District Administrator. Three valid Proofs of Residency from the last season in which the player resided within Summerlin South Little League's boundaries are required for this waiver request.

### 3. General Waiver (residency waiver for other reasons)

Besides the specific waivers described above, families residing outside Summerlin South Little League's boundaries may seek to allow their children to play in the league by submitting a general waiver request for various reasons. Those seeking this waiver must fill out the above waiver request form and also submit an accompanying letter explaining the reasons for the request. These waivers are difficult to get approved. **If accepted, the player is typically only approved for play in the regular season and is ineligible for inclusion on a Summerlin South Little League All-Star team.**

## REQUESTING A WAIVER

Waiver forms can be downloaded from the league's [website](#). Once completed, the waiver should be uploaded through the waiver submission portal on the homepage of the league's website accompanied by a signed letter explaining the circumstances that you believe justify requesting a waiver. No out-of-boundary players will be rostered or drafted without a waiver in place.

### III. UNDERSTANDING DIVISIONS AND AGE ELIGIBILITY

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Summerlin South Little League welcomes male and female players with "league ages" 4-16 to participate.

#### DETERMINING PLAYER AGE

Little League International rules dictate how a child's age is calculated. The player's actual age at the time of registration or the season beginning is not necessarily his or her age for Little League registration purposes. Instead, Little League uses a concept called "league age," which is different for baseball and softball:

For **baseball** players, league age is defined as the age the player is on August 31 following completion of the season. This principle applies regardless of age. Children born between May 1 and August 31, 2005 are grandfathered as 12-Year-Olds for the Spring 2018 season only.

For **softball** players, league age is defined as the age the player is prior to January 1 of the year in which any given season is played. This principle applies regardless of age.

You can determine a player's league age by consulting the league age charts in Appendix A of this handbook or on the league's website.

In addition, Little League international has created a league age calendar calculator which can be assessed by visiting [http://www.littleleague.org/leagueofficers/Determine\\_League\\_Age.htm](http://www.littleleague.org/leagueofficers/Determine_League_Age.htm).

#### IMPORTANT DISCLAIMER

**Parents and players should be aware that the league's ability to charter teams in a specific age group is dependent on interest. Sometimes there are not enough players in older divisions to form even a single team.** In such instances, the player and his/her parents will be notified as soon as possible, the league will refund registration fees, and the league will attempt to assist the family in locating an alternate baseball or softball opportunity.

#### TEE BALL DIVISIONS

##### TEE BALL - MINORS (League Ages 4-5)

The co-ed Tee Ball Minors division is for league age 4 and 5-year olds is a pure tee ball division (NEVER COACH PITCH) designed to introduce our youngest players to the basics, fundamentals and fun of baseball. This is a non-competitive division where players can learn and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. Tee Ball players do not evaluate to play. There are no team standings or playoffs, and scores are not recorded. Players can request a coach (depending on roster availability).

##### TEE BALL - MAJORS (formerly Rookies) (League Ages 5-6)

The co-ed Tee Ball Majors division (formerly called Rookies) is a combination Tee Ball/Coach Pitch division for league age 5 and 6-year olds. **5-year olds must have at least one season of Tee Ball (or equivalent) experience in order to play in this division.** League age 7-year olds who are new to the game or who need additional training and development can play in this division with the approval of the Board of Directors. This division is a non-competitive division where players can learn, develop and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. Tee Ball Majors players do not evaluate to play. There are no team standings or playoffs, and scores are not recorded. Players can request a coach (depending on roster availability).

## BASEBALL DIVISIONS

### MINORS A (League Ages 6-8)

The Minors A division is a developmental machine pitch division for league ages 6, 7 and 8-year olds. 6-year olds MUST have played two seasons of Tee Ball Majors equivalent baseball to be eligible to play in this division. League age 9-year olds who need additional training and development can play in this division with the approval of the Board of Directors, so long as they will not actually be 9-years old during the season. Players do not evaluate to play. Game scores and standings are kept and will be used to seed the teams for the end of season tournament, although the primary focus is player development. In order to maintain competitive balance, players cannot request a specific coach or team.

### MINORS AA & AAA (League Ages 8-11)

The Minors AA and AAA divisions are competitive kid pitch divisions for players ages 9-11. 8-year are permitted to try out for the Minors AA division if they have played two seasons of machine pitch equivalent and have sufficient skill and ability. But they are not promised a roster spot in AA. If not drafted, they will be rostered in the Minors A Division). For the Spring Season, players do not select whether they wish to play in the AAA or AA division. All players must attend one of four scheduled evaluations to be eligible for the draft (they select the session during registration). The AAA teams draft their players and any remaining players are placed in the AA draft pool. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. AAA teams may also be selected to play in a District 4 Tournament of Champions after the spring tournament ends.

Players who are league age 12 who wish to play in the AAA division must be granted a waiver by the District Administrator. If Summerlin South Little League feels there is a safety issue with a 12-year old playing in the Majors division, the League, with the parent's permission, may also request a waiver from the District Administrator.

### MAJORS (League Ages 10-12)

The Majors division is a competitive division. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. Teams may also be selected to play in a District 4 Tournament of Champions after the Spring Season tournament ends. New players to this division must attend one of two scheduled evaluations to be eligible for the draft. 10 and 11 year olds may try-out, but are not guaranteed to be drafted to Majors (if not drafted, they will be placed in the Minors division draft pool). Once drafted to a Majors team, a player remains on that team for the duration of their eligibility and need not evaluate or be drafted again.

### INTERMEDIATE (50/70) Division (League Ages 11-13)

The 50/70 division is designed for players with advanced skill and utilizes a larger pitching distance and base path to prepare players for the regulation sized field. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. **The league's ability to charter a team in this division is dependent on sufficient interest.**

### JUNIORS (League Ages 12-14)

This division is the first to utilize a regulation sized baseball field with a 90-foot base path and 60-foot 6-inch pitching rubber. This division is scheduled by and run at the District level. **The league's ability to charter a team in this division is dependent on sufficient interest.**

### SENIORS (League Ages 13-16)

This division utilizes a regulation sized baseball field with a 90-foot base path and 60-foot 6-inch pitching rubber. The Seniors division is scheduled by and run at the District level. **The league's ability to charter a team in this division is dependent on sufficient interest**

## **SOFTBALL DIVISIONS**

Summerlin South Little League first began offering a girls softball division in spring 2015. Since this is still a relatively new program, the structure of the league's softball program will depend on how many players register. For example, if enough female players of tee ball register, the league will consider hosting a separate tee ball division for softball. Currently, the league is planning to offer the following softball divisions for female players with "league ages" 4-16.

### **MINORS A (League Ages 5-8)**

The Minors A division is a developmental machine pitch division for league ages 5, 6, 7 and 8-year olds. 5 and 6-year olds **MUST** have played at least one season of Tee Ball to be eligible to play in this division. Players do not evaluate to play. Game scores and standings are kept and will be used to seed the teams for the end of season tournament, although the primary focus is player development. In order to maintain competitive balance, players cannot request a specific coach or team.

### **MINORS AA & AAA (League Ages 8-11)**

The Minors AA division is a modified kid pitch division where standings will be kept. Because players are learning to pitch, batters cannot take a base on balls. Once a batter has a four ball count, the batter's coach will pitch until the batter has put the ball into play or is retired. The Minors AAA division is a competitive kid pitch division where standings will be kept. Both division utilize a 60-foot base path, 35-foot pitching distance, and 11" ball. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. **For the Spring Season, players do not select whether they wish to play in the AAA or AA division.** All players must attend one of two scheduled evaluations to be eligible for the draft (they select the session during registration). The AAA teams draft their players and any remaining players are placed in the AA draft pool.

### **MAJORS (League Ages 10-12)**

The Majors division is a competitive division where standings will be kept. It utilizes a 60-foot base path and 40-foot pitching rubber. Game scores and standings are kept and will be used to seed the teams for the end of season tournaments. All players must attend one of two scheduled evaluations to be eligible for the draft. There is no draft for the Fall Season, and players are permitted to choose their division, subject to available roster spots and appropriate skill level.

### **JUNIORS (League Ages 12-14)**

This division is the first to utilize a regulation sized softball field with a 60-foot base path and 43-foot pitching rubber. **The league's ability to charter a team in this division is dependent on sufficient interest.**

### **SENIORS (League Ages 13-16)**

This division is the first to utilize a regulation sized softball field with a 60-foot base path and 43-foot pitching rubber. **The league's ability to charter a team in this division is dependent on sufficient interest.**

## IV. REGISTRATION DATES & FEES

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### SEASONS

Summerlin South Little League offers two seasons each year:

- Spring (plays early-March – early-June)
- Fall (plays late-August – mid-November)

### REGISTRATION DEADLINES (SPRING 2018 SEASON)

January 1, 2018	Deadline for early registration for all divisions
January 18, 2018	Deadline for late registration or baseball draft divisions (Minors AA, AAA, and Majors)
February 1, 2018	Late registration closes for all divisions

Players who do not register by the deadline can join the waitlist. Instructions for being included on the waitlist will be posted on the league's website.

### REGISTRATION FEES

	REGISTRATION FEE	LATE FEE (after January 1)
TEE BALL:		
Tee Ball Minors Division	\$160 per player	\$185 per player
Tee Ball Majors Division	\$170 per player	\$195 per player
BASEBALL:		
Minors A Division	\$190 per player	\$215 per player
Minors AA & AAA Divisions	\$205 per player	\$230 per player
Majors, 50/70, Junior, & Senior Divisions	\$220 per player	\$255 per player
SOFTBALL:		
Minors A Division	\$190 per player	\$215 per player
Minors AAA Division	\$1205 per player	\$230 per player
Majors, Junior, & Senior Divisions	\$220 per player	\$255 per player

### SIBLING DISCOUNT

If you are registering more than one player in your family this season, you will receive a \$25 discount for every child registered as long as there is a minimum of 2 children registered (must be registered at the same time).

### WHAT IS INCLUDED IN REGISTRATION FEES

The registration fee includes a complete uniform (personalized jersey, pants, belt, socks, hat), field time for practices and at least 12 games (more in older divisions), cage time at Mesa cages for each team, field preparation fees, umpire fees (in non-tee ball divisions), game balls, insurance, and participation awards for all tee ball and Minors A players as well as trophies for tournament winners and runners-up in the Minors AA Division and above. Registration fees do not include team or player pictures, which can be ordered directly from DCI Photography, the official photographer of Summerlin South Little League.

### DISCOUNTS FOR EARLY REGISTRATION

Register early to avoid additional fees. Each player registering after January 1, 2018 will pay a \$25 late fee.

## V. HOW TO REGISTER

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### ONLINE REGISTRATION

The only way to register players for Summerlin South Little League is through our online registration portal. There is a link to the registration portal on the homepage of the league's [website](#). There are many benefits to online registration:

- Completely paperless;
- Secure payment through Visa, Mastercard, Discovery, or electronic check;
- Ability to select uniform sizes for all players;
- Users have access to their own account dashboard where they can view historical registration entries, modify contact preferences and manage sub-profiles of family members;
- Users will also enjoy auto-fill functionality that pre-populates forms, drastically speeding up the online registration process in subsequent seasons.

After you register online, you simply need to email a scan of your child's birth certificate and proof of address to [registration@summerlinsouthll.org](mailto:registration@summerlinsouthll.org).

The league no longer offers in-person registration sessions. If you need assistance with online registration, please call the league and a league volunteer will get back to you to guide you through the online registration process or answer any questions you have about the league and its programs.

During the online registration process, there is a tool for you to upload a scanned version of your child's birth certificate. You must also be prepared, on demand, to submit proof of address. Acceptable proofs of address include documents, dated or in force between February 1, 2017 (previous year) and February 1, 2018 (current year) that show the parent's name and address from **EACH** of the following categories:

#### Group I:

1. Driver's License
2. School records
3. Vehicle registration or lease
4. Employment records (paystub, W-2, etc.)
5. Insurance documents

#### Group II:

1. Welfare/child care records
2. Federal records (tax, social security, etc.)
3. State records
4. Local (municipal) records
5. Support payment records
6. Homeowner or tenant records (deed, rental agreement, etc.)
7. Military records

#### Group III:

1. Voter's registration
2. Utility bills (gas, electric, water/sewer, phone, waste disposal, etc.)
3. Financial (loan, credit, investments, etc.) records
4. Medical records
5. Internet, cable or satellite records

In addition, players who attend a school located in the league's boundaries are eligible no matter where they live. School attendance must be established by a completed School Enrollment Form (available [here](#)).

## **VI. REFUND POLICY**

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A player may withdraw his/her registration and receive a full refund of the registration fee (minus a \$25 service charge) until the date registration closes for that player's division. After registration closes for a particular division and teams are being formed, any refund is for extraordinary circumstances only (such an injury, moving away from the area, etc.) and is at the Board's sole discretion. Refunds will not be given for a player who withdraws his/her registration to pursue another sports program.

## VII. WHAT TO EXPECT AFTER REGISTRATION

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Once a player has completed the online registration process, they are placed into the pool of players to be rostered onto a team. The process for forming teams is different depending on the division and the season.

### TEAM FORMATION IN DRAFTING DIVISIONS

For the Spring Season, players in the following divisions are assigned to teams through the draft:

#### Baseball Divisions:

- Seniors (if number of registrants warrant multiple teams)
- Juniors (if number of registrants warrant multiple teams)
- Intermediate (50/70) (if number of registrants warrant multiple teams)
- Majors
- Minors AAA
- Minors AA

#### Softball Divisions:

- Seniors (if number of registrants warrant multiple teams)
- Juniors (if number of registrants warrant multiple teams)
- Majors
- Minors AAA
- Minors AA

In the drafting divisions, players must evaluate to be drafted each Spring Season. The process for evaluations and the draft is described in Sections XIII and XIV below. There is no draft in the fall. Each manager can reserve up to a maximum number of players that is announced when registration opens for that season.

### TEAM FORMATION IN NON-DRAFTING DIVISIONS (OR FALL BALL FOR ALL DIVISIONS)

In the other divisions, there is no draft and rosters are assigned by the Player Agent for that division:

- In the Tee Ball Minors and Tee Ball Majors divisions, each manager can "reserve" his/her child, and the children of his/her assistant coaches, and any other player up to a maximum of 10 players. Parents are permitted to make coach requests during registration. The league will do its best to honor coach requests, but cannot promise that all such requests can be fulfilled. Oftentimes some coaches receive enough requests to fill more than one team.
- In the Minors A division (and all other divisions in fall ball), each manager can "reserve" his/her child and the children of his/her assistant coaches up to a maximum of five players. If the team has a committed sponsor, they can "reserve" a sixth player. The balance of the roster will be assigned by the Player Agent, with the goal being to balance the teams as closely as possible in age, experience, and skill. **Once a player is in the Minors A division, coach or team requests will not be considered.**

Rostering typically occurs in February for the Spring Season and mid-to-late-August for the Fall Season. It is therefore possible that, depending on when a player registered, there is a "quiet period" after registration. Do not worry if that is the case.

### CHANGING TEAMS AFTER ROSTERS ARE FORMED

For the equity of all players and teams, once a player is drafted or rostered in either baseball or softball, he/she must play on that team. The league will not move players from team to team, with the exception of a player being moved up to a Major team to fill a vacancy as outlined in Section XIV.

## **VIII. SIBLINGS ON THE SAME TEAM**

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Some families have children that are close in age and are both of an age where they could be playing in the same division (baseball or softball). Siblings registered in the same division will automatically be rostered on the same team with two exceptions:

- In the Majors division, there is no guarantee that siblings will be drafted to the same team. A parent cannot enforce an option for siblings to be drafted together.
- The so-called “sibling option” cannot be used to compel the league to roster a player with his/her sibling if there is a disparity of skill and ability between the two children such they should not be placed in the same division. In such circumstances, a league official will contact the family and find an appropriate solution for both players.

## IX. WHAT EQUIPMENT IS NEEDED

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### EQUIPMENT THE PLAYER IS RESPONSIBLE FOR PROVIDING

Each player should plan have the following equipment:

- Glove
- Batting Helmet (see details below)
- Cleats (must be molded or turf-style; metal spikes are not permitted for players or coaches in Little League except in the Intermediate (50-70), Juniors and Seniors divisions)
- Athletic supporter/cup (required for male catchers and STRONGLY recommended for other male players)
- Water bottle (multiple bottles are often necessary in hot weather games)
- Bat (not absolutely necessary; there are usually plenty to use)

\*\*If the cost of gear is a problem for any player, please notify [president@summerlinsouthll.org](mailto:president@summerlinsouthll.org) and we will assist in outfitting the player appropriately.

### EQUIPMENT THE LEAGUE PROVIDES

The league will provide the following equipment to players or managers for each team:

- Player uniform\*\* (jersey, hat, pants, socks, belt)
- Batting tees (in appropriate divisions)
- Catcher's gear (shin guards, chest protector, catcher's mitt, helmet w/ dangling throat guard)
- Game balls
- First Aid Kit & ice packs

\*\* Teams are not permitted to "upgrade" or otherwise alter uniform elements (pants, hats, etc.).

### AN IMPORTANT NOTE ON BATS

All bats must comply with Little League's bat restrictions, discussed in Section X below. **Little League's bat regulations changed effective January 1, 2018; all previous bats are no longer permitted in 2018.**

### AN IMPORTANT NOTE ON BATTING HELMETS

The league does not provide batting helmets. They are, however, available if needed by any player or coach who requests them and cannot afford their own. If a player has his or her own helmet it must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label. Under Little League rules, helmets may not be re-painted and may not contain decals or stickers unless approved in writing by the helmet manufacturer or authorized dealer. This means players may NOT wear helmets with club ball logos or other decals.

### A NOTE ON COLD WEATHER GAMES

Some games are played in colder weather and will necessitate that players wear a long sleeve baselayer under their jersey. When players are in a pitching division, Little League rules require that any part of the undershirt or undersleeves of a pitcher be of a solid color. White undersleeves are not permitted for pitchers. Players should develop the habit early of complying with these rules and wear only undersleeves in dark, solid colors. **Hoodies or jackets (whether under or over the jersey) for cold weather games are not appropriate and therefore not permitted on the field.** Players may wear hoodies or jackets in the dugout during cold weather.

For safety and conduct reasons, managers and coaches are required to wear the league-issued jersey with their name on back at all games. In cold weather games, managers and coaches are **not** permitted to wear outerwear over the jersey and should plan appropriately for a long sleeve baselayer under their jersey.

## **X. WHAT YOU NEED TO KNOW ABOUT BAT RESTRICTIONS**

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Only Little League-approved bats are permitted to be used in Summerlin South Little League. The requirements for each division are listed below. In addition, Little League International has assembled an online resource page dedicated to bat information. The latest bat information, including the current Little League rules and regulations governing bats, definitions, information on the moratorium on the use of composite bats, a series of bat FAQs, and lists of licensed bat can be accessed at <http://www.littleleague.org/learn/equipment/baseballbatinfo/batrules.htm>.

### **BASEBALL DIVISIONS**

**Little League Baseball® has adopted USA Baseball's new standard for bat performance for mandated use effective January 1, 2018. This means that, effective January 1, 2018, previously approved Little League bats will no longer be approved for use in Summerlin South Little League. All bats for the spring 2018 season forward will have to comply with the new USA Baseball bat standard.**

#### **JUNIORS, INTERMEDIATE (50-70), MAJORS & MINORS (AAA, AA & A) DIVISIONS**

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 $\frac{5}{8}$  inches for these divisions of play.

All bats in these divisions must be checked and bear the league- approved bat sticker to show they are approved for play. Only members of the League's Board of Directors can approve and sticker bats. Talk to your team's manager to determine how to get your bat approved. Penalties for the use of unapproved or unstickered bats are outlined in each division's rules. Tee ball bats may only be used in tee ball divisions and are not approved for use in any non-tee ball division.

#### **BASEBALL SENIOR DIVISION**

Approved bats shall not be more than 36" in length, nor more than 2  $\frac{5}{8}$ " in diameter, and if wood, not less than 15/16" inches in diameter (7/8" for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33" long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.

Summerlin South Little League does not sticker bats in this division.

### **TEE BALL DIVISIONS**

#### **TEE BALL MAJORS & TEE BALL MINORS DIVISIONS**

Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text.

Summerlin South Little League does not sticker tee ball bats and tee ball bats are not permitted for use in any other divisions.

## **SOFTBALL DIVISIONS**

### **MAJORS & MINORS**

Approved bats shall be a softball bat, not be more than 33 inches in length nor more than 2 1/4" in diameter. Non-wood bats must be labeled with a BPF (bat performance factor) of 1.20 or less. Composite bats are prohibited unless specifically approved by Little League International.

All bats in these divisions must be checked and bear the league-approved softball bat sticker to show they are approved for play. Only members of the League's Board of Directors can approve and sticker bats. Talk to your team's manager to determine how to get your bat approved. Penalties for the use of unapproved or unstickered bats are outlined in each division's rules. Tee ball bats are not approved for use in any non-tee ball division.

### **JUNIORS & SENIORS**

Approved bats shall be a softball bat, not be more than 34 inches in length; nor more than 2 5/8" in diameter, and if wood, not less than 15/16" in diameter (7/8" for bats less than 30") at its smallest part. Non-wood bats must be labeled with a BPF (bat performance factor) of 1.20 or less. Composite bats are prohibited unless specifically approved by Little League International.

Summerlin South Little League does not sticker bats in these divisions.

## **XI. SCHEDULE AND IMPORTANT DATES FOR SPRING 2018**

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The league will generally follow the schedule below. Players and parents should check the league's website at [www.summerlinsouthll.org](http://www.summerlinsouthll.org) for the up-to-date calendar information for each season.

### **REGISTRATION DATES & DEADLINES**

November 27, 2017	Registration opens (register online at <a href="http://www.summerlinsouthll.org">www.summerlinsouthll.org</a> )
January 1, 2018	Early registration ends (\$25 late fee for any late registrants thereafter)
January 18, 2018	Late registration closes for baseball draft divisions (Majors, Minors AAA & AA)
February 1, 2018	Late registration closes for all other divisions (baseball, softball & tee ball)

*Registration closes at midnight. Players who do not register by the deadline can join the waitlist. Instructions for being included on the waitlist will be posted on the league's website.*

### **EVALUATIONS**

January 18, 2018	Baseball evaluation session 1 (6:00pm-9:30pm; Mesa Park)
January 19, 2018	Baseball evaluation session 2 (6:00pm-9:30pm; Mesa Park)
January 20, 2018	Baseball evaluation session 3 (9:00am-12:30pm; Mesa Park)
January 20, 2018	Baseball evaluation session 4 (1:00pm-4:30pm; Mesa Park)
February 2, 2018	Softball evaluation session 1 (6:00pm-9:30pm; Vistas Park)
February 3, 2018	Softball evaluation session 2 (9:00am-12:30pm; Vistas Park)
February 17, 2018	Seniors, Juniors & Intermediate (50/70) baseball evaluations (if necessary)

*All players seeking to play in the Majors, Minors AAA & AA baseball & softball divisions must evaluate. Players only need to evaluate in one session. They select the session at registration. A specific evaluation time is assigned to each player a few days before the session.*

### **DRAFTS**

January 24, 2018	Baseball Majors, Minors AAA & AA divisions (times & location TBA)
February 5, 2018	Softball Majors, Minors AAA & AA divisions (times & location TBA)
February 17, 2018	Baseball Seniors, Juniors & Intermediate (50/70) divisions (if necessary)

*Only teams in the Majors, Minors AAA & AA baseball & softball divisions draft. Seniors, Juniors & Intermediate (50/70) teams will draft if multiple teams are formed in each division.*

### **ANNOUNCEMENT OF TEAMS & BEGINNING OF PRACTICE**

January 26, 2018	Baseball Majors, Minors AAA & AA divisions teams announced
January 27, 2018	Practice begins for Baseball Majors, Minors AAA & AA divisions
February 6, 2018	Softball Majors, Minors AAA & AA divisions teams announced
February 10, 2018	Practice begins for Softball Majors, Minors AAA & AA divisions
February 8, 2018	Teams formed & announced for all remaining baseball and tee ball divisions
February 10, 2018	Practice begins for all remaining baseball and tee ball divisions

## **MANDATORY MEETINGS FOR MANAGERS, COACHES & OTHER VOLUNTEERS**

February 21, 2018	Mandatory rules & safety meetings for Baseball & Softball Majors, Minors AAA & AA divisions (Vistas Community Center; 7:00pm)
February 22, 2018	Mandatory rules & safety meetings for Baseball & Softball Minors A, Tee Ball Majors & Minors divisions (Vistas Community Center; 7:00pm)
February 26, 2018	Mandatory scorekeeper clinic (Minors AA division & above) (time & location TBA)
February 27, 2018	Mandatory scorekeeper clinic (Minors A division) (time & location TBA)

## **OPENING DAY**

March 3, 2018	<b>OPENING DAY CEREMONIES &amp; TEAM PICTURES AT MESA PARK</b>
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## **XII. SCHEDULE AND IMPORTANT DATES FOR FALL 2018**

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The league will generally follow the schedule below. Players and parents should check the league's website at [www.summerlinsouthll.org](http://www.summerlinsouthll.org) for the up-to-date calendar information for each season.

### **REGISTRATION DATES & DEADLINES**

June 1, 2018	Registration opens (register online at <a href="http://www.summerlinsouthll.org">www.summerlinsouthll.org</a> )
August 1, 2018	Early registration ends (\$25 late fee for any late registrants thereafter)
August 13, 2018	Registration closes for all baseball, softball, and tee ball divisions

*Registration closes at midnight. Players who do not register by the deadline can join the waitlist. Instructions for being included on the waitlist will be posted on the league's website.*

### **EVALUATIONS & DRAFTS**

*There are no evaluations or draft for Fall Ball.*

### **ANNOUNCEMENT OF TEAMS & BEGINNING OF PRACTICE**

August 17, 2018	Teams announced for all divisions
August 18, 2018	Practice begins for all divisions

### **MANDATORY MEETINGS FOR MANAGERS, COACHES & OTHER VOLUNTEERS**

August 22, 2018	Mandatory rules & safety meetings for Baseball & Softball Majors, Minors AAA & AA divisions (Vistas Community Center; 7:00pm)
August 23, 2018	Mandatory rules & safety meetings for Baseball & Softball Minors A, Tee Ball Majors & Minors divisions (Vistas Community Center; 7:00pm)
September 4, 2018	Mandatory scorekeeper clinic (Minors AA division & above) (time & location TBA)
September 5, 2018	Mandatory scorekeeper clinic (Minors A division) (time & location TBA)

### **OPENING NIGHT**

September 7, 2018	<b>OPENING DAY CEREMONIES &amp; TEAM PICTURES AT MESA PARK</b>
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## **XIII. UNDERSTANDING PLAYER EVALUATIONS**

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### **PLAYERS WHO MUST EVALUATE & BE DRAFTED**

In order to be eligible to play one of the drafting divisions (Seniors, Juniors, 50/70, Majors or Minors AAA & AA divisions), a player **MUST** be evaluated before the Spring Season. There are no evaluations or draft for the Fall Season. This means all baseball and softball players who are league age 9 or older must participate in evaluations (unless evaluations are waived for the Juniors or Seniors divisions). League age 8-year old players **may** evaluate for the Minors AA division but are not guaranteed to be drafted onto a team. Any league age 8 player who wishes to evaluate should select the AA division at registration.

### **SCHEDULE FOR EVALUATIONS**

The schedule for evaluations is posted on the league website. There are four available sessions in which a baseball player can evaluate (typically two different weeknights, a Saturday morning, and a Saturday afternoon). There are two sessions in which a softball player can evaluate (typically two different weeknights or a weeknight and Saturday morning). But a player only needs to evaluate at one session. Players choose their evaluation session during registration. A specific evaluation time is assigned to each player a few days before the session. Players should arrive in enough time to warm up before their assigned evaluation time.

### **WHAT TO BRING TO EVALUATIONS**

Players should be dressed and equipped for baseball or softball. They should have a fielding glove, bat, and batting helmet. They should wear baseball or softball clothes, hat, and cleats. The league strongly discourages players from wearing sneakers or shorts to evaluations.

### **EVALUATION PROCESS**

Players will be grouped together with 10-12 other players of similar age or experience. After checking in, players will enter the field and move through a series of drills involving ground balls, fly balls, pitching, hitting, and base running. Each player will get multiple repetitions at each skill. The drills are run by Majors division baseball players and members of the Board of Directors. Managers for the drafting teams will be on the field observing and taking notes. Each player will have a number of chances at each station. The evaluation process should last about 30 minutes.

### **PARENTS AND GUARDIANS AT EVALUATIONS**

Parents, even if they anticipate being an assistant coach, are not permitted on or near the field or in the dugout during evaluations. The league will rope off the bleachers and areas surrounding the field during the evaluation. Parents should not attempt to coach or communicate with their child during the evaluation session. In the league's experience, this is typically detrimental to the player's performance. Parents who are not able to refrain from coaching or communicating with their child during the evaluation process will be removed from the evaluation site.

### **MAKE-UP EVALUATIONS**

Evaluations involve the commitment of many managers, league officials, and volunteers. Players should not plan on a make-up evaluation session being available if they miss evaluations.

### **PLAYERS WHO DO NOT PARTICIPATE IN EVALUATIONS**

If a player does not participate in evaluations, he/she will not be eligible to play in the Majors division. Instead, the player will either be placed on a Minors division team by random draw or moved down to another division (depending on age and skill). Players who are league age 12 will not be placed on a Majors division team if they miss evaluations and their registration will be canceled. Players league ages 9-11 will be placed on a Minors

division team, unless they are drafted into the Majors Division. (The Board may approve some league age 9-year olds to play in the Minors A division if a safety or player development reason justifies it, so long as the player is not physically 9-years old).

The only exceptions to this requirement that a player evaluate will be (1) a pre-approved waiver; or (2) an unexpected emergency. If a player has a prior commitment and cannot reasonably participate in any set of evaluations, that player must present the prior commitment to the league President at least one week prior to the beginning of evaluations. The Board of Directors will then review the request and determine if it is an excusable reason. If it is determined to be excusable, then that player would be eligible to be drafted in any division. If it is not excusable, then that player will not be eligible to be drafted into any division and will be placed on a minor division team for the entire season with the exception of 12-year olds as outlined above. In the case of an emergency that prevents a player from participating in any of the evaluation sessions, that player must present the circumstance of the emergency to the league President within two days following the last evaluation session. The Board of Directors will review the circumstance and determine if it was excusable. If it is determined to be excusable, then that player would be eligible to be drafted in any division. If it is not determined to be excusable, then that player will not be eligible to be drafted into any division and will be placed on a minor division team for the entire season with the exception of 12-year olds as noted above.

#### **AN IMPORTANT NOTE ON EFFORT AND PERFORMANCE**

From time to time, a player or parent attempts to manipulate a player's draft selection by not exerting maximum effort during evaluations or intentionally underperforming. The league will not tolerate any such manipulation. Players are expected to give their maximum effort at all times during evaluations.

#### **AN IMPORTANT NOTE ON 8-YEAR OLDS**

Players who are league age 8 are welcome to register for and evaluate for the Minors AA division. But they are not guaranteed to be drafted. If an 8-year old player is not drafted into the Minors AA division, they will be rostered on a Minors A division team.

## **XIV. UNDERSTANDING THE DRAFT**

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A few days after evaluations are complete; managers in the drafting divisions will convene for the draft to select their teams. After the completion of the draft, managers will notify players on their teams.

### **DRAFT SYSTEM**

The league conducts its player selection for drafting divisions in strict compliance with the Little League Operating Manual and Official Regulations and Playing Rules Book (the "Green Book").

For the Majors division, the League has adopted the "property player" system (Draft Plan A from the Little League Operating Manual), in which a player, once drafted to a Majors Division team, remains the property of that team for the remainder of his or her Little League career unless formally released under the procedure established by the Operating Manual.

If registration numbers require an expansion of the Majors division, the League will use Option 3 from the Operating Manual for the expansion draft.

For the AAA and AA divisions, players do not automatically return to their teams from the previous year and all eligible players are in the draft pool. Managers draft their entire team each spring, using the serpentine draft plan described in the Little League Operation Manual.

### **ATTENDANCE AT THE DRAFT**

Only each team's manager is allowed to attend the draft for his or her team's respective division(s). No other guests or assistants are permitted in or near the draft room. The League's President, Vice-President(s), Secretary, and Player Agents will also attend the draft.

During the draft, a manager is not permitted to communicate with any person not in the draft room by any method. Once the draft begins, no draft participant may leave the room until the draft for that division has concluded.

### **PRIVACY**

Players and parents are **never** told of the round in which candidates were drafted. The League considers any violation of this rule a serious breach that subjects the manager or coach to discipline and calls into doubt his/her suitability to coach in the League.

### **ORDER OF PLAYER SELECTION**

For the Majors division, teams select in reverse order of the regular season record from the preceding year. The expansion team drafts first, followed by the last place team, the next to last drafts third and continuing with the first place team selecting last. A tie between two or more teams in season record is resolved first by comparison of head to head competition in regular season the previous year, then by random selection conducted by the Player Agent amongst the managers prior to commencement of the draft. Once established, this continues throughout each round.

For the AAA and AA divisions, teams select in the order established by a random drawing, but in "serpentine" fashion each round. The manager who draws number one will select first and so on down to the last number. The Manager with the last number will begin the process for the second round through the selections. This process will repeat until all players have been chosen. For example, in a six team draft, the order will be 1, 2, 3, 4, 5, 6 in the first round, and then 6, 5, 4, 3, 2, 1 in the second round, before recommencing in the third round with 1, 2, 3, 4, 5, 6 then 6, 5, 4, 3, 2, 1 in the fourth round, etc.

## **ADDITIONAL DRAFT PICKS**

Any Majors division team that has eight or more vacancies receives an additional draft selection, to occur after the conclusion of the 4th round.

## **LIMITATIONS ON SELECTION OF AVAILABLE PLAYERS**

A manager may select players from the total pool of eligible players unless his or her team has reached the limit of eight players of the same league age. If that limit has been reached through property players, draft selections, or any combination of the two, the team's manager is prohibited from selecting another player of the same league age.

Managers also need to understand that, to comply with Little League and Summerlin South Little League rules governing age divisions, there will likely be a point in each draft where a team's picks will be limited to players of a certain league age. For example, under Little League rules all 12-year olds must typically be drafted to a Majors division team (unless waived down). Thus, in the Majors division draft, when the number of 12-year olds remaining on the draft board is equal to the number of picks remaining in the draft, teams will be limited to selecting 12-year olds and will not be permitted to select 11- or 10-year old players. There is no such mechanism for 11-year old players and AAA division (it is not mandatory that they be drafted in the AAA division).

In the Minors AA division, there will typically be exactly as many players on the draft board as picks available.

## **OPTIONS ON SONS, DAUGHTERS, AND SIBLINGS**

An option is an agreement between a manager and the Player Agent covering a special condition. There are three possible options, which are discussed below.

### **Majors Division**

In the Majors division, options shall be applied as stated in the Little League Operating Manual:

#### **1. Brothers/Sisters in the Draft:**

When a manager selects a player with a brother or sister who is also on the same draft board, the manager automatically has the option to take the brother or sister in the next round. Failure to exercise option makes the second sibling available to be drafted by any team.

#### **2. Brothers/Sisters of Players Currently on a Team**

A manager may submit a written option on a draftee if the player candidate's brother or sister is a member of that manager's team. The manager must then select that sibling within the first three rounds of the draft.

#### **3. Sons/Daughters of Managers:**

A manager who has sons and/or daughters eligible under Regulation II has an option to select them no later than a specific draft round depending on their league age(s):

Draft Round	Player's League Age
5	10
4	11
3	12

Failure to exercise option makes the second sibling available to be drafted by any team after the specified round. The parent/manager has priority over all other options.

## Minors Division

In the Minors divisions, two of the same options shall exist but with the following additional conditions (the property player sibling option is not possible in minors):

1. Brothers/Sisters in the Draft:

When a manager selects a player with a brother or sister who is also on the same draft board, the manager must automatically take the brother or sister in the next round.

2. Sons/Daughters of Managers:

A manager who has sons and/or daughters eligible under Regulation II for the draft is required to select them no later than a specific draft round depending on their league age(s):

Draft Round	Player's League Age
5	8, 9, 10
4	11
3	12

## TRADES

Each team is permitted trades under the following conditions:

- Trades must be player for player only (for example, two players from Team A could not be traded for one player on Team B).
- Trades involving a player for draft choices are not permitted.
- Majors Division players may not be traded for Minors Division players.
- **All trades will be made through the Player Agent and must be approved the Board of Directors.** The Board will refuse permission for any trade that attempts to manipulate the system and create an imbalance in the Division. The board will not approve trades after uniforms are ordered.

## ASSISTANT COACHES

To prevent attempts to reserve players through selective coaching appointments, assistant coaches are not named until after the draft.

## VACANCIES ON MAJORS DIVISION TEAMS

When a vacancy occurs during the playing season on a Majors division team, Little League rules require that player be replaced. Certain Minors AAA players are subject to be called up to Majors division during the season if a Majors team loses a player due to illness, injury, or the player leaves a Majors team.

In such circumstances, the Majors division player is "released" and must be replaced in order to ensure competitive balance. The replacement player comes from either among a pool of wait listed players or age-eligible Minors AAA players who evaluated for Majors. A player called up from Minors AAA team at any time becomes a permanent member of that Majors division team. If a Minors AAA player refuses the call up, he or she is not eligible to be placed on a Majors division team for the remainder of the season.

The entire policy is contained in Appendix B. Any player selected to fill the vacancy becomes a permanent member of the team, governed by the same regulations as all members of the team selected in the draft.

For all other divisions, the league will attempt to fill any vacancy on a team from the registration waitlist.

## **XV. WHAT TO EXPECT AFTER TEAMS ARE FORMED**

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### **NOTIFICATION TO PLAYERS AND PARENTS**

After teams are formed, the league releases rosters to the team's managers. The team managers contact the players on their team and provide them with the practice schedule for the pre-season. Every team's practice schedule is unique and there is no way to predict what night or time a team will practice.

The team manager will typically serve as the point of contact between team members and the league.

### **PRACTICES DURING THE SEASON**

Before Opening Day, teams typically practice twice each week (one weeknight; one Saturday). Once games begin, most teams hold one weeknight practice. Some teams also schedule regular cage time at the Mesa cages. Some tee ball teams do not practice during the season (manager's discretion).

Players will receive their practice schedule from their team's manager. Practice times are selected by the manager based on availability. Availability is dictated by the following factors: seniority (older divisions select practice times first), manager & field availability (the league has way more teams than field space), and the needs of a particular division (tee ball teams do not need pitching mounds and outfield fences, for example).

Parents and coaches should realize that practice slots are not plentiful and therefore practices sometimes must be scheduled at inconvenient times (especially once games begin and the Mesa fields are mostly unavailable for practice).

### **RECRUITMENT OF ASSISTANT COACHES, SCOREKEEPERS & OTHER VOLUNTEERS**

A number of volunteers are needed to assist a team manager in running a successful Little League team. Team managers select their own assistants, scorekeepers, team parents, and other volunteers. See Section XVII below for a description of the volunteers needed and how to volunteer.

### **UNIFORMS**

Summerlin South Little League is proud to offer what it considers the highest quality uniforms among other Little Leagues. Each player receives the following:

- MLB or College-replica jersey
- Knicker-style baseball pants (gray for A division and below; white for AA division and above)
- Belt
- Socks
- Hat (for baseball) & visor (for softball)

**Each player and team must wear the entire uniform provided by the league. Teams are not permitted to "upgrade" or otherwise alter uniform elements (pants, hats, etc.).** The league's practice is to upgrade uniform elements starting at the AAA division level. For example, AAA players receive flex-fit hats. Majors division and above players receive fitted hats and (for the Spring Season) full button jerseys.

The league permits players to select their jersey number if the manager so decides. Requested jersey numbers are not guaranteed and the league will not arbitrate disputes over jersey numbers. Managers have the final say. Jerseys will also have the player's last name and the team sponsor's logo.

Players receive their uniform a day or two before Opening Day. Unworn pants can be exchanged for a different size at or before Opening Day. Jerseys will only be exchanged if the delivered jersey was not the size ordered. Otherwise the player's family is responsible for the cost of replaced or re-ordered items.

## **MANDATORY MEETINGS FOR MANAGERS & COACHES**

Managers for every team will be required to attend a coaching clinic and safety meeting each season. The dates are located on the calendars in Section XI and XII. **This meeting in mandatory and attendance is a condition of being able to manage a team. Prospective managers should plan accordingly.** Assistant coaches are encouraged to attend as well. The league will provide snacks and drinks.

In addition, managers **AND** assistant coaches are required to attend the rules meeting for their respective division. The dates for these meetings can also be found on the calendars in Section XI and XII.

## **BIG AL'S COACHING CLINICS**

Little League has partnered with "Big Al Baseball" to provide training for coaches. Nevada's District 4 typically hosts a clinic each spring. The clinics are organized into two four-hour training sessions; One session targets coaches and parents working with players 4-to-8 years old and the second session is for coaches of players 9-to-13 years old. Both sessions are designed to help coaches and coaching coordinators; teach the skills, correct common mistakes, plan active practices, leverage effective drills and competitions and organize proper warm-ups and pregame activities. Managers and coaches should plan to attend.

## **SCOREKEEPER CLINIC**

The role of the scorekeeper is described in Section XVII below. Each season, the league will host scorekeeper clinics where volunteers can learn to score during a live scrimmage. These clinics will provide instruction on how to keep a good score book (including through electronic scoring applications) and outline procedures on keeping the pitch count. The dates for these clinics can be found on the calendars in Section XI and XII.

## **XVI. WHAT TO EXPECT DURING THE SEASON**

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### **OPENING DAY**

The league kicks off each season with a huge Opening Day celebration at Mesa Park. Opening Day is filled with fun and excitement, including a skills challenge featuring the Majors Division players, a home run derby featuring the Majors Division sluggers, food, music, the parade of teams, and a visit from college or professional baseball players.

Opening Day is also an excellent opportunity to purchase Summerlin South Little League fan gear, buy practice or surplus uniforms or gear at a steep discount, and participate in the Opening Day raffle fundraiser.

Immediately after the opening ceremonies, our Majors and AAA division teams will take the fields for games. This will be a great chance for the younger players to see what their future in the league might hold.

Opening Day for the spring season is March 3, 2018. Opening Night for the fall season is September 7, 2018. The schedule for each Opening Day will be announced a few weeks before Opening Day.

### **GAME SCHEDULE**

Games for most teams will begin each season on Opening Day. Younger teams in the tee ball divisions usually start their games the week after opening day. The regular season for all divisions will end by the end of May for the spring season, and mid-November for the fall season. There will not be any games during the week of public school spring break or the weekend of Memorial Day, Labor Day, and Nevada Day. However, coaches may still elect to have practices during those times.

Each team typically plays two games per week (one weeknight; one Saturday) unless there is a bye situation or holiday. Older division teams (Minors AAA and above) sometimes play three games per week. The league plays most baseball games at the Mesa Park and most softball games at Vistas Park, although some division games may be played at both or the ball fields of our interleague partners (see Section XXVI below). Games are scheduled in two slots each night: 5:15 and 7:30. Younger teams (Minors A and below) play in the early time slot and older teams (Minors AAA and above) play exclusively in the later time slot. Minors AA can play in both time slots.

The number of games a team will play in a given season varies by division:

#### **Tee Ball divisions:**

Tee Ball Minors:	12 games
Tee Ball Majors:	12 games

#### **Baseball divisions:**

Minors A:	12-15 games + postseason tournament
Minors AA:	14-15 games + postseason tournament
Minors AAA:	15-18 games + postseason tournament
Majors:	18-22 games + postseason tournament
Intermediate (50/70):	TBD
Juniors:	TBD
Seniors :	TBD

#### **Softball divisions:**

Minors:	12-15 games + postseason tournament
Majors:	15-18 games + postseason tournament
Juniors:	TBD
Seniors:	TBD

The game schedule is not created until teams are rostered. It is typically released two weeks before Opening Day. Therefore, it is impossible to predict when a given team or division will play. The league attempts, however, to have each division play its games on the same night each week. Some divisions, however, are so large (Minors A and Tee Ball Majors) that its games are played on two different possible weeknights. Saturday games usually start with the youngest divisions in the morning and move up in age until the older divisions are playing at night.

The league typically has over 60 teams playing two games per week in tight succession. Requests for games to not be played on certain days therefore cannot be considered.

## **HOLIDAYS**

Summerlin South Little League does not schedule games during the CCSD spring break, Memorial Day weekend, Labor Day weekend, and Nevada Day weekend. In some instances, games are scheduled for the Friday night before a holiday weekend or the Monday evening ending a holiday weekend.

## **TEAM PICTURES**

The league contracts with DCI Photography for team and individual pictures. Picture day is on Opening Day. You will receive information on pictures, an order form, and schedule from your team's manager.

## **END OF SEASON TOURNAMENTS & AWARDS**

The Tee Ball Majors & Minors divisions do not have an end of season tournament. These divisions are considered purely non-competitive and instructional. Participation trophies are awarded to each player in these divisions.

All other divisions (Minors A and above) will have an end of season tournament. The tournament format varies based on the size of the division and field availability. But the league typically selects a format that guarantees each team to play at least two tournament games.

Trophies are not awarded for regular season champions or runners-up. Instead, the focus of the regular season should be player development. For this reason, tournament formats will not always favor higher regular season seeds as much as one might expect. **The league's primary goal is to create the most competitive tournament possible – not reward higher regular season seeds.**

Trophies are awarded to the tournament champions and runners-up in each division. Depending on the division's size and structure, a 3rd-place trophy might be awarded. The league also provides participation medals to all Minors A players, regardless of where their team finishes in the tournament.

For the purposes of tournament seeding, in the event of a tie, the better seed will be determined as follows:

1. The team with the best record in head-to-head play;
2. The team with the best overall record ignoring inter-league play;
3. Runs Against;
4. Runs For; or
5. Coin flip.

The tournament bracket or rules will outline the format for tournament ties.

## **TOURNAMENT OF CHAMPIONS (SPRING SEASON ONLY)**

The team finishing with the best record in the regular season in the AAA and Major Divisions will represent Summerlin South in the District's Tournament of Champions, in their respective divisions. The AAA and Major Division team that finishes highest in the post season tournament will also represent Summerlin South in the District's Tournament of Champions. If this is the same team, then the AAA and Major team that finishes second highest in the post season tournament will represent Summerlin South also.

## XVII. VOLUNTEERING IN THE LEAGUE

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Summerlin South Little League relies on a devoted legion of adult volunteers to help ensure that the league remains structured and runs smoothly. The league is always looking for responsible and enthusiastic individuals to support and coordinate its events and activities.

### WHO CAN VOLUNTEER

Anyone can apply to become a volunteer. Whatever talents or skills you have, the league can use them. Volunteers are grandparents, siblings, aunts and uncles, retirees, friends, neighbors, and more. Any community member who wishes to become a volunteer may apply.

All parents of children involved in the league are strongly encouraged to volunteer. Volunteering allows your life and your child's life to intersect on common ground, with shared interests and goals.

On rare occasions, Little League, through District Administrators and your local Board of Directors, may deny individuals the privilege of volunteering for reasons, past or present, that may be detrimental to the positive development of young people, other volunteers, and/or Little League International. When you apply to become a volunteer, you give Summerlin South Little League the right to conduct necessary background checks.

### WHAT ARE VOLUNTEERS NEEDED FOR?

The league typically needs volunteers in the following areas:

**Managers & Coaches:** Managers and coaches are the core of the league's volunteers. Given their close relationship and influence over the players, they are also among the most important. Their role is so important that it is described in detail in Section XVIII below.

**Team Parent:** Most teams have a volunteer who is known as the team parent. The role of the team parent is defined largely by the manager's needs and wishes, but team parents often help the managers organize team activities, handle logistical issues like uniforms and scheduling, and make the whole team experience more fun. The manager decides whether or not he wants a volunteer for this position and makes the appointment.

**Scorekeeper:** Each team in the Seniors, Juniors, Intermediate (50/70), Major, and Minors divisions in baseball and softball need at least one volunteer scorekeeper. The scorekeeper keeps the team's scorebook (the league encourages the use of electronic scoring applications), and, under the manager's direction, post the scores and pitch counts after each game.

**Board of Directors:** The Board of Directors is responsible for the day-to-day operations of the league within the rules, regulations and policies of Little League. Its role and the selection process are described in Section XXVIII below.

**Commissioners:** Each year, the Board may appoint a Commissioner for each division to assist the Board in organizing and supervising the operations for that particular division. Their role and the selection process are described in Section XXVIII below.

**Committee Members:** Each year, the Board of Directors may appoint a number of committees to assist it in managing league operations. The committees and their role are described in Section XXVIII below.

**Umpires:** Summerlin South Little League contracts for umpires with the Las Vegas Umpire Association and does not maintain its own volunteer umpire corps.

Most opportunities require little or no training. The league will provide you with any necessary training.

## **HOW TO VOLUNTEER**

Anyone who wishes to volunteer must start by submitting a Volunteer Application (available on the league's website under the information tab or in Appendix C to this handbook). This application is required ANNUALLY of all volunteers for any position. When completed the application and any other required documents described in it should be uploaded through the volunteer portal on the homepage of the League's website. There is a shorter version of the Volunteer Application for returning volunteers.

## **WHAT HAPPENS AFTER YOU VOLUNTEER?**

Summerlin South Little League is required to conduct background checks on managers, coaches, members of the board of directors, and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with, players or teams. The league's safety officer will conduct this background check using the information provided in your volunteer application (no one else will have access to that information). In some instances, you may receive a copy of the report from the background check provider. At times, these reports make reference to individuals who share your name but who could not be excluded because the database in which they were listed did not contain the offender's social security number. The reports, however, contain other descriptive information to differentiate between you and the offender listed. This is not an uncommon occurrence and should not alarm any prospective volunteers. The league will notify you if there is an issue with your background check.

## **XVIII. SELECTION OF MANAGERS AND COACHES**

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### **COACH'S/MANAGER'S ROLE** (<http://www.littleleague.org/managersandcoaches/coachrole.htm>)

Summerlin South Little League recognizes that Little League managers and coaches must be leaders. All must recognize that they hold a position of trust and responsibility in a program that deals with a sensitive and formative period of a child's development.

The manager and coach have understanding, patience and the capacity to work with children. The manager and coach should be able to inspire respect. Above all else, managers and coaches must realize that they are helping to shape the physical, mental and emotional development of young people.

The Little League manager must be something more than just a teacher. Knowledge of the game is essential but it is not the only badge of a Little League coach or manager.

While an adult with training and background in the game is a desirable candidate for manager or coach, league screening committees should look for other important qualities. Screening of managers, coaches and others at the local league level who have contact with children is also important in attempting to discover those with a history of child abuse.

Managers and coaches must be adults who are sensitive to the mental and physical limitations of children of Little League age and who recognize that the game is a vehicle of training and enjoyment, not an end in itself. It has been stated many times that the program of Little League can only be as good as the quality of leadership in the managing and coaching personnel. Leagues should make a determined effort to enlist the best adults in the community to serve as managers and coaches.

Anyone interested in being a Little League manager or coach should contact their local league president in person, and be willing to undergo a screening process that may include a background check, as well as interviews of those with personal knowledge of your qualifications.

As the chief administrator, the president selects and appoints the managers and coaches. As such, no person becomes a manager or coach without the approval of the president. All appointments are subject to final approval by the local league's board of directors.

### **VOLUNTEERING TO BECOME A TEAM MANAGER**

If you wish to volunteer to manage a team, fill out the electronic application on the homepage of the league website at [www.summerlinsouthll.org](http://www.summerlinsouthll.org). This is the only method by which a volunteer will be considered to manage a team. Emails or texts to Board Members or league officials will not result in a volunteer being considered as a manager. The manager application requires that the appropriate background check form be completed and submitted with the manager application (available during the application process or in Appendix C of his handbook). Volunteering to become a manager does not guarantee one of being selected as a manager. The process for selecting managers is outlined below. In certain circumstances, a person who has a proven ability to manage may be considered to manage teams in more than one division. This is a prerequisite for being considered for a manager post.

### **VOLUNTEERING TO BECOME AN ASSISTANT COACH**

Summerlin South Little League permits managers to select his/her own assistants, subject to Board approval and the assistants completing the appropriate background check. The league itself does not accept applications or requests to be an assistant and will refer the volunteer to the team manager.

## PROCESS FOR THE SELECTION OF MANAGERS AND COACHES

Given the importance of managers and coaches in the Little League system, Summerlin South Little League uses the following process for reviewing and selecting managers:

1. The League has established a Coaches Committee (chaired by the Coaching Coordinator) to assist the President in appointing managers in each division;
2. The Coaches Committee solicits and receives a list of those interested to manage;
3. The interest list is composed primarily of volunteers who have declared their interest in managing a team (by submitting the Manager Application);
4. Additional managers are recruited as needed;
5. Delegates from the Coaches Committee conduct interviews of all prospective managers (members of the committee who may be competing in the same division as the prospective manager are not involved in interviews or recommendations for that division);
6. The Coaches Committee identifies those prospective managers who attended pre-season coaches meetings and training seminars;
7. The Coaches committee meets and provides the league President with its recommendations;
8. The President selects managers for approval by the Board of Directors;
9. Managers select their own assistant coaches (subject to approval by the Board) consistent with the League's policy of allowable coaches; and
10. All appointed volunteers must submit to and pass a background check.

While the League strives to adhere to this specific policy at all times, time restraints and other variables may make it necessary to deviate in some manner. Decisions are finalized in late January for the Spring Season and early August for the Fall Season. Prospective managers and coaches should recognize the following:

1. It is a privilege not a right to coach in the league. Under Little League regulations, there is no "tenure" for coaches or managers, and each must be reappointed each season;
2. Many divisions have more people interested to manage than there are teams (especially the Majors division). Therefore, no one is guaranteed a position as coach or manager even if they have managed or coached in the past;
3. **All volunteers must strictly adhere to the Code of Conduct (posted on the League's Website and in this Handbook), and manifest their commitment to it by returning a signed copy to the League. Adherence to the Code of Conduct is a vital consideration in coaching appointments;**
4. All volunteers must submit to (and pass) a background check through Little League; and
5. Under Little League regulations, the decision to appoint a manager or coach is strictly within the discretion of the President with approval from the Board of Directors.

In making these decisions, the League strictly adheres to Little League's directives concerning the role of a Coach/Manager outlined on the previous page.

## TEAM NAMES

Managers get their choice of team names, subject to availability. Any of the 30 MLB teams are available. No non-MLB teams are permitted, unless it is a single team in a district-wide division. In that case, the manager can choose an MLB team or to be simply known as Summerlin South.

The manager application has space for managers to submit three name choices. Returning managers **within the same division** have the first right to a team name used the previous season. Priority for other duplicate choices will be decided by random draw.

## **XIX. ACCESS TO FIELDS FOR GAMES AND PRACTICES**

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The safety of the players is the league's highest priority. The league has therefore adopted the following policy on who may have access to fields during games and practices to ensure that all volunteers participating in the league have completed the Little League International background check and fulfilled all other safety requirements:

### **ACCESS TO FIELDS DURING GAMES**

1. Only players, umpires, managers and coaches approved by the league, and board members are permitted in the dugout or on the field during or before a game.
2. All approved managers and coaches will be issued a jersey with their name on the back, which they must wear at all games.
3. All approved managers and coaches will be issued a league identification badge and lanyard, which they must wear conspicuously at all games.
4. The approved alternate coach in the Minors AA, AAA, and Majors divisions are only permitted on the field or in the dugout in the absence of the manager or other coach, after notice has been given to the league president.
5. Scorekeepers and team moms are not permitted in the dugout or on the field.
6. Parents who are not approved managers or coaches are not permitted in the dugout.
7. At least one coach must be in the dugout at all times during game.

### **ACCESS TO FIELDS DURING PRACTICE**

1. The league recognizes that managers sometimes wish to have additional volunteers other than approved coaches assist during practice.
2. Any manager desiring an adult who is not an approved coach to assist during practice must have that volunteer submit a volunteer application to [safety@summerlinsouthll.org](mailto:safety@summerlinsouthll.org) and be approved before being allowed to participate in practice.
3. Any such volunteer will not be issued a team jersey or league identification badge and is not permitted in the dugout or on the field during games.
4. The manager retains discretion to select which volunteers may assist at practice, subject the background check requirements outlined above.

**No other parents, adults, or individuals are allowed in the dugout or on the field, ever.**

## XX. SPONSORSHIPS & FUNDRAISERS

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It costs over \$195 per player to put on each season—substantially more than the cost of registration in most divisions. Since the registration fees from each player do not cover all of the costs associated with operating a youth sports league, including uniforms, umpires, field maintenance, equipment, safety, insurance, and other expenses. For this reason, the league solicits sponsors each season to offset these costs and assist in providing a better experience for our players. The league requires each team to secure a sponsor for their team at the double level or above. Four different levels of team sponsorship are available:

**GRAND SLAM:** For any donation of \$2,500 or more, your business will receive a season-long link posted on the league's website, your business name on the jerseys of two teams, a sponsor gift, your business name and website link included in email blasts distributed league-wide, and name displayed on a banner to be placed at snack area all season and at our year-end tournament. The league will also provide the teams you sponsor with a banner prominently featuring your business name to hang during games.

**TRIPLE:** For any donation of \$1,000 or more, your business will receive a season-long link posted on the league's website, business name on the jerseys of two teams, a sponsor gift, your business name and website link included in email blasts distributed league-wide, and name posted at our year-end tournament. The league will also provide the teams you sponsor with a banner prominently featuring your business name to hang during games.

**DOUBLE:** For any donation of \$500, your business will have the name posted on the league's website, your business name on one team's jersey, a sponsor gift, your business name and website link included in email blasts distributed league-wide, and name posted at our year-end tournament. The league will also provide the team you sponsor with a banner prominently featuring your business name to hang during games.

**SINGLE:** For any donation of \$100 or more, your business name will be posted on the league's website web site as a sponsor. Your sponsorship will not be associated with any team and will not appear on team jerseys or banners.

In addition, Summerlin South offers a variety of other sponsorship opportunities which are described in the Sponsorship Opportunities Guide available on our [website](#) or in the appendix to this handbook. Those who wish to become a sponsor can access this guide. It contains instructions on how to apply for a sponsorship.

### FUNDRAISERS

In addition to sponsorships to fund league operations, the league is also always looking to make enhancements for the benefit of its players and fans. Over the past few years, we have built batting cages, added lighting for nighttime use, installed bullpens for pitchers, and upgraded each team's catcher's equipment.

These projects are largely funded by the annual Opening Day fundraiser: the raffling of team gift baskets. Each spring, we ask each team to organize and contribute a themed basket to be raffled on Opening Day. Previous baskets have included video games, rounds of golf, spa and restaurant certificates, show tickets, etc. Many businesses in our community are willing to donate items for this cause, or families can contribute them.

This is the only fundraiser the league does each year and is only conducted during the Spring Season. Your enthusiastic participation in this event provides a big support for a successful league.

## **XXII. PLAYING RULES & REGULATIONS**

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### **THE "GREEN BOOK" OR "ORANGE BOOK" RULES**

Summerlin South Little League follows the Official Regulations and Playing Rules established by Little League Baseball. These are the same rules and regulations that every chartered Little League in the country must follow as a condition of their Little League Charter. Each team will be provided a copy of these rules and regulations for their use and understanding during the season. If you would like a personal copy of the rules and regulations, you may contact Little League Baseball's Western Region Headquarters at Western Region Headquarters, 6707 Little League Drive, San Bernardino, CA 92407; or email [westregion@littleleague.org](mailto:westregion@littleleague.org).

ALL MANAGERS SHOULD HAVE A BASIC UNDERSTANDING OF ALL RULES AND REGULATIONS IN THE GREEN OR ORANGE BOOK.

### **LOCAL RULES**

The rules and regulations within the Green Book or Orange Book allow the local league some room for modifications. Summerlin South Little League policy is to play by the published rules with minimal modifications. Each season, the local rules are posted on the league's website and delivered to managers and coaches and discussed with managers and coaches at the rules meetings. If you would like a personal copy of the Local Rules for your child's division, they are available at the League's website on the homepage of your child's division and contained in Appendix E to this handbook.

### **LOCAL TOURNAMENT RULES**

The league adopts additional rules that govern tournament play during the league's season ending tournaments. These rules are available at the League's website on the tournament page and contained in Appendix F to this handbook.

### **GRIEVANCES**

From time to time there will be situations before, during or after games that will warrant the league to investigate and take appropriate actions. Since this league is for the enjoyment of the children, any reported inappropriate action by any manager, coach, player or spectator that is detrimental to the enjoyment of the game for the kids and their parents will be investigated. Two different types of situations may arise. The first is an official protest of a game. The other is a violation of the Conduct Policy by a manager, coach, player or spectator.

In the case of a game protest, the manager protesting the game must do so during the game according to the Green Book or Orange Book and then submit a written explanation to the league's President within 24 hours of the game. The Discipline and Protest Committee will review the written explanations submitted by the manager and umpire, review the rule book and make a decision as soon as possible.

In the case of a violation of a Code of Conduct or non-game rule grievance, whoever initiates the grievance must notify the Division Commissioner of their division of the grievance, preferably in writing. The parties involved in the situation may be asked to meet with The Discipline and Protest Committee. The Board of Directors has delegated to the Discipline and Protest Committee complete and total authority to establish any and all procedural aspects of a reported grievance, with the guiding principal that all sides shall be equally heard and equally evaluated. Decisions by the Discipline and Protest Committee are guided by the ORPR BOOK and are final.

### **POSTPONING GAMES**

The only postponement of games that will be allowed is due to inclement weather, power failure, acts of God, etc. The Board of Directors will make the determination of postponement of a game before the game begins. Once a game begins, the umpire decides if it should be suspended. Never assume that a scheduled game will not be played because of inclement weather. Games are typically not cancelled due to wind.

## **XXIII. ALL-STARS**

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Summerlin South Little League proudly supports Little League's tournament tradition. Since 1947, in the summer months Little Leagues around the world select an All-Star team made up of players from its league. These All-Star teams compete in district, state, and regional tournaments, hoping to advance to Williamsport for the Little League World Series.

Each Spring Season, Summerlin South Little League charters All-Star teams in up to three divisions in baseball and softball: 8-10 year old, 9-11 year old, and Majors (10-12 year old). Depending on interest and ability, the league may charter All-Star teams in, the Intermediate (50/70), Juniors, or Seniors Divisions.

All-Star teams are carefully selected and require an enormous commitment of time and energy from potential All-Star players and their families.

### **ALL-STAR COMMITMENT INFORMATION**

The first step in the selection process for Summerlin South Little League's All-Star teams is ensuring that eligible candidates and their families understand the required commitment and conduct to represent the league on one of its All-Star teams. Thus, the league requires that each candidate complete the All-Star Commitment Application contained in Appendix G to this handbook.

All-Star Tournament play is intensely competitive and requires dedication beyond the requirement of a regular Little League season. Consequently, only those players, managers, and coaches who desire to commit their time and effort will be considered.

To be considered, a player must:

- Be available for all practices (usually five-six days a week; some two-a-days) for two weeks prior to the games starting (late-June/early-July);
- Be available without interruption from approximately June 1, 2018 to July 20, 2018 (Majors team into August if the team advances);
- Have played in 60% of a Summerlin South Little League team's regular season games (unless medically excused in compliance with Little League rules and regulations);
- Provide an original and copy of the player's birth certificate; and
- Provide three forms of proof the player resides in the league's boundaries (acceptable forms of proof described on the enclosure).

Participation on an All-Star team is voluntary. But potential players and families must understand that there are both costs involved and different mandatory/minimum play rules that govern All-Star Tournament play. If selected, the player's family will be required to shoulder some of the costs (estimated to be \$150; financial hardship considered on a case-by-case basis) and agree to respect and accept all coaching decisions concerning line-ups and playing time without complaint.

### **MANDATORY/MINIMUM PLAY RULES**

The rules governing All-Star tournament play are different than govern the Little League regular season. Teams with 12 or fewer eligible players in uniform at a game, players, in a non-shortened game, are only ensured one at bat and playing time in the field for six consecutive defensive outs. Teams with 13 or fewer eligible players in uniform at a game, players, in a non-shortened game, are only ensured one at bat and are not ensured any playing time in the field. In shortened games, these mandatory/minimum play rules do not even have to be satisfied. It is thus possible that players, in any given game, could neither bat nor see playing time in the field.

Summerlin South Little League requires that any player being considered for selection to one of its All-Star teams understand these rules and agree to refrain from criticizing coaching decisions concerning line-ups or playing time.

## ALL-STAR SELECTION PROCESS

The Summerlin South Little League Board has adopted the following procedure for naming its All-Star teams each spring:

*Preamble:* These rules are intended to supplement, and not replace, existing Little League rules on player and manager selection. All existing rules on player eligibility and the timing of player selection shall remain in place, as set forth in the Little League "Green Book."

1. No later than the start of the Spring Season, the Board of Directors shall select an All-Star Committee (the "Committee"). The Committee shall be comprised of the League President and existing Board members.
2. The Committee shall be responsible for conducting evaluations and making recommendations to the League President for the selection of managers and players to represent Summerlin South Little League in officially sanctioned All-Star competition.
  - a. Members of the Committee shall periodically observe and evaluate players during regular season and end-of-season tournament games so that they may make fully informed recommendations to the League President.
3. Selection of All-Star managers:
  - a. All-Star managers shall be chosen at the sole discretion of the League President.
  - b. The League President may select All-Star managers at any point during the Spring season [or other appropriate time].
  - c. The League President and the Committee shall consider the following criteria when choosing an All-Star manager:
    - i. Regular season performance;
    - ii. End-of-season tournament performance;
    - iii. Ability to communicate with players and parents;
    - iv. Ability to develop players;
    - v. Sportsmanship; and
    - vi. Cooperation with Summerlin South Little League and its Board of Directors.
  - d. Selection as an All-Star manager does not assure that manager's son/daughter of selection to the All-Star team.
4. Selection of All-Star players
  - a. All-Star players shall be chosen at the sole discretion of the League president.
  - b. The League President and the Committee shall consider the following criteria when choosing an All-Star player:
    - i. Overall ability, in the current and past seasons;
    - ii. Regular season performance;
    - iii. Sportsmanship;
    - iv. Demonstration of a special skill that will assist the performance of the All-Star team in All-Star competition;
    - v. Availability for All-Star competition.
  - c. The League President may, but is not required, to hold one or more player evaluations to decide All-Star team composition.
5. Beginning with the start of the season, each manager in the Majors and Minors AAA divisions shall, on a monthly basis, provide the Committee with a short list of players on their team (the "watch-list") that they believe merit consideration for the All-Star team. Failure to provide the Committee with a watch-list shall be grounds for disqualification as an All-Star manager.
6. Prior to the start of the Spring season, every player who wishes to be considered for All-Star selection shall provide the Committee with a statement of commitment (the "Commitment Letter"). Failure to submit a Commitment Letter may disqualify a player from consideration as an All-Star.

## **XXIV. LEAGUE PHILOSOPHY & CODES OF CONDUCT**

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Little League is a program of service to youth; it is geared to provide an outlet of healthful activities and a training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It inspires them with a goal and enriches their lives towards the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship and fair play.

Little League has a primary goal of developing our children into good and decent citizens. Children only learn this by example. As adults and role models, we have an obligation to set this example at all times, whether we are coaches, umpires, parents or spectators. All children involved in Little League should have a fun, rewarding experience. As a league we strive to do our best to provide this opportunity.

To further its philosophy as outlined above, Summerlin South Little League has adopted Codes of Conduct for all participants. By registering your child in the league, you agree to abide by the league's Conduct Policy. Please read the Little League pledges and Codes of Conduct that follow carefully. If you have any question regarding it please ask a Board member for clarification. The league will strictly enforce these pledges and conduct codes.

### **THE LITTLE LEAGUE PLEDGE**

I trust in God  
I love my country  
And will respect its laws  
I will play fair  
And strive to win  
But win or lose  
I will always do my best

### **THE LITTLE LEAGUE PARENT/VOLUNTEER PLEDGE**

I will teach all children to play fair and do their best  
I will positively support all managers, coaches and players  
I will respect the decisions of the umpires  
I will praise a good effort despite the outcome of the game

## CODE OF CONDUCT

Any manager, coach, player, or parent/member who conducts himself/herself in an unsportsmanlike manner while participating in any Summerlin South Little League function shall be removed from further participation. Players, Managers, Coaches, or any party associated with any Summerlin South Little League team shall not ride, abuse, heckle, or make uncomplimentary remarks whatsoever, to any opposing player, umpire or team official. Any individual violating this regulation may be ejected from the game.

The team manager will be responsible for the conduct of his coaches, players and parents. The umpire can eject the manager for your behavior.

ANY PLAYER, MANAGER, COACH OR PARTY ACCOMPANYING A TEAM WILL BE SUSPENDED FOR THE REMAINDER OF THE GAME FROM THE TIME OF RULE INFRACTION IF THEY:

1. Use profane language after being warned.
2. Make any unnecessary gesture in protesting an umpire's decision. Only the manager or coach may ask for a clarification of a rule and the umpire in chief must give him such clarification.
3. Throw helmets, bats or any other equipment.
4. Make unnecessary gestures to fans or opposing players.
5. Use alcoholic beverages of any kind on the playing field, dugout or on Summerlin or City parks or School District property.
6. Use tobacco on the playing field, dugout or general area of the game.

Any player ejected from the game will be required to remain in the dugout. If any MANAGER or COACH is ejected from the game, they must leave the park. They can no longer take part in the game. If he/she refuses or creates a problem, the game in progress may be suspended until the problem is resolved. If the situation gets uncontrollable, the police will be called. The above also pertains to parents, fans or family members.

The *minimum* penalty for any player, manager, coach, or member ejected from a game for any of the above will be:

- |           |                                   |
|-----------|-----------------------------------|
| 1st time: | Suspended for 1 league game       |
| 2nd time: | Suspended for 3 consecutive games |

The penalty for additional ejections or more flagrant offenses will be decided by the Summerlin South Little League Discipline Committee.

A manager or coach suspended for any reason is not permitted to be at the game site, including parking lots. They must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result in further suspension and possible forfeiture of a game.

There will be no toleration for fighting (deliberate body contact). Any manager, coach, player, spectator, parent, or anyone associated with the league, caught fighting in or around the playing field, before, during or after a game or practice, will be suspended for 1 game and be subject to further disciplinary action. There is no room for this type of behavior. There will be no warnings or no second chances when it comes to fighting.

## PARENT CODE OF CONDUCT

We, the Summerlin South Little League, have implemented the following Sport Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles: Trustworthiness, Respect, Responsibility, Fairness, Caring, and Good Citizenship. The highest potential of sports is achieved when competition reflects these "six pillars of character."

I therefore agree:

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or Parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
9. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
16. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
17. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

## **XXV. SAFETY ISSUES**

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The safety of the players, coaches and spectators is Summerlin South Little League's ultimate priority. There is always some risk of injury in any sporting event. The league will do as much as it can to assure that the playing fields and the league-supplied equipment adequately protect the players, coaches and spectators.

Each year, the league publishes a Safety Manual according to the requirements provided by Little League. The league provides a copy to each manager and likewise posts it on the league's website. In addition, the league has mandatory safety training for every manager each season.

In addition to these efforts, the league has adopted the following safety policies:

### **BACKGROUND CHECK POLICY**

1. All volunteers including managers, coaches, board members and any other persons, volunteers or hired workers, who provide regular service to the league or who have repetitive access or contact with the players in Summerlin South Little League must fill out the Volunteer Application Form and provide the league with a copy of their photo identification card for ID verification.
2. The league will conduct annual background checks for all volunteers through but not limited to First Advantage, the national criminal records search available through the Little League website for complete records.
3. The First Advantage National Criminal File database contains more than 350 million records which include criminal records and sex offender registry records across 50 states and the District of Columbia.
4. The league may elect to use additional resources if needed to perform adequate background checks.
5. Anyone refusing to fill out Volunteer Application is ineligible to be a league member.
6. Anyone refusing to provide the league with any requested information in regards to background check will be ineligible to be a league member.
7. The league President will retain these confidential forms for the year of service.
8. New volunteer forms must be filled out each calendar year.
9. Volunteer Application are available on Appendix C to this handbook or they may be downloaded from [www.summerlinsouthll.org](http://www.summerlinsouthll.org) or [www.littleleague.org](http://www.littleleague.org).
10. All Volunteer Applications must be approved prior to the volunteer having any contact with the children in Summerlin South Little League.
11. All Volunteers are required to wear their volunteer badge and lanyard.

### **PARENT/SPECTATOR SAFETY CODE**

Protective equipment cannot prevent all injuries a player might receive while participating in Baseball or Softball. Parents should become aware of the safety code and help us prevent injuries.

1. All players must have a medical release form signed by a parent or guardian before they are permitted to play. Your Manager should distribute these. Please fill it out and return it to him/her.
2. If your child is a pitcher and has pitched in a game on the current day or the day prior with another league, please inform your Manager. Our goal is to reduce the chances of serious shoulder, elbow, or arm injuries to our young pitchers.
3. If your child is ill, please inform your Manager.
4. Only parents are permitted to administer medication to their children. Managers and coaches are NOT permitted to give children any medication, including pain relievers such as Tylenol.
5. Parents should make sure their child has water at practices and games to keep them hydrated.
6. Parents are responsible to watch children not playing in a game or practice at all times and to keep them away from the parking areas and driveways.
7. Spectators must stay alert for foul balls and errant throws.
8. There is no running on the bleachers. Parents should supervise young children on the bleachers and encourage them to sit on the lower levels.

9. Only parents designated by the manager as coaches may be on the playing field for a game or practice. These individuals must pass a background check and be approved by the Board of Directors.
10. During a game, parents who are not coaches should not confer with the manager unless they see a safety problem or a problem concerning a player's well being. The manager is supervising up to 15 players, and it takes his or her full concentration to remain vigilant concerning safety problems while orchestrating the game.
11. Parents are in a much better position to know the health of their youngster than the manager. If a player has any kind of injury, illness, ache, or pain, is unusually tired, or just does not feel well, the parent must bring it to the manager's attention before the game or practice.
12. No smoking, alcohol, or drugs allowed on the premises at any time.

## **PLAYER SAFETY CODE**

Players need to adhere to some important safety rules to avoid injury. Children who consistently ignore the safety rules and endanger the health and safety of others may be suspended from future games and practices.

1. Players must stay alert! This means knowing where the ball is AT ALL TIMES!
2. Players and coaches must remain in the dugout. If a player needs to use the restroom or leave the dugout, they must notify the Manager or Coach in the dugout and the player's parent should escort them to the restroom.
3. In the dugout, players must NEVER swing bats, or throw balls or other objects. There should be no horse play.
4. No swinging bats or throwing balls in spectator areas.
5. All pre-game warm-ups should be performed in areas apart from those frequented by spectators.
6. Foul balls batted out of playing area will be returned to the umpire or one of the playing team's coaches or managers between at bats or innings. No balls should be thrown over the fence during a game.
7. Except when a runner is returning to a base, head first slides are not permitted (exception: Senior/Big League).
8. On-deck batters are not permitted. Only the first batter of each half inning will be permitted outside the dugout between half innings in Tee Ball, Minors, and the Majors Divisions.
9. The use of a traditional batting donut is not permissible.
10. No shorts are permitted for practices or games.
11. Mouth guards are encouraged but not required.
12. All male players will wear athletic supporters or cups during games (exception –t-ball). Managers should encourage that cups be worn at practices and during games.
13. Catchers and pitchers must wear a cup at all times.
14. Male catchers must wear the metal, fiber or plastic type cup and a long-model chest protector. Female catchers must wear long or short model chest protectors.
15. Catchers must wear a catcher's mitt, not an infielder's or outfielder's glove, when catching.
16. Catchers must wear catcher's helmet, face mask and throat guard in warming up pitchers. This applies between innings and in bullpen practice.
17. Batters must wear Little League approved protective helmets for batting practice and games. Helmets with masks are strongly encouraged, but not required.
18. Shoes with metal spikes or cleats are NOT permitted. Only shoes with molded cleats are permissible. Intermediate/Junior/Senior/ Big League players may wear metal spikes.
19. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)
20. No climbing fences or boxes in dugout. There is to be no standing on benches inside the dugouts.
21. No playing in the parking area.
22. All gates to the fields must remain closed at all times.

## **PITCHERS**

Pitchers in all divisions of Little League, from age 7 to 18, will have specific limits for each game, based on their age. The number of pitches delivered in a game will determine the amount of rest the player must have before pitching again. The league's goal is to reduce the chances of serious shoulder, elbow, or arm injuries to young pitchers. If your child is a pitcher and has pitched in a game on the current day or the day prior with another league, please inform your team's manager.

## **CONCUSSION POLICY**

Forty-nine states and the District of Columbia have enacted laws which address concussions and protect the health and safety of young athletes. Little League International has compiled a summary of all currently existing and proposed state and federal laws regarding concussions in youth athletes.

Summerlin South Little League complies with any applicable Nevada laws. Managers are required to view the information and training materials on concussions which are available free of charge on the Centers for Disease Control website at [http://www.cdc.gov/concussion/headsup/online\\_training.html](http://www.cdc.gov/concussion/headsup/online_training.html).

NRS 386.435 requires the league adopt a policy on head injuries in youth athletes requiring the athlete be removed immediately upon sustaining a suspected concussion, may not return until given written clearance from health care professional, and that before participating, the student and parents must return a form acknowledging receipt of information on concussions.

Each parent will be required to read and sign the Concussion Policy for each player prior to the start of each season as a part of registration.

## **XXVI. INJURIES & INSURANCE**

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Despite the best efforts of the league and its volunteers, injuries sometimes happen. The league has adopted the following policy on the reporting of injuries and accidents :

### **WHAT TO REPORT**

Any incident that causes any player, manager, coach, umpire or volunteer to receive medical treatment and/or first-aid must be reported to the Safety Officer. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or period of rest. Any player who, in the opinion of an umpire, coach or manager, suffers loss of consciousness or memory loss due to an accident should be immediately removed from the game and the parents or guardians advised to seek a medical evaluation immediately.

### **WHEN TO REPORT**

All such incidents described above must be reported to the Safety Officer within 48 hours of the incident. The Safety Officer is John Carmona and he can be reached at: [safety@summerlinsouthll.org](mailto:safety@summerlinsouthll.org).

### **HOW TO MAKE THE REPORT**

The most effective way to make a report is to email the Safety Officer. The following information should be provided:

1. The name and number of the individual involved.
2. The date, time and location of the incident.
3. As detailed a description of the incident as possible.
4. The preliminary estimation of the extent of injuries.
5. The name and phone number of the person reporting the incident.

### **WHAT HAPPENS NEXT**

Within 48 hours of receiving the incident report, the Safety Officer will contact the injured party or the party's parents and:

1. Check on the status of the injured party.
2. Verify the information received.
3. Obtain any other information deemed necessary.
4. In the event that the injured party required other medical treatment, will advise the parent or guardian of Little League's insurance coverage and the provisions for submitting any claims.
5. Complete and file a Little League Incident/Injury Tracking Form.
6. If there is any chance that Little League insurance may be used, provide the appropriate insurance forms to the injured party's parents.

### **INSURANCE**

Summerlin South Little League, through Little League Baseball, has purchased excess insurance in the form of the Little League Player Accident Policy to cover the players, managers, coaches, volunteer umpires, and league officials during Summerlin South functions. If a manager enlists the help of parents during a practice and these parents have not been appointed by the league as a volunteer to the team, including having a background check ran on them, they are not covered by the league's insurance. Only league approved volunteers will be covered.

The Little League Player Accident Policy is an excess coverage, accident only plan, to be used as a supplement to other insurance carried under a family policy or insurance provided by an employer. If there is no primary coverage, Little League insurance will provide benefits for eligible charges, up to Usual and Customary allowances for your area. A \$50 deductible applies for all claims, up to the maximum stated benefits.

This plan makes it possible to offer exceptional, affordable protection with assurance to parents that adequate coverage is in force for all chartered and insured Little League approved programs and events.

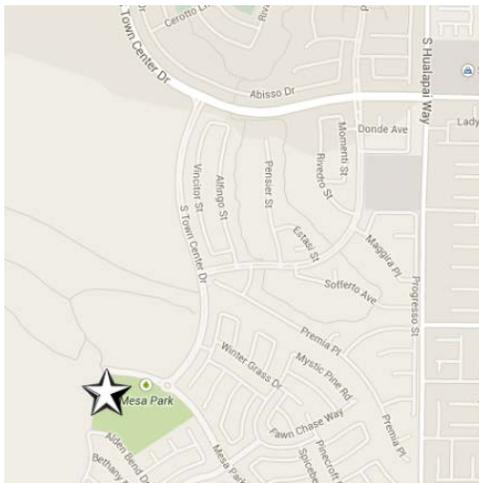
If your child sustains a covered injury while taking part in a scheduled Little League Baseball or Softball game or practice, here is how the insurance works:

1. The Little League Baseball and Softball accident notification form must be completed by parents (if the claimant is under 19 years of age) and a league official and forwarded directly to Little League Headquarters within 20 days after the accident. A photocopy of the form should be made and kept by the parent/claimant. Initial medical/dental treatment must be rendered within 30 days of the Little League accident. The forms for submitting this claim are contained in Appendix H to this handbook.
2. Itemized bills, including description of service, date of service, procedure and diagnosis codes for medical services/ supplies and/or other documentation related to a claim for benefits are to be provided within 90 days after the accident. In no event shall such proof be furnished later than 12 months from the date the initial medical expense was incurred.
3. When other insurance is present, parents or claimant must forward copies of the Explanation of Benefits or Notice/ Letter of Denial for each charge directly to Little League International, even if the charges do not exceed the deductible of the primary insurance program.
4. Policy provides benefits for eligible medical expenses incurred within 52 weeks of the accident, subject to Excess Coverage and Exclusion provisions of the plan.
5. Limited deferred medical/dental benefits may be available for necessary treatment after the 52-week time limit when:
  - a. Deferred medical benefits apply when necessary treatment requiring the removal of a pin /plate, applied to transfix a bone in the year of injury, or scar tissue removal, after the 52-week time limit is required. The Company will pay the Reasonable Expense incurred, subject to the Policy's maximum limit of \$100,000 for any one injury to any one Insured. However, in no event will any benefit be paid under this provision for any expenses incurred more than 24 months from the date the injury was sustained.
  - b. If the Insured incurs Injury, to sound, natural teeth and Necessary Treatment requires treatment for that Injury be postponed to a date more than 52 weeks after the injury due to, but not limited to, the physiological changes of a growing child, the Company will pay the lesser of: 1. A maximum of \$1,500 or 2. Reasonable Expenses incurred for the deferred dental treatment.

**If an injury or accident does occur during a practice, game or other official Summerlin South function, please notify the Safety Officer as soon as possible. In order to be eligible for coverage under the League's insurance there are claim forms that must be filled out by the party that was injured, then the Safety Officer, and the forms must be submitted to Little League Baseball for processing.**

## XXVII. FIELD & FACILITY LOCATIONS

Summerlin South Little League uses the following fields and facilities. All field use (including practices, cage time, or other activities) must be scheduled through the appropriate contact on the Board of Directors.

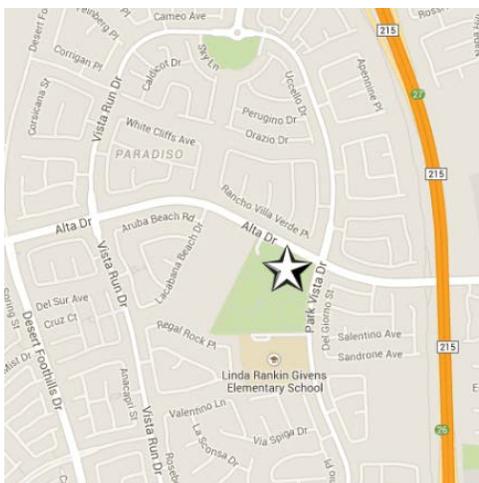


### MESA PARK

Address:

Corner of Mesa Park Drive and Altaladera Drive  
Las Vegas, NV 89135

The Mesa Park is the home of Summerlin South Little League and hosts most of the league's games and tournaments, as well as practices for the Majors, AAA, and AA Divisions. It has three regulation Little League fields (all lighted for night games and practices and one with stadium seating), a snack bar, and the league's batting cages.

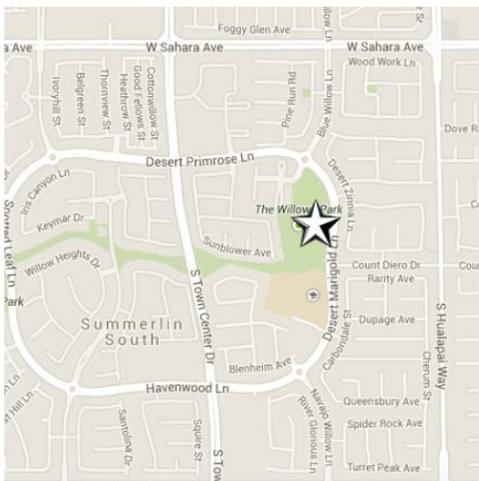


### VISTAS PARK & COMMUNITY CENTER

Address:

11311 Alta Drive  
Las Vegas, NV 89138

The Vistas Park is the home of Summerlin South Little League's Softball and Intermediate (50/70) divisions. It may also host games and tournaments in other divisions. It has two regulation Little League fields (lighted for night games and practices), a snack bar, and bull pens. The adjacent Vistas Community Center hosts many league membership and training meetings.



### WILLOWS PARK & COMMUNITY CENTER

Address:

2775 Desert Marigold Lane  
Las Vegas, NV 89135

The Willows Park hosts practices for Summerlin South Little League's A Division and some Tee Ball Majors Division teams. It has two softball-style fields with dirt infields and is fully lighted for night practices. The fields have no pitching mounds, fixed bases, or outfield fences. The adjacent Willows Community Center hosts many league membership and training meetings.

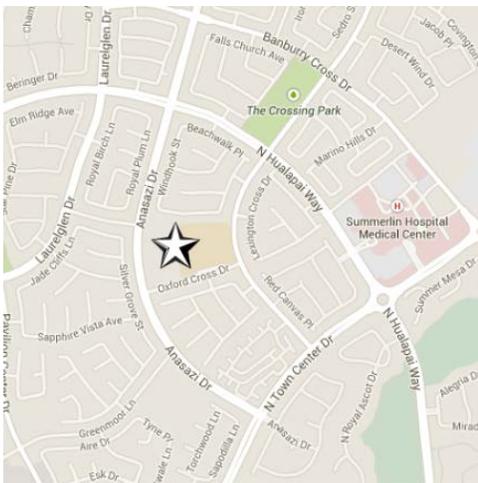


## PASEOS PARK

Address:

12122 Desert Moon Road  
Las Vegas, NV 89138

The Paseos Park hosts practices for Summerlin South Little League's Tee Ball Majors and Minors Divisions. It has two tee ball fields with all grass infields. The fields have no lights, fixed homeplates, pitching mounds, fixed bases, or outfield fences.

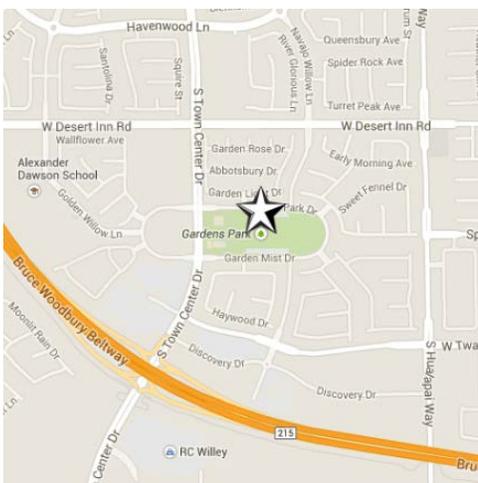


## OXFORD PARK

Address:

700 Anasazi Drive  
Las Vegas, NV 89144

The Oxford Park hosts games and practices for Summerlin South Little League's Juniors and Seniors Divisions, and operates as an overflow practice field for other divisions. It has one regulation-size baseball field (60' 6" pitching rubber and 90' base paths) and is fully lighted for night games and practices.



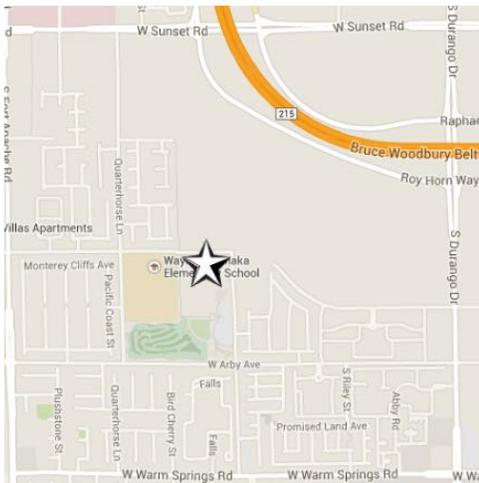
## GARDENS COMMUNITY CENTER

Address:

10401 Garden Park Drive  
Las Vegas, NV 891135

The Gardens Community Center hosts many league membership and training meetings.

In addition to the Summerlin South Little League fields and facilities, some interleague games in older divisions are played at Peccole Little League or Summerlin North Little League parks.

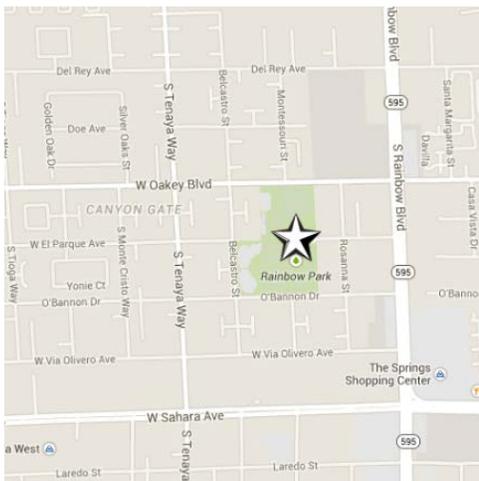


### RED RIDGE PARK

Address:

9198 West Arby Avenue  
Las Vegas, NV 89148

Red Ridge Park is the home of our interleague partner Peccole Little League and hosts some interleague games and tournaments. It has two regulation Little League fields, both of which are convertible for the 50/70 Division (all lighted for night games and practices), and a snack bar.

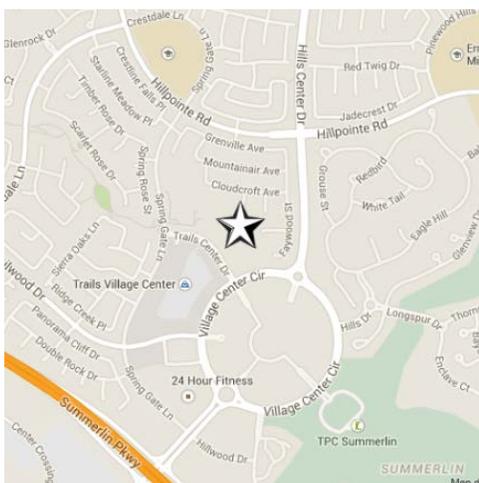


### RAINBOW FAMILY PARK

Address:

Oakey Boulevard (just west of Rainbow)  
Las Vegas, NV 89117

Rainbow Family Park is the second home of our interleague partner Peccole Little League and hosts some interleague games and tournaments. It has four regulation Little League fields (all lighted for night games and practices), and a snack bar.



### TRAILS PARK

Address:

9550 Trails Center Drive  
Las Vegas, NV 89134

Trails Park is the home of our interleague partner Summerlin North Little League and hosts some interleague games and tournaments. It has two regulation Little League fields, one regulation field (60'6" pitching rubber and 90' base paths), all lighted for night games and practices. It also has batting cages, bullpens, and a snack bar.

# XXVIII. LEAGUE ADMINISTRATION

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## LEAGUE CONTACT INFORMATION

Summerlin South Little League  
District 4 Nevada  
2775 Desert Marigold Lane  
Las Vegas, Nevada 89135  
702-299-6226 – league phone  
info@summerlinsouthll.org  
[www.summerlinsouthll.org](http://www.summerlinsouthll.org)

## ORGANIZATIONAL STRUCTURE

Summerlin South Little League is a Nevada Non-Profit Corporation and is a 501(c)(3) charitable organization under the guidelines established by the IRS tax codes and operates under a charter provided annually by Little League International.

## CONSTITUTION

The league has adopted a Little League-approved Constitution that governs the league's management and operations. The Constitution is available on the league's website at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).

## BOARD OF DIRECTORS

The Summerlin South Little League Board of Directors is responsible for the day-to-day operations of the league within the rules, regulations and policies of Little League. Although the board does not have the authority to alter, suspend or change any of the rules, regulations or policies of Little League, Little League gives the Board wide latitude in many areas of operation to ensure that the local needs of the league and our community are being met.

Under Little League rules and the Summerlin South Little League Constitution, the regular membership of each Little League is required to meet and elect the board of directors each September. Following the election, the board of directors meets to elect its officers from within the newly elected board. The Summerlin South Little League board members and officers are shown below.

The Board has regular monthly meetings. During busy times of the year the board will hold regular committee meetings and telephone conferences in addition to regular board and executive committee meetings.

### 2017-2018 BOARD OF DIRECTORS

NAME	POSITION	LEAGUE EMAIL
ROB McCOY	PRESIDENT	<a href="mailto:president@summerlinsouthll.org">president@summerlinsouthll.org</a>
BRANDON BARKHUFF	VICE PRESIDENT - OPERATIONS	<a href="mailto:vpops@summerlinsouthll.org">vpops@summerlinsouthll.org</a>
RYAN DOLAN	VICE PRESIDENT - PROGRAMS	<a href="mailto:vp@summerlinsouthll.org">vp@summerlinsouthll.org</a>
JIM LENAHAH	TREASURER	<a href="mailto:treasurer@summerlinsouthll.org">treasurer@summerlinsouthll.org</a>
JOHN FREITAG	SECRETARY	<a href="mailto:secretary@summerlinsouthll.org">secretary@summerlinsouthll.org</a>
STEPHANIE ALLEN	COACHING COORDINATOR	<a href="mailto:coaches@summerlinsouthll.org">coaches@summerlinsouthll.org</a>
KADE STRATTON	UMPIRE IN CHIEF	<a href="mailto:rules@summerlinsouthll.org">rules@summerlinsouthll.org</a>
JOHN CARMONA	SAFETY OFFICER	<a href="mailto:safety@summerlinsouthll.org">safety@summerlinsouthll.org</a>
KADE STRATTON	PLAYER AGENT - BASEBALL	<a href="mailto:agent@summerlinsouthll.org">agent@summerlinsouthll.org</a>
MIKE ALBANESE	PLAYER AGENT - BASEBALL	<a href="mailto:agent2@summerlinsouthll.org">agent2@summerlinsouthll.org</a>
TRENA RAY	PLAYER AGENT - SOFTBALL	<a href="mailto:softball@summerlinsouthll.org">softball@summerlinsouthll.org</a>
MOLLY BURFORD	INFORMATION OFFICER	<a href="mailto:info@summerlinsouthll.org">info@summerlinsouthll.org</a>

## COMMITTEES

Each year, the Board of Directors appoints a number of committees to assist it in managing league operations. Membership on most committees is open to all parents or friends of the league, and the league encourages anyone who is interested to volunteer. To volunteer, please email [secretary@summerlinsouthll.org](mailto:secretary@summerlinsouthll.org).

### 2017-2018 COMMITTEES

COMMITTEE	CHAIRPERSON	CHAIRPERSON EMAIL
MANAGERS & COMMISSIONERS	STEPHANIE ALLEN	<a href="mailto:coaches@summerlinsouthll.org">coaches@summerlinsouthll.org</a>
DISCIPLINE & PROTEST	ROB McCOY	<a href="mailto:president@summerlinsouthll.org">president@summerlinsouthll.org</a>
UMPIRE & RULES	KADE STRATTON	<a href="mailto:rules@summerlinsouthll.org">rules@summerlinsouthll.org</a>
FALL BALL	RYAN DOLAN	<a href="mailto:vp@summerlinsouthll.org">vp@summerlinsouthll.org</a>
OPENING DAY	TBD	<a href="mailto:vpssoftball@summerlinsouthll.org">vpssoftball@summerlinsouthll.org</a>
ALL-STAR	ROB McCOY	<a href="mailto:president@summerlinsouthll.org">president@summerlinsouthll.org</a>
EQUIPMENT, UNIFORMS & AWARDS	BRANDON BARKHUFF	<a href="mailto:vpops@summerlinsouthll.org">vpops@summerlinsouthll.org</a>
FINANCE & AUDIT	JOHN CARMONA	<a href="mailto:safety@summerlinsouthll.org">safety@summerlinsouthll.org</a>

## COMMISSIONERS

Each year, the Board appoints a Commissioner for each division to assist the Board in organizing and supervising the operations for that particular division. Specifically, the Commissioners:

- Communicate with and represent needs of division teams and managers to the Board;
- Coordinate with all the managers and coaches in his/her division to explain Little League rules, Summerlin South Little League Local Rules and league operating procedures;
- Communicate with managers concerning game and practice scheduling;
- Assist the Player Agent(s) in conducting the annual player selection/team assignment after registration;
- Assist in verification of eligibility of players after registration;
- In conjunction the league President, address all other issues as they arise (rosters, rules, complaints, conduct of fans, players or representatives, umpiring, parent complaints, etc.).

### 2018 COMMISSIONERS

NAME	DIVISION(S)	LEAGUE EMAIL
TBD	SENIORS, JUNIORS & 50/70	<a href="mailto:juniors@summerlinsouthll.org">juniors@summerlinsouthll.org</a>
TBD	SENIORS & JUNIORS SOFTBALL	<a href="mailto:seniors@summerlinsouthll.org">seniors@summerlinsouthll.org</a>
TBD	INTERMEDIATE (50/70) BASEBALL	<a href="mailto:majors@summerlinsouthll.org">majors@summerlinsouthll.org</a>
TBD	MAJORS BASEBALL	<a href="mailto:majors@summerlinsouthll.org">majors@summerlinsouthll.org</a>
TBD	MAJORS SOFTBALL	<a href="mailto:majorssoftball@summerlinsouthll.org">majorssoftball@summerlinsouthll.org</a>
TBD	MINORS AAA	<a href="mailto:minorssaa@summerlinsouthll.org">minorssaa@summerlinsouthll.org</a>
TBD	MINORS AA	<a href="mailto:minorssaa@summerlinsouthll.org">minorssaa@summerlinsouthll.org</a>
TBD	MINORS A	<a href="mailto:minorssa@summerlinsouthll.org">minorssa@summerlinsouthll.org</a>
TBD	MINORS SOFTBALL	<a href="mailto:minorsssoftball@summerlinsouthll.org">minorsssoftball@summerlinsouthll.org</a>
TBD	TEE BALL (MAJORS AND MINORS)	<a href="mailto:teeball@summerlinsouthll.org">teeball@summerlinsouthll.org</a>

Anyone who is interested in being considered as a Commissioner should email [coaches@summerlinsouthll.org](mailto:coaches@summerlinsouthll.org).

## **XXIX. SMOKING**

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Smoking and use of smokeless tobacco products (including e-cigarettes or vapors) are prohibited by Summerlin South Little League and Little League International. The designated smoking area for each field is the parking lot. Smoking is not permitted in the bleachers, the snack area, along the outfield fences or foul lines, or behind the snack shack.

## **XXX. LOST AND FOUND ITEMS**

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Lost and found items are typically turned into the Snack Shack at the Mesa Fields or Vistas Fields and can be claimed there. On occasion, lost and found items are secured in the garage next to the Mesa Snack Shack if they are found by Summerlin Security Guards or after hours.

Oftentimes, lost equipment is retrieved by a league member on their way out of the park and returned to the Mesa Snack Shack a day or two later. Be sure to check over the course of a couple of days before replacing lost equipment.

In certain circumstances, such as when an entire gear bag or large items are lost, the league can send an email inquiry to all members or coaches. If this is the case, please email [information@summerlinsouthll.org](mailto:information@summerlinsouthll.org) with your request. Please realize that not all lost items warrant a league-wide email blast.

## XXXI. MISCELLANEOUS

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Since its formation, Summerlin South Little League has collected the following suggestions for parents and spectators:

1. DO respect the wishes of the manager with regard to arrival times for both games and practices, and notify the manager ahead of time if the child will be absent or late. Try to get your child to practice and games on time or arrange transportation.
2. DO take your child home when practices and games are over. The managers and coaches are not child-care providers. Please be courteous and pick up your child promptly after a practice or game so that your manager and coach can get home to his/her own family. The manager/coach can not leave any player at the field after practice or a game until a parent shows up.
3. DO get involved. Managers/coaches and Summerlin South Little League really need your help. Get involved!
4. DO encourage your child to do his home training. This is just like homework and the parent needs to get involved and cherish the experience.
5. DON'T pressure your child to succeed in the games. This experience is about the journey - not the destination.
6. DO attend your child's games.
7. DO cheer for all players on the team.
8. DON'T ever cheer against the opposition. In fact, if they make a good play you should applaud.
9. DON'T ever yell at or criticize the umpires. This is insulting to the manager and indicates that you think he is not looking out for the best interest of the team.
10. DON'T ever coach from the stands. The child has enough trouble focusing on hitting, throwing and catching the ball, as well as running the bases all while listening for the coach's guidance.
11. DO be realistic about your child's physical ability.
12. DO respect your child's coaches. Communicate openly with them. If you disagree with their approach, discuss it with them. But do it at the proper time and place (not during the game or right after).
13. DON'T come to the manager with your ideas about the lineup, practice, or playing time. If a player has something to say about his situation, he should talk with the manager.
14. DO set an example of good sportsmanship at all times by positively encouraging players, and not vocally questioning or criticizing umpires' calls or managers' decisions.
15. DO HAVE FUN Enjoy this precious time in your child's life.

APPENDIX A  
FALL 2017 & SPRING LITTLE LEAGUE AGE CHARTS

## 2018 Little League Age Chart FOR BASEBALL DIVISION ONLY

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

<b>JAN</b>	<b>FEB</b>	<b>MAR</b>	<b>APR</b>	<b>MAY</b>	<b>JUN</b>	<b>JUL</b>	<b>AUG</b>	<b>SEP</b>	<b>OCT</b>	<b>NOV</b>	<b>DEC</b>	<b>AGE</b>
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	<b>4</b>
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	<b>5</b>
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	<b>6</b>
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	<b>7</b>
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	<b>8</b>
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	<b>9</b>
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	<b>10</b>
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	<b>11</b>
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	<b>12</b>
				2005	2005	2005	2005					<b>12</b>
2005	2005	2005	2005					2004	2004	2004	2004	<b>13</b>
2004	2004	2004	2004	2004	2004	2004	2004	2003	2003	2003	2003	<b>14</b>
2003	2003	2003	2003	2003	2003	2003	2003	2002	2002	2002	2002	<b>15</b>
2002	2002	2002	2002	2002	2002	2002	2002	2001	2001	2001	2001	<b>16</b>
2001	2001	2001	2001	2001	2001	2001	2001	2000	2000	2000	2000	<b>17</b>
2000	2000	2000	2000	2000	2000	2000	2000	1999	1999	1999	1999	<b>18</b>

Note: This age chart is for **BASEBALL DIVISIONS ONLY**, and only for 2018.

## 2018 Little League Age Chart FOR SOFTBALL DIVISION ONLY

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

<b>JAN</b>	<b>FEB</b>	<b>MAR</b>	<b>APR</b>	<b>MAY</b>	<b>JUN</b>	<b>JUL</b>	<b>AUG</b>	<b>SEP</b>	<b>OCT</b>	<b>NOV</b>	<b>DEC</b>	<b>AGE</b>
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	<b>4</b>
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	<b>5</b>
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	<b>6</b>
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	<b>7</b>
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	<b>8</b>
2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	<b>9</b>
2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	<b>10</b>
2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	<b>11</b>
2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	<b>12</b>
2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	<b>13</b>
2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	<b>14</b>
2002	2002	2002	2002	2002	2002	2002	2002	2002	2002	2002	2002	<b>15</b>
2001	2001	2001	2001	2001	2001	2001	2001	2001	2001	2001	2001	<b>16</b>
2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	<b>17</b>
1999	1999	1999	1999	1999	1999	1999	1999	1999	1999	1999	1999	<b>18</b>

Note: This age chart is for **SOFTBALL DIVISIONS ONLY**, and only for 2018.

APPENDIX B  
MAJORS PLAYER REPLACEMENT POLICY



## MAJORS DIVISION PLAYER RELEASE AND REPLACEMENT PLAYER POLICY

Release and replacement of players in the Majors division shall follow the Little League Operating Manual, Regulation III(d) and/or (e) of the Official Regulations and Playing Rules and the following local policies:

1. Teams may have a vacancy due to player choice or by injury. The league defines player choice and injury as follows:
  - a. Player Choice: A player indicates they plan to leave Little League during the season for any reason (moving, quitting, illness, family issues, etc.).
  - b. Injury: A team has an injured player that has been or is anticipated that he/she will be out four or more weeks **or** will not return for any part of the last two weeks of regularly scheduled games, that player shall be replaced and the team will carry an additional player for the remainder of the season. It is not up to the Manager to make a decision to play with fewer players.
2. **The Manager shall immediately notify the Replacement Player Agent that a replacement is needed and the information regarding the vacancy.** Players in the Majors division must be replaced if the roster would otherwise be smaller than other teams in the same division. It is not up to the Manager to make a decision to play with fewer players. This would provide an unfair advantage. This requirement is waived if the team loses the player during or after the last two weeks of scheduled regular-season league games.
3. The Player Agent shall obtain the official release of the player to be replaced (if leaving Little League) or confirmation of injury date and duration.
4. Date and time of the notification to the Player Agent that a replacement is needed shall establish the order in which replacements shall be assigned when more than one vacancy occurs at the same or simultaneous time.
5. **Managers and coaches shall not have any contact with a potential replacement player, or their families/guardians or current manager or coach. All communication will be to and by the Player Agent, and any violation of this rule shall be subject to disciplinary action as outlined below.**
6. The Player Agent shall provide the manager with the vacancy an eligible player list which shall be composed of the following:
  - a. All players officially registered on the Majors division waiting list as of the time the Manager became aware that a replacement was needed (no subsequent wait list registrants shall be considered as a potential replacement player); and
  - b. Any league age 11-year olds or 10-year olds in the Minors AAA division unless that player's Minors AAA team already has less players on its roster than other teams in the Minors AAA division (for example, Minors AAA teams with 11



[www.summerlinsouthll.org](http://www.summerlinsouthll.org)

players on the roster will not have any players placed into the player pool for replacement selection if the other teams in that division each have 12 players).

7. The manager with the vacancy makes three choices in rank order of those on the list and provides those choices to the Player Agent. The Manager shall not discuss the choices with any coaches or anyone else.
8. The Player Agent shall communicate directly with the players' parents selected to move up to fill the vacancy without informing that player's current manager or seeking their approval. The decision rests solely with the player and their parent/guardian. The player's Minors AAA manager or coaches shall not be informed of the selection and shall not attempt to discourage the selected player from moving up or otherwise interfere with the replacement player process.
9. **If the selected player declines to advance to the Majors division team, that player shall be removed from the replacement pool and shall not be eligible for selection under this policy for the remainder of the season.**
10. If the selected player accepts the appointment, he immediately becomes part of the Majors division team's roster and is no longer eligible to participate with his/her Minors AAA team.
11. The selected player, after being placed on the team and having played in at least one game, will be a property player of that Majors division team, not subject to the draft next season. Only after that point shall the selected player's Minors AAA manager be informed of the change.
12. **A MANAGER OR COACH'S FAILURE TO ABIDE BY ANY OR ALL OF THESE RULES REGARDING REPLACEMENT PLAYERS, IS SUBJECT TO DISCIPLINE, REGARDLESS OF INTENT**, as follows: 1st time: Suspended for the next played game; 2nd time: Suspended for 3 consecutive games played; the penalty for additional violations or offenses of this rule will be decided by the Summerlin South Little League Discipline and Protest Committee.

APPENDIX C  
VOLUNTEER APPLICATIONS



# Little League® Volunteer Application - 2018

Do not use forms from past years. Use extra paper to complete if additional space is required.

**A COPY OF VALID GOVERNMENT ISSUED PHOTO IDENTIFICATION MUST BE ATTACHED TO COMPLETE THIS APPLICATION.**

Name \_\_\_\_\_ Date \_\_\_\_\_

First Middle Last

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Social Security # (mandatory with First Advantage or upon request) \_\_\_\_\_

Cell Phone \_\_\_\_\_ Business Phone \_\_\_\_\_

Home Phone: \_\_\_\_\_ E-mail Address: \_\_\_\_\_

Date of Birth \_\_\_\_\_

Occupation \_\_\_\_\_

Employer \_\_\_\_\_

Address \_\_\_\_\_

Special professional training, skills, hobbies: \_\_\_\_\_

Community affiliations (Clubs, Service Organizations, etc.): \_\_\_\_\_

Previous volunteer experience (including baseball/softball and year): \_\_\_\_\_

1. Do you have children in the program? Yes  No

If yes, list full name and what level? \_\_\_\_\_

2. Special Certification (CPR, Medical, etc.)? (list) Yes No

3. Do you have a valid driver's license? Yes  No

Driver's License#: \_\_\_\_\_ State \_\_\_\_\_

4. Have you ever been convicted of or plead no contest or guilty to any crime(s) involving or against a minor? Yes  No

If yes, describe each in full: \_\_\_\_\_

5. Have you ever been convicted of or plead no contest or guilty to any crime(s) Yes  No

If yes, describe each in full: \_\_\_\_\_

(Answering yes to question 5, does not automatically disqualify you as a volunteer.)

6. Do you have any criminal charges pending against you regarding any crime(s)? Yes  No

If yes, describe each in full: \_\_\_\_\_

(Answering yes to question 6, does not automatically disqualify you as a volunteer.)

7. Have you ever been refused participation in any other youth programs? Yes  No

If yes, explain: \_\_\_\_\_

In which of the following would you like to participate? (Check one or more.)

- League Official     Umpire     Manager     Concession Stand
- Coach     Field Maintenance     Scorekeeper     Other

Please list three references, at least one of which has knowledge of your participation as a volunteer in a youth program:

**Name/Phone**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**IF YOU LIVE IN A STATE THAT REQUIRES A SEPARATE BACKGROUND CHECK BY LAW, PLEASE ATTACH A COPY OF THAT STATE'S BACKGROUND CHECK. FOR MORE INFORMATION ON STATE LAWS, VISIT OUR WEBSITE:**

<http://www.littleleague.org/learn/programs/childprotection/state-laws-bg-checks.htm>

ASA CONDITION OF VOLUNTEERING, I give permission for the Little League organization to conduct background check(s) on me now and as long as I continue to be active with the organization, which may include a review of sex offender registries (some of which contain name only searches which may result in a report being generated that may or may not be me), child abuse and criminal history records. I understand that, if appointed, my position is conditional upon the league receiving no inappropriate information on my background. I hereby release and agree to hold harmless from liability the local Little League, Little League Baseball, Incorporated, the officers, employees and volunteers thereof, or any other person or organization that may provide such information. I also understand that, regardless of previous appointments, Little League is not obligated to appoint me to a volunteer position. If appointed, I understand that, prior to the expiration of my term, I am subject to suspension by the President and removal by the Board of Directors for violation of Little League policies or principles.

Applicant Signature \_\_\_\_\_ Date \_\_\_\_\_

If Minor/Parent Signature \_\_\_\_\_ Date \_\_\_\_\_

Applicant Name (please print or type) \_\_\_\_\_

*NOTE: The local Little League and Little League Baseball, Incorporated will not discriminate against any person on the basis of race, creed, color, national origin, marital status, gender, sexual orientation or disability.*

## LOCAL LEAGUE USE ONLY:

Background check completed by league officer \_\_\_\_\_ on \_\_\_\_\_

System(s) used for background check (minimum of one must be checked):  
**Regulation 1(c)(9) Mandates First Advantage or another provider that is comparable**

\* First Advantage  Sex Offender Registry Data along with National   
Criminal Records check of at least 281 million records

*\*Please be advised that if you use First Advantage and there is a name match in the few states where only name match searches can be performed you should notify volunteers that they will receive a letter directly from LexisNexis in compliance with the Fair Credit Reporting Act containing information regarding all the criminal records associated with the name, which may not necessarily be the league volunteer.*

**Only attach to this application copies of background check reports that reveal convictions of this application.**



APPENDIX D  
SPONSORSHIP OPPORTUNITIES INFORMATION

# OPPORTUNITIES FOR SPONSORSHIP 2018



Dear Potential Sponsor:

Thank you for considering supporting Summerlin South Little League as a sponsor. We provide an organization for nearly 900 youth each spring and 800 each fall to build character, courage, and commitment by playing Little League. Our league is a 501(c)(3) charitable organization under the guidelines established by the IRS tax codes and operates under a charter provided by Little League International.

The registration fees from each player do not cover all of the costs associated with operating a youth sports league, including uniforms, umpires, field maintenance, equipment, safety, insurance, and other expenses. In fact, it costs an average of \$193.57 per player per season just to put on our baseball and softball programs. This excludes the costs associated with entering teams into the Little League International Tournament (All-Star) or the costs associated with other income generating opportunities (the snack bar or merchandise sales).

For this reason, the league solicits sponsors each season to offset these costs and assist in providing a better experience for our players. Your generous support enables us to enhance their Little League experience and keep costs affordable for our players.

This brochure describes a number of different sponsorship opportunities for your organization to consider:

I. TEAM & LEAGUE SPONSORSHIPS.....	2
II. SCOREBOARD & PITCH COUNT BOARD SPONSORSHIP.....	3
III. SPRING EVALUATIONS SPONSORSHIP .....	5
IV. CUSTOM SPONSORSHIP OPPORTUNITIES .....	7
V. LITTLE LEAGUE SPONSORSHIP POLICY.....	8

If you have any question or need additional information, please please call 702-299-6226 or [contact us](#). Thank you for considering supporting our league.

Sincerely,

Summerlin South Little League Board of Directors

**LEAGUE CONTACT INFORMATION**

Summerlin South Little League  
District 4 Nevada  
2775 Desert Marigold Lane  
Las Vegas, Nevada 89135  
702-299-6226 – league phone  
[president@summerlinsouthll.org](mailto:president@summerlinsouthll.org)  
[www.summerlinsouthll.org](http://www.summerlinsouthll.org)

Federal Tax ID 20-5612300

# I. TEAM & LEAGUE SPONSORSHIPS

---

## SPONSOR LEVELS

Each season, the league expects each team to secure a sponsor. There are four different levels of team/league sponsorship available:

**GRAND SLAM:** For any donation of \$2,500 or more, your business will receive a season-long link posted on the league's website, your business name on the jerseys of two teams, a sponsor gift, your business name and website link included in email blasts distributed league-wide, and name displayed on a banner to be placed at snack area all season and at our year-end tournament. The league will also provide the teams you sponsor with a banner prominently featuring your business name to hang during games.

**TRIPLE:** For any donation of \$1,000 or more, your business will receive a season-long link posted on the league's website, business name on the jerseys of two teams, a sponsor gift, your business name and website link included in email blasts distributed league-wide, and name posted at our year-end tournament. The league will also provide the teams you sponsor with a banner prominently featuring your business name to hang during games.

**DOUBLE:** For any donation of \$500, your business will have the name posted on the league's website, your business name on one team's jersey, a sponsor gift, your business name and website link included in email blasts distributed league-wide, and name posted at our year-end tournament. The league will also provide the team you sponsor with a banner prominently featuring your business name to hang during games.

**SINGLE:** For any donation of \$100 or more, your business name will be posted on the league's website web site as a sponsor, unassociated with any team. Note: This level of sponsorship does not get a sponsor's name or logo placed onto a team jersey or banner.

## HOW TO BECOME A TEAM OR LEAGUE SPONSOR

If you wish to become a sponsor, please complete the online [Sponsorship Purchase Agreement](#). Payment can be made by check or credit card. Payment instructions are described in the online agreement. Summerlin South Little League's Federal Tax ID Number is 20-5612300.

## II. SCOREBOARD & PITCH COUNT BOARD SPONSORSHIP

---

Summerlin South Little League is excited to announce a new sponsorship opportunity for our league. Beginning in spring 2017, each Mesa Park field will have a 3'x2' portable scoreboard mounted during games for all spectators and players to see. The scoreboards will be removed and stored when games are not being played. In addition, during each game in the upper baseball divisions (kid pitch divisions), there will also be a similar pitch count board mounted for the games.

Each board will have a sponsor panel along the top as depicted on the enclosed photographs. Sponsorship on each scoreboard or pitch count board are available.

### **BENEFITS:**

- Permanent, custom signage on scoreboard for all non-tee ball games (or all kid pitch games, if pitch counter is selected)
- Scoreboards are designed to be visible from 150'
- Each scoreboard will be mounted at a field for 12-15 games per week (each season lasts approximately 10-12 weeks)
- Each pitch count board will be mounted at a field for 7-10 games per week (each season lasts approximately 10-12 weeks)
- Sponsorship runs each calendar year (including both spring and fall seasons)
- Scoreboards and pitch counters will be mounted for Opening Days
- Permanent website link (logo with click-through) on website page describing field locations (and containing map to the fields)

### **PRICING:**

- Scoreboard: \$1,250 per calendar year (price per board; 3 fields available)
- Pitch count board: \$1,000 per calendar year (price per board; 3 fields available)
- Sponsorship includes spring & fall seasons as well as any special events/tournaments
- First come, first-served on choice of field

### **MORE INFORMATION:**

If you wish to sponsor a scoreboard or pitch count board, please call 702-299-6226 or [contact us](#). The photographs on the following page are provided to give you a sense of the scale of the signage.

SCOREBOARD & SIGNAGE EXAMPLES:



### **III. SPRING EVALUATIONS SPONSORSHIP**

---

Summerlin South Little League is excited to announce another new sponsorship opportunity for our league: the exclusive sponsorship of all baseball and softball evaluations each spring.

Each spring, all players age 9 or older (and many 8-year olds) evaluate (try-out) to be eligible for the draft. Over 400 players go through evaluations each spring.

#### **BENEFITS:**

- Name, logo, and website on all evaluation bibs (see following page for example): each of the 400+ baseball & softball players wears an 8.5" x 5.5" numbered bib during the evaluation
- Exclusive right to a sponsor table at all evaluation sessions
  - Parents & players are typically there an hour for check in, warm ups, and evaluations
  - Table placement would be right next to player check-in table
- Custom sponsor banner hanging behind registration table
- Sponsor mention in all evaluation reminders, emails, announcements, etc. (i.e., 2018 Evaluations are sponsored by ABC Business), along with logo, click through link to website, and contact information on all emails and handouts
- Permanent link (logo with click-through) on website page describing evaluations

#### **PRICING:**

- 3 year commitment beginning in 2018; \$1,000 per year (payable each year);

#### **MORE INFORMATION:**

If you wish to sponsor evaluations, please call 702-299-6226 or [contact us](#).

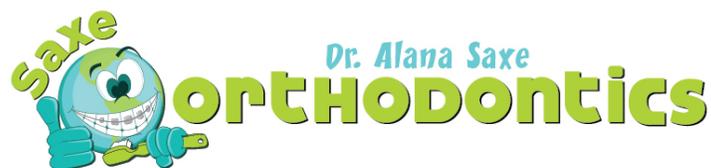
POTENTIAL SPONSOR BIB DESIGNS:



10-04



10-04



## IV. CUSTOM SPONSORSHIP OPPORTUNITIES

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Summerlin South Little League is happy to consider any custom sponsorship proposals, so long as they comply with Little League's sponsorship policy in Section V below and:

- Are consistent with the core values of the Little League program and must clearly benefit the league.
- Provides savings, discounts or benefits, which are tangible, ethical and are targeted at goods and services, which are needed by the league.
- Generate funding to continue, enhance or extend projects and programs, facilities and services of the league.

### DISTRIBUTION OF COUPONS & FLYERS

From time to time, the league receives inquiries about distributing coupons or advertisements to our membership. The league's email distribution list contains over 5,000 active email addresses and our social media posts often receive in excess of 1,000 page views. The league has developed the following policy concerning coupon or advertising distribution because of the number of requests received each year to make use of our email distribution lists:

- All coupons or advertising must offer a quantifiable discount or coupon to members of the league (as opposed to just advertising an existing product or service);
- The league will typically only distribute coupons or discount from organizations that have purchased a team or league sponsorship (outlined in Section I) during the current season as follows:
  - Single sponsorship: No distribution.
  - Double sponsorship: The sponsor's flyer will not be distributed to the league via email, but the sponsor has the option of having a table at Opening Day to pass out flyers or coupons. The league will secure and set up the table (and will select the location for the table) and promote the sponsor's presence at the event over the PA system. The sponsor will be responsible for staffing the table.
  - Triple sponsorship: In addition to the options afforded the Double level sponsors, the sponsor's flyer will be distributed to the email addresses associated with the players registered for the current season (approximately 850 recipients) and also provided to team managers to forward to their teams.
  - Grand Slam sponsorship: In addition to the options afforded the Double level sponsors, the sponsor's flyer will be distributed to the league's entire database of email (over 5,000 recipients).
- If a business is not a current sponsor of the league or a team, the league will not forward its coupon or flyer to team managers.

### TRADING SPONSORSHIPS

While the league will consider trading sponsorship benefits for direct benefits or goods for the league, the league will not typically trade sponsorship benefits for the possibility of shared income from a special event or "day" at a local business.

If you wish to discuss a custom sponsorship opportunity, please call 702-299-6226 or [contact us](#).

## V. LITTLE LEAGUE SPONSORSHIP POLICY

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Sponsors of local Little League should be motivated by the objective of making a community contribution. Local Little League recognizes that there are mutually significant benefits to be derived from sponsorship arrangements with businesses in its community.

The benefits of the sponsorship must go directly to the league. Sponsorship, does not give the local sponsor any rights in the operation of the league. Nor does it give the sponsor any rights to use the Little League trademarks.

The negotiation of a local League sponsorship should be managed according to the following procedures:

- No benefit to a sponsor may include direct references to alcohol, tobacco products or adult content. The league must carefully review sponsors which, according to community standards, may be deemed offensive.
- Must not portray or depict people/material in a way that discriminates against a person or section of the community or on the basis of race, ethnicity, nationality, sex, gender, age, sexual orientation, religion, disability or political belief.
- Sponsorship should be seen as the opportunity to assist youth and help make their community a better place in which to live.
- Sponsorships must be approved by the Board of Directors of local Little League. The league will not enter into an agreement with an organization deemed to be in conflict with the league or its core values.
- A local league sponsorship is not an endorsement of the person, business or any products or services provided by the said person or business. Any use of the Little League Marks implying such endorsement is an infringement.
- Local league sponsorship does not give the local sponsor the right to use Little League International marks or logos.
- Exploitation of the Little League program, a league, a team or individual player for the benefit, financially or otherwise by a sponsor is strictly prohibited.
- Sponsorships can be revoked at any time without refund for violating this policy.

APPENDIX E  
LOCAL RULES & GUIDELINES



## MAJORS DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”).** The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League and Peccole Little League have adopted:

### GENERAL:

1. The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSLL line-up card.
6. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSLL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

### TIME AND RUN LIMITS:

1. Each game shall be a “regulation game” as described in the Green Book with no drop dead time. However, during the regular season, if the game is tied after 6 innings, the game will be considered complete and will end in a tie.
2. There is no run limit in any inning.
3. The 10-run rule is in effect.

### PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
  - i. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched



ball has reached the batter.

4. Players shall play every other inning. Players may not sit two consecutive innings.
5. Players may advance to 1<sup>st</sup> base on an uncaught third strike pursuant to Rule 6.09 of the Green Book.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Green Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Green Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Green Book:
4. Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - 1<sup>st</sup> Offense – Suspended for the next played game.
  - 2<sup>nd</sup> Offense – Suspended for the next and consecutive played games.
  - 3<sup>rd</sup> Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must be approved under Green Book regulations and bear a SSL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSL.
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. SSL-issued bat stickers issued during previous seasons are still valid.
4. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



## MINORS AAA DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”).** The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League and Peccole Little League have adopted:

### GENERAL:

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

### TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.



### **PLAYING RULES:**

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
4. Players shall play every other inning. Players may not sit two consecutive innings.

### **PITCHING LIMITS:**

1. Pitching limits are governed by the Green Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Green Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Green Book:
4. Coaches must be aware of limits Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - 1<sup>st</sup> Offense – Suspended for the next played game.
  - 2<sup>nd</sup> Offense – Suspended for the next and consecutive played games.
  - 3<sup>rd</sup> Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

### **APPROVED BATS:**

1. All bats must be approved under Green Book regulations and bear a SSSL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSSL.
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. SSSL-issued bat stickers issued during previous seasons are still valid.
4. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



## SOFTBALL MINORS AAA DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”).** The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

### GENERAL:

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

### TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

### PLAYING RULES:



1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their bases when the pitcher has possession of the ball within the 8-foot radius circle until the pitched ball has reached the batter..
4. Players shall play every other inning. Players may not sit two consecutive innings.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Orange Book.
2. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange Book Regulation VI(e) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - 1<sup>st</sup> Offense – Suspended for the next played game.
  - 2<sup>nd</sup> Offense – Suspended for the next and consecutive played games.
  - 3<sup>rd</sup> Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must be approved under Orange Book regulations. **The League does NOT sticker softball bats.**
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



**BASEBALL MINORS AA DIVISION  
LOCAL RULES & GUIDELINES**

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”).** The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

**GENERAL:**

1. The Minors AA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

**TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the scheduled game time (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.



#### PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The infield fly rule is in effect
3. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
  - i. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
  - ii. Base runners may not advance past 3rd base on any steal attempt. Any base runner violating this rule is considered live (i.e., may be tagged out) until the point when either the umpire stops play and sends the base runner back to third base or the base runner has successfully returned to third base without being tagged out.
4. Players shall play every other inning. Players may not sit two consecutive innings.

#### PITCHING LIMITS:

1. Pitching limits are governed by the Green Book, subject to the modifications described below. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Green Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (**note that the maximum pitches allowed for ages 9 and up have been reduced from the Green Book limits by SSSL for the Minors AA division only**):

League Age 11-12	75 pitches per day
League Age 9-10	65 pitches per day
League Age 7-8	50 pitches per day
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Green Book:
4. Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - 1<sup>st</sup> Offense – Suspended for the next played game.
  - 2<sup>nd</sup> Offense – Suspended for the next and consecutive played games.
  - 3<sup>rd</sup> Offense – Suspended for the remainder of the season.Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### APPROVED BATS:

1. All bats must be approved under Green Book regulations and bear a SSSL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSSL.
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. SSSL-issued bat stickers issued during previous seasons are still valid.
4. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



**SOFTBALL MINORS AA DIVISION  
LOCAL RULES & GUIDELINES**

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”).** The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

**GENERAL:**

1. The Minors AA Division is not considered competitive. The primary focus of managers and coaches should be on the development of the players. However, scores and standings will be kept and there will be a postseason tournament in this division.
2. The Minors AA Division will use a 11" ball and a 35-foot pitching distance, and will be traditional kid pitch, modified as outlined below..
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, only one of them may be a base coach on offense and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Managers shall use the official SSSL line-up card. Managers shall provide a complete 6 inning lineup to the opposing manager or scorekeeping before the game that lists the batting order ANY defensive positions for each player in each inning. The lineup must comply with the Line-Up Rules listed below. In the event the lineup needs to be changed due to a player's absence or injury, the opposing scorekeeper and manager shall be notified of the change. Any such changes must still comply with the Line-Up Rules listed below.
7. Scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

**TIME AND RUN LIMITS:**

1. No new inning may commence after 1:45 from the scheduled game time (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.



3. The 10-run rule is in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

#### **PLAYING RULES:**

1. Ten players will play defense. (P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF).
2. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
3. The infield fly rule is in effect
4. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
  - i. Base runners attempting to steal on a pitched ball may not leave their bases when the pitcher has possession of the ball within the 8-foot radius circle until the pitched ball has reached the batter..
  - ii. Base runners may not advance past 3rd base on any steal attempt. Any base runner violating this rule is considered live (i.e., may be tagged out) until the point when either the umpire stops play and sends the base runner back to third base or the base runner has successfully returned to third base without being tagged out.
4. Players shall play every other inning. Players may not sit two consecutive innings.
5. The batter can not take a base on balls. Once a batter has a four ball count, the batter's coach will pitch with the strike count remaining the same as when the opposing pitcher throws the fourth ball. The umpire will continue to call balls and strikes, except that the batter cannot take a base on balls from the coach. The batter can only put a ball into play or strike out. For example, if the coach starts pitching when the batter has a two strike count, the batter will be out on the next strike (called or swinging).

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Orange Book.
2. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange Book Regulation VI(e) and Rule 4.19. But, **REGARDLESS OF INTENT**, any manager that does not **STRICLY ADHERE TO THE PITCH RULES** shall be suspended as follows:
  - 1<sup>st</sup> Offense – Suspended for the next played game.
  - 2<sup>nd</sup> Offense – Suspended for the next and consecutive played games.
  - 3<sup>rd</sup> Offense – Suspended for the remainder of the season.Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must be approved under Orange Book regulations. **The League does NOT sticker softball bats.**
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



## BASEBALL MINORS A DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”).** The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

### GENERAL:

1. The Minors A Division is not considered competitive. The primary focus of managers and coaches should be on the development of the players. However, scores and standings will be kept and there will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, only one of them may be a base coach on offense and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card. Managers shall provide a complete 6 inning lineup to the opposing manager or scorekeeping before the game that lists the batting order ANY defensive positions for each player in each inning. The lineup must comply with the Line-Up Rules listed below. In the event the lineup needs to be changed due to a player's absence or injury, the opposing scorekeeper and manager shall be notified of the change. Any such changes must still comply with the Line-Up Rules listed below.
6. Scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

### TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 **from the scheduled game time** (regardless of whether the game starts late). There is no drop-dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is NOT in effect.
4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been



reached, the game will be considered complete and will end in a tie.

#### LINE-UP RULES:

1. Ten players will play defense. (P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF). Outfielders must be positioned at least 20 feet behind the fringe (10 feet at Vistas Park).
2. **Players must play at least four defensive innings during the game, and may not sit out consecutive innings. During both the regular season and the tournament, every player on the team must sit at least one defensive inning in a game (unless the team has less than 12 players on the lineup for that game). In no event shall a player sit a second time before every other player on the roster has sat out an inning**
3. A player can only play the same position for a maximum of two innings per game.
4. **Each player must play at least two innings at one or more of the following positions: P, 1B, 2B, 3B, SS. Playing catcher does *not* fulfill this requirement.**
5. Each player may play a maximum of four innings at any combination of the following positions: P, 1B, 2B, 3B, or SS.
6. **An uncorrected violation of these line-up rules shall result in a forfeit. But the opposing team has the responsibility to notify the manager and umpire of a violation to permit any potential violation to be corrected. A protest may be raised only after a manager refuses to correct the illegal lineup. Thus, an opposing team is not permitted to remain silent about the violation and then protest the game. Repeated violations of this rule will result in additional disciplinary action against the manager, including but not limited to, suspension.**
7. The player/pitcher must start each pitch by standing with at least one foot inside the pitching mound dirt behind the front feet of the pitching machine. The player/pitcher must never cross over from left to right or right to left in front of the pitching machine.

#### PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty. The last three batters in the order may not be among the last three batters in the order in consecutive games.
2. Provided the batter has not struck out (see #3 below), the batter is given seven pitches to make contact with the ball. If no fair ball has been hit after seven pitches, then an out is recorded and the at bat concludes.
3. Three strikes is an out (provided that any foul ball will not be considered a 3rd strike).
4. If the 7th pitch (and any subsequent pitch) results in a foul ball, another pitch is allowed.
5. The infield fly rule is not in effect
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base, even if there is an overthrow (see #8 below).
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is in the possession (glove or bare hand) by any defensive player. When the ball is in the possession of a defensive player, the batters and runners may advance or return to the closest base at their own peril but may not advance beyond the next base under any circumstances, even if there is an overthrow (see #8 below).
8. A base runner may never advance on an overthrown ball. This rule is intended to encourage defenses to attempt put outs.
9. Stealing of bases is not allowed.
10. No bunting and no half swings are permitted.
11. Batted balls striking the pitching machine or the pitching coach are live balls regardless of whether they bounce foul. Balls settling under the pitching machine are immediately dead balls and time is called.



12. The batter must keep one foot in the batter's box during the entire at bat pursuant to Green Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.
13. Defensive shifts that move an infielder from his/her traditional position to the other side of the infield are not permitted. This rule is not intended to restrict the positioning of defensive players within their traditional positions. For example, managers are free to move their short stop deeper into the hole or closer to the bag, but in no event shall the short stop be permitted to cross over second base and play on the right side of the infield while playing the short stop position.

#### **PITCHING MACHINES:**

1. **THE PITCHING MACHINE WILL BE SET AT LEVEL 5 AT ALL TIMES. THIS MAY NEVER BE CHANGED.**
2. Before the start of each game, both managers must agree that the machine is in good working order and the pitches are being pitched at the correct speed and as accurately as possible. The machine shall not be adjusted for different players, but may be adjusted at the beginning of an inning by agreement of both managers if it is no longer consistently throwing strikes.
3. Teams must use the pitching machine assigned to the field on which their game is scheduled. In the event of malfunction, teams may use the backup machine, if available. At no times shall a pitching machine not owned by SSSL and labeled for game use be used.
4. If the pitching machine is unavailable or is malfunctioning or erratic because of high winds, play will commence without delay with an offensive coach or manager pitching to his/her team. No rescheduling or postponements of the game due to pitching machine issues will be allowed.

#### **OFFENSIVE COACHING POSITIONS:**

1. One coach operating the pitching machine.
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout.

#### **DEFENSIVE COACHING POSITIONS:**

1. One coach behind the umpire helping shag balls and return them to the offensive coach.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.
4. One coach will stay in the dugout.

#### **APPROVED BATS:**

1. All bats must be approved under Green Book regulations and bear a SSSL-issued sticker indicating that the bat complies with such standards and has been approved for use by SSSL.
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. SSSL-issued bat stickers issued during previous seasons are still valid.
4. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



## SOFTBALL MINORS A DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Softball Official Regulations and Playing Rules Book (the “Orange Book”).** The rules and regulations within the Orange Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

### GENERAL:

1. The Minors A Division is not considered competitive. The primary focus of managers and coaches should be on the development of the players. However, scores and standings will be kept and there will be a postseason tournament in this division.
2. The Minors A Division will use a 11" ball and a 35-foot pitching distance, and will use a pitching machine.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Each team can have *only* one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, only one of them may be a base coach on offense and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Managers shall use the official SSSL line-up card. Managers shall provide a complete 6 inning lineup to the opposing manager or scorekeeping before the game that lists the batting order ANY defensive positions for each player in each inning. The lineup must comply with the Line-Up Rules listed below. In the event the lineup needs to be changed due to a player's absence or injury, the opposing scorekeeper and manager shall be notified of the change. Any such changes must still comply with the Line-Up Rules listed below.
7. Scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc.. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is not permitted.

### TIME AND RUN LIMITS:

1. No new inning may commence after 1:30 **from the scheduled game time** (regardless of whether the game starts late). There is no drop dead time.
2. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made or the offensive team bats through its entire order, whichever occurs first. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
3. The 10-run rule is NOT in effect.



4. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.

#### LINE-UP RULES:

1. Ten players will play defense. (P, C, 1B, 2B, SS, 3B, LF, LCF, RCF, and RF). Outfielders must be positioned at least 20 feet behind the fringe (10 feet at Vistas Park).
2. **Players must play at least four defensive innings during the game, and may not sit out consecutive innings. During both the regular season and the tournament, every player on the team must sit at least one defensive inning in a game (unless the team has less than 12 players on the lineup for that game). In no event shall a player sit a second time before every other player on the roster has sat out an inning**
3. A player can only play the same position for a maximum of two innings per game.
4. **Each player must play at least two innings at one or more of the following positions: P, 1B, 2B, 3B, SS. Playing catcher does *not* fulfill this requirement.**
5. Each player may play a maximum of four innings at any combination of the following positions: P, 1B, 2B, 3B, or SS.
6. **An uncorrected violation of these line-up rules shall result in a forfeit. But the opposing team has the responsibility to notify the manager and umpire of a violation to permit any potential violation to be corrected. A protest may be raised only after a manager refuses to correct the illegal lineup. Thus, an opposing team is not permitted to remain silent about the violation and then protest the game. Repeated violations of this rule will result in additional disciplinary action against the manager, including but not limited to, suspension.**
7. The player/pitcher must start each pitch by standing inside the pitching circle behind the front feet of the pitching machine. The player/pitcher must never cross over from left to right or right to left in front of the pitching machine.

#### PLAYING RULES:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty. The last three batters in the order may not be among the last three batters in the order in consecutive games.
2. A team may play with as few as 6 players. Having less than 9 players will not be considered a forfeit.
3. Provided the batter has not struck out (see #3 below), the batter is given seven pitches to make contact with the ball. If no fair ball has been hit after seven pitches, then an out is recorded and the at bat concludes.
4. Three strikes is an out (provided that any foul ball will not be considered a 3rd strike).
5. If the 7th pitch (and any subsequent pitch) results in a foul ball, another pitch is allowed.
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base, even if there is an overthrow (see #8 below).
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is in the possession (glove or bare hand) by any defensive player. When the ball is in the possession of a defensive player, the batters and runners may advance or return to the closest base at their own peril but may not advance beyond the next base under any circumstances, even if there is an overthrow (see #8 below).
8. A base runner may never advance on an overthrown ball. This rule is intended to encourage defenses to attempt put outs.
9. Stealing of bases is not allowed.
10. No bunting and no half swings are permitted.
11. Batted balls striking the pitching machine or the pitching coach are live balls regardless of whether they bounce foul. Balls settling under the pitching machine are immediately dead balls and time is called.



12. The batter must keep one foot in the batter's box during the entire at bat pursuant to Orange Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.
13. Defensive shifts that move an infielder from his/her traditional position to the other side of the infield are not permitted. This rule is not intended to restrict the positioning of defensive players within their traditional positions. For example, managers are free to move their short stop deeper into the hole or closer to the bag, but in no event shall the short stop be permitted to cross over second base and play on the right side of the infield while playing the short stop position.

#### **PITCHING MACHINES:**

1. **THE PITCHING MACHINE WILL BE SET AT LEVEL 2 AT ALL TIMES. THIS MAY NEVER BE CHANGED.**
2. Before the start of each game, both managers must agree that the machine is in good working order and the pitches are being pitched at the correct speed and as accurately as possible. The machine shall not be adjusted for different players, but may be adjusted at the beginning of an inning by agreement of both managers if it is no longer consistently throwing strikes.
3. Teams must use the pitching machine assigned to the field on which their game is scheduled. In the event of malfunction, teams may use the backup machine, if available. At no times shall a pitching machine not owned by the league and labeled for game use be used.
4. If the pitching machine is unavailable or is malfunctioning or erratic because of high winds, play will commence without delay with an offensive coach or manager pitching to his/her team. No rescheduling or postponements of the game due to pitching machine issues will be allowed.

#### **OFFENSIVE COACHING POSITIONS:**

1. One coach operating the pitching machine.
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout.

#### **DEFENSIVE COACHING POSITIONS:**

1. One coach behind the umpire helping shag balls and return them to the offensive coach.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.
4. One coach will stay in the dugout.

#### **APPROVED BATS:**

1. All bats must be approved under Orange Book regulations. **The league does NOT sticker softball bats.**
2. Information on approved bats is contained at [www.summerlinsouthll.org](http://www.summerlinsouthll.org).
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.



## TEE BALL MAJORS DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”).** The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

### GENERAL:

1. The Tee Ball Majors Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing a player from the opposing team. However, the team with fewer than 9 players must utilize a player chosen by the opposing manager to play on their team. The opposing manager may switch players each inning. There should be at least 9 fielders in the field at all times.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1<sup>st</sup> and 3<sup>rd</sup> baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Each team can have *only* one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that any manager or coach is not at the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

### TIME LIMITS:

The Tee Ball Majors Division will have a drop-dead time of 1:15 from the **scheduled game time**.

### PLAYING RULES:

1. The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. All players play in the field every inning.
  - i. A maximum of six infielders are permitted (catcher, pitcher, 1st base, 2nd base, 3rd base and shortstop).
  - ii. At the beginning of each play, the outfielders must start play standing in the outfield.
  - iii. At the beginning of each play, no infielder (besides the pitcher and catcher) is allowed in the infield grass.
  - iv. The player/pitcher must start each play by standing with at least one foot on the dirt area of the mound.



3. No player shall play the same position for more than one inning per game. The goal is to give all players an opportunity to experience as many positions as possible. Because the player at first base will have balls thrown to them, it is strongly suggested that, for safety reasons, only players with adequate skill levels be assigned to this position. This rule requires managers to develop "skilled position" players and rotate them.
4. The catcher position must be used in the Tee Ball Majors Division.
5. The infield fly rule is not in effect
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is returned to the dirt infield.
8. Stealing of bases is not allowed. A base runner may not advance on an overthrown ball.
9. No bunting and no half swings are permitted.
10. The team's at bat is over as soon as the last batter's "normal play" has stopped. DO NOT instruct base runners and/or the batter to run all the way home.
  - i. Normal play is defined as: Play begins with the successful hit into fair territory by the batter and ends when the runners have advanced as far as legally possible without being put out or having been put out, whereupon time is called and both the play and inning are over.
11. Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.
12. If a batted ball does not go further than 10 feet from home plate, it is considered a foul ball.
13. If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

#### **COACH PITCHING:**

1. A player may hit from the tee or have the coach pitch to him/her. If a player begins his/her at bat by hitting from the tee, he/she has a maximum of six attempts to put the ball into play.
2. If the coach pitches to the batter, the coach should stand or kneel approximately 30 feet from home plate.
3. If the coach pitches to the batter, the batter gets six pitches to put the ball into play.
4. If the batter has not put the ball into play after six pitches, the batter will hit from the tee and put the ball into play.

#### **OFFENSIVE COACHING POSITIONS:**

1. One coach at home plate operating the tee or pitching to the batter (see pitching rules below).
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout.

#### **DEFENSIVE COACHING POSITIONS:**

1. One coach in the infield behind the pitcher assisting infielders.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.

#### **UMPIRING THE GAME:**

There is no Umpire provided. Managers and coaches will be responsible for umpiring the game as follows:

1. The offensive 1st base coach will be responsible for 1st base calls.
2. The defensive infield coach will be responsible for 2nd base calls.
3. The offensive 3rd base coach will be responsible for 3rd base calls.
4. The offensive home plate coach will be responsible for home plate calls and assisting the catcher and batter. He/she is also responsible for removing and operating the tee after each play.



## **TEE BALL MINORS DIVISION LOCAL RULES & GUIDELINES**

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Green Book”).** The rules and regulations within the Green Book allow the local leagues some room for modifications. The following are the permissible options or modifications that SSSL has adopted:

### **GENERAL:**

1. The Tee Ball Minors Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing a player from the opposing team. However, the team with fewer than 9 players must utilize a player chosen by the opposing manager to play on their team. The opposing manager may switch players each inning. There should be at least 9 fielders in the field at all times.
3. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers shall use the official SSSL line-up card.
6. Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that any manager or coach is not at the game.
7. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
8. The use of artificial noisemakers is not permitted.

### **TIME LIMITS:**

The Tee Ball Majors Division will have a drop-dead time of 1:00 from the scheduled game time.

### **PLAYING RULES:**

1. The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. All players play in the field every inning.
  - i. A maximum of six infielders are permitted (catcher, pitcher, 1st base, 2nd base, 3rd base and shortstop).
  - ii. At the beginning of each play, the outfielders must start play standing in the outfield.
  - iii. At the beginning of each play, no infielder (besides the pitcher and catcher) is allowed in the infield grass.
  - iv. The player/pitcher must start each play by standing with at least one foot on the dirt area of the mound.
3. No player shall play the same position for more than one inning per game. The goal is to give all players an opportunity to experience as many positions as possible. Because the player at first base will have balls thrown



to them, it is strongly suggested that, for safety reasons, only players with adequate skill levels be assigned to this position. This rule requires managers to develop “skilled position” players and rotate them.

4. The catcher position is not used in the Tee Ball Minors Division.
5. The infield fly rule is not in effect.
6. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
7. On a batted ball that reaches the outfield, the batter and existing runners may advance until the ball is returned to the dirt infield.
8. Stealing of bases is not allowed. A base runner may not advance on an overthrown ball.
9. No bunting and no half swings are permitted.
10. The team’s at bat is over as soon as the last batter’s “normal play” has stopped. DO NOT instruct base runners and/or the batter to run all the way home.
  - i. Normal play is defined as: Play begins with the successful hit into fair territory by the batter and ends when the runners have advanced as far as legally possible without being put out or having been put out, whereupon time is called and both the play and inning are over.
11. Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.
12. If a batted ball does not go further than 10 feet from home plate, it is considered a foul ball.
13. If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

#### **COACH PITCHING:**

There is NO coach pitching in the Tee-Ball Minors division. All players will hit from the tee at all times.

#### **OFFENSIVE COACHING POSITIONS:**

1. One coach at home plate operating the tee or pitching to the batter (see pitching rules below).
2. One 1st base coach.
3. One 3rd base coach.
4. One coach will stay in the dugout.

#### **DEFENSIVE COACHING POSITIONS:**

1. One coach in the infield behind the pitcher assisting infielders.
2. One coach in right-center field assisting fielders.
3. One coach in left-center field assisting fielders.

#### **UMPIRING THE GAME:**

There is no Umpire provided. Managers and coaches will be responsible for umpiring the game as follows:

1. The offensive 1st base coach will be responsible for 1st base calls.
2. The defensive infield coach will be responsible for 2nd base calls.
3. The offensive 3rd base coach will be responsible for 3rd base calls.
4. The offensive home plate coach will be responsible for home plate calls and assisting the catcher and batter. He/she is also responsible for removing and operating the tee after each play.

APPENDIX F  
TOURNAMENT RULES & GUIDELINES



[www.summerlinsouthll.org](http://www.summerlinsouthll.org)

## **TOURNAMENT RULES**

### **MAJORS DIVISION (BASEBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and two coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Green Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Green Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. The 10-run rule is in effect for tournament play. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
3. There is no time limit for games. Each game must be a "regulation game" and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Green Book.
4. Not being able to field 9 players at any time for Tournament games will result in a forfeit. A team that cannot field 9 players AT SCHEDULED GAME TIME (regardless of whether the umpire has started the game) will forfeit.

#### **PITCHING:**

1. All pitching rules will be in accordance with the Green Book (same as regular season).
2. All pitch counts must be verified and agreed to by a league official or the opposing manager prior to teams leaving the field.
3. Pitch counts must be submitted DAILY to the league's website (same as regular season).
4. Days rest will carry over from the regular season. During the tournament, days rest must be observed as written in the Green Book.

#### **PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the league officials in attendance or assigned (or, if not available, one of the other league officials) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.
2. The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. Any other penalties set out in the Local Rules & Guidelines shall likewise apply.



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**PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early is not charged with an out or other penalty in accordance with Rule 4.04.
5. All players shall play in the field (on defense) at least every other inning. No player may be out of the game 2 consecutive innings.

**LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff's names and nick names for all team members.

**SUBMITTING SCORES:**

The winning team must submit the score as soon as possible after the game ends to the league's website. It is important to submit scores timely to permit the League to update brackets.

**RESOLVING DISPUTES:**

1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.
2. If you have any question on the rules they all must be addressed prior to the first played game. **ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.**
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

**GOOD LUCK TO ALL OF YOU!**



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## **TOURNAMENT RULES**

### **MINORS AAA DIVISION (BASEBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and two coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Green Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Green Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. The 10-run rule is in effect for tournament play. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The 5-run limit per inning rule will apply to the first 5 innings only. The 6th inning only (or any extra innings, if necessary or allowed) allow for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first.
3. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
4. There is no time limit for games. Each game must be a "regulation game" and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Green Book.
5. Not being able to field 9 players at any time for Tournament games will result in a forfeit. A team that cannot field 9 players AT SCHEDULED GAME TIME (regardless of whether the umpire has started the game) will forfeit.

#### **PITCHING:**

1. All pitching rules will be in accordance with the Green Book (same as regular season).
2. All pitch counts must be verified and agreed to by a league official or the opposing manager prior to teams leaving the field.
3. Pitch counts must be submitted DAILY to the league's website (same as regular season).
4. Days rest will carry over from the regular season. During the tournament, days rest must be observed as written in the Green Book.

#### **PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the league officials in attendance or assigned (or, if not available, one of the other league officials) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.



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2. The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. Any other penalties set out in the Local Rules & Guidelines shall likewise apply.

**PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early is not charged with an out or other penalty in accordance with Rule 4.04.
5. All players shall play in the field (on defense) at least every other inning. No player may be out of the game 2 consecutive innings.

**LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff's names and nick names for all team members.

**SUBMITTING SCORES:**

The winning team must submit the score as soon as possible after the game ends to the league's website. It is important to submit scores timely to permit the League to update brackets.

**RESOLVING DISPUTES:**

1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.
2. If you have any question on the rules they all must be addressed prior to the first played game. ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

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## **TOURNAMENT RULES**

### **MINORS AAA DIVISION (SOFTBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and three coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Orange Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Orange Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. The 10-run rule is in effect for tournament play. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The 5-run limit per inning rule will apply to the first 5 innings only. The 6th inning only (or any extra innings, if necessary) allow for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first.
3. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
4. There is no time limit for games. Each game must be a "regulation game" and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Orange Book.
5. Not being able to field 9 players at any time for Tournament games will result in a forfeit. A team that cannot field 9 players AT SCHEDULED GAME TIME (regardless of whether the umpire has started the game) will forfeit.

#### **PITCHING:**

1. All pitching rules will be in accordance with the Orange Book (same as regular season).
2. Days rest will carry over from the regular season. During the tournament, days rest must be observed as written in the Orange Book.

#### **PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the league officials in attendance or assigned (or, if not available, one of the other league officials) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.
2. The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange



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Book Regulation VI(h) and Rule 4.19. Any other penalties set out in the Local Rules & Guidelines shall likewise apply.

**PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early for whatever reason will NOT be charged with an out or other penalty in accord without penalty in accordance with Rule 4.04 of the Orange Book.
5. All players shall play in the field (on defense) at least every other inning.

**LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff's names and nicknames for all team members.

**SUBMITTING SCORES:**

The winning team must submit the score as possible after the game ends. It is important to submit scores timely to permit the League to update brackets.

**RESOLVING DISPUTES:**

1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.
2. If you have any question on the rules they all must be addressed prior to the first played game. ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

**GOOD LUCK TO ALL OF YOU!**



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## **TOURNAMENT RULES**

### **MINORS AA DIVISION (BASEBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and two coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Green Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Green Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. The 10-run rule is in effect for tournament play. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The 5-run limit per inning rule will apply to the first 5 innings only. The 6th inning only (or any extra innings, if necessary or allowed) allow for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first.
3. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
4. No new inning may start after 1:45 from the scheduled game time with NO DROP DEAD TIME. If the game is tied after 6 innings and there is time remaining, extra innings will be played but no new extra inning shall start after 1:45 from the scheduled game time. If the game is tied and the time limit has been reached, the winner will be determined as follows:
  - a. The visiting team will commence an extra inning by placing a runner at second base (the last batter who completed a plate appearance) and will commence with their next batter in order, as if two outs have already recorded. They will play until a single out is recorded.
  - b. After the out is recorded against the visiting team, the home team shall place a runner at second base (the last batter who completed a plate appearance) and will likewise commence with their next batter in order, again as if two outs have already been recorded. They will play until an out is recorded or they score more runs than the visiting team.
  - c. Each team may continue to use its pitcher of record or any other eligible pitcher subject to the pitching limits in the Green Book as modified by the Local Rules. Pitchers already removed from the game cannot be reinserted as the pitcher.
  - d. A maximum of two of these extra "innings" will be played. If the score remains tied after two extra innings, the winner will be determined by reverting to the last completed inning in which a team was ahead.
  - e. All minimum play rules and other lineup restrictions are in force throughout these extra innings.



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5. There will be no time limit for the championship game. That games will be a “regulation game” and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Green Book. The tie-breaker rules outlined above do not apply to the championship game.
6. Not being able to field 9 players at any time for Tournament games will result in a forfeit. A team that cannot field 9 players AT SCHEDULED GAME TIME (regardless of whether the umpire has started the game) will forfeit.

#### **PITCHING:**

1. All pitching rules will be in accordance with the Green Book as modified and stated in the Local Rules & Guidelines (same as regular season).
2. All pitch counts must be verified and agreed to by a league official or the opposing manager prior to teams leaving the field.
3. Pitch counts must be submitted DAILY to the league’s website (same as regular season).
4. Days rest will carry over from the regular season. During the tournament, days rest must be observed as written in the Green Book as modified and stated in the Local Rules & Guidelines.

#### **PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the league officials in attendance or assigned (or, if not available, one of the other league officials) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.
2. The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Green Book Regulation VI(h) and Rule 4.19. Any other penalties set out in the Local Rules & Guidelines shall likewise apply.

#### **PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early for whatever reason will NOT be charged with an out or other penalty in accord without penalty in accordance with Rule 4.04 of the Green Book.
5. All players shall play in the field (on defense) at least every other inning.

#### **LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff’s names and nicknames for all team members.

#### **SUBMITTING SCORES:**

The winning team must submit the score as possible after the game ends. It is important to submit scores timely to permit the League to update brackets.



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**RESOLVING DISPUTES:**

1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.
2. If you have any question on the rules they all must be addressed prior to the first played game. **ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.**
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

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## **TOURNAMENT RULES**

### **MINORS AA DIVISION (SOFTBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and three coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Orange Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Orange Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. The 10-run rule is in effect for tournament play. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The 5-run limit per inning rule will apply to the first 5 innings only. The 6th inning only (or any extra innings, if necessary) allow for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first.
3. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
4. No new inning may start after 1:45 from the scheduled game time with NO DROP DEAD TIME. If the game is tied after 6 innings and there is time remaining, extra innings will be played but no new extra inning shall start after 1:45 from the scheduled game time. If the game is tied and the time limit has been reached, the winner will be determined as follows:
  - a. The visiting team will commence an extra inning by placing a runner at second base (the last batter who completed a plate appearance) and will commence with their next batter in order, as if two outs have already recorded. They will play until a single out is recorded.
  - b. After the out is recorded against the visiting team, the home team shall place a runner at second base (the last batter who completed a plate appearance) and will likewise commence with their next batter in order, again as if two outs have already been recorded. They will play until an out is recorded or they score more runs than the visiting team.
  - c. Each team may continue to use its pitcher of record or any other eligible pitcher subject to the pitching limits in the Green Book as modified by the Local Rules. Pitchers already removed from the game cannot be reinserted as the pitcher.
  - d. A maximum of two of these extra "innings" will be played. If the score remains tied after two extra innings, the winner will be determined by reverting to the last completed inning in which a team was ahead.



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- e. All minimum play rules and other lineup restrictions are in force throughout these extra innings.
5. There will be no time limit for the championship game. That games will be a “regulation game” and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Green Book. The tie-breaker rules outlined above do not apply to the championship game.
6. Not being able to field 9 players at any time for Tournament games will result in a forfeit. A team that cannot field 9 players AT SCHEDULED GAME TIME (regardless of whether the umpire has started the game) will forfeit.

**PITCHING:**

1. All pitching rules will be in accordance with the Orange Book as modified and stated in the Local Rules & Guidelines (same as regular season).
2. Days rest will carry over from the regular season. During the tournament, days rest must be observed as written in the Orange Book.



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**PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the two league officials in attendance and designated Umpire-in-Chief (or, if not available, one of the other league officials identified below) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.
2. The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Orange Book Regulation VI(h) and Rule 4.19. Any other penalties set out in the Local Rules & Guidelines shall likewise apply.

**PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early for whatever reason will NOT be charged with an out or other penalty in accord without penalty in accordance with Rule 4.04 of the Orange Book.
5. All players shall play in the field (on defense) at least every other inning.

**LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff's names and nicknames for all team members.

**SUBMITTING SCORES:**

The winning team must submit the score as possible after the game ends. It is important to submit scores timely to permit the League to update brackets.

**RESOLVING DISPUTES:**

1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.
2. If you have any question on the rules they all must be addressed prior to the first played game. **ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.**
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

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## **TOURNAMENT RULES**

### **MINORS A DIVISION (BASEBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and three coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Green Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Green Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. Following pool play, the 10-run rule is in effect. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The 5-run limit per inning rule will apply to the first 5 innings only. The 6th inning only (or any extra innings, if necessary or allowed) allow for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first.
3. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
4. No new inning may start after 1:45 from the scheduled game time with NO DROP DEAD TIME.
5. If, during pool play, the game is tied after 6 innings, the game will end and a tie will be recorded (regardless of whether there is time left to start a new inning).
6. After pool play, if the game is tied and there is time remaining, extra innings will be played but no new extra inning shall start after 1:45 from the scheduled game time. If the game is tied and the time limit has been reached, the winner will be determined as follows:
  - a. The visiting team will commence an extra inning by placing a runner at second base (the last batter who completed a plate appearance) and will commence with their next batter in order, as if two outs have already recorded. They will play until a single out is recorded.
  - b. After the out is recorded against the visiting team, the home team shall place a runner at second base (the last batter who completed a plate appearance) and will likewise commence with their next batter in order, again as if two outs have already been recorded. They will play until an out is recorded or they score more runs than the visiting team.
  - c. Each team may continue to use its pitcher of record or any other eligible pitcher subject to the pitching limits in the Green Book as modified by the Local Rules. Pitchers already removed from the game cannot be reinserted as the pitcher.
  - d. A maximum of two of these extra "innings" will be played. If the score remains tied after two extra innings, the winner will be determined by reverting to the last completed inning in which a team was ahead.



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- e. All minimum play rules and other lineup restrictions are in force throughout these extra innings.
7. There will be no time limit for the championship game. That games will be a “regulation game” and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Green Book. The tie-breaker rules outlined above do not apply to the championship game.
8. Not being able to field 9 players at any time for Tournament games will result in a forfeit. A team that cannot field 9 players AT SCHEDULED GAME TIME (regardless of whether the umpire has started the game) will forfeit.
9. THE PITCHING MACHINE WILL BE SET AT THE LEVEL 5 FOR ALL TOURNAMENT GAMES

#### **PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the league officials in attendance or assigned (or, if not available, one of the other league officials) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.
2. Use of any illegal player will result in a forfeit of the game the player is used in.
3. Use of an improper line-up will result in a forfeit of the game unless corrected as specified in the Local Rules & Guidelines.

#### **PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early for whatever reason will NOT be charged with an out or other penalty in accord without penalty in accordance with Rule 4.04 of the Green Book.
5. All players shall play in the field (on defense) at least every other inning. Each player (a) can only play the same position for a maximum of 2 innings per game and (b) must play 2 innings in the infield. This applies even if the game goes into extra innings. Defensive line-up rules and limits will be STRICTLY ENFORCED.
6. The procedure/penalty as stated in the Local Rules & Guidelines for lineup infractions remains in effect for the tournament.

#### **LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff's names and nicknames for all team members.

#### **SUBMITTING SCORES:**

The winning team must submit the score as soon as possible after the game ends. It is important to submit scores timely to permit the League to update brackets.

#### **RESOLVING DISPUTES:**



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1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.
2. If you have any question on the rules they all must be addressed prior to the first played game. **ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.**
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

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## **TOURNAMENT RULES**

### **MINORS A DIVISION (SOFTBALL)**

#### **GENERAL INFORMATION:**

1. ALL COACHES MUST WEAR A LEAGUE ISSUED ID BADGE AND LEAGUE-ISSUED JERSEY TO BE IN THE DUGOUT OR ON THE FIELD. Each team can have only one manager and three coaches in the dugout or on the field. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. One of the managers or coaches must be in the dugout at all times. By way of example, if only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
2. The Regulations and "Official Playing Rules" in the Official Regulations and Playing Rules Book (the "Orange Book") apply to this tournament. The "Tournament Rules and Guidelines" contained in the Orange Book apply to Little League all-star tournaments and do NOT govern these playoffs.
3. The Local Rules & Guidelines apply to tournament play unless modified below.

#### **TOURNAMENT SPECIFIC RULES:**

1. The 10-run rule is in effect. If the losing team has batted 4 times and the winning team has a lead of ten runs or more, the game is over. If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
2. The 5-run limit per inning rule will apply to the first 5 innings only. The 6th inning only (or any extra innings, if necessary or allowed) allow for unlimited runs and ends only after there are three outs OR the hitting team has batted through its entire batting order, whichever occurs first.
3. The home team will be the higher seed in each game. Teams must occupy correct dugouts. The home team occupies the 3rd base dugout. The visitors occupy the 1st base dugout.
4. No new inning may start after 1:30 from the scheduled game time with NO DROP DEAD TIME. If the game is tied after 6 innings and there is time remaining, extra innings will be played but no new extra inning shall start after 1:30 from the scheduled game time. If the game is tied and the time limit has been reached, the winner will be determined as follows:
  - a. The visiting team will commence an extra inning by placing a runner at second base (the last batter who completed a plate appearance) and will commence with their next batter in order, as if two outs have already recorded. They will play until a single out is recorded.
  - b. After the out is recorded against the visiting team, the home team shall place a runner at second base (the last batter who completed a plate appearance) and will likewise commence with their next batter in order, again as if two outs have already been recorded. They will play until an out is recorded or they score more runs than the visiting team.
  - c. Each team may continue to use its pitcher of record or any other eligible pitcher subject to the pitching limits in the Green Book as modified by the Local Rules. Pitchers already removed from the game cannot be reinserted as the pitcher.
  - d. A maximum of two of these extra "innings" will be played. If the score remains tied after two extra innings, the winner will be determined by reverting to the last completed inning in which a team was ahead.
  - e. All minimum play rules and other lineup restrictions are in force throughout these extra innings.



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5. There will be no time limit for the championship game. That games will be a “regulation game” and play unless interrupted by curfew or the 10-run rule in accordance with Rule 4.10 and Regulation X of the Green Book. The tie-breaker rules outlined above do not apply to the championship game.
6. THE PITCHING MACHINE WILL BE SET AT THE LEVEL 2 FOR ALL TOURNAMENT GAMES.

#### **PROTESTS/FORFEIT:**

1. Any protest must be made immediately (by the manager or head coach, in the manager's absence only) and will be resolved by majority vote of the league officials in attendance or assigned (or, if not available, one of the other league officials) prior to play continuing. There is not time to replay any games unless canceled by weather, if possible. Judgment calls cannot be protested.
2. Use of any illegal player will result in a forfeit of the game the player is used in.
3. Use of an improper line-up will result in a forfeit of the game unless corrected as specified in the Local Rules & Guidelines.

#### **PLAYING TIME:**

1. The same lineup/play rules apply as during the regular season.
2. All players will bat the whole game.
3. A player who arrives late will be placed at the bottom of the order (with permission from his/her manager) with no penalty.
4. A player who leaves early for whatever reason will NOT be charged with an out or other penalty in accord without penalty in accordance with Rule 4.04 of the Green Book.
5. All players shall play in the field (on defense) at least every other inning. Each player (a) can only play the same position for a maximum of 2 innings per game and (b) must play 2 innings in the infield. This applies even if the game goes into extra innings. Defensive line-up rules and limits will be STRICTLY ENFORCED.
6. The procedure/penalty as stated in the Local Rules & Guidelines for lineup infractions remains in effect for the tournament.

#### **LINE UP CARDS:**

1. Each team shall provide an official lineup card to the opposing team completed in accordance with the Local Rules & Guidelines.
2. For championship games, the league will keep an official book. Each team must provide the league two lineup cards each that must include the coaching staff's names and nicknames for all team members.

#### **SUBMITTING SCORES:**

The winning team must submit the score as soon as possible after the game ends. It is important to submit scores timely to permit the League to update brackets.

#### **RESOLVING DISPUTES:**

1. League officials will be present at all tournament games. If you have a problem or are unsure of a rule, however, please ask or call a league official (requests from managers only). League officials who coach in or have a child playing in a particular division cannot handle protests in that division.



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2. If you have any question on the rules they all must be addressed prior to the first played game. ASK A LEAGUE OFFICIAL OR THE UMPIRE IF YOU ARE UNSURE OF A RULE.
3. In the event of a protest we expect all players, coaches and parents to show proper behavior. Sometimes protests take time to sort out. We do not want to penalize the kids or a team because no one took the time to get clarification.

**GOOD LUCK TO ALL OF YOU!**

APPENDIX G  
ALL-STAR COMMITMENT INFORMATION



## 2017 LITTLE LEAGUE ALL-STAR INFORMATION

Summerlin South Little League proudly supports Little League's tournament tradition. Since 1947, in the summer months Little Leagues around the world select an All-Star team made up of players from its league. These All-Star teams compete in district, state, and regional tournaments, hoping to advance to Williamsport for the Little League World Series.

This year, the league will charter up to five baseball All-Star teams who will represent the League in the Little League International Tournaments : an age 8/9/10 team, an age 9/10/11 year old team, a Majors team (age 10/11/12), a Juniors team (age 13/14), and a Seniors team (age 14/15/16). In addition, the league anticipates chartering at least two softball All-Star teams, in divisions to be determined (likely 8/9/10 and 9/10/11 year-old teams).

The first step in the selection process for Summerlin South Little League's 2017 All-Star teams is ensuring that eligible candidates and their families understand the required commitment and conduct to represent the league on one of its All-Star teams.

All-Star Tournament play is intensely competitive and requires dedication beyond the requirement of a regular Little League season. Consequently, only those players, managers, and coaches who desire to commit their time and effort will be considered. To be considered, a player must:

- Be available with minimal interruption for all practices and games (six days a week from June 1 to the tournament date (see below) and later into July and August if the team advances;
- Have played in 60% of his/her team's regular season games (unless medically excused in compliance with Little League rules and regulations);
- Provide an original and copy of the player's birth certificate; and
- Provide three forms of proof the player resides in the league's boundaries (acceptable forms of proof described below).

Participation on an All-Star team is voluntary. But candidates must understand that there are costs involved and different mandatory/minimum play rules that govern All-Star Tournament play (described below). If selected, the player's family will be asked to shoulder some costs (approximately \$150; financial hardship considered on a case-by-case basis) and agree to respect all coaching decisions concerning line-ups and playing time without complaint.

If you and your player are willing to commit to be available and agree to accept coaching decisions on the mandatory/minimum play rules described below, please complete the application [here](#) by May 15, 2017 to be considered for selection. This application is the only method to declare a player's interest and availability for All-Stars.



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### **DISTRICT ALL-STAR TOURNAMENT START DATES**

Seniors Division: June 7, 2017 (Location TBA)  
Juniors Division: June 7, 2017 (Location TBA)  
Majors (10/11/12) Division: July 6, 2017 (Location TBA)  
9/10/11 Division: June 21, 2017 (Location TBA)  
8/9/10 Division: June 19, 2017 (Location TBA)

(Teams are announced and practices begin for each team two weeks before the tournament or June 1, 2017, which comes first).

### **STATE ALL-STAR TOURNAMENT START DATES**

Seniors Division: July 7, 2017 (held in Las Vegas)  
Juniors Division: July 7, 2017 (held in Las Vegas)  
All Other Divisions: July 19, 2017 (held in Las Vegas)

### **MANDATORY/MINIMUM PLAY RULES**

The rules governing All-Star tournament play are different than the Summerlin South Little League regular season. For teams with 12 or fewer eligible players, in a non-shortened game, players are only ensured one at bat and playing time in the field for six consecutive defensive outs. For teams with 13 or more eligible players, in a non-shortened game, players are only ensured one at bat and are not ensured any playing time in the field. In shortened games, these mandatory/minimum play rules do not even have to be satisfied. Accordingly, it is possible that players, in any given game, could neither bat nor see playing time in the field.

**Summerlin South Little League requires that any players being considered for selection to one of its All-Star teams (and their parents) understand these rules and agree to refrain from criticizing coaching decisions concerning line-ups or playing time.** Any inappropriate conduct, complaining, or similar behavior will not be tolerated and may constitute grounds for immediate removal from an All-Star team.

### **TEAM ASSIGNMENTS**

The composition of the league's All-Star teams is decided by the All-Star committee, with input from managers and coaches in the applicable divisions. Players cannot choose the team on which they wish to play (if age eligible for more than one team). The league will not accept such requests and will not consider participation that is conditioned on team assignment.



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## PROOF OF RESIDENCY

Residence for All-Star eligibility shall be established and supported by at least one document, dated or in force between February 1, 2016 (previous year) and February 1, 2017 (current year) that show the parent's name and address from **EACH** of the following categories:

### Group I:

1. Driver's License
2. School records
3. Vehicle registration or lease
4. Employment records (paystub, W-2, etc.)
5. Insurance documents

### Group II:

1. Welfare/child care records
2. Federal records (tax, social security, etc.)
3. State records
4. Local (municipal) records
5. Support payment records
6. Homeowner or tenant records (deed, rental agreement, etc.)
7. Military records

### Group III:

1. Voter's registration
2. Utility bills (gas, electric, water/sewer, phone, waste disposal, etc.)
3. Financial (loan, credit, investments, etc.) records
4. Medical records
5. Internet, cable or satellite records

In addition, players who attend a school located in the league's boundaries are eligible no matter where they live. School attendance must be established by a completed School Enrollment Form (available [here](#)). The applicable schools are:

- Givens Elementary
- Goolsby Elementary
- Ober Elementary
- Solomon Schechter Day School
- Faith Lutheran Academy
- Alexander Dawson
- Doral Red Rock
- Faith Lutheran Junior/Senior High School
- West Career and Technical Academy
- Bishop Gorman High School

APPENDIX H  
LITTLE LEAGUE INSURANCE CLAIM FORM



# LITTLE LEAGUE® BASEBALL AND SOFTBALL ACCIDENT NOTIFICATION FORM INSTRUCTIONS

**Send Completed Form To:**  
Little League® International  
539 US Route 15 Hwy, PO Box 3485  
Williamsport PA 17701-0485  
**Accident Claim Contact Numbers:**  
Phone: 570-327-1674

1. This form must be completed by parents (if claimant is under 19 years of age) and a league official and forwarded to Little League Headquarters within 20 days after the accident. A photocopy of this form should be made and kept by the claimant/parent. Initial medical/dental treatment must be rendered within 30 days of the Little League accident.
2. Itemized bills including description of service, date of service, procedure and diagnosis codes for medical services/supplies and/or other documentation related to claim for benefits are to be provided within 90 days after the accident date. In no event shall such proof be furnished later than 12 months from the date the medical expense was incurred.
3. When other insurance is present, parents or claimant must forward copies of the Explanation of Benefits or Notice/Letter of Denial for each charge directly to Little League Headquarters, even if the charges do not exceed the deductible of the primary insurance program.
4. Policy provides benefits for eligible medical expenses incurred within 52 weeks of the accident, subject to Excess Coverage and Exclusion provisions of the plan.
5. **Limited** deferred medical/dental benefits may be available for necessary treatment incurred after 52 weeks. Refer to insurance brochure provided to the league president, or contact Little League Headquarters within the year of injury.
6. Accident Claim Form must be fully completed - including Social Security Number (SSN) - for processing.

League Name				League I.D.	
Name of Injured Person/Claimant		SSN	Date of Birth (MM/DD/YY)		Age
					Sex <input type="checkbox"/> Female <input type="checkbox"/> Male
Name of Parent/Guardian, if Claimant is a Minor			Home Phone (Inc. Area Code)		Bus. Phone (Inc. Area Code)
			( )		( )
Address of Claimant			Address of Parent/Guardian, if different		

The Little League Master Accident Policy provides benefits in **excess** of benefits from other insurance programs subject to a \$50 deductible per injury. "Other insurance programs" include family's personal insurance, student insurance through a school or insurance through an employer for employees and family members. Please CHECK the appropriate boxes below. If YES, follow instruction 3 above.

Does the insured Person/Parent/Guardian have any insurance through:

Employer Plan	<input type="checkbox"/> Yes	<input type="checkbox"/> No	School Plan	<input type="checkbox"/> Yes	<input type="checkbox"/> No
Individual Plan	<input type="checkbox"/> Yes	<input type="checkbox"/> No	Dental Plan	<input type="checkbox"/> Yes	<input type="checkbox"/> No

Date of Accident	Time of Accident	Type of Injury
	<input type="checkbox"/> AM <input type="checkbox"/> PM	

Describe exactly how accident happened, including playing position at the time of accident:

Check all applicable responses in **each** column:

<input type="checkbox"/> BASEBALL	<input type="checkbox"/> CHALLENGER (4-18)	<input type="checkbox"/> PLAYER	<input type="checkbox"/> TRYOUTS	<input type="checkbox"/> SPECIAL EVENT (NOT GAMES)
<input type="checkbox"/> SOFTBALL	<input type="checkbox"/> T-BALL (4-7)	<input type="checkbox"/> MANAGER, COACH	<input type="checkbox"/> PRACTICE	<input type="checkbox"/> SPECIAL GAME(S)
<input type="checkbox"/> CHALLENGER	<input type="checkbox"/> MINOR (6-12)	<input type="checkbox"/> VOLUNTEER UMPIRE	<input type="checkbox"/> SCHEDULED GAME	(Submit a copy of your approval from Little League Incorporated)
<input type="checkbox"/> TAD (2ND SEASON)	<input type="checkbox"/> LITTLE LEAGUE (9-12)	<input type="checkbox"/> PLAYER AGENT	<input type="checkbox"/> TRAVEL TO	
	<input type="checkbox"/> INTERMEDIATE (50/70) (11-13)	<input type="checkbox"/> OFFICIAL SCOREKEEPER	<input type="checkbox"/> TRAVEL FROM	
	<input type="checkbox"/> JUNIOR (12-14)	<input type="checkbox"/> SAFETY OFFICER	<input type="checkbox"/> TOURNAMENT	
	<input type="checkbox"/> SENIOR (13-16)	<input type="checkbox"/> VOLUNTEER WORKER	<input type="checkbox"/> OTHER (Describe)	
	<input type="checkbox"/> BIG (14-18)			

I hereby certify that I have read the answers to all parts of this form and to the best of my knowledge and belief the information contained is complete and correct as herein given.

I understand that it is a crime for any person to intentionally attempt to defraud or knowingly facilitate a fraud against an insurer by submitting an application or filing a claim containing a false or deceptive statement(s). See Remarks section on reverse side of form.

I hereby authorize any physician, hospital or other medically related facility, insurance company or other organization, institution or person that has any records or knowledge of me, and/or the above named claimant, or our health, to disclose, whenever requested to do so by Little League and/or National Union Fire Insurance Company of Pittsburgh, Pa. A photostatic copy of this authorization shall be considered as effective and valid as the original.

Date	Claimant/Parent/Guardian Signature (In a two parent household, both parents must sign this form.)
Date	Claimant/Parent/Guardian Signature

**For Residents of California:**

Any person who knowingly presents a false or fraudulent claim for the payment of a loss is guilty of a crime and may be subject to fines and confinement in state prison.

**For Residents of New York:**

Any person who knowingly and with the intent to defraud any insurance company or other person files an application for insurance or statement of claim containing any materially false information, or conceals for the purpose of misleading, information concerning any fact material thereto, commits a fraudulent insurance act, which is a crime, and shall also be subject to a civil penalty not to exceed five thousand dollars and the stated value of the claim for each such violation.

**For Residents of Pennsylvania:**

Any person who knowingly and with intent to defraud any insurance company or other person files an application for insurance or statement of claim containing any materially false information or conceals for the purpose of misleading, information concerning any fact material thereto commits a fraudulent insurance act, which is a crime and subjects such person to criminal and civil penalties.

**For Residents of All Other States:**

Any person who knowingly presents a false or fraudulent claim for payment of a loss or benefit or knowingly presents false information in an application for insurance is guilty of a crime and may be subject to fines and confinement in prison.

**PART 2 - LEAGUE STATEMENT (Other than Parent or Claimant)**

Name of League	Name of Injured Person/Claimant	League I.D. Number
Name of League Official		Position in League
Address of League Official		Telephone Numbers (Inc. Area Codes) Residence: (    ) Business: (    ) Fax: (    )

Were you a witness to the accident?    Yes    No

Provide names and addresses of any known witnesses to the reported accident.

Check the boxes for all appropriate items below. At least one item in each column must be selected.

<b>POSITION WHEN INJURED</b>	<b>INJURY</b>	<b>PART OF BODY</b>	<b>CAUSE OF INJURY</b>
<input type="checkbox"/> 01 1ST	<input type="checkbox"/> 01 ABRASION	<input type="checkbox"/> 01 ABDOMEN	<input type="checkbox"/> 01 BATTED BALL
<input type="checkbox"/> 02 2ND	<input type="checkbox"/> 02 BITES	<input type="checkbox"/> 02 ANKLE	<input type="checkbox"/> 02 BATTING
<input type="checkbox"/> 03 3RD	<input type="checkbox"/> 03 CONCUSSION	<input type="checkbox"/> 03 ARM	<input type="checkbox"/> 03 CATCHING
<input type="checkbox"/> 04 BATTER	<input type="checkbox"/> 04 CONTUSION	<input type="checkbox"/> 04 BACK	<input type="checkbox"/> 04 COLLIDING
<input type="checkbox"/> 05 BENCH	<input type="checkbox"/> 05 DENTAL	<input type="checkbox"/> 05 CHEST	<input type="checkbox"/> 05 COLLIDING WITH FENCE
<input type="checkbox"/> 06 BULLPEN	<input type="checkbox"/> 06 DISLOCATION	<input type="checkbox"/> 06 EAR	<input type="checkbox"/> 06 FALLING
<input type="checkbox"/> 07 CATCHER	<input type="checkbox"/> 07 DISMEMBERMENT	<input type="checkbox"/> 07 ELBOW	<input type="checkbox"/> 07 HIT BY BAT
<input type="checkbox"/> 08 COACH	<input type="checkbox"/> 08 EPIPHYSES	<input type="checkbox"/> 08 EYE	<input type="checkbox"/> 08 HORSEPLAY
<input type="checkbox"/> 09 COACHING BOX	<input type="checkbox"/> 09 FATALITY	<input type="checkbox"/> 09 FACE	<input type="checkbox"/> 09 PITCHED BALL
<input type="checkbox"/> 10 DUGOUT	<input type="checkbox"/> 10 FRACTURE	<input type="checkbox"/> 10 FATALITY	<input type="checkbox"/> 10 RUNNING
<input type="checkbox"/> 11 MANAGER	<input type="checkbox"/> 11 HEMATOMA	<input type="checkbox"/> 11 FOOT	<input type="checkbox"/> 11 SHARP OBJECT
<input type="checkbox"/> 12 ON DECK	<input type="checkbox"/> 12 HEMORRHAGE	<input type="checkbox"/> 12 HAND	<input type="checkbox"/> 12 SLIDING
<input type="checkbox"/> 13 OUTFIELD	<input type="checkbox"/> 13 LACERATION	<input type="checkbox"/> 13 HEAD	<input type="checkbox"/> 13 TAGGING
<input type="checkbox"/> 14 PITCHER	<input type="checkbox"/> 14 PUNCTURE	<input type="checkbox"/> 14 HIP	<input type="checkbox"/> 14 THROWING
<input type="checkbox"/> 15 RUNNER	<input type="checkbox"/> 15 RUPTURE	<input type="checkbox"/> 15 KNEE	<input type="checkbox"/> 15 THROWN BALL
<input type="checkbox"/> 16 SCOREKEEPER	<input type="checkbox"/> 16 SPRAIN	<input type="checkbox"/> 16 LEG	<input type="checkbox"/> 16 OTHER
<input type="checkbox"/> 17 SHORTSTOP	<input type="checkbox"/> 17 SUNSTROKE	<input type="checkbox"/> 17 LIPS	<input type="checkbox"/> 17 UNKNOWN
<input type="checkbox"/> 18 TO/FROM GAME	<input type="checkbox"/> 18 OTHER	<input type="checkbox"/> 18 MOUTH	
<input type="checkbox"/> 19 UMPIRE	<input type="checkbox"/> 19 UNKNOWN	<input type="checkbox"/> 19 NECK	
<input type="checkbox"/> 20 OTHER	<input type="checkbox"/> 20 PARALYSIS/ PARAPLEGIC	<input type="checkbox"/> 20 NOSE	
<input type="checkbox"/> 21 UNKNOWN		<input type="checkbox"/> 21 SHOULDER	
<input type="checkbox"/> 22 WARMING UP		<input type="checkbox"/> 22 SIDE	
		<input type="checkbox"/> 23 TEETH	
		<input type="checkbox"/> 24 TESTICLE	
		<input type="checkbox"/> 25 WRIST	
		<input type="checkbox"/> 26 UNKNOWN	
		<input type="checkbox"/> 27 FINGER	

Does your league use batting helmets with attached face guards?    YES    NO  
If YES, are they Mandatory    or    Optional    At what levels are they used?

I hereby certify that the above named claimant was injured while covered by the Little League Baseball Accident Insurance Policy at the time of the reported accident. I also certify that the information contained in the Claimant's Notification is true and correct as stated, to the best of my knowledge.

Date	League Official Signature
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