

CONTENTS

Mountaintop Area Little League Mission	Page 2
The Commissioners Role	3
The Managers/Coaches Roll	4 - 5
The Umpires Role	6
Parents and Spectators	7
Chain of Command	8
Electronic Voting	8
Registered Player Selection	9
Expansion/Reduction & Reorganization	10
All Star Team Selection	11
Requirements for League Championship	12
T-Ball Philosophy	13
Minor League Philosophy	14
Major League Philosophy	15
Teener League Philosophy	16
Fall Ball Philosophy	17
A Member In Good Standing	17
Accident & Safety	18
Discipline	19 - 20
House Rules	21 - 22
Uniforms & Equipment Policy	23 - 24
Board Nomination Process	25

MOUNTAIN TOP AREA LITTLE LEAGUE MISSION STATEMENT

The mission statement of Mountaintop Area Little League is to instill in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, and to promote strength of character, mind, and body toward the development of good, decent, and trustworthy citizens.

GUIDING PRINCIPLES

1. Baseball/Softball is the vehicle by which we implement the objectives of our mission.
2. Emphasis is placed upon commitment, teamwork, comradeship, fair play, and skill development while maintaining a fun atmosphere for the playing of baseball/softball.
3. Emphasis shall be given to promoting the *greatest good for the greatest number* of children.

LEAGUE COMMISSIONERS

Commissioners are responsible for keeping the league true to the Mission Statement and Philosophy of the League. The commissioner is responsible for all facets of league conduct. The commissioner is the central link between the manager/coaches and the board of directors.

Commissioners work with managers and coaches who have a variety of personalities, philosophies, skills, and experiences. To be effective the commissioner must exercise fairness, tolerance, diplomacy, and sound judgment, yet be assertive and independent.

Commissioner Responsibilities:

1. Provide input to the board during the process of manager/coach selection.
2. Know and understand the Roles and Responsibilities of managers and coaches and communicate these to managers and coaches in his/her division.
3. Schedule and coordinate try-outs as applicable.
4. Coordinate the draft.
5. Coordinate a practice schedule.
6. Coordinate the distribution of equipment and uniforms between managers, equipment officer, and purchasing agent.
7. Act as liaison between equipment officer and team managers to ensure safe and complete sets of equipment.
8. Coordinate with the Safety Officer, Field Maintenance Supervisor and other involved commissioners to move games as warranted by field conditions.
9. Establish a schedule for league play and verify that games are played accordingly.
10. Maintain a record of team standings as applicable.
11. Coordinate the annual collection of all league equipment.
12. Do player All-Star balloting. Conduct the all-star draft of players, managers, and coaches as per the "All-Star Team Selection".
13. Coordinate and recommend a plan for post season tournament play.

LITTLE LEAGUE MANAGER

The league manager must be a leader. A manager must recognize that he/she holds a position of trust and responsibility in a program that deals with a sensitive and formative period of a youngster's development. It is required that the manager has understanding, patience, and the capacity to work with youngsters. The manager should be able to inspire respect. Above all else, a manager must realize that he/she is helping shape the physical, mental, and emotional development of young people.

A manager must be an adult who is sensitive to the mental and physical limitations of children of little league age and who recognizes that the game is a vehicle of training and enjoyment, not an end in itself.

Tenants of Mountaintop Area Little League Managers:

1. Demonstrate that they have an appreciation of the philosophy of Little League Baseball and cooperate with others in making the program of MUTUAL BENEFIT TO ALL YOUNGSTERS.
2. Show by example, that they respect the judgment and the position of authority of the umpire. Instill in their players a respect for the authority of the adult leaders in the league.
3. Exercise their leadership role adequately, but leave the ball game in the hands of the players.
4. Encourage their players at every opportunity and provide an opportunity for each youngster to participate successfully.
5. Exhibit and promote acceptable behavior patterns whether the team wins or loses.
6. Take responsibility for the behavior of their coaches, scorekeepers, players, and the players' parents.
7. Reflect an understanding of the age group they supervise and be aware that they are an example to those with whom they work.

Manager Responsibilities:

1. Technical - know and understand:
 - A. How to play
 - B. The rules
 1. Little League
 2. Local

- C. The league's Mission.
 - D. The league's Guiding Principles.
 - E. Manager Role and Responsibility.
 - F. League Philosophy.
 - G. Accident and safety Procedure.
 - H. Player selection process
 - I. Post season play.
 - J. The chain of command.
2. Administration:
- A. Solicit a team parent.
 - B. Support league fundraisers, snack stand operations, and scoreboard operations when applicable.
 - C. Know and enforce all league policies, procedures, and Little League rules.
 - D. Fill out roster forms and secure medical release forms.
3. Equipment:
- A. Receipt
 - B. Distribution
 - C. Proper use
 - D. Serviceable
 - E. Collection
 - F. Inventory
 - G. Turn-in
4. Field Maintenance:
- A. Clean Dugouts
 - B. Rake
 - C. Chalk & line fields
 - D. Flag & P.A. System
 - E. Field Equipment
 - F. Watering of fields
5. Facilities:
- A. Lock and unlock lavatories
 - B. Check supplies
6. Additional Responsibility:
- A. Managers are required to conduct team practices at least twice per week until the 1st game, then once a week throughout season, weather permitting.

Coaches Responsibilities:

The coach's role is the same as the manager. Responsibilities are those delegated to him/her by the manager.

LITTLE LEAGUE UMPIRE

In the view held by many with long experience in Little League, the umpire, by virtue of the ability to provide leadership, can be one of the most important individuals in the program. In a century of progress, the game has given dignity and respect to the role of the umpire. The umpire represents authority on the field of play. The umpire is the final word, the absolute decision. A good umpire knows the rules and has the ability to apply them in action and split second judgment.

Umpire Responsibilities:

1. Know and understand the rules.
2. Maintain an objective and impartial attitude.
3. Make decisions on:
 - A. Field Conditions.
 - B. Calling games on account of darkness/weather.
 - C. Starting the game and keep it moving.
4. Judgment calls cannot be protested.
5. Rule interpretation is subject to disagreement, appeal, and ultimately protest.

PARENTS AND SPECTATORS

Spectators and Parents are important to the success of the Little League Program. Mountaintop Area Little League proposes that parents and spectators:

1. Are, through well-planned and organized efforts, made aware of the rules, regulations, policies and philosophy of Little League Baseball/Softball.
2. Are positive in any criticism of the program and are willing to volunteer their services to improve it.
3. Clearly understand the tryout system and the method of player selection as stated in the league philosophy.
4. Know that at the Major League level of play, once players are assigned to a team they become permanent team members for the duration of their eligibility in that division.
5. Demonstrate that they recognize the effort expended by the volunteer personnel by refraining from unsportsmanlike conduct and "grandstand" managing.
6. Realize that the umpire is closest to the play and that each umpire calls them as he/she sees them. The umpire is a person who has assumed a difficult but necessary role.
7. Recognize that Little Leaguers are children, not professional players, and need encouragement, not criticism.
8. Applaud good plays; ignore errors. Encourage a greater effort, initiative and hustle. Congratulate the winner; encourage the loser.

Enjoy the game for what it is: *If it isn't fun....it isn't Little League*

CHAIN OF COMMAND

Suggestions, questions, recommendations, and concerns should move along the following chain of command:

1. Player
2. Parent
3. Coach
4. Manager
5. Division Commissioner
6. Board President
7. Assistant District Commissioner
8. District Commissioner
9. Eastern Regional Headquarters
10. International Headquarters

ELECTRONIC VOTING

The Board President may solicit a vote by email or text message of all board members when:

1. The item cannot wait until the next scheduled meeting.
2. The email or text must lay out the motion in detail.
3. All board members are included in the original request of motion.
4. The president may authorize another board member to send out an email or text on his/her behalf.
5. Motions to change rules, regulations and or policy **MAY NOT** be done by email or text.
6. The board can revoke or change the rules regarding emailing or texting at any time by a two-thirds vote majority vote.

REGISTERED PLAYER SELECTION (REGULAR SEASON)

1. T-ball:
 - A. Players are assigned to a team based upon their address.
 - B. Committee or division commissioner will pick teams.
 - C. All T-Ball teams are coed.

2. Minor boys and girls:
 - A. Minor teams are formed geographically.
 - B. There will be a AAA and a AA division in the boys minor program.
 - C. The boys' minor commissioner and managers will select the teams.
 - D. Eligible 6 year olds and all 7 year olds will play in the coach pitch division.
 - E. To play in coach pitch, 6 year olds need to have played one (1) year of T Ball within the Mt Top Area Little League program.

3. Major boys and girls:
 - A. League age 10, 11, and 12-year-old players not currently on a major league team are required to attend 50% of tryouts. Failure to participate will result in a refund of registration fee.
 - B. During tryouts each candidate, in group competition with youngsters having the same league age shall be given the opportunity to bat/bunt, field fly balls, field ground balls, throw and run.
 - C. All league age 12-year-old players will be selected to a team and all drafting will be done using a parity formula to draw names by hat. Draft order and passes will apply.
 - D. At the Major league level of play, once players are assigned to a team they become permanent team members for the duration of their eligibility in that division with the possible exception of team expansion/reduction and/or league reorganization.

4. Teener Boys and Girls:
 - A. All boys and girls not currently on a team must attend tryouts and all players will be drafted to a team.
 - B. At the teener league level of play, once players are assigned to a team they remain on the same team for the duration of their eligibility in that league. The exception being in the event of team expansion/or league reorganization.

FALL BALL SEASON

1. League age 8, 9, 10, and 11 year old boys and girls:
 - A. All players must be selected.
 - B. The total number of players will be equally divided by age into teams formed.
 - C. The Fall Ball commissioner will oversee the selection of teams to ensure that players and teams are formed on an equitable basis.
 - D. If a rotation system is used, managers' order will be by lot.

2. League age 12, 13, 14, and 15-16 boys and girls:
 - A. All players will be selected to a team if there is availability.
 - B. Players will be assigned to teams by age, availability, and a possible tryout.

EXPANSION OR REDUCTION - REORGANIZATION OF TEAMS

ELIMINATION OF A MAJOR BASEBALL TEAM

When the number of players being returned to the minor division after a tryout is 40% or less, of all players trying out, a major team or teams will be eliminated to bring the number closest to 40%. An analysis by the division commissioner will also be conducted and presented to the board as to the projected number of players expected to be available to the major division in the next season. This analysis will also be considered when dropping a team. If numbers are close either way, the Board will make a final decision.

TEAM REDUCTION METHOD

If the number of teams is to be reduced at the Major League level, the Board of Directors decides which team is to be eliminated from the division. They will take into consideration the number of returning players per team (including option players) and teams without a returning manager as well as any other league formation considerations.

ADDING A MAJOR BASEBALL TEAM

When the number of players being returned to the minor division after a tryout is 60% or more, of all players trying out, a major team or teams will be added to bring number closet to 60%. Team(s) can only be added to the major division if they are sustainable for a period of two (2) years.

DRAFTING A NEW MAJOR BASEBALL TEAM

The new team shall select the number of players equal to the team with the highest number of returning players. If the target number of equal 10s, 11s, and 12s year old players is not even number (i.e., 3, 6, or 9); one additional a 10 year player, or both an additional 10 and 11 year old players will be selected in order to match the highest number of returning players. The selection will take place before the established teams begin to participate in the selection of players on a rotating basis. The new team would include all manager and coaches sons, and or brother options as part of their original picks. The established teams would then begin the draft process with the new team getting the last draft spot during rotation.

TEENER LEVEL TEAMS

In the event the league expands, all players will tryout and be drafted according to age parity. Draft order will be by lot.

MINOR LEAGUE BASEBALL (BOYS).

There will be "AAA" Division and a "AA" Division in the boys minor program. Younger players ages eight (8) and nine (9) will play in the "AA" Division, and the older players ages ten (10) and eleven (11) not drafted to a major team will play in the "AAA" Division. To ensure that both divisions have an equal number of teams, some nine (9) year olds will play in the "AAA" Division. This will be accomplished by using Dates of Birth, or a Skills Assessment of all nine (9) year olds. The Skills Assessment will be on recommendation of the Minor Commissioners and with Board Approval. The commissioners using the player's geographic address will put teams together.

ALL-STAR TEAM SELCTION PROCESS (Players, Managers & Coaches)

1. Selection of players:

- A. Any player league age 10 thru 12 (boys) or league age 9 thru 12 (girls) who submits a completed commitment form by the due date will be placed on the All-Star Election Ballot. Managers will ensure that every player on their team receives the commitment form when available. Commitment forms will be available for pass out by Mid-May. The commitment form once signed by the player & parent, and then turned in on time will ensure that the players name will be placed on the ballet, however, submission of the commitment form does not guarantee selection to an All-Star Team.
- B. The all-star teams will be selected from the names submitted, by ballot of league managers and players. All league players will be given the opportunity to vote for up to twelve (12) players per roster. The players vote will be tabulated and and considered a single vote (as though there was another manager voting). Ties will be broken by a revote of the managers and by using the names on the players ballots, which ranks highest.
- C. Managers will be permitted to vote for any player whose name is on the ballet and must vote for a full roster of 12 players in each age group. The vote tally will be released to all persons present at the All-Star selection meeting.
- D. Tryouts will not be used. The exchange of scorebooks, player statistics, and players' abilities can be used by managers to show players skills & qualifications for the team.
- E. Decisions in case of ties, managers will revote twice if necessary. If still tied refer to players' choice. If deadlocked, players' vote will get preference.
- F. In the event of a tie after players vote is given preference, then the managers will vote as if selecting one player.
- G. Players League age 10 can only be rostered on the 9-10 year old all star team; players league age 11 can only be rostered on the 10-11 year old all star team; players league age 12 can only be rostered on the 11-12 year old all star team. If there are sufficient numbers and eligible players available, there will be a 9-10, a 10-11, and a 11-12 all-star team. Players will not be rostered up to the next age division unless there are insufficient players to build rosters in accordance with age.
- H. Unless otherwise approved by the board, (all) all-star teams will carry a roster of twelve (12) players.

2. Selection of the Manager and Coaches:

- A. The managers and coaches of the all-star teams will be selected at least two (2) weeks prior the start of the all-star tournaments in their respective divisions, immediately after (all) All Star teams have been selected. They will be selected by order of league standing by the highest % of total team wins compared to total league games played (wins divided by league games played) at the time teams are selected. Ties are settled by lot. Manager of the 1st place team will be asked, then 2nd, etc. If after asking all managers there are still one or more openings, then team coaches will be asked using the same procedure (two rounds). The people asked will have the option of accepting either position until one is filled
- B. The coaching staff will be responsible to arrange for a minimum number of at least seven (7) practices prior to the start of the competition. *There will be no optional practices allowed for All Star Teams.*
- C. The commissioner will provide the names of All Star Managers and Coaches to the Board.

GAME REQUIREMENTS FOR LEAGUE CHAMPIONSHIPS

1. Schedules are to be published early and designed to end prior to the all-star season.
 - A. A week would be allowed for make up games.
 - B. A playoff game (if required) will occur during or immediately after the regular season.
 - C. There will be a 1st half season, and 2nd half season in the Major Division.
 - D. Playoff games (if required) are to be single game elimination.

3. Make-up games:
 - A. A game missed and not made up during the week Monday-Saturday *must* be rescheduled for the following Sunday.
 1. In an instance of two games involving the same team, the earliest game on the schedule is to be made up first.
 2. Games will always be made up as they appear on the schedule.
 3. Commissioners determine the Sunday schedule based upon:
 - a. First to call a cancellation has first priority on time slot.
 - b. The field originally scheduled will be used if possible.
 - c. Games pre-empt practice sessions on a field.
 - B. Failure of a team to appear at the field at the appointed time results in the game being declared won by the team appearing. This would be:
 1. A standard board ruling to (rule book) section 4.16 "Refer to the Board of Directors for a decision".
 2. If neither team appears for scheduled game, both are charged for a loss in the standings. Losses by forfeit will be declared wins against that teams draft status.

4. League games take preference over all star practice and league practice over All Star practice.

5. Major Division Champions (Boys & Girls) will have a team championship plaque made and displayed in the clubhouse each season at the leagues expense.

T-BALL PHILOSOPHY

The primary function of the Mountaintop Area Little League's T-Ball program is to provide a pressure free environment where children can practice fundamental skills, embrace teamwork, and have fun. An emphasis should be placed on individual development rather than competition and comparison.

The training program focuses on supervised repetition of skills which are fundamental to both softball and baseball. Through a scheduled weekly practice and a weekly game situation, children will learn basic throwing, running, hitting, and fielding skills.

In addition to baseball and softball skills, social skills become increasingly important in the development of a child as both an athlete and a person. The experience should provide children with opportunities to practice acceptance, understanding, cooperation, and teamwork with their peers.

Managers and coaches should facilitate the learning of basic skills based upon the child's individual needs and stage of development. The technique is more important than the outcome. Improper techniques should not be rewarded, but rather constructively corrected. Players are encouraged to practice, with their parents at home, the skills reviewed in practice sessions and apply them in game situations.

MINOR LEAGUE PHILOSOPHY

Mountaintop Area Little League's primary goals for the Minor League program is to provide an arena to practice fundamental baseball/softball skills, to develop knowledge of the game, and to cooperate and compete in a safe and friendly environment.

Through a series of scheduled games and related practices, younger players can mature and master techniques in preparation for a higher level of competition. Participation on a team plays an important role in teaching the children dedication and responsibility to their team.

Although competition is the primary tool for the development in this league, children should be reminded of good sportsmanship, personal development, and the enjoyment of the game.

A league champion will not be designated because wins and losses are not an appropriate measure of success for children of this age or for the intentions of the league. Managers are encouraged to try children at a variety of positions throughout the season. Success should be measured by individual and team improvement as well as the players' enjoyment of the experience.

MAJOR LEAGUE PHILOSOPHY

The advancement of sound fundamental baseball and softball skills is one of the primary attributes, along with assisting the youth in developing qualities of citizenship, discipline, teamwork, and physical well-being. Proper guidance and exemplary leadership by all members of the Little League community will promote and nurture the realization of character which epitomizes the growth at this level.

By teaching and encouraging the advancement of skills, the youth are better prepared to engage in higher levels of competition, and will recognize certain standards of achievement they have set for themselves and their team. The percentage of wins provides a record by which a League Champion is established and also dictates the order and distribution of new players who are drafted into the league each season. Parity among the teams is desirable as it helps balance the talent, and encourages better competition.

The true measure of a successful season is not measured solely by a teams record, but in the demonstration of good sportsmanship, the realization of individual and team goals, and the maturity of the players in meeting new challenges.

TEENER LEAGUE PHILOSOPHY

Solid competitive play at the teener level is a priority. Developing sound fundamental baseball/softball skills is something young men and women have learned during earlier years of participation. At the teener level players are expected to fine tune these skills and develop a greater appreciation of the intricacies of the game.

Managers and coaches play a key role in developing the character of each player on the team. A successful outcome of the season can be measured by players who have grown toward becoming responsible honest trustworthy adults.

Focus should be placed on the following items:

1. Build self confidence
2. Show and expect commitment
3. Try to bring out leadership characteristic
4. Teamwork
5. Develop good winners and good losers
6. Respect
7. Individual growth

FALL BALL PHILOSOPHY

Fall Ball is loosely structured in order to offer players League Ages 8 through 11 the opportunity to have fun and improve baseball fundamentals. There are no standings kept in Fall Ball. This allows coaches to move players around and give them opportunities to play positions they may not get to play in the regular season.

Fall Ball players should be afforded the opportunity to play every position during the season. The Main Objective of Fall Ball is: Fun and Learning !!

A MEMBER IN GOOD STANDING:

A member in good standing is defined as all current Board Members, all Managers and Rostered Coaches of the immediate season, auxiliary officers, regular volunteer umpires and anyone else who has attend four (4) scheduled meetings of the Board of directors during the previous year.

ACCIDENT AND SAFETY

1. Managers/Coaches must complete all required safety programs.
2. Minor injury: requires no medical treatment of any kind.
 - A. Event: abrasion from sliding, minor contact with other player, ball, base, ground, etc.
 - B. Procedure:
 1. Evaluate the player's condition.
 2. Notify parent immediately after practice or game.
 3. No league correspondence is required.
3. Intermediate injury: requires minor non-professional medical treatment (i.e. ice, band-aide, etc).
 - A. Event: minor cuts, larger abrasions, more severe contact injuries (per above).
 - B. Procedure:
 1. Evaluate the player's condition.
 2. Take appropriate medical action, ice, band-aid, etc.
 3. Notify parent immediately after practice or game.
 4. No league paperwork is required.
4. Major injury: requires immediate parental or professional medical evaluation and treatment.
 - A. Event: large lacerations, debilitating impact with ground, player, bat, ball, base, etc; any joint or bone injury; any head injury, or any other questionable injury.
 - B. Procedure:
 1. Evaluate the players condition.
 2. Administer appropriate first aid.
 3. Contact the parent or medical professional immediately as the situation dictates.
 4. Notify the league Safety Officer and Commissioner of the incident within 24 hours.
 5. Submit accident report to the league Safety Officer and President within 3 days.
5. Safety violations:
 - A. Notify the violator immediately of the violation and insist on corrective action.
 - B. Notify the manager/coach immediately if player is involved.
 - C. Notify the division commissioner immediately if a coach, manager, umpire or parent/spectator is involved.
 - D. Notify the league safety officer of unsafe equipment or unsafe field conditions.

DISCIPLINE

1. Cases of foul language, unsportsmanlike conduct, inciting misbehavior in games:
 - A. Will be treated in accordance with Little League rules.
 - B. Umpires and managers should notify the commissioner immediately, then provide a written report within 24 hours.

2. Problems arising outside of game situations:

A manager or coach may bench a player with the approval of the League Commissioner, and or the President.

3. Any inappropriate behavior at any league function could result in discipline to include, but not limited to, expulsion from the league.

4. Attendance:
 - A. A committee should be established to review complaints.
 - B. Procedure for missed practices:
 1. First unexcused absence – verbal warning.
 2. Second unexcused absence – warning; followed by report to the board through the commissioner, in writing, within 48 hours detailing issue. Will be given authority to use next step.
 3. Third unexcused absence – notify commissioner and “state” that the player is benched for the next scheduled game for that team whenever it is played.
 - C. For missed games:
 1. First unexcused absence-manager contacts commissioner and request permission to bench player during next scheduled game.
 2. If such benching results in a team’s inability to take the field, a make up game is scheduled with the player still excluded.
 3. Missed practices and games may prevent a player from being selected to participate in the All Star Program, at the team manager’s discretion.
 - D. Excused absences:
 1. Determined at the discretion of the manager or coach.
 2. Recommended that the manager be notified before the event of the players inability to attend.

DISCIPLINE - EJECTIONS

1. Umpires at all levels of play in Little League have the power and authority to eject players, managers, coaches and spectators from both the game and Little League complex:
2. When a manager, coach, or player is ejected from a game, they shall immediately leave the field and take no further part in the game. They may not be recalled to the game.
3. A manager or coach ejected from a game must not be present at the game site for the remainder of the game, and must immediately leave the site. An ejected player may remain at the site but must leave the dugout area immediately.
4. Any manager, coach or player ejected from a game is automatically suspended for his/her teams next physically played game and may not be in attendance at the game. (Little League Rule 4.07)
5. Any manager, coach or player ejected from a game MUST also appear before the League's Disciplinary Committee, who may recommend no further action, or make recommendations to the full Board for further disciplinary action.
6. Any umpire ejecting a manager, coach, or player must immediately notify the Division Commissioner and Chief Umpire. Then provide a written report within 48 hours. The Commissioner MUST report the ejection to the League President who will convene the Discipline Committee to review the ejection. The Division Commissioner is responsible to ensure that the process is followed as per the above.
7. Managers are responsible for controlling the behavior of the team's parents. In the event a spectator is ejected, they will be ordered to leave the complex immediately. If they refuse or continue to cause problems, the umpire will halt the game and ask the manager to handle the problem, If that does not work, the umpire will find a Board Member to enforce his ruling.

HR # 5 Equipment Collection:

Managers who do not collect and return to the league all equipment and/or items under guidelines set forth by the equipment officer and the Board of Directors will not be eligible to manage the following season.

HR # 6 Game Postponement Due to Inclement Weather

No game, scheduled for a 5:45 PM or 6:00 PM start, shall be called because of inclement weather or unsuitable playing conditions prior to 2:00 PM on the day of the scheduled game.

With the exceptions of an all day steady rain lasting six hours, a game may not be postponed without visual inspection of the playing field by one or both managers, or the official team coaches. The league commissioner shall have the final say in the event of a dispute.

HR # 7 Lightning Policy:

When lightning is seen or thunder heard the fields will be cleared. Umpires from all fields will meet, watch, and time until 30 minutes after the last visible lightning, or mobile devices may be used to resume play if they show all clear.

HR # 8 All Star Team Awards and Recognition:

Any All-Star Team winning a District Championship will receive:

1. Each player will receive a championship T-Shirt.

Any All Star Team winning a Sectional Championship or higher will be awarded the following:

1. Each player will receive a championship a T-Shirt.
2. A team plaque will be awarded for display in the clubhouse.
3. An ad board will be awarded for the outfield fence with all of the players & coaches names, and it will remain up until unserviceable.

Tournament teams will receive recognition from the tournament they are entered in; thus no recognition will be required by the league.

All Star teams and tournament teams are authorized to have their own individual parties or award ceremonies that are not sponsored by; or paid for by the league. League facilities may be used for such activities if requested and approved in advance.

MOUNTAIN TOP AREA LITTLE LEAGUE

Uniform & Equipment Policy

UNIFORMS

- This policy applies to regular season and post season **without exception**.
- There should be parity between all teams within the league regarding uniforms and equipment.
- The responsibility for issuing uniforms and equipment falls to the league Equipment Officer & Purchasing Agent.
- The league will provide each player with a shirt and hat. Socks may be issued in some cases when appropriate. The league will determine the colors and style of the All-Star and Tournament uniforms.
- Baseball/Softball pants (when required) are furnished by the parents and will in all cases be light gray. Light gray shorts are permitted in the softball program.
- Other optional uniform items such as sleeves, under armour, belts, cleats, are all at the parent's discretion, as long as such items fall within Little League rules (i.e., no metal cleats). Coaches may recommend to parents certain colors for belts and socks when those items are not issued by the league to ensure team uniformity.
- Teams may not purchase jackets, sweatshirts, warm-up attire, or deviate from the league uniform in anyway without prior approval of the Board of Directors.

EQUIPMENT

- Each team within the league will be issued a complete set of equipment to include; catchers gear, batters helmets, game balls, and any other items appropriate to the division. Practice balls will be issued only if they were placed in the team's equipment bag at the end of the prior season. Game balls, once used, should become the team's practice balls.
- Upon being issued team equipment the manager should inspect all items and return immediately for replacement any damaged or inappropriate items. Catchers' helmets must include a throat guard.
- All items should be sized with team players to make sure that items fit properly.
- All personal gear used by players (gloves, batters helmets, bats, catchers gear) must be Little League approved, and or meet Little League safety standards (See rule book).

- One of the goals of this league is to provide a fair and equitable playing opportunity for all of our players without exception. Therefore managers and coaches will avoid buying or providing special gear (i.e. batters helmets) for their perspective teams.
- Team managers and coaches will not at anytime direct their players or team parents to purchase any special equipment or uniforms (the exception being items mentioned in this policy).
- At the end of the season all managers/coaches will turn in their equipment to the league Equipment Officer at the time and place of his/her direction.