

Henderson Little League 2026 Parent Handbook & Local Rules



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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 DECISION OF THE UMPIRE
I WILL PRAISE A GOOD EFFORT DESPITE THE OUTCOME OF THE
GAME**

**I SWING WITH EVERYTHING I'VE GOT.
I HIT BIG OR I MISS BIG. I LIKE TO LIVE AS BIG AS I CAN
-BABE RUTH**

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Visit us on Facebook by searching Henderson Nevada Little League

2025-2026

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II. Mission Statement

We believe that with proper guidance and exemplary leadership, participation in Little League Baseball helps boys and girls build citizenship, discipline, teamwork and physical well being. By emphasizing the virtues of character, courage, fun and loyalty, the Henderson Little League program is designed to develop superior citizens rather than athletes.

Henderson Little League firmly believes in and adheres to the Little League Baseball Inc. mission of *“promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who participate in Little League Baseball.”*

“Little League is a program of service to youth, it is geared to provide an outlet of healthful activities and training under good leadership in the atmosphere of wholesome community participation”

“The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives towards the day when they must take their places in the world. It establishes the value of teamwork, sportsmanship and fair play.”

Excerpts from the Little League Rule Book

III. Code of Conduct

By registering your child in Henderson Little League you have agreed to abide by the league's Conduct Policy. If for some reason you are not willing to live up to the policy, you are encouraged to withdraw your child from the league.

Any manager, coach, player, parent or member who conducts themselves in an unsportsmanlike manner while participating in any Henderson Little League function shall be removed from further participation. Players, managers, coaches or any party associated with Henderson Little League shall not curse, yell any inappropriate comments, threaten, touch, slap, push or hit any players or coaches in an inappropriate manner. If you are a badged volunteer and make any type of threat, including using social media, to any person you will have your badge removed.

The Team Manager will be responsible for the conduct of his/her coaches, parents and players. It is understood that the actions of another person will not relieve any other person from their obligations under this policy.

Any player, manager, coach or party accompanying a team, including spectators, 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. Throwing bats, helmets 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 city parks or school district property.
6. Absolutely NO SMOKING is permitted at or near the playing fields at any time. This also includes the use of smokeless tobacco and the use of any water vapors.

Henderson Little League requires ID Badges for Volunteers.

Individuals required to have a volunteer badge include all league volunteers and those who come in contact with players. Individuals must display the ID Badge in their dugout face up at all times at games and practices.

Individuals will need to present their ID Badge to any umpire or league official that requests to see it. In the event that the HLL Volunteer forgets their badge they will NOT be allowed on the field or around the HLL players. There are no exceptions to this rule. The policy will also be enforced when interleague with any other league. It is the managers responsibility to make sure that all team volunteers have their league issued ID with them prior to coming in contact with the players. ID Badges will be issued for each season.

In the event that an individual is on the field or in the dugout with the players and does not have the league issued ID Badge it will result in, but not limited to, the suspension of the team manager.

By issuing the ID Badges it identifies all league members who have gone through the background check process set forth by Little League International and ensures parents and players that the volunteers have gone through the established criteria set forth by Little League International.

Any MANAGER/COACH ejected from a game must immediately leave the park grounds. If he/she continues to be a problem, a Board Member on duty or League Official will be required to call Henderson Police to have the coach removed from the premises. If any PLAYER is ejected from the game, they will be asked to leave the field. In the case the parent or guardian isn't present, the player will need to sit in the stands for the remainder of the game or until the parent or guardian arrives.

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

1st time: Suspended for 1 league game (Board Members will serve 2)

2nd time: Suspended for 3 consecutive games (Board Members will not return until the Discipline Committee reviews the infraction)

3rd time: Suspended for the remainder of the year

If a coach or manager is suspended they may attend the game as a spectator but may not be on the field before, during or after the game.

The penalty for a more flagrant offense will be decided by the Henderson Little League Discipline Committee. The body of this Committee will be made up of the Umpire in Chief, Coaches Coordinator and League Vice President. In the absence of one of the committee members the President.

IV. Sponsorship & Registration Fees

HLL Regular Season Sponsorship Program

Sponsorship Benefits	MVP \$500	All Star \$2000	HOF \$5000
Website Recognition	•	•	•
Sponsor Plaque	•	•	•
Name on Team Jersey	•	•	•
HLL Hat	•	•	•
Weblink	•	•	•
Mid Season Recognition	•	•	•
3x5 Outfield Banner	•	•	•
Inning Mid Season			•
Name on sleeve			•

Please see the Sponsorship Packet for all levels available.

Registration Fees

T Ball \$150.00

Rookies - Juniors \$200.00

Softball \$200.00

Family cap of \$500.00

Late Fee of \$20.00 after January 2, 2026

Early Bird Discount of \$10.00 during November

Volunteer/Membership Fee of \$20.00

V. Important Dates

Registration

Nov 1, 2025 - Jan 2, 2026

www.hendersonlitleleague.org

Tryouts

Jan 10, 2026

8:00am

Mission Hills Park

Jan 14, 2026

6:00pm

Mission Hills Park

All players of league age 7 and above are required to try out. League age 6 year olds may try out with a waiver. A roster spot in the Rookies division is not guaranteed for any league age 6 year old. Players that tryout and are not drafted will be placed in the T Ball division. Those players that played in the Juniors and Majors division last spring season, and were not released by their manager may remain on the same teams in 2026 provided that a redraft is not required by the Board of Directors. If a player does not try out, he/she will be placed on a team by the Player Agent. Players age 9-11 will be placed on a Minor Division team. Exceptions will be reviewed by the Board to determine the validity of the exception. If you are selected for an upper division and decline and choose to play in the lower division you will be ineligible for All Stars. The player who does not tryout will be placed in the last division played in or as follows:

League Age 8 - Rookie Division

League Age 9 - AA

League Age 10 - AA

League Age 11 - AAA

League Age 12 - Majors

Managers Meeting

Managers from every team will be required to attend.

Jan 9, 2026

6:00pm

HPD Union Hall

Team Mom Meeting

Feb 4, 2026

6:00pm

HPD Union Hall

Safety Clinic

Feb 4, 2026

6:00pm

HPD Union Hall

Season

Practices for all divisions will begin once the City of Henderson releases the fields to HLL. This is expected to be on or after Feb 2, 2026. The season will end approx May 29, 2026.

Rookies and all other higher divisions will have an end of season tournament. Bracketing for the tournament will be determined after the regular season and will be based on the final regular season standing. In the event of a tie the following will apply:

1. Head to Head Play
2. Runs Allowed
3. If still a tie a coin flip will determine

Rookies to be done by blind draw

Opening Day will be March 6, 2026

HLL provides the opportunity to purchase a picture package that can include both team and individual photos. Each team will be assigned a time during Picture Day. Picture packages are not included in the registration fee.

Picture Day will be February 28, 2026

The Cody Clark Mid Season Classic will be played on Apr 11, 2026 at Mission Hills Park

All Star District 2 Tournament

Juniors/Seniors/Intermediate	June 17, 2024
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Little League	July 6, 2026
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All Star State Tournament

Juniors/Seniors/Intermediate	June 26, 2024
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Little League	July 22, 2026
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VI. Rules and Local Options

Henderson Little League plays by 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 use as a condition of their charter. Each team manager will be provided a copy of these rules and regulations for their use and understanding during the season. There can be exceptions to the Rule Book in that each league may make the Official Rule Book rules more stringent but cannot make the rules any weaker. Henderson Little League refers to this as our Local Options.

Managers will be nominated by the League President and voted in by the Board of Directors.

Our Local Options allows Henderson Little League some room for modifications. The following are clarifications and modifications that HLL has adopted.

T Ball

(Ages 4,5 & 6)

T Ball is a fun way for our entry level players to learn the basic techniques of baseball. It is played with a T Ball and tee. Teams will have up to 12 assigned players. Players that are not chosen onto a team during registration will be placed on a team. Each team will bat the entire lineup and every player will play defense. Coaches are allowed to be on the field of play to assist through instruction. Each game is limited to 1 hour and 15 minutes or three innings. Managers, coaches and parents should assist players to develop proper throwing, catching and batting techniques.

T Ball Local Options

- Only players of age 4,5 & 6 shall be eligible for T Ball league play. A player that is 4 years old shall be eligible for T Ball only if a parent or guardian is a manager or coach of the team. *A 6 year old who has 1 year of T Ball experience with a parental waiver may try out for the Rookie Division. A spot in the Rookies Division is not guaranteed. The player must be drafted into Rookies otherwise they will be placed on a T Ball team.
- It is highly recommended by HLL that coaches in the T Ball and Rookie division rotate their players between the infield and the outfield. It is encouraged that coaches would not play players in the outfield for consecutive defensive innings. Please try to be as fair as possible and remember that T Ball and Rookies are for player development and instruction so they can be successful in the Minor and Major Divisions.
- All players will play on defense
- Each team will bat their entire lineup. Once the team has reached the end of the lineup the team retires and the opposing team shall bat.
- Games will be a maximum of 75 minutes in length with no new inning starting after 60 minutes.
- Base Runners shall not advance until the ball is put into play by the batter

- There are no protests in the T Ball division
- Three badged adult base coaches are allowed as long as one adult rostered coach or Team Parent is in the dugout.
- All rostered adult coaches are allowed on the field during defense.
- T Ball is for fun and to teach the fundamentals of catching, throwing and hitting. Managers and coaches will be in charge of umpiring games in a fair and fun manner.
- Mandatory use of the 60' baselines will be enforced. There will be no shortening of baselines.
- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).
- Coaches may pitch to certain players on the team rather than use the Tee. However the coach must pitch from a distance no closer than halfway between home plate and the pitching rubber, the batters must be the last batters in the order and they must hit off the coach for the entirety of the game. After 4 pitches the tee will be used to complete the at bat.

Rookies

(Ages 6 w/ a waiver, 7 & 8)

The Rookie Division is an introductory and instructional level of baseball for players that may or may not have previously played. Children that are league age 6 may participate in the Rookie division if requested by their parent(s) and have gone through the tryout process. All players within this age group are required to attend a “tryout” session. The tryouts are held to provide an opportunity for the managers within the Rookie division to examine the skill level of each player. A Rookie level team should not have one player playing the same position all the time. A coach that teaches fundamentals and keeps the games fun will provide the players with the desire to continue to learn more. The more successful a child is at any activity the more they want to participate. Parents should practice throwing and catching with their players between games and team practices as it is the most important skill they will develop. This level is to maximize fun, in addition to teaching the fundamentals of the game.

Rookie Local Options

- Players of age 6, 7 & 8 shall be eligible for Rookie Division
- One rostered coach will pitch to each batter from the pitching mound to his/her own team. The pitcher must throw overhand to the batter and must have at least one foot inside the dirt pitching area.
- No player will sit defensively more than 1 consecutive inning. Failure to get your substitutions in the game will result in the manager being suspended for the next game. A second offense will result in a 3 game suspension. A third offense will result in the manager losing the team.
- It is highly recommended by HLL that coaches in the T Ball and Rookie division rotate their players between the infield and the outfield. It is encouraged that coaches would not play players in the outfield for consecutive defensive innings. Please try to be as fair as possible and remember that T Ball and Rookies are for player development and instruction so they can be successful in the Minor and Major divisions.
- Each batter will receive a maximum of 7 pitches. If the batter has not put the ball in play after the 7th pitch or 3rd strike the batter is out. The batter can not be called out on a foul ball.
- 10 Defensive fielders are allowed on the field consisting of 6 infielders (Pitcher, Catcher, 1st Base, 2nd Base, 3rd base and Shortstop) and 4 outfielders. All outfielders will be required to begin each play while standing on the outfield grass. Players playing the position of pitcher MAY NOT be positioned in front of the adult pitcher and must have one foot in the dirt,

- NO STANDINGS are kept for the regular season. The entire season shall be used for instructional and developmental purposes. There will be a postseason division tournament at the end of the year.
- All 6 year olds placed in the Rookie Division should be equally divided among all teams if possible.
- Each team will bat their entire lineup
- The side is retired when a team reaches 5 runs or 3 outs, whichever comes first.
- No extra innings during the regular season. Extra innings will be played only if necessary in the postseason tournament as long as time permits.
- No new inning shall start after 1 hour 45 minutes
- Play stops when an attempted throw reaches the pitching area
- Halfway Rule: When a play is completed, a runner more than halfway to the next base gets that base. If the runner is less than halfway to the next base the runner must return to the previous base.
- Base runners may not steal and there are no walks
- Five badged volunteers (Team Parent, Manager and 3 Coaches) may be allowed in the dugouts. One coach is allowed in front of the dugout.
- If a batted ball hits the coach pitching or pitching machine, it is considered a dead ball and the batter gets first base and only a forced base runner advances.
- Batters and runners can advance one base on a defensive overthrow
- It is required that you use a pinch runner for the catcher when they are on base with 2 outs. The pinch runner must be the player that made the last out.
- There are no protests in the Rookie Division
- The Team Manager must immediately notify the player agent whenever a player quits the team. This loss of a player report must include the date and circumstances related to the loss of the player.
- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).

Minors AA

(Age 8 w/ waiver, 9 & 10)

All players within this age group are required to attend a tryout session. The tryouts are held to provide an opportunity for the managers within the Major and Minor divisions to examine the skill level of each player. All players that have not been selected to participate on a Majors team will be available to be drafted on a Minor Division team. Players age 8 and 9 are not eligible to participate in the Majors Division. All players that tryout will be drafted onto a team. Players that do not attend tryouts will not be eligible to be drafted and will be assigned to a Minor Division team by the League's Player Agent without regard to parental requests.

Local Options:

- Players of age 8-10 are eligible for AA Minors play.
- Games will be 6 innings. No new inning after 1 hour 45 mins. In the case of a tie after the 6th inning with time remaining one extra inning can be played. If the score is still tied after this extra inning the game stops and is declared a tie regardless of time. The use of the International TieBreaker rule (start the inning with last out on 2nd base) will be in effect for the extra inning.
- In the event of a tie on the standings at the end of the season refer to the tiebreaker rule to determine overall winner.
- Each team will bat their entire lineup regardless of field substitutions
- Once third base is occupied, the runner may advance only by being hit in (batted ball), walked in or can advance if a defensive play is made on the runner at third base
- No stealing of home on an overthrow or wild pitch
- AA will NOT play with the dropped 3rd strike rule. If the catcher drops strike three the batter is still out; there is no chance to advance to first base
- It is required that you use a pinch runner for the catcher when they are on base with 2 outs. The pinch runner must be the player that made the last out.
- Two badged adult base coaches are allowed as long as you have one adult badged coach in the dugout
- No player will sit out defensively more than two consecutive innings
- Balks will not be called
- The 10 run rule will be in effect
- 5 Run rules per inning apply per LL rulebook

- The Home team GameChanger will be the official scorebook for pitch count purposes and in the event of a dispute.
- Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse. Note: Pitch count rules published for the current year are in effect.
- All teams are required to use GameChanger to score games
- No player shall be called up as a replacement player from the Minor Division to the Majors Division during the last 14 days of the season. (8 year olds in AA are not eligible to play AAA therefore cannot be called up)
- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).

AAA Minors

(Ages 9-11)

All players within this age group are required to attend a tryout session. The tryouts are held to provide an opportunity for the Managers within the Major and Minor divisions to examine the skill level of each player. All players that have not been selected to participate on a Majors team will be available to be drafted onto a Minors Division team. Players age 9 are not eligible to participate in the Majors Division. All players that tryout will be drafted onto a team. Players that do not attend tryouts will not be eligible to be drafted and will be assigned to a Minors Division team by the League's Player Agent without regard to parental requests.

Local Options:

- Players of ages 9-11 are eligible for minor league play. A 12 year old may play in minors if waived down
- Games will be 6 innings. No new inning after 1 hour 45 mins. In the case of a tie after the 6th inning with time remaining one extra inning can be played. If the score is still tied after this extra inning the game stops and is declared a tie regardless of time. The use of the International TieBreaker rule (start the inning with last out on 2nd base) will be in effect for the extra inning,
- In the event of a tie on the standings at the end of the season refer to the tiebreaker rule to determine overall winner.
- Each team will bat their entire lineup regardless of field substitutions
- Two badged adult base coaches are allowed as long as you have one adult badged coach in the dugout
- No player will sit out defensively more than two consecutive innings
- Balks will not be called
- It is required that you use a pinch runner for the catcher when they are on base with 2 outs. The pinch runner must be the player that made the last out.
- The 10 run rule will be in effect
- 5 Run rules per inning apply per LL rulebook
- The Home team GameChanger will be the official scorebook for pitch count purposes and in the event of a dispute.
- Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse.
- Note: Pitch count rules published for the current year are in effect.

- No 12 year olds may pitch
- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).

Majors

(Ages 9-12)

All players not previously selected to a Majors Division team that are within this age group are required to attend tryouts. Tryouts are held to provide an opportunity for the managers within the Majors Division to examine the skill level of each player. All players age 9-12 will be available to be drafted on a Major division team. Players not drafted to a Majors team will be available for the Minors draft. Players that do not attend tryouts will be assigned to a Minors (age 9,10 & 11)/ Majors (age 12) division team by the League's Player Agent and President without regard to parental requests. Players are drafted onto a Majors Division team by the team managers. In accordance with the 24th Little League International Congress in 2007, Regulation V.1 was adopted, which establishes a provision that All candidates who are League Age 12 must be drafted to Little League Major Division team or to Juniors League Team (exceptions per the Little League rule book).. In the event of absence from tryouts, the Board of Directors of HLL shall have sole discretion regarding eligibility for selection to a Major Division team, or the declination of participation in any division.

A team will consist of 12 players with no more than 8 players in any one age category. If parents have more than one child playing within this age group, the parent may elect to couple the children together.

A Majors team manager is not required to honor that brother option. If the skill level of the children is extreme, then the child with the least skill may be relegated to the Minor Division, even if his/her sibling is able to play at the Major level. Managers and coaches within this division may be more stringent on players in regards to effort and focus. This division should be viewed the same way as an advanced class in school where there are more expectations placed on the child because the child has displayed the ability to perform at a specific level. Each team will field nine (9) defensive players each inning.

- Players of Age 9-12 are eligible to play in the Majors Division
- Limit of five (5) ten year olds per team
- Games will be 6 innings. No new inning after 2 hours. In the case of a tie after the 6th inning with time remaining one extra inning can be played. If the score is still tied after this extra inning the game stops and is declared a tie regardless of time. The use of the International TieBreaker rule (start the inning with last out on 2nd base) will be in effect for the extra inning,
- In the event of a tie on the standings at the end of the season refer to the tiebreaker rule to determine overall winner.
- Each team will bat their entire lineup regardless of field substitutions
- Two badged adult base coaches are allowed as long as you have one adult badged coach in the dugout
- The 10 run rule will be in effect
- The Home teams gameChanger will be the official book. Managers must inform the official scorekeeper of all changes.
- Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse. Note: Pitch count rules published for the current year are in effect.
- All teams must use GameChanger to score all games
- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).
- A league age 9 year old can be waived and tryout for the Majors division. If the player is not drafted into the Majors division the player will return to the Minors division.

Intermediate

(Age 11-13)

All players league age 11-13 will be required to try out and be selected to an Intermediate Division team. Tryouts are held to provide an opportunity for the managers within the Intermediate Division to examine the skill level of each player. Players that do not attend tryouts will be assigned to an Intermediate Division team by the League's Player Agent and President without regard to parental requests. Players are drafted onto an Intermediate team by the team managers. Players that were on an Intermediate team the previous season and return to the Intermediate Division will stay on the same team as the previous Spring season.

Local Options:

- The Intermediate Division will follow all rules included in the Official Little League Rulebook.
- In the event that the Intermediate Division plays Interleague schedule the Local Options will be governed by Nevada District 2.

Juniors/Seniors

(Ages 13-15)/(Ages 14-16)

All players not previously selected to a Seniors Division team that are within this age group are required to attend tryouts. Tryouts are held to provide an opportunity for the managers within the Seniors Division to examine the skill level of each player. All players age 13-16 will be available to be drafted on a Seniors division team. Players that do not attend tryouts will be assigned to a Seniors division team by the League's Player Agent and President without regard to parental requests. Players are drafted onto a Seniors Division team by the team managers.

Local Options:

- The Senior Division will follow all rules included in the Official Little League Rule Book.
- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).

Minors Softball

(Ages 7-11)

All players within this age group are required to attend a tryout session. The tryouts are held to provide an opportunity for the Managers within the Major and Minor divisions to examine the skill level of each player. All players that have not been selected to participate on a Major team will be available to be drafted on a Minor division team. All players that tryout will be drafted onto a team. Players that do not attend tryouts will not be eligible to be drafted and will be assigned to a Minor division team by the League's Player Agent without regard to parental requests.

Local Options:

- Players of age 8-11 are eligible for AA Minors play.
- Games will be 6 innings. No new inning after 1 hour 45 mins. Games that are tied after the 6th inning or at the end of the time limit are considered a tie
- Each team will bat their entire lineup regardless of field substitutions
- Once third base is occupied, the runner may advance only by being hit in (batted ball), or can advance if a defensive play is made on the runner at third base
- No stealing of home is allowed. Any base runner violating this rule is considered live (may be tagged out) until the point when either the umpire stops the play and sends the runner back to third base or the base runner has successfully returned to third base without being tagged out.
- The batter cannot take a walk. Once a batter has a four ball count the batters coach will pitch with the strike count remaining the same as when the opposing pitcher throws ball four. The umpire will continue to call balls and strikes, except that the batter cannot take a walk from the coach. The batter can only put a ball into play or strike out
- Batters hit by a pitch will be awarded first base
- A runner shall only advance one base on an overthrow
- Two badged adult base coaches are allowed as long as you have one adult badged coach in the dugout
- One manager and up to 3 badged adult volunteers are allowed in the dugout
- No player will sit out defensively more than two consecutive inning
- The 10 run rule will be in effect
- 5 Run rules per inning apply per LL rulebook except for the 6th inning which will be unlimited runs until the batting team reaches 3 outs or bats the entire lineup

- Infield Fly Rule is in effect
- Both teams shall maintain a GameChanger for scorekeeping purposes. The Home Team's GameChanger is official.
- Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse. Note: Pitch count rules published for the current year are in effect.
- All players must be in complete uniforms issued by their league. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).
- Home Team shall occupy the Third Base Dugout and the Visitors shall occupy the First Base Dugout

Majors Softball

(Ages 9-12)

All players not previously selected to a Majors Division team that are within this age group are required to attend tryouts. Tryouts are held to provide an opportunity for the managers within the Majors Division to examine the skill level of each player. All players age 9-12 will be available to be drafted on a Major division team. Players not drafted to a Majors team will be available for the Minors draft. Players that do not attend tryouts will be assigned to a Minors (age 9)/ Majors (age 10-12) division team by the League's Player Agent and President without regard to parental requests. Players are drafted onto a Majors Division team by the team managers. Players age 9 will require a waiver to play in the Majors Division.

Local Options:

- Players of age 9-12 are eligible for Majors Division play.
- Games will be 6 innings. No new inning after 1 hour 45 mins. Games that are tied after the 6th inning or at the end of the time limit are considered a tie
- Each team will bat their entire lineup regardless of field substitutions. Any player arriving after the game begins will be placed at the end of the batting order without penalty
- There is no run limit in any inning
- The 10 run rule (after the losing team bat 4 times) are in effect.
- One manager and up to 2 badged adult volunteers are allowed in the dugout
- No player will sit out defensively more than two consecutive innings
- The Infield Fly Rule is in effect
- Base Runners attempting to steal on a pitched ball may not leave their respective bases until the ball reaches the batter
- Players may advance on an uncaught third strike pursuant to Orange Book Rule 6.09
- The Home team will use GameChanger and that will be the official book. Managers must inform the official scorekeeper of all changes.
- Pitch counts shall be kept for all pitchers in a game and should be available for review by league officials. The Home Team will keep the official pitch count. Managers and coaches are advised to monitor the pitch counts of their pitchers to reduce the risk of injury from overuse. Note: Pitch count rules published for the current year are in effect.

- All players must be in complete uniforms issued by HLL. No alterations will be allowed (ie. names printed on shirts or hats). Players will need to have alterations removed by the next game. Hats must have the same logo and color as issued by the league. Pants must be the same color for all players on the team. The pant style may be different (ie. knickers vs long).

VII All Stars

Eligibility

Little League Baseball, the ultimate governing body of our league and the All Star Tournaments, has established very strict criteria for being eligible for participation on an All Star team. The following applies for any player to be considered for a team:

- **Residence:** The player MUST live or attend school within the boundaries of the league unless a waiver from Little League Baseball was obtained prior to the season beginning. If for some reason a player does not live within the Leagues boundaries at the time of the tournament, and does not qualify for a League Boundary Waiver (which should have been previously approved by Little League Baseball at the beginning of the regular season), then that player will not be eligible for the All Stars. The League President and Player Agent must personally verify that the players are within the league boundaries.
- **Participation in 60% of the regular season games in the proper division:** Every All Star player must have played 60% of the regular season games in the division in which he or she will represent. These divisions are discussed in more detail below.
- **Availability:** In order to be selected as a player on an All Star team, your availability and commitment to the team must be established. You will not be allowed to participate in any youth baseball program until after such time as the team you have been selected for has been eliminated from the tournament

The following applies for any manager/coach to be considered to manage/coach an All Star team:

- The manager/coach must have coached in HLL during the regular season
- The manager/coach must submit an application to the League President by May 1st outlining his/her availability, potential coaching staff and team preference.
- The manager/coach must have participated in 75% of his teams games
- A manager and coaching staff will be recommended by the League President and appointed by the Board of Directors

- A manager during the regular season may be a coach on an All Star Team but a coach during the regular season may not manage an All Star Team
- Sportsmanship, ability to manage and motivate players, current regular season win-loss record and knowledge of strategy, skills and rules of the game must be exhibited.

Softball, 9/10, 11, 12(Majors) and Juniors/Seniors/Intermediate Teams

The Manager

- The manager/coaches of the All Star Team shall be appointed by the League's Board of Directors. The managers/coaches must have coached within the same division they coached during the regular season and have participated in the Leagues PreSeason clinic.

The Players

- The player must have participated in 60% of their teams regular season games

These requirements have been established by Little League Baseball and must be adhered to by HLL as a condition of our charter.

All Star Selection Process

- ***All Star Manager Selection***
 - Managers from each division (excluding AA, Rookies and TBall) will cast votes for their manager of choice. The manager with the most votes will have the right of first refusal. Majors will vote for Majors and AAA for AAA, etc.
 - The Board of Directors must ultimately approve all managers. If a manager is deemed unqualified to manage an All Star team valid reason and examples must be provided.
- ***All Star Player Selection***
 - Each manager from each division will be given a list of eligible players in each age group. Each manager will be allowed to pick up to 10 players from each list. The 10 players with the most votes will be invited to the All Star team.
 - If a player refuses the invitation the invite will go to the next player with the most votes.
 - The team manager will make the last 2-3 picks to finalize the roster.
 - The managers will vote at the same time without notice
 - The managers may ask other managers for input on players

VIII. Insurance

WHAT PARENTS SHOULD KNOW ABOUT LITTLE LEAGUE® INSURANCE

The Little League Insurance program is designed to provide protection to all participants at the most economical cost to the local league. It can be used to supplement other family insurance policies. If there is no other coverage, Little League insurance, which is purchased by the local league and not the parents, takes over and provides benefits for all covered injury treatment costs up to the maximum stated benefits. This plan enables Little League to offer unmatched, low-cost protection with assurance to parents that adequate coverage is in force at all times during the season. If your child sustains an injury that requires medical attention while participating in Little League Baseball, use the following information.

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.
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 claimants 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. Reasonable Expenses incurred for deferred dental treatment are only covered if they are incurred on or before the Insured's 23rd birthday. Reasonable Expenses incurred for deferred root canal therapy are only covered if they are incurred within 104 weeks after the date the Injury occurs. No payment will be made for deferred treatment unless the Physician submits written certification, within 52 weeks after the accident, that the treatment must be postponed for the above stated reasons. Benefits are payable subject to the Excess Coverage and the Exclusions provisions of the Policy. We hope this brief summary has been helpful in providing a better understanding of the operation of the Little League insurance program.

- Each team manager has been supplied with the necessary forms to document the information regarding the injury
- The completed form should be forwarded to Henderson Little League's Safety Officer by the team manager or team representative.

IX. Safety Concerns

The safety of the players, coaches and spectators is always our number one priority. There is always some risk of injury in any sporting event. Every parent must realize this risk, understand it and accept it.

The league will do whatever we can to assure that the playing fields and league supplied equipment adequately protects the players, coaches and spectators.

We would like to offer the following suggestions as to how you can help the league protect the players:

Protective Cups

The official rule states that “All male players must wear athletic supporters. Male catchers must wear the metal, fiber or plastic type cup and a long model chest protector.” However, even though the rule does not require any player other than the catcher to wear a protective cup, Henderson Little League strongly suggests that all Male players wear a protective cup at all times during games and practices. We cannot enforce the wearing of cups other than the catcher, so it is the parents responsibility for assuring that their son wears a protective cup at all times.

Batting Helmets

Little League Inc has mandated a policy that all players use a batting helmet. The league will purchase quantities of helmets to provide to teams for this purpose. For health reasons, the league recommends that each player purchase their own batting helmet. You may purchase a face guard to attach to your players helmet as an additional safeguard to your player. For safety reasons any player who has a bat in his/her hand must have a helmet on.

Background Checks

Little League and Henderson Little League requires background checks on all of its potential managers, coaches, volunteers and Board members every year. This should alert the league of a person that has been convicted of an offense in the past but will not alert us to a person that just has not been caught. Running background checks will not guarantee that your manager or coach will not abuse your child.

Don't Turn Your Child's Coach Into a Babysitter

Don't drop your child off at games and practices and leave. By being present, you let the coach know you are actively involved in your child's life.

Facilities Concerns

Facilities should be inspected daily to detect any defects. The facility defects include dangerous surfaces of the infield grass, the base paths, outfields, warning tracks, fences and dangerous protrusions and obstructions. They also include holes, ruts, stones, rocks, improperly maintained grass areas, etc. Any defects detected should be corrected before use. All concerns need to be reported to our Leagues Safety Officer at hendersonlittleleague@gmail.com

Emergency First Aid

Emergency first aid care for an injured athlete will generally fall to the coach, unless an athletic trainer is present. In most youth coaching sessions there are no trainers present. There should be an FirstAid Kit at every practice and game. The coach should be trained and certified in First Aid and CPR and should develop and establish an Emergency Action Plan to provide reasonable medical assistance to injured participants as quickly as possible.

General Guidelines

- Coaches meeting with the home plate umpire happens 10 mins before game time. Be sure to have your lineup ready.
- Home team occupies the third base dugout and visitors occupy the first base dugout. In the event of a double header the team staying for the second game remains in the same dugout regardless of home or visitor.
- Teams are limited to 2 minutes between innings. If a pitcher or catcher takes too much time getting on the field the number of warm up pitches will be cut short.
- Teams shall not use the bullpens to warm up when a game is in process. Please use common areas in the park to warm up.
- Walk up music is allowed during games, however, it must be of appropriate nature. No racial slurs, profanity or lewd lyrics are allowed. Music in between innings is also allowed. The team in the field controls the in between innings music. This also has to be of appropriate nature.
- Managers are required to wear appropriate and team coordinating attire. The League will provide each team with three (3) team matched t shirts for the Manager and Coaches.
- Only Badged Volunteers and Rostered players are permitted in the dugout.
- No electronic communication devices are allowed with the exception of a one way device between the Manager and catcher.

Addendum 1

Guest Player Process

Each Manager in the Juniors, Majors, AAA and AA division will submit 3 players from their team to the Division Rep. These players must have agreed to be a guest player if asked.

If a manager has 8 or fewer players available for a game the Manager must contact his division rep and inform him or her of the need for a guest player.

The division rep will randomly select a player from the list of guest pool players and reach out to them for availability. The division rep will inform the player of the date, time and location of the game. The Division Rep will then notify the Manager in need of a player of the guest players information.

If a need for a guest player arises within 30 minutes of gametime the two opposing teams can agree on a player to play on the team with fewer players. This must be reported to the Division Rep before the game begins.

Replacement Player Process

This process is used when a team permanently loses a player for any reason.

A waitlist will consist of any player requesting to play in HLL after the draft and up to the last 2 weeks of the regular season.

If a player is lost in the Juniors Division a player of league age 13,14,15 or 16 from the waitlist will be added to the team's roster. If no player is on the waitlist the team will play shorthanded until a player is added to the waitlist.

If a player is lost in the Majors Division the team that lost the player **MUST** add a league age 12 year old from the waitlist. If there isn't a league age 12 year old on the waitlist at the time a player is lost then the teams manager may select a player from the AAA division. The lost player must be replaced within 7 days.

If a player is lost in the AAA Division the team that lost the player MUST add a league age 11 year old from the waitlist. If there isn't a league age 11 year old on the waitlist at the time a player is lost then the teams manager may select a player from the AA division. The lost player must be replaced within 7 days.

If a player is lost in the AA Division the team that lost the player MUST add a league age 10 year old from the waitlist. If there isn't a league age 10 year old on the waitlist at the time a player is lost then the teams manager may select a player of league age 8 or 9 from the waitlist. If no such player exists then the AA team will play shorthanded until a player is added to the waitlist.

Players lost in the Rookies division will only be replaced by league age 7 or 8 year olds on the waitlist.

Players lost in the Tee Ball division will only be replaced by league age 4, 5 or 6 year olds from the waitlist.

Players will be added from the waitlist in the order that they requested to be added. The President will update the waitlist and distribute it to the Division Reps as the waitlist is updated.

If a team needs to pull up a player from a lower division the manager in need of a player may scout players from the lower division. Once the Manager has identified a player they would like to call up the manager must notify the Division Rep. The Division Rep will then contact the players current manager and the players parents that they have been called up. If a player refuses the manager in need will select a different player to call up. The player that refused the assignment is no longer eligible to be called up during the current season. A player must have played 4 games in their drafted division before being eligible to be called up.

Disciplinary Actions

- Any player ejected from a game must be removed immediately from the field of play. If the player's parents/guardians are not in attendance the player may remain in the bleacher area until a parent/guardian arrives. That player will also be suspended for 1 game. The player may be in attendance for the game but can not be on the field at any point.
- If a parent, coach or manager is ejected from a game they must leave the field of play immediately and can not be within 200 feet of the field in any direction. That parent, coach or manager may not return to the team until they have umpired a game in a lower division and scheduled at the Leagues discretion.
- If anyone ejected from a game refuses to leave the area of play the game will be paused until the ejected party complies. If they continue to refuse the Henderson Police will be called and they will be trespassed from the field area.
- All discipline events will be reviewed by the Discipline Committee. The Committee will be composed of the Coaches Coordinator, Umpire in Chief and the Vice President (baseball or softball depending on what program the event took place). In the event any of these committee members are not available or there is a conflict of interest the League President will join the committee.

Henderson Little League 2026 Season Handbook and Local Rules Acknowledgement

I, _____ acknowledge that I have received a copy of the Henderson Little League's 2026 Parent Handbook and Local Rules. By signing this I agree to read and abide by the rules and regulations stated in the handbook. If after reading the handbook I am not willing to abide by its contents, then I will request that my child be removed from the league.

Signature

Date

Print Name

Player Name

I, _____ acknowledge that I **DID NOT** receive a copy of the Henderson Little League's 2026 Parent Handbook and Local Rules. I agree instead to visit Henderson Little League's website at www.hendersonlittleleague.org and review the handbook online. By signing this I agree to read and abide by the rules and regulations stated in the handbook. If after reading the handbook I am not willing to abide by its contents, then I will request that my child be removed from the league.

Signature

Date

Print Name

Date

Received By _____

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