

1.0 GENERAL LEAGUE RULES

- 1.1 The organization shall be known as the Mother Lode League.
- 1.2 Membership shall consist of the Principals, or their designee, of the following member schools: Amador, Bret Harte, Calaveras, Argonaut, Summerville and Sonora.
- 1.3 The league will have a President and a Representative to the Board of Managers. These two positions will be elected in June for a period of one year. The Principals will also hire a League Commissioner. The Principals of the League will decide the salary and responsibilities for the Commissioner.
- 1.4 The Mother Lode League will abide by all rules and regulations of the Sac-Joaquin Section and State C.I.F., and National Federation Rules as specified by C.I.F.
- 1.5 The following are officially recognized Mother Lode League sports:

| VARSITY BOYS | JV BOYS | VARSITY GIRLS | JV GIRLS | COED |
|---------------------|----------------|----------------------|-----------------|------------------|
| Baseball | Baseball | | | |
| Basketball | Basketball | Basketball | Basketball | |
| Cross Country | Cross Country | Cross Country | Cross Country | |
| Football | Football | | | |
| Golf | | Golf | | |
| Soccer | Soccer | Soccer | Soccer | |
| | | Softball | Softball | |
| Swimming | Swimming | Swimming | Swimming | |
| | | | | Tennis |
| Track & Field | Track & Field | Track & Field | Track & Field | |
| | | Volleyball | Volleyball | |
| Water Polo | | Water Polo | | Wrestling JV/VAR |

- 1.5.1 Additional sports for MLL competition will be added when four or more schools field teams in that sport and request that it be added. The majority of MLL principals must approve the sport for league competition.
- 1.5.2 Novice sports are those teams which some or all schools field, but are not recognized as MLL sanctioned. Novice contest will be arranged and agreed upon by the schools involved in the sport

- 1.6 An agenda will be prepared and circulated by the League Commissioner one week prior to the Mother Lode League meeting. Minutes of the previous MLL meeting will be sent to each school one week following.
- 1.7 Correspondence sent from any Mother Lode League member school regarding League business, athletic schedules, etc. must be approved by the building Principal of the school initiating the correspondence.
- 1.8 Mother Lode League Principals are responsible for the approval of all league schedules.
- 1.9 Proposed schedules are to be printed on white paper. All approved schedules will contain the date approved at bottom of page. When changes are made a revision date will be on the schedule.
- 1.10 Any school in the Mother Lode League violating rules pertaining to scheduling the number of contest may be declared ineligible from any league standing in that sport, for that season. The school must fulfill its obligation to other members of the league. Individual violation is considered a team violation.
- 1.11 Mother Lode League schools may be assessed an agreed upon fee per school year. The fee amount will be re-evaluated each year or as needed. Funds raised will be used for operation of the Mother Lode League. (Adopted Aug. 2007)
- 1.12 The Mother Lode League will pay 30 cents per mile to any authorized representative traveling on League business. Prior approval for such reimbursement must be obtained from the League President or Commissioner.
- 1.13 Refer to Sac Joaquin Section rule 301.1,2,3 for moving players during the season.
- 1.14 The league commissioner will make arrangements for all authorized MLL awards. All-league patches, All-academic certificates, (Cross Country, Wrestling, Swimming, and track medals.)
- 1.15 Teams outside the MLL will be allowed to compete in MLL events for section qualifying if it does not affect MLL qualifiers.
- 1.16 MLL Schools are required to fill Varsity level competition first for all team sports; individual participation sports excluded (i.e. track, wrestling, etc.) (Adopted June 2018 vote 5-1)
- 1.17 Medals for sports and fees.

| SPORT | FROSH/SOPH MEDALS | VAR MEDALS | FEES |
|---------------|--|---|---------------------------|
| Wrestling | 42 (3*14 events) | 42 (3*14 events) | \$250 per school + medals |
| Track | 132 (3*16 events (8 running/6 field +2 relays*2) | 132 (3 *16 events (8 running/6 field +2 relays*2) | Cost of medals |
| Swimming | | 120 (3* 11 races) 8 individual races/3 relays *2 | Cost of medals |
| Cross Country | 20 (top 10 finishers * 2) | 20 (top 10 finishers * 2) | Cost of medals |

| SPORT | NUMBER OF PATCHES |
|------------------|-------------------|
| Baseball | 13* |
| Basketball Boys | 8* |
| Basketball Girls | 8* |
| Football | 30* |
| Golf Boys | 7* |
| Golf Girls | 7* |
| Softball | 13* |
| Soccer Boys | 14* |
| Soccer Girls | 14* |
| Tennis | 14* |
| Volleyball | 10* |

***(The total number of PATCHES includes all special Awards such as MVP or Franchise Player)**

1.17.1 No patches will be awarded for frosh/soph sports.

1.17.2 The league will furnish patches. No other certificates, etc. that appear to be MLL awards, will be presented to the athletes by the schools.

1.17.3 Each **Varsity** athlete who earns a 3.7 weighted or higher GPA during the most recent grading period will receive a Mother Lode League All-Academic Award. (Adopted Feb. 2014)

1.18 Each sport, (except football) that picks an all league team, must meet the Monday following the last league game. **Football** will meet the **second Monday** following the last league game. When the meeting falls on a playoff game the meeting can be moved to the next day. (Adopted Feb. 2014)

1.18.1 The Athletic Director or his/her designee from the league representative’s school will be in attendance.

- 1.18.2 If a coach cannot make the meeting he/she must send a designee who will carry out the duties of the absent coach.
- 1.18.3 If any school fails to send a representative to the meeting, the coaches in attendance may nominate and vote for athletes who are not represented.
- 1.19 For all league selection criteria, please see individual sport section. All-league selection: Most outstanding player will be voted on first, MVP will come from the league champion team(s). MVP must be 1st team all-league.
- 1.20 SUSPENDED GAMES: Football games suspended due to power failure, etc., will be continued the following day from the point where the game was suspended at the same site, or ended by agreement with the score recorded when the suspension occurred. The principals of the two schools involved will make the decision. Other sports not covered by league by-laws will be finished at the next available date by agreement between the principals. No frosh/soph contest will be continued or made up.
- 1.21 Acceptable grounds for canceling or re-scheduling athletic events are: inclement weather, the closing of one or both schools, and other reasons as agreed upon by the principals of the schools involved. In the event of any postponement or cancellation, the league president must be notified.
- 1.21.1 Cancellation of games or meets must be made by 12 p.m. the day of the game.
- 1.21.2 Due to the lack of uniformity in the dates for Mother Lode League Schools' breaks, schedule changes to accommodate breaks will not be honored. Forfeitures will be reviewed and may lead to penalties.
- 1.21.3 Any scheduling changes must be made in the season prior to season of sport. Fall changes made @ June meeting, winter changes made @ October meeting and spring changes made @ the January meeting. (5/14)
- 1.21.4 League schedule will be the primary concern when scheduling non-league contacts. (5/14)
- 1.22 Permission of visiting school's bands to perform should be obtained in advance from the host Principal. Bands will be admitted free of charge when in uniform or with suitable identifications.
- 1.23 From the beginning of a competition to the end of a competition, only organized and supervised school activities will be allowed on the competition area.
- 1.24 The Mother Lode League will participate in all Section playoffs for which it qualifies.
- 1.25 A scrimmage is defined by the CIF Bylaws (Adopted Feb. 2014)
- 1.26 No MLL school is allowed to share game films of MLL schools with other schools outside the MLL for playoff purposes (Adopted Feb. 2014)
- 1.27 The MLL Athletic Directors and the Commissioner shall meet to prepare the league schedules. The schedules will then be presented to the Principals for approval at the March meeting.
- 1.28 At the April or May MLL meeting the MLL coaches representing the specific sports to the section will be confirmed.

- 1.29 Each MLL School shall receive 20 regular passes to dispense as they see fit. The passes are non-transferable.
- 1.30 No artificial or mechanical devices (air horns, drums, bells, whistles, etc.,) can be used at indoor sports events.
- 1.31 The number of league-sanctioned contests will comply with CIF section policies.
- 1.32 The appeals procedure for violation of the CIF sportsmanship policy by a Mother Lode League School is:
 - 1st Step The school making the appeal gathers information from game officials and the opposing coach.
 - 2nd Step The principal of the school making the appeal will then contact the MLL President and the MLL Commissioner who will determine whether or not the appeal will be heard.
 - 3rd Step If the appeal will be heard; the President and Commissioner will hear the case and make a decision.

1.33 Criteria for adding schools to MLL

The Mother Lode League will follow the same criteria used by the CIF for realignment. The league will consider the following when requested to add a new school to the league:

- ✓ Enrollment
- ✓ Scope of Program
- ✓ Geography
- ✓ Competitive Equity

1.34 If admission is collected, the following prices must be charged by all League schools. (10/13)

NOVICE/Varsity Football

| | |
|--|--------|
| Adults | \$7.00 |
| Students | \$5.00 |
| Senior Citizens (60+, adopted Dec. 2011) | \$3.00 |

1.35.1 Football Gate increase: Each school is permitted to bump entry prices by \$1.00, for one game per season, with proper notification to the visiting school, community, and local media. (10/13)

Frosh Football, Track, Wrestling Volleyball, Soccer, Basketball, Swimming, Softball

| | |
|--|--------|
| Adults | \$5.00 |
| Students | \$3.00 |
| Senior Citizens (60+, adopted Dec. 2011) | \$2.00 |

- 1.35 MLL Approved number of officials required to conduct a league contest. (Adopted Dec. 2006)
 - 1.35.1 Football (Varsity & JV) will have at least four (4). Fr/Soph at least three (3).
 - 1.35.2 Volleyball will have at least one (1).
 - 1.35.3 Basketball (Varsity) will have at least two (2) unless one (1) by mutual agreement between school. JV and Fr/Soph will have at least one (1).
 - 1.35.4 Wrestling will have one (1).
 - 1.35.5 Softball will have at least one (1).
 - 1.35.6 Baseball will have at least one (1).
 - 1.35.7 Soccer (Varsity) will have at least two (2) unless one (1) by mutual agreement between schools. JV will have at least one (1).

***Beyond the above situations, the administration will make the final decision.**

- 1.36 All players that leave the bench or field position when a fight occurs will be ejected from that contest and ineligible for the next contest. (CIF rule)
- 1.37 Pre-season coaches meeting are required for each sport. League rep for each sport will set the date, time and place of meeting. Rep will contact Varsity coaches and league commissioner of meeting.
- 1.38 The MLL will recognize all teams tied for 1st place. Co-champions, Tri-champions, etc. The tie breaker system is for playoff seeding only.
- 1.39 MLL Schools will charge a \$250 LiveStream fee for visiting schools during non-football games. A \$500 fee will be charged for football games. Notification and payment arrangements must be made prior to game day. (Adopted June 2018 vote 6-0)

2.0 BASEBALL

- 2.1 The number of sanctioned contest will be the same as the CIF section rules allow.
- 2.2 The contests are to start at 4:00 P.M. subject to field availability. (2/14)
- 2.3 The visiting team has the field 15 minutes immediately before the start of the contest.
- 2.4 No batting practice shall be held on the day of a game. Limited flight balls practice is acceptable. None of these may take place on the infield. (2/14)
- 2.5 Two NCOA umpires will be employed for all Mother Lode League games.
- 2.6 Frosh/Soph games require one official. If NCOA officials are unavailable for MLL Frosh/Soph games, school officials (including classified staff) of either school may be used. Because of the liability factor, the game will not be played if neither NCOA or school personnel (including classified staff) are available. If a school official is not available, the varsity umpires will be split. (2/14)
- 2.7 A triple round robin will be played to determine MLL champion. A triple round robin may be played on a year-to-year basis determined by the league.
- 2.8 Frosh/Soph games should have two umpires when possible.
- 2.9 Scrimmages-see CIF rules.
- 2.10 TIES will be played off at the next scheduled time and location the two teams meet. The tie game will be played first, followed by the regularly scheduled game. When playing the tie game, the original home team remains the home team.
- 2.11 Northern schools may draw officials from the Sacramento Commissioner of officials
- 2.12 Rainouts will be rescheduled for no later than the following Monday unless previously taken up by another league game. The season can be shortened due to weather conditions at the discretion of the League Commissioner in consultation with site administrators.
- 2.13 A game having an effect on play off positions and/or league championship will be played the next day that field conditions at either site are satisfactory. If the scheduled game has to be played away from the scheduled site, the scheduled home team will still be the (home) team.
- Example:** If Linden is scheduled to play at Amador, and the field at Amador is not playable, and the game is moved to Linden, Amador will be the (home) team and have last at bat.
- 2.14 40 minutes for warm up, stretching and live swings in a cage (if available) - home team has 10 minutes for in/out followed by visitors 10 minutes for in/out
- Each team would have equal access to live swings in batting cage for an equal amount of time instead of hitting wiffle balls in the outfield.
- If you have one cage-then each team gets 20 minutes - home team first, visitors second.
Warmup and stretching done while other team is in the cage.

If you have two cages then each team gets 30 minutes in the cage. 10 minutes to warmup and stretch before in/out.

DETERMINATION OF SECTION PLAY-OFF SEEDING

- a) Head to head record within the tie. The team with the best head to head record within the tie shall represent the league as the higher seed in the section play-offs.
- b) Point total. Each team will be assigned a point value based on their league record at the end of the season. The best record will receive 8 points, second best 7 points continuing down to the worst record at 1 point. Teams with the same record will split the total points for the spots that they represent. Example - -two teams finish tied for first would be assigned a total of 7 1/2 points. $\frac{1}{2}$ of 8+7. Points are accumulated for each win based on this assigned value of the teams played in the league. Seeding would then be decided by the highest point totals of the teams involved in the head to head tie.
- c) League play-off or coin flip. If any teams contending for a play-off spot are still tied after stages (a) and (b) have been completed, there may be a coin flip (all coaches involved must agree) or playoff at a neutral site with all remaining tied teams. In the event that there are more than two teams left at this stage, match-ups will be determined by a blind draw. Home team will be determined by a coin flip.
 - Example—teams A, B, and C are still tied at this stage. During the blind draw teams B and C are drawn. They will play the first play-off game, (or they may agree to toss a coin), and team A will then play a winner. (They may elect to flip a coin)
- d) A three-person committee of non-involved schools will determine the outcome. (5-21-02)

BASEBALL ALL LEAGUE SELECTION PROCESS

The head varsity baseball coaches meet at the end of the regular league baseball season and before the state CIF Section Baseball playoffs begin for the purpose of selecting the Mother Lode League All-League, First and Second teams, the meeting is held at the site of the league champion. The sequence for nominating and selecting All-League players is as follows: (revised 2013)

1. **Character award:** Each coach shall select one player from their team for the "Character Award."
2. Championship team(s) will select the "Most Valuable Player(s)."
3. Coaches nominate from their team the player that they feel is the "Most Outstanding Offensive Player, and Most Outstanding Pitcher" in the league. – done at meeting
4. Coaches next nominate the top 13 players in the league at any position for the first team. (Included in the top 13 players are the Most Valuable Player, Most Outstanding Offensive Player and Most Outstanding Pitcher.) Coaches also nominate the following 14-24 players for second team from any position.
 - A. MLL first team selections 1-13 with a score of 1 from coaches being the highest.
 - B. MLL second team selections 14-24 with a score of 15 from coaches being the highest.

- C. Coaches realize that the list will fluctuate with the voting of the Outstanding Player, MVP-Offense, and MVP Pitcher at the meeting
- D. Coaches can only nominate their player, but cannot vote for them.

Timetable:

- E. Nominations: Nominations are to be emailed to the league representative 2 weeks prior to the all-league meeting.
 - F. Voting/Ranking: Coaches will be emailed a compiled list of nominations 1 week prior to the meeting. At that point, Coaches will rank players 1-13 for the first team, and 14-24 for the second team.
 - G. Tabulations: The tabulations of the rankings will be compiled by the league rep and his Athletic Director.
 - H. Completed list of tabulations: A completed list including each coaches ranking of all nominated players will be available at the meeting.
5. Again, each coach cannot vote his own player and must vote a full ballot.
 6. All ties for first team are re-voted, eliminating all other nominees. If a tie still exists, coaches have, in the past, withdrawn their player from the first team. Usually the player withdrawn is an underclassman and the other a senior.
 7. A player cannot be selected to more than one position, and if done, the coach must choose which position he wants his player selected as all-league.
 8. Coaches are expected to provide copies of stats to each league coach. Mother Lode League stats only, for hitting, pitching, and fielding for any nominee for all-league. Overall season stats are not to be given or considered.
 9. All Varsity athletes with a GPA of 3.7 or higher on their last report card will receive an Academic All-league Certificate.

3.0 BASKETBALL

- 3.1 Sports that traditionally have two events per week (basketball, baseball, golf, soccer, softball, tennis, volleyball) are limited to 28 contacts per season. There is not limit to the number of tournaments per season. A maximum of two scrimmages per team are permissible prior to the first game (league or non league) of the season. These scrimmages shall not count in the team's contact total. Scrimmages held after a team's first game will count as contacts. Note: A scrimmage is defined as supervised competition between two or more teams where:
- a. No officials are paid
 - b. No admission is charged; closed scrimmages are permissible. (Donations are acceptable).
 - c. No score/results are released to the media.
 - d. No awards are permitted
- 3.2 All MLL games will be at 4:30, 6:00, and 7:30 p.m. If a Frosh/Soph game is not going to be played, the JV game will begin at 6:00 p.m. and Varsity at 7:30. If the schedule requires Saturday games, start times will be 2:00, 3:30 and 5:00 p.m. (adopted March 2011)
- 3.3 Frosh/Soph games will have a ten minute half time. (2013)
- 3.4 The home team will provide basketballs and water to the visiting team at all MLL basketball games.
- 3.5 Players and spectators will be allowed on the court before games, between games, or at halftime of games at the host sites discretion
- 3.6 Fans will be allowed on the court to support the entrance of their team. They must stay on their team's end of court. Coaches will decide before the game which team will enter the court first.
- 3.7 TIE BREAKER SYSTEM: A play-in game will be used if needed. If a play in game is not available due to scheduling the following system will determine Playoff Qualifiers (See Below (Jan 2018))

Determination of Section Playoff Qualifiers

1. Section will determine number of teams to qualify for playoffs by using league standings.
 - a. Max Preps will be used to add playoff teams that did not qualify through league standings. The top 15 teams would qualify in Division 1-4 and the top 10 teams would qualify in Division 5-6.

2. If ties occur in the standings. The following tiebreaker would be used to determine league seedings.
 - a. The team with the best head to head record within the tie shall represent the league as the higher seed in the section play-offs.
 - b. Point total. Each team will be assigned a point value based on their league record at the end of the season. The best record will receive 6 points, second best 5 points continuing down to the worst record at 1 point. Teams with the same record will split the total points for the spots that they represent. Example: two team finish tied for first would be assigned a total of $5 \frac{1}{2}$ points. $\frac{1}{2}$ of $6+5$. Points are accumulated for each place based on this assigned value of the teams played in the league. Seeding would then be decided by the highest point totals of the teams involved in the head to head tie.
 - c. IF NO PLAY IN GAME AVAILABLE: If teams are tied for where third place and possibly fourth place are tied and some of the teams won't qualify through Max Preps rankings then coin flips will be used to determine the league seeding.
 - d. Coin Flip Procedures (Coach, AD, or team representative must be present for coin flip)
 - i. 2 teams tied. One coin used. One school calls the flip.
 - ii. 3 teams tied. Three coins used. Odd man out. If the remaining 2 teams need to flip again use 2 teams tied.
 - iii. 4 teams tied. Two coins used. Schools draw for coin flip opponent (Have 2 pieces of paper with A and 2 pieces with B). Use 2 teams tied. Losers eliminated. 2 winners if needed will coin flip again using 2 teams tied.
 - e. IF PLAY IN GAME IS AVAILABLE: In case of ties in the point system.
 - i. *A four way tie for first - There will be two play-in games for the first two spots. The two losing teams from the play-in games will coin flip for the third spot.
 - *A four way tie for second - There will be two play-in games for the last two spots.
 - iii. *A three way tie for second - Coin flip (odd man out), other two teams are in.
 - iv. *A four way tie for third - There will be two play-in games. The winners of the play-in games will flip coin flip for third spot.
 - v. *A three way tie for third - Coin flip (odd man out), other two teams have a play-in game for the third spot.
 - vi. *A two way tie for third - Play-in game.
 - Coin flip will determine home team for play-in games.
 - Play-in game time will be 7:00.

BASKETBALL ALL LEAGUE SELECTION PROCESS

1. Character Award: Each team will select one player from their team for the award. This will be the first selection.
2. The All-League meeting shall be held the first Monday immediately following the last league game. Meeting date may be changed if the meeting interferes with a playoff game. The location

shall be at Bret Harte HS. The meeting shall begin at 7:00 p.m. all Varsity Coaches (designee) must be present.

3. The League Rep shall preside.
4. The Most Outstanding Player: Each coach may nominate one or more players from their squad, noting why they nominated this player. The Most Outstanding Player should be the best individual and the most skilled individual who had the greatest impact on the league. Each coach votes by ballot for only one player. In case of tie, there can be Co-Outstanding Players, but this takes away from 1st Team All-League. The coach cannot vote for his/her own players, and each coach must vote for one of the nominated players. The League Rep shall collect, open, announce, and tally the votes.
5. Upon completion of the Most Outstanding Player selection, each coach may nominate one or more players for first team all-league. Only seven spots exist for First Team. The order of nomination shall be the descending order of league finish, first to last. In case of ties, selection shall be alphabetical by school name.

On their ballot, each coach shall list all players nominated but his/her own players. The coaches vote for each player prioritizing from top to bottom. The top player receives a ten then prioritizes down to zero.

Again the League Rep collects and reads aloud the players names and points from each ballot. The League Rep will keep a tally of all ballots and points for each player, add the point totals and double-checking. The top seven point totals are first team All-League. In case of ties, only those tied shall be re-nominated and re-voted on for first team. Only seven players shall be placed on first team. There shall be no carry-overs for second team All League.
6. Upon completion of selecting the First Team All-League, the championship team will choose a Most Valuable Player. The player must be someone who was selected to the first team. Only 1 player may be chosen. In case of a Co-Championship each team will select 1 player. These players will be part of the allotted players allowed for First team.
7. The nomination and the voting process begin in the same manner for second team All League. Only six, second team All League members shall be selected. In case of a tie for the last spot on second team, all tied players will be placed on second team.
8. The Basketball coaches' league representative shall verify all totals and selections and keep accurate notes or all assents, dissents, and comments to be submitted with his/her report to the next scheduled athletic/principals' league meeting. The league rep shall notify the media of the selection.
9. All Varsity athletes with a GPA of 3.7 or higher on their last report card will receive an Academic All League Certificate.
11. League business from scheduling to re-alignment to suggestions concerning basketball shall be decided following all league selection process.

4.0 CROSS COUNTRY

- 4.1 The number of sanctioned events will not exceed CIF regulations.
- 4.2 Cross Country meets will start at 3:45 p.m. the League Meet will start at 2:15 p.m.
- 4.3 The league championship shall be determined based on 50% dual meets and 50% final meet.
- 4.4 Awards will be presented according to league by laws. (See general rules 1.17.)
- 4.5 The following divisions will compete in the league meet: Boys Varsity, Girls Varsity, Boys Frosh-Soph, and Girls Frosh-Soph
- 4.6 Participants may move up and down in classification through the league meet. Only after subsections, are athletes prohibited from moving down, if section rules allow.
- 4.7 In order to compete in the **League Meet** an athlete must have competed in at least two of the five MLL cluster meets that season. A new transfer after the start of the season is exempt if there are not two league meets left on the schedule. Hardship cases due to injury or eligibility can be accepted prior to the third meet with the agreement of the league coaches. (Feb. 2015)

5.0 FOOTBALL

- 5.1 The number of sanctioned contests is 10 plus a maximum of 2 scrimmages.
- 5.2 Varsity games will start no earlier than 7:00 p.m. or twenty minutes after the completion of the JV game. Frosh/Soph games will start no earlier than 4:00 p.m. The JV games will start at 5:00 p.m.
- 5.3 A doctor must be present or on call before starting any football game. If a doctor is on call, an ambulance should be present.
- 5.4 Settlement of Ties for Championships at 2nd and 3rd positions:
 - a. In the case of a general tie, the team winning the game in regular league competition will be declared the MLL champion and will represent the MLL in the playoffs.
 - b. If a three-way tie for a playoff position occurs, a point differential for League games will determine the representative. A 12-point differential is the maximum per game to be counted. Plus and minus differentials will be counted. After the 1st place differential winner is determined, head-to-head competition will be the determining factor.
 - c. Applying the CIF Rules for tie breaking shall eliminate ties in football. The tiebreaker process will determine winners and losers of games.

FOOTBALL ALL – LEAGUE SELECTION

Criteria for the selection of M.L.L. All - League Football Team:

1. Character player guidelines:
 - a) Each member school will appoint a character player, who will be named when the schools other nominations for All League are submitted.
 - b) Each character player will be in the All League picture.
 - c) The character player appointees will not count towards the nominations of each member school.
 - d) The player who receives the character player award will be eligible for the other All League awards.
2. In order for a player to be nominated, he must play in at least four league games.
3. Use only league stats when you report achievement of players.
4. Nominate only first team caliber athletes.
5. Each member school will be given 4 nominations plus one additional nomination for each league win.
6. The league coaches will not rank players from their own school.
7. The league coaches will vote for each position with a ranking of one (representing the best), to a numerical value for all nominated for that particular position. Example: 15 offensive linemen nominated-ranking would be from 1 through 15 excluding any from your own school. **The highest and lowest scores will be thrown out** .
8. The league manager will formulate the total points and give each head coach a copy at the All-league meeting.
9. Any position ties will be broken at the All-league meeting, with head coaches voting by secret ballot.
10. A stat sheet will be given to each head coach showing voting by position by each school.
11. Each member school shall appoint 1 Franchise player. The franchise player will not count towards the member schools nominations. This nomination will be named when the schools other nominations for All League are submitted.

12. There will be 11 offensive, 11 defensive and 1 special team players selected by the coaches. For a total of 23 All League players plus 7 Franchise players for a grand total of 30 All League selections.

13. According to the formula by position, the player with the lowest totals would be 1st team.

The remaining 26 players would be 2nd team All-League. The night of the meeting 4 more players will be added to the 2nd team for a total of 30 2nd team All-League selections.

14. The Head Coaches will select the league Outstanding Offensive, Defensive players, Outstanding Lineman and MVP on the night of the meeting by secret ballot. In order to be eligible for the "special" awards, Franchise players and the player with the lowest numerical numbers in each offensive and defensive position and will be considered.

15. Special Players by Definition:

- a) MVP
- b) Outstanding Offensive Player
- c) Outstanding Defensive Player
- d) Outstanding Lineman

16. The Head Coach of a particular school has the right to withdraw one of his players from consideration for the special awards.

17. Each nomination for a position will count as 1 nomination. Example: Nominating a person both offensively and defensively will count as 2 nominations.

6.0 BOY'S GOLF

- 6.1 All league golf matches will start at 3:00 P.M.
- 6.2 MLL championship will be determined on a point basis.
- 2 points for each dual league win
 - League tournaments: 2pts will be awarded for each team you defeat.
 - League champion will be determined by total of league and tournament points. Ties for league championship will be co-champions. Seeding for divisional will be determined by tie-breaker. (6.3)
- 6.3 The number of teams qualifying for Division V Tournament will be determined by CIF. If there is a tie for the last spot qualifying for divisional the following tie breaker will be used. All six team members will play one hole starting on the hole determined by the tournament director in advance of start of play for the day. The top five scores will be used. If there is still a tie, a second hole will be played and so on until the tie(s) is broken.
- 6.3.1 Number of individuals qualifying for division V tournament will be determined by CIF. If there is a tie for the last spot to divisional, that spot will be determined by a sudden death playoff.
- 6.4 All-League Selection

“Character Award”: Each team shall select a player for this award.

1. All league selection plus advancement to Divisional is determined on a point basis.

| | | | |
|--------------------|----------------------|---------------------------------|-----------|
| Dual Match: | 6 points | Medalist- | 18 points |
| | Medallist- | 2 nd | 14 points |
| | 2 nd rd - | 3 rd 4 th | 11 points |
| | 3 - | | 9 points |
| | | 5 th | 7 points |
| | | 6 th | 5 points |
| | | 7 th | 3 points |
| | | | 2 points |
| | | 8 th | 1 point |
| | | 9 th | |

League Tournament:

Top point leader (All matches including league and tournament) is M.V.P.

Next 6 point leaders-All league

2. All-League Points: If a player earns all-league points in a match and his score is not kept for team score, he will still be awarded points toward all-league. (October 2004)

2018-2019

- 6.5 Any misconduct may result in a 2 stroke penalty or possible disqualification.
- Examples of conduct considered inappropriate are:
 1. Cheating
 2. Throwing clubs
 3. Obscene or vulgar language
 4. Smoking or chewing tobacco at site or match
 5. Deface or destroy club property.
- 6.6 Tie Breaker--In case of a tie during any league match, teams will refer to the sixth persons score to break a tie. If a tie still remains, refer to first-hole scores for original team members. Add all scores for player's first hole. If the tie still exists go to second hole and so on until tie is broken.
- 6.7 Coaches may not give any advice or coach any player during a match. Coaches may be called upon to clarify any rule discrepancies.
- No golfer in league competition may ask for or receive from a spectator or non-participant any advice.
 - Penalties:
 - First breach of rule: Two stroke penalty:
 - Second breach of rule: Disqualification.
 - The player breaches the rule only if he receives advice and uses it in making a following golf stroke.
- 6.8 If a player runs out of balls during MLL matches, he may borrow balls from his playing partner in that group. Partners may also give advice to each other in that paring only. (October 2004) 6.9 Twenty-seven matches are maximum number that may be played. (CIF rule 519.1)
- 6.10 Two 18 hole league tournaments – 1st league tourney will be played at the halfway point of league matches. 2nd league tourney will be played at the end of league play.
- 6.10.1 League tournament sites are determined by preset course rotation. Mt. Springs (Sonora) and La Contenta (Calaveras), 2017 – Lockford Springs (Linden) and Greenhorn Creek (Bret Harte), 2018 – Castle Oaks (Argonaut) and Mt. Springs (Summerville), 2019 La Contenta (Calaveras) and Greenhorn (Bret Harte).
- 6.10.2 Groupings for second league tourney will be set by league and 1st tourney individual points. (2004)
- 6.11 Electronic devices: The use of cellphones, headsets, etc., by a player during a stipulated round is prohibited. 1st violation is a two-stroke penalty; subsequent violation during that round will result in disqualification. (2014)
- 6.12 All league play will be governed by league and CIF by-laws and finally the USGA rules of golf. (2014)

6.13 Spectator behavior shall be governed by the “Spectator Code of Conduct”. See Appendix _____

6.14 The use of rangefinders has been approved by CIF.

7.0 GIRLS GOLF

- 7.1 At the present time, the MLL does not have enough schools to maintain its own league. Beginning fall of 2014, Sonora, Calaveras, Bret Harte, Summerville, Argonaut, and Linden will be part of the Valley Foothill League.
- 7.2 League Name: Valley Foothill League (2 divisions- North and South)
- 7.3 School Members: **North:** Bret Harte, Calaveras, Linden, Sonora, Escalon, Argonaut, Summerville, and Ripon. **South:** Hughson, Hilmar, Mt. House, Riverbank, Ripon Christian, Gustine, Modesto Christian, and Orestimba.
- 7.4 Girls Golf will be governed by Valley Foothill league by-laws. See Appendix

8.0 SOCCER

- 8.1 Boys Soccer was adopted in 1988. Girls soccer adopted in 1997.
- 8.2 Double round robin schedule will be used to determine league championship
- 8.3 Maximum number of contests allowed will be according to CIF rules.
- 8.4 All ties for the league championship will be recognized. The following tie breaker system will be used for playoff seeding only.
1. Point system--3 for a win, 1 for a tie, 0 for a loss.
 2. Head to head competition between the tying teams.
 3. Goal differential between the tying teams in their head to head competitions.
 4. Fewer goals allowed in league play.
 5. Most goals scored in league play, counting no more than five goals per game.
- 8.5 Starting times: JV game @ 4:00, Varsity @ 5:45. Varsity team will have a mandatory 15 minutes for warm up after the completion of the JV game.
- 8.6 The table below specifies the penalties for excessive yellow cards **received during league play**.
(Approved—January 2012)

| Receive | Penalty |
|-----------------------------------|---------------------|
| Third Yellow Card | One game suspension |
| Sixth Yellow Card | Two game suspension |
| Seventh and each other thereafter | One game suspension |

Yellow card penalties **do not** carry over to playoff games or next season.

- 8.6.1 Card Reporting System:
- Scores and Yellow/Red Card must be reported to the Commissioner and League Representative no later than noon the following day. E-mail notification is acceptable.
 - Consequences for the coach that does not report:
 - First Offense – Warning in writing from League Commissioner
 - Second Offense – Coach will be suspended from the next league contest.
- 8.6.2 Clarification of red/yellow cards: When a player receives a yellow card and then is given a red card, the yellow will be counted toward his/her total. If the red card is the result of a second yellow, the red is counted and not the yellows. (10/13)

SOCCKER ALL LEAGUE SELECTION PROCESS

1. The League Rep shall preside.
2. Each team will select their Character Award winner prior to any All-League selections.
3. The Most Outstanding Offensive Player and Most Outstanding Defensive Player, should be voted on first.
 - a. Each coach may nominate one or more players from their squad, noting why they nominated their player/s.
 - b. The Most Outstanding Players should be the best individuals and the most skilled individuals who had the greatest impact on the league.
 - c. Each coach votes by ballot for only one player. In case of a tie there can be Co-Outstanding Players, but this would take away one spot from the 1st Team All-League team.
 - d. Coaches cannot vote for their own players, and each coach must vote for one of the nominated players.
 - e. The League Rep shall collect, open, announce, and tally the votes.
4. Upon completion of the Most Outstanding Players selection each coach may nominate one or more players for first team all-league. 14 individuals are selected as 1st Team All-League which also includes the Most Outstanding Offensive player and Most Outstanding Defensive player.
 - a. Each coach voting, shall list all players nominated on the ballot but their own players. The coaches vote for each player prioritizing from top to bottom. The top player receives a 12 then prioritizes down to zero.
 - b. The League Rep collects and reads aloud the players' names and points from each ballot. The League Rep will keep a tally of all ballots and points for each player, add the point total and double-checking.
 - c. The top 12 remaining point totals are first team All-league. In case of ties, only those tied shall be re-nominated and re-voted on for first team. There shall be no carry-overs for second team All-League.
5. Upon completion of selecting the First Team All-League, The MLL championship team will choose a Most Valuable Player. The player must be someone who was selected to the first team. Only 1 player may be chosen. In case of Co-Championship each team will select 1 player. These players will be part of the allotted players allowed for First team.
6. The nomination and the voting process begins in the same manner for second team All-League. Only 12, second team All-League members shall be selected. In case of a tie for the last spot on second team, all tied players will be placed on second team.
7. The Soccer Coaches' League Rep shall verify all totals and selections and keep accurate notes of all assents, dissent, and comments to be submitted, with his/her report to the next scheduled MLL League meeting.
8. The League Rep shall notify the media of the selections.

9. All Varsity athletes with a GPA of 3.7 or higher on their last report card will receive an All-Academic Patch.
10. Soccer coaches should discuss concerns they may have about the season or league by-laws.

9.0 SOFTBALL

- 9.1 The number of sanctioned contest will be the same as the CIF section rules allow.
- 9.2 The contests are to start at 4:00 P.M. subject to field availability.
- 9.3 The visiting team has the field 15 minutes immediately before the start of the contest.
- 9.4 There is to be no batting practice the day of the softball game. Limited flight balls for practice are acceptable. None of these may take place on the infield. (5/14) The use of regular game softballs, off a tee or via soft toss only, into a net is allowed. (5/15)
- 9.5 Two NCOA umpires will be employed for all Mother Lode League games.
- 9.6 JV games require one official. If NCOA officials are unavailable for MLL JV games, school officials (including classified staff) of either school may be used. Because of the liability factor, the game will not be played if neither NCOA or school personnel (including classified staff) are available. If a school official is not available, the varsity officials will be split.
- 9.7 A triple round robin will be played to determine MLL champion. A triple round robin may be played on a-year-to year basis determined by the league.
- 9.8 Scrimmages- See CIF rules.
- 9.9 TIES will be played off at the next scheduled time and location the two teams meet. The tie game will be played first, followed by the regularly scheduled game. When playing the tie game, the original home team remains the home team.
- 9.10 Rainouts will be rescheduled for the following Monday unless mutually agreed upon by the schools involved to make it up another date. The season can be shortened due to weather conditions at the discretion of the League Commissioner in consultation with site administrators.
- 9.11 A game having an effect on play off positions and/or league championship will be played the next day if field conditions at either site are satisfactory. If the scheduled game has to be played away from the scheduled site, the scheduled home team will still be the (home) team.

Example: If Linden is scheduled to play at Amador, and the field at Amador is not playable, and the game is moved to Linden, Amador will be the (home) team and have last at bat.

MLL Softball Tie Breaking Procedure for the Playoff Seeding

2-team tie

- 1.) Head-to-Head record
- 2.) Fewest runs allowed in Head-to-head contests
- 3.) Fewest runs allowed in the 18 league games
- 4.) Most runs scored in the 18-league games- 10 run max per game.
- 5.) Most runs scored in the 18 league games 6.) Coin flip

3-or more team tie – go down the list below until

1 team is eliminated, then repeat above procedure as necessary.

- 1.) Record against teams that are in the tie
- 2.) Fewest runs allowed amongst teams in the tie
- 3.) Most runs scored amongst teams in the tie-10 run max per game.
- 4.) Fewest runs allowed in the 18 league games
- 5.) Most runs scored in the 18 league games 6.) Coin flip

SOFTBALL ALL LEAGUE SELECTION PROCESS

Order of Operations for the All League Selection Process:

1. **“Character Award”** - Each team shall select one player for this award.
2. **Most Outstanding Player Award (Top Achievement Award)**--Each coach nominates his/her choice for the Most Outstanding Player Award, in order starting with the championship team and moving down the league standings, discussing the nominee’s strengths. All coaches vote but they may not vote for their own player.
3. **1st Team Nomination/Voting**--Each coach nominates his/her choices for 1st team all-league, in order starting with the championship team and moving down the league standings, discussing their nominees’ strengths. All coaches vote, but may not vote for their own player. The procedure is to rank the nominees from #1 to # 11. The #1 vote getter receives 11 points, the #2 vote getter receives 10 points, ...and the #11 vote getter receives 1 point.
4. **MVP Designation**-- The coach of the championship team names the MVP of the league (the chosen player must be a 1st Team All-League Selected Player).
5. **2nd Team Nomination/Voting**--Each coach nominates his/her choices for 2nd team all-league, in order starting with the championship team and moving down the league standings, discussing their nominees’ strengths. All coaches vote, but may not vote for their own player. The procedure is to rank the nominees from #1 to # 11. The #1 vote getter receives 11 points, the #2 vote getter receives 10 points, ...and the #11 vote getter receives 1 point
6. **All Academic Team Designation**-- All Academic is determined by student athletes having a 3.7 GPA or higher in the previous grading period, each coach reports their own Athletes.
8. **League Notes**--Discussion of any league concerns from the past year of possible rule amendments for the following year. League Rep will take all voted items or bylaw amendments to the AD’s for League Discussion.

10.0 SWIMMING

Adopted November 12, 2002 Revised Jan 2009

10.1 Schedules:

- A. The league scheduler will complete the schedule.
- B. The season schedule will place league championship meet 2-3 weeks prior to the scheduled San Joaquin Section Swim Meet.
- C. The league rep will keep records of all meet results and records of times.
- D. League finals will be a one day seeded meet. (Oct 2014)

10.2 Events:

- A. Starting times for all meets will be at 4:00 p.m. unless mutually agreed upon by competing school.
- B. Varsity event for boys and girls will be conducted according to the NFHS Swimming Handbook for dual and tri-meet formats.
- C. JV events will be the same as varsity except for 50 fly, 50 breast, 50 back, 100 IM. Coaches may agree to run full events.
- D. 200 medley relay, 200 free, 100 IM, 50 free, 50 fly, 100 free, 200 free relay, 50 back, 50 fly, 400 free relay.

10.3 Meets:

- A. The host team will provide a stroke and turn judge for meets. If a judge cannot be provided, events will be judged according to coaches' consensus prior to the meet. The judge will first notify the coach of a swimmer who has been Disqualified then inform the lane writer to note the DQ before the slip goes to the scorekeeper.
- B. Lane assignments and entries shall be according to the NFHS Swim Handbook.
- C. The championship League Meet will be hosted by a rotation of MLL teams having computer technology.

10.4 Scoring:

- A. All meets, including the Championship League Meet, will be scored according to the NFHS Swimming Handbook Rule 7-2 and 7-3

10.5 Awards:

- A. The League Championship is based on a combination of dual meet wins (points) and team finish at the League Meet. Each team, Girls' and Boys; separately, will be awarded one point for every team that they finish above based on the final point total from the meet. Example: team "A" Varsity Boys finishes with the most points from the League Meet amongst all 6 teams. Team "A" is awarded (5) points: one for each team finishing with fewer points than "A." Team "B" finishes in 2nd place, thus is awarded (4) points. The team with the greatest number of combined dual meet and Championship Meet points will be the League Champion.
- a. The school hosting the Championship League Meet is responsible for getting medals from league commissioner.
- b. Medals will be awarded to the top 3 finishers in each event at the Championship League Meet.
- c. Individual Awards shall be as follows (**@ Individual schools obligation.**)
 - a. High point Varsity Girls and Boys
 - b. High-point Awards will be based on the total number of points awarded to an individual swimmer from the Championship meet and from individual events.

11.0 TENNIS

- 11.1 The number of sanctioned events is 24 contacts. Tournaments count as two contacts, scrimmages count as 1 contact. Double round robin allowing for 10 league matches may be adopted on a year-to-year basis.
- 11.2 The contest will begin at 3:30 p.m. Warm-up time is mutually agreed upon by the two head coaches
- 11.3 MLL awards shall be given as decided by the coaches at a meeting following League play.
1. Players must have competed in a minimum of 80 percent of the league matches in order to be eligible for all league consideration.
 2. Fourteen (14) all league certificates will be allowed – seven boys, seven girls. (This includes any MVP AWARDS) Reminder: The purpose of all-league or first team is to choose those players that would make the team you would want to put together to best represent our league.
 3. The all league selection process shall consist of the following:
 - a) Coaches' nomination of their own player for All League and Character Award.
 - b) Individual players' league win/loss record
 - c) Head to head competition
 - d) Sportsmanship
 - e) Confidential coaches' ranking of nominees
(1 = HIGHEST RANK EXCLUDING OWN PLAYER/S)
 4. It is recommended that players receive recognition through the local media for achievements.
- 11.4 Rainouts will be rescheduled by mutual agreement between schools involved. Notification of cancellation must be no later than 12:00 pm. on the day of the contest.
- 11.5 MLL System of Play will be used (League play follows that which is used in the Section playoffs Article 2800.5)
- 11.6 ALL USTA rules apply. Rule books may be purchased from: United States Tennis Association
1. 2 out of 3 sets will be played in boys/girls singles, doubles, and mixed doubles, with the third set consisting of a 10-point super tiebreaker. (Revised 3/2010) 2. Each of the first 2 set will consist of 6 games
 3. No-Ad scoring will be used.
 4. A 12 point tiebreaker will be played at 6 games all, in each set for boys/girls singles, doubles, and mixed doubles.
 5. Coaches will exchange a player line up 15 minutes prior to match starting time. There will be no changes once the lineup has been submitted.
- 11.7 Team Ladder/Lineup
- No later than SUNDAY of each competitive week, every school is required to submit a strength ladder to the MLL League Rep's Athletic Director. If you do not turn in your strength ladder on time, the ladder from the previous week will be used. The first ladder for the tennis season will be submitted on the Sunday prior to first league contests and then every Sunday thereafter.

MLL Team Ladders will be used to determine tennis line ups.

1. The ladder will consist of 11 boys and 11 girls by strength.
2. Each team will consist of two boys singles players, two girls singles players, two boys doubles teams, two girls doubles teams and one coed doubles team. Players may only play one event (singles or doubles). Each school determines which event a player will enter.
3. Boys Singles Play/Girls Singles Play: Two of the three highest ranked players on the individual strength ladder that are available for competition must play singles. The No. 1 singles player must be ranked higher on the team individual player strength ladder than No. 2 singles player. The third player must play boys/girls doubles. He/she cannot play coed doubles.
4. Boys Doubles Play/Girls Doubles Play: Boys and girls doubles teams will play according to the two players combined ranking on the player strength ladder (lowest combined sum of a teams ranking is the No.1 team). If the sum of any of the ladder positions is equal then the highest ranked individual player shall play on the higher ranked doubles team.
5. Mixed Doubles Play: There are no restrictions on coed doubles competition other than the three highest rated singles players (boy or girl) are not eligible for coed doubles.
6. Ladders are to be submitted to the MLL Tennis Rep Athletic Director by the first Sunday of league play.
7. Changes CAN be made weekly by submitting a new ladder. Changes to the ladder will go into effect the Monday following the submission. These changes will be submitted to every league AD who will submit them to their coaches to take to their matches. Please be sure to get the current ladder from your AD.
8. If a player in the lineup is unable to play, a substitution is allowed provided the ladder rules stated above are met.
9. No player can appear in the lineup unless he or she is listed on the ladder. Moving players with the intent of gaining an advantage is not permitted and shall subject their team to default.

11.8 The league format shall consist of the following nine matches: two boys' singles matches; two girls' singles matches; two boys' doubles matches; two girls' doubles matches; and one mixed doubles match. (Total of 14 varsity players)

1. Each match will be worth one point.
2. A team victory will be determined by the first team to win five (5) matches.

11.9 14 players (7 boys, 7 girls) will represent the MLL at the Individual Section Tournament.

11.10 Tournament. (5-14-98)

11.10.1 The MLL will host two post-season tournaments, a singles and a double, which will determine the representatives. [Exceptions: 13.12.3]

11.10.2 The first and second place singles players and doubles teams, for each event, will represent the MLL. (5-14-98)

- 11.10.3 That all singles player, including undefeated players, will play in the MLL post season tournament. The player's undefeated record will be used in determining appropriate seeding. (2/14)
- 11.10.4 Each team will be represented by a maximum of four singles players (2 boys and 2 girls) in the postseason MLL singles tournament. Singles players will qualify for section competition by placing first or second in the league tournament. [Exception: 13.12.3] (5-14-98)
- 11.10.5 Each team will be represented by five doubles teams (boys, girls mixed) in the postseason MLL doubles tournament. Doubles teams will qualify for section competition by placing first or second in the league tournament. [Exception: 13.12.3] (5-14-98)
- 11.10.6 Singles players who did not qualify for section competition may enter the postseason MLL doubles tournament. (5-14-98)
- 11.10.7 Post season MLL tournament seeding will be governed by the following:
 - 6 points—win # 1 singles match.
 - 4 points—win # 2 singles match.
 - 3 points—win # 1 doubles match
 - 2 points—win # 2 doubles match and Mixed Doubles
 - 1 point --- loss any match
- 11.10.8 A blind draw may be utilized during the postseason MLL tournaments. This shall be determined by mutual agreement amongst the league coaches. (5-14-98)
- 11.11 The MLL will be represented at the team section competition by the first, second and third placed teams. (5-14-98)
 - 11.11.1 League win/loss records will be used to determine place positions. (5-14-98)
 - 11.11.2 Head to head results will be used in the case of identical league win/loss records. (5-14-98)
 - 1. Head to Head
 - 2. Matches won-head to head
 - 3. Sets won- head to head
 - 4. A tie breaker match will be played between the two schools if a tie still exists after factoring in head to head

12.0 TRACK

- 12.1 The number of sanctioned events per individual team is unlimited.
- 12.2 Track meets will start at 3:30 p.m.
- 12.3 Varsity medals will be awarded to the top three places in each event in the MLL Finals (adopted Mar 2013). See general rules 1.17)
- 12.4 Junior Varsity medals will be awarded to the top three places in each event in the MLL Finals (adopted August 05). (See general rules 1.17)
- 12.5 Participants may move up and down in classifications in non-league competition. Once the league competition begins athletes may only move up a level and must remain at the highest classification in all remaining league competition.
- 12.6 School will receive 5 athlete entries per event in the Mother Lode League Championships. This means a full event would have 35 athletes (7 schools x 5 athletes/event). If an event is not full then schools with more than the allotted 5 athletes in an event may in fact be able to enter the additional athletes as long as this does not take the total athletes in the event over the 35 limit. In the case that more than one school had additional athletes that they want to enter, each school would get an equal opportunity to enter their additional athletes. In the case that each school has had an equal opportunity to enter athletes and there is one slot to fill and more than one athlete possible to fill this position then the last slot would go to the athlete with the better mark for that event. The administrating school of the MLL Championships will be in charge of informing schools of this entry limit situation for each event in a given year. (Top 5 will be declared – extras will not count for team points.)
- 12.7 There will be Boys Varsity, Girls Varsity, JV boys and girls Mother Lode League Championships.
- 12.8 A seeding meeting will be held on the Monday prior to the MLL Trials/finals. This meeting will finalize the meet program for the MLL Championships. All entries must be submitted to the website Athletic.net by 12 noon on the previous Saturday. Marks for each athlete should be final upon entry. The seeding meeting is an opportunity for each coach to be sure that mistakes were not made in this entry process and to correct any mistakes regarding their athletes before the Championship meet begins.
- 12.9 The league meet will be scored 10-8-6-4-2-1.
- 12.10 In order to compete in either the League Meet or Sub Section Meet, an athlete must have competed in two cluster league meets that season. A new transfer after the start of the season is exempt if there are not two league dual meets left on the schedule.
- 12.11 Make up days for meets are the following Tuesdays, unless other arrangements are agreed upon by all coaches involved.
- 12.12 Scoring for the League track title will be based on one point for each team defeated in league meets and one point for each team defeated in the league championship.

- 12.13 On a rotating basis schools having all-weather facilities, will host the League Meet in May. The host school will retain the profit or absorb the loss. Each school will furnish one person for field events and three people for timers, pickers, etc. for the meet. Refer to General Rule's section 1.17 for fees related to the MLL Meet. (Adopted Dec 06)
- 12.14 If a track meet is stopped because of weather the following rules apply:
- a) Running events continue the point where the event was stopped.
 - b) The Long Jump, Triple Jump, Shot Put, and Discus events will start over from the previous completed flight of competitors.
 - c) The Pole Vault and High Jump events will continue with the remaining competitors at three inches below the last height cleared.
- 12.15 All entries for League clusters must be submitted to Athletic.net two days before
The League Cluster. A scratch meeting between all coaches will be held 30 minutes prior to the beginning of the meet.

13.0 VOLLEYBALL

- 13.1 Two experienced lines persons will be *provided by the home school*.
- 13.2 The number of sanctioned matches will be the number allowed by CIF policy.
- 13.3 The best overall league record shall determine the league champion. **Co-Champions will be recognized**
- 13.4 Format will be:
- a. Frosh/Soph matches will begin at 4:00. Please notify other league schools if you do not have a Frosh/Soph team.
 - b. JV matches at 5:00 or 20 minutes following Frosh/Soph matches, best 2/3 (Revised 2012)
 - c. Varsity matches at 6:00 or twenty minutes following the conclusion of the JV match, best 3/5 (Revised 2012)
 - d. Warm-up time is (5-6-6-3) (revised November 2015)
 - e. Start of warm-up time will begin after officials meet with captains. (added Sept 2010)
 - f. Team serving first has the court first during warm up. (revised Nov. 2015)
- 13.5 The Home team will provide an adult supervisor at the scorer's table. Scorers from each team will sit together. (Mar 2013)
- 13.6 Home team will supply balls for warm-up. (Mar 2013)
- 13.7 Home team will supply water for visiting team. (Sept 2014)
- 13.8 Report scores to Maxpreps: FROSH/SOPH, JV, and Varsity will report scores ASAP after contest to Maxpreps.
- 13.9 Tie breaker system. (Tie breaker system is for playoff seeding only)
- 1) Head to Head
 - 2) Point system with highest value to highest placing team (1st place team receives 7 point value) and lowest value to lowest placing team (lowest placing team receives 1 point value)
 - a. ** (in case of a tie in standings, take the two place values and divide by two - ie.. BH and Cal tied for 2nd with identical league record- you would add 6 (2nd place value) and 5 (3rd place value) to get 11 and divide by 2 to get their value of 5.5 – both BH and Cal. Would have values of 5.5 in this scenario.)
 - 3) Set differential in matches with teams involved in tie (is... Calaveras beat BH in match , 3 sets to 1,
 - b. Calaveras would be +2 and BH would be -2)
 - 4) Point differential in all sets of matches with teams involved in tie (ie... Calaveras beat BH 25-21
 - c. (+4), 25-19 (+6), 18 – 25 (-7), 25-20 (+5) for total of Calaveras +8 and BH being -8) **5) Coin flip**

VOLLEYBALL ALL LEAGUE SELECTION PROCESS

- Voting:** All voting will be done on an all-opponent basis. All ballots will be read aloud. Ranking from best down (10, 9, 8,...) A school must be represented at the meeting to vote.
- Character Award:** Each coach may select one player for this award.
- Most Outstanding:** Each school can nominate one player. This player is chosen first.
- Most Valuable:** The coach of the League Champion chooses this player. This is the player who made the biggest contribution to their team. Must be a first team all-league player.
- 1st Team All League:** Eight (8) best players in the MLL based on their overall performance (not including M.V.P., and Most Outstanding) Each coach may nominate as many players as they feel qualify into the top eight.
- Patches will be awarded to 1st team all-league (10)
- 2nd Team All League:** Next eight (8) players in the MLL. Each coach must re-nominate players for second team.
- Academic All-League:** All Varsity athletes with a GPA of 3.7 or higher during the last grading period will receive an All-Academic patch. (2/14)

14.0 WATER POLO

- 14.1 The official conference ball is the KAP7 for boys and girls.
- 14.2 The order of games will be JV Girls, JV Boys, V Girls, V Boys, unless mutually agreed upon by the teams competing. The start time will be 4 pm. Unless there are only two games and the facility has lights, in which case the start time will be 5 and 6.
- 14.3. The visiting team will provide their own warm-up balls.
- 14.4 The visiting team will wear white caps and the home team will wear contrasting color caps. All caps must have ear guards.
- 14.5 Current NFHS Interscholastic Water Polo rules will govern all games unless superseded by a League or CIF Rule.
- 14.6 Teams will be allowed an agreed upon warm-up time, not to exceed 10 minutes.
- 14.7 Pool measurements will be waived as requirements.
- 14.8 An adult will run the time clock unless otherwise agreed upon by the coaches involved.
- 14.9 Shot clocks shall be available and visible at each end of the pool.
- 14.10 Game time clock(s) shall be visible.
- 14.11 All ties for league championship will be recognized. The following tie breaker system will be used for playoff seeding only:
 1. Head to head competition
 2. Play-in game (If play-in game was unable to be scheduled because of CIF regulations the following tie-breakers would be utilized)
 3. Goal differential between the tying teams in their head to head competition
 4. Fewer goals allowed in league play
 5. Most goals scored in league play, counting no more than 8 goals per game. 6. Coin flip

WATER POLO ALL LEAGUE SELECTION PROCESS

1. Character Award: Each team will select one player from their team for the award. This will be the first selection.

2. The All-League meeting shall be held the first Monday immediately following the last league game. Meeting date may be changed if the meeting interferes with a playoff game. The location shall be at Bret Harte HS. The meeting shall begin at 7:00 p.m. all Varsity Coaches (designee) must be present.
3. The League Rep shall preside.
4. The Most Outstanding Players: Each coach may nominate one or more players from their squad, noting why they nominated this player. The Most Outstanding Players, Offensive and Defensive, should be the best individual who had the greatest impact on the league. Each coach votes by ballot for only one player. In case of tie, there can be Co-Outstanding Players, but this takes away from 1st Team All-League. The coach cannot vote for his/her own players, and each coach must vote for one of the nominated players. The League Rep shall collect, open, announce, and tally the votes.
5. Upon completion of the Most Outstanding Player selections, each coach may nominate one or more players for first team all-league. Only eight spots exist for First Team. The order of nomination shall be the descending order of league finish, first to last. In case of ties, selection shall be alphabetical by school name.
 - a. On their ballot, each coach shall list all players nominated but his/her own players. The coaches vote for each player prioritizing from top to bottom. The top player receives a ten then prioritizes down to zero.
 - b. Again the League Rep collects and reads aloud the players names and points from each ballot. The League Rep will keep a tally of all ballots and points for each player, add the point totals and double-checking. The top seven point totals are first team All-League. In case of ties, only those tied shall be re-nominated and re-voted on for first team. Only eight players shall be placed on first team. There shall be no carry-overs for second team All League.
6. Upon completion of selecting the First Team All-League, the championship team will choose a Most Valuable Player. The player must be someone who was selected to the first team. Only 1 player may be chosen. In case of a Co-Championship each team will select 1 player. These players will be part of the allotted players allowed for First team.

7. The nomination and the voting process begin in the same manner for second team All-League. Only eight, second team All-League members shall be selected. In case of a tie for the last spot on the second team, all tied players will be placed on the second team.
8. The Water Polo coaches' league representative shall verify all totals and selections and keep accurate notes or all assents, dissents, and comments to be submitted with his/her report to the next scheduled athletic/principals' league meeting. The league rep shall notify the media of the selection.
9. All Varsity athletes with a GPA of 3.7 or higher on their last report card will receive an Academic All League Certificate.
10. League business from scheduling to re-alignment to suggestions concerning Water Polo shall be decided following all league selection process.

15.0 WRESTLING

- 15.1 Weigh-ins are conducted one hour prior to the first match of the evening.
- 15.2 Junior Varsity wrestlers shall wrestle prior to the Varsity match. During tri-meets, JV and Varsity wrestle simultaneously on the two mats.
- 15.3 In league dual meets, if a school has only one wrestler in a given weight class, to be eligible to earn team points, that wrestler must wrestle on the Varsity team if he is a junior or senior. Freshmen or sophomores may wrestle on the JV or Varsity team and earn team points for either team. (2-13-97)
- 15.4 For league dual meets, the home team will have the wrestling mats set-up, washed and taped, thirty minutes prior to scheduled start times.
- 15.5 Criteria tie breaker to determine the 1st and 2nd place MLL representatives for the Section Dual Meet Championships will be used in the following order: (revised October, 2004)
 1. The team whose players or team has been penalized the greater number of team points (in league play only) shall be eliminated.
 2. Greater number of matches won, by those involved in the tiebreaker.
 3. Greater number of points accumulated for falls, defaults, forfeits or disqualifications.
 4. Greater number of points accumulated for technical falls.
 5. Greater number of points accumulated for major decisions.
 6. If none of the above resolves the tie, the flip of a coin shall declare the qualifiers.
 7. Criteria # 1-6 shall only be used for the dual meets involved in the tie. Head to head criteria shall be used when all but two teams have been eliminated using criteria #1-6.
- 15.6 MLL Tournament
 1. Seeding for the MLL tournament will take place following the last league contest, but not more than 2 days preceding the tournament.
 2. Individual varsity records are mandatory and must be presented before the seeding meeting begins.
 3. Cross bracketing shall be used in the consolation brackets.
 4. Double bonus point for byes will be used for scoring in the league wrestling tournament. If a wrestler wins the match immediately following a bye in a consolation or championship bracket, any bonus points (extra points earned for a major decision, technical fall, fall, default, disqualification or forfeit) shall also be added to the bye match points. (2/16/05)
 5. Awards will be presented according to the league by laws. (See general rules 1.17.)
- 15.7 The school hosting league tourney may choose either Friday or Saturday. Whichever day is best for that school. (3/14)

- 15.8 Each school will be billed \$250 for officials at the MLL Tournament. Rotation for MLL Tournament will be: Summerville, Bret Harte, Calaveras, Argonaut, Amador, Linden, and Sonora (2/14)
- 15.9 Medals will be awarded according to league by-law 1.17 under General League Rules (adopted August 05, revised 2013).
- 15.10 Varsity entries for the MLL tournament will be specified at the seeding meeting. These entrants may not be replaced or switched to another weight class or the JV division. (2-13-97)
- 15.11 Weigh-ins for league dual meets and the league tournament may be conducted on the home scale or a scale provided by the visiting school. All scales must have a certification sticker for the current school year, and all wrestlers have the option of using any scale used at weigh-ins (11-12-02)
- 15.12 There will be two league champions each year: A dual meet champion and a tournament champion. (2-19-02)

