

# Jeff/GRC Little League By-Laws

(Effective January 1, 2017)

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- 1.0 Name
    - 1.01 This organization shall be known as the Jeff/GRC American Little League, hereinafter referred to as "Jeff/GRC".
  - 2.0 Objective
    - 2.01 The objective of the Jeff/GRC shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, stronger, and happier children and will grow to be good, decent, healthy, and trustworthy citizens.
    - 2.02 To achieve this objective, the Jeff/GRC will provide a supervised program under the Rules and Regulations of Little League Baseball, Inc. Directors, officers, and members shall bear in mind that stressing exceptional athletic skills or winning of games is secondary, and the molding of future citizens is of prime importance.
    - 2.03 In accordance with Section 501-(c)-(3) or the Federal Internal Revenue code, the local league shall operate exclusively as a non-profit educational organization providing a supervised program of competitive baseball games.
    - 2.04 No part of the net earnings shall inure to the benefit of any private shareholder or individual; no substantial part of the activities of which is carrying on propaganda, or otherwise attempting to influence legislation, and which does not participate in or intervene in any political campaign on behalf of any candidate for public office.
  - 3.0 General Board Meetings
    - 3.01 Monthly Meeting
      - 3.01.1 The monthly meetings of Jeff/GRC shall be held at a date to be set by the Board each year for the purpose of orienting new members, receiving reports of funds and progress and for the transaction of such other business as may come before the meeting.
      - 3.01.2 Notice of Meeting.
        - 3.01.2.1 Notice of each meeting of the Board shall be electronically delivered at least seven (7) days in advance of the meeting via the official league social media outlets and website.
    - 3.02 Quorum.
      - 3.02.1 The presence in person or via electronic replies of five (5) sitting board members shall be necessary to constitute a quorum. If a quorum is not present, no business shall be conducted
    - 3.03 Voting.
      - 3.03.1 Only board members shall be entitled to make motions and vote at any meeting.
    - 3.04 Rules of Order.
      - 3.04.1 Roberts Rules of Order shall govern the proceedings of all meetings, except where it conflicts with the Constitution or By-Laws of the Local League.

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## **4.0 Board of Directors**

4.01 The Board of Directors shall be established the first meeting in November for the following spring and fall seasons.

## **4.02 Selection of the Board**

4.02.1 The Board of Director shall elect the President during the November board meeting

4.02.2 The President elect will appoint the board of directors during the December board Meeting.

## **4.03 Duties of the Board of Director Officers**

4.03.1 President - Apart from all other considerations, sound leadership, couched in knowledge, experience and common sense, is the greatest requirement and most exemplary qualification of the man or woman selected as president of a Little League.

4.03.2 While efficient organizational and administrative abilities are desirable credentials, the search for good leadership must transcend all other attributes in the adult who gives direction to the Little League movement in the local community. Dedication to the goals and purpose of Little League is inherent in the volunteer aspect of those who serve, but not everyone who serves is gifted with the quality of leadership. Presidents must reflect these qualities if they are to be of benefit to children.

4.03.3 The president has many responsibilities in the administration of the league. Each President is elected by, and is accountable to, the local league board of directors. Duties of a president are described within the limits of the rules and regulations, and within the local league constitution, giving each president the ability to oversee the affairs of all elements of the league.

4.03.4 As the chief administrator, the president selects and appoints managers, coaches, umpires and committees. As such, no person becomes a manager, coach, umpire or committee member without the approval of the president. However, all appointments are subject to final approval by the local league's board of directors.

4.03.5 Importantly, the president is the officer with whom Little League International maintains contact. The president also represents the league in the District organization.

4.03.6 The president should be the most informed officer of the league. Each president must know the regulations under which Little League operates and in authorizing the annual application for charter, binds all members of the league to faithfully observe the regulations. Little League Baseball International Headquarters reserves the right to require a league to remove any officer who does not carry out the terms of charter

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application. Serious violation can result in loss of the league's charter by action of the Charter Committee in Williamsport, Pennsylvania.

4.03.7 Beyond the requirements of league administration, the president should personify the best public image in reflection to the community at large. Each president should take an active role in gaining support and winning friends for the league program.

4.03.8 The president presides at league meetings, and assumes full responsibility for the operation of the local league. The president receives all mail, supplies and other communications from the Little League Headquarters. A president may manage, coach or umpire, provided he/she does not serve on the protest committee, nor serve as tournament team manager or coach.

4.04 Executive Vice President - The vice president presides in the absence of the president, works with other officers and committee members, is ex-officio member of all committees, and carries out such duties and assignments as may be delegated by the president. Separate vice presidents may also be selected to oversee individual divisions within the league. If so, one vice president should be selected as the one to preside in the absence of the president. A vice president may manage, coach or umpire, provided they do not serve on the protest committee. The Executive Vice President will be on the MOD schedule.

4.05 Vice President of Baseball Operations – This board member will over see all aspects of the baseball division. This board member will ensure that the directors of each division are fulfilling their duties as required. The Vice President of Baseball Operations will be on the MOD schedule.

4.06 Vice President of Softball Operations – This board member will over see all aspects of the softball division. This board member will ensure that the directors of each division are fulfilling their duties as required. The Vice President of Softball Operations will be on the MOD schedule.

4.07 Vice President of Business Operations – This board member will oversee the business and administrative side of the league. This includes the concessions, equipment, umpires, player agent and any other area that does not fall directly under baseball/softball playing operations.

4.08 Director of Junior Baseball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Junior Baseball will be on the MOD schedule.

4.09 Director of Major Baseball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice

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president of the baseball/softball or vice president/president interventions. The Director of Major Baseball will be on the MOD schedule.

- 4.10 Director of Minor Baseball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Minor Baseball will be on the MOD schedule.
- 4.11 Director of Farm Baseball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Farm Baseball will be on the MOD schedule.
- 4.12 Director of Developmental Baseball Division (PeeWee and TeeBall) – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Developmental Baseball will be on the MOD schedule.
- 4.13 Director of Junior Softball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Junior Softball will be on the MOD schedule.
- 4.14 Director of Major Softball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Major Softball will be on the MOD schedule.
- 4.15 Director of Minor Softball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Minor Softball will be on the MOD schedule.
- 4.16 Director of Farm Softball Division – This board member is shall coordinate all activities of this division. This board member shall handle all conflicts and attempt to resolve all conflicts at the division level prior to having the vice president of the baseball/softball or vice president/president interventions. The Director of Farm Softball will be on the MOD schedule.
- 4.17 Secretary/Treasurer - The Secretary/Treasurer maintains a register of members and directors, records the minutes of meetings, is responsible for sending out

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notice of meetings, issues membership cards and maintains a record of league's activities. The Secretary/Treasurer signs, dispenses league funds, reports on the status of league funds, keeps local league books and financial records, prepares budgets, and assumes the responsibility for all local league finances. The Secretary/Treasurer will be responsible for completion and filing of all appropriate tax reports and documents related to the administration of the 401C3 tax status.

- 4.18 Player Agent - The player agent conducts annual tryouts, is in charge of player selection, assists the president in checking birth records and eligibility of players and generally supervises and coordinates the transfer of players to or from the Minor Leagues according to provisions of the regulations of Little League Baseball. Separate player agents may also be selected to oversee individual divisions within the league. The player agent must not manage, coach or umpire in the division over which he/she has authority, unless the local league has received explicit written permission to allow this from Little League International.
- 4.19 Safety Officer - The safety officer coordinates all safety activities including supervision of ASAP (A Safety Awareness Program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer, and reports suggestions to Little League International through the ASAP system.
- 4.20 Information Officer (recommended but not required. Duties usually assigned to another board officer) - The information officer manages the league's official home page on active.com, manages the online registration process and ensures that league rosters are maintained on the site, assigns administrative rights to league volunteers and teams, ensures that league news and scores are updated on a regular basis, collects, posts and distributes important information on League activities including direct dissemination of fund-raising and sponsor activities to Little League International, district, public, league members and media, serves as primary contact person for Little League and active.com regarding optimizing use of the Internet for league administration and for distributing information to league members and to Little League International, and displays enthusiasm for using the Internet for league administration, for sharing information and for creating a more enjoyable and efficient Little League experience.
- 4.21 Concession Coordinator – The Concessions Coordinator will oversee the daily operation of the concessions stand. He/she will purchase and organize products for the concessions stand, establish and manage the volunteers to operate the concessions stand. The Concessions Coordinator will be on the MOD schedule.
- 4.22 Sponsorship/Fundraising Coordinator – The Sponsorship/Fundraising Coordinator will solicit and secure local sponsorships to support league operations. He/she shall collect and review sponsorship and fundraising opportunities for the league and present ideas to the board. He/she organizes and implements approved league fundraising activities and coordinates participation in fundraising activities. The Sponsorship/Fundraising Coordinator

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forward monies secured through sponsorship and fundraising initiatives to the Secretary/Treasurer ensures all sponsorship signs are posted prior to the start of the season and removed at the conclusion of the season and placed into storage for future notice. The Sponsorship/Fundraising Coordinator will be on the MOD schedule.

- 4.23 Head Umpire/Chief Umpire (UIC) – The Umpire in Chief shall acquire and train all umpires. The UIC shall schedule umpires for all games that are scheduled to be played on home fields. The UIC will also sit on the protest committee.
- 4.24 Uniform Coordinator – The Uniform Coordinator shall solicit bids from local vendors for uniform purchasing and present bids to the board for approval. The Uniform Coordinator will obtain a copy of team rosters from the Player Agent and place the uniform order as soon as the draft process is completed. The Uniform Coordinator will pick up uniforms and distribute the uniforms to the manager of each team in a controlled exchange. The Uniform Coordinator will be on the MOD schedule.
- 4.25 Equipment Coordinator – The Equipment Coordinator shall prepare equipment bags for each. The Equipment Coordinator shall be prepared to issue equipment bags at the day of the draft. The Equipment Coordinator will pick up and secure all equipment bags at the end of the season and follow up with any manager that does not return the issued equipment bag. The Equipment Coordinator shall keep track of the supply of baseballs and softball. In the event the baseballs and/or softballs are need, the Equipment Coordinator shall contact the treasurer and the treasurer will order supplies. The Uniform Coordinator will be on the MOD schedule.
- 4.26 Member at Large – The member at large will not have specific assigned functions as a board member. This board member will assist other board members with duties and functions as needed. Members at Large will be on the MOD schedule.

## 5.0 Rules of the Game

5.01 The official playing rules and regulations as published by Little League International, Williamsport for the current season shall be adhered to at all levels of play except as indicated in this section.

### 5.02 Age Requirements

#### 5.02.1 Baseball

- 5.02.1.1 T-Ball (coach Pitch) will be ages 4 and 5
- 5.02.1.2 PeeWee (machine pitch) ages will be 5 and 6
- 5.02.1.3 Farm (machine pitch) ages will be 7 and 8
- 5.02.1.4 Minor ages will be 9 and 10
- 5.02.1.5 Major ages will be 11 and 12
- 5.02.1.6 Junior ages will be 13 and 14
- 5.02.1.7 Senior ages will be 15 and 16

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## 5.02.2 Softball

- 5.02.2.1 Farm will be age 6, 7 and 8
- 5.02.2.2 Minor will be age 7, 8, 9 and 10
- 5.02.2.3 Major will be age 9, 10, 11 and 12
- 5.02.2.4 Junior will be age 13 and 14
- 5.02.2.5 Senior will be age 15 and 16

## 5.03 T-Ball

### 5.03.1 Batting

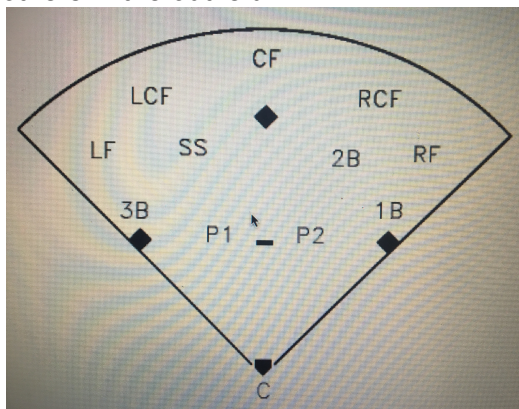
- 5.03.1.1 All batters must hit off a TEE. Players and coaches shall not pitch.
- 5.03.1.2 The batting order shall include all rostered players present and all players will bat once per inning.
- 5.03.1.3 A batter will only hit off the TEE.
- 5.03.1.4 On the third swing if the batter cannot put the ball in fair play, the coach may choose to help the player hit the ball.
- 5.03.1.5 Reward defensive play by calling outs;
  - 5.03.1.5.1 Congratulate batter or base runner on effort, but explain that they are out.
  - 5.03.1.5.2 This will accomplish numerous items; teaching the game of baseball, encourages effort when running, gives them a goal to achieve, and rewards good play.
  - 5.03.1.5.3 Being on base should be something earned.

### 5.03.2 Base Runners

- 5.03.2.1 There is to be no leadoff or stealing by the runners.
- 5.03.2.2 An advance to the next base can only take place when the ball is hit into fair territory.
- 5.03.2.3 Runners can only advance 1 base per hit ball.

### 5.03.3 Defensive Players

- 5.03.3.1 All players will play defense.
- 5.03.3.2 The defensive team will consist of all players.
- 5.03.3.3 Infield positions are P1, P2, 1B, 2B, SS, 3B and Catcher. All others in the outfield



### 5.03.4 Other Rules of the Game

- 5.03.4.1 An inning shall end after all players have had a turn at bat

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- 5.03.4.2 Pitcher's distance is 35 feet. Keep safety of the players in mind.
  - 5.03.4.3 Coaches will handle all Umpiring from their respective positions on the field during play.
  - 5.03.4.4 Defensive coaches are permitted to be on the field in fair territory for instructional purposes.
  - 5.03.4.5 Coaches are not permitted to touch a live ball, but only to instruct other players.
  - 5.03.4.6 If a ball accidentally touches a coach, the ball shall remain a live ball.
  - 5.03.4.7 If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.
  - 5.03.4.8 No league standings and no official score are to be kept.
  - 5.03.4.9 Since no standings are kept all games need not be completed.
  - 5.03.4.10 No "infield fly rule" will be used.
  - 5.03.4.11 Batters and base runners must wear helmets at all times.
  - 5.03.4.12 Coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.
  - 5.03.4.13 Throwing of the bat is an automatic out. Any bat that travels more than 10 feet, or is thrown in anger, is considered a thrown bat.
  - 5.03.4.14 Sliding is not permitted. Sliding is not an out, but a player who repeatedly defies the coach's orders not to slide may be removed from the game.
  - 5.03.4.15 Things you can do to help speed up the games:
    - 5.03.4.15.1 Be ready to start and take the field at your starting time.
    - 5.03.4.15.2 Have your players warmed-up before game time.
    - 5.03.4.15.3 Have your lineup made up before you arrive at the park.
    - 5.03.4.15.4 Games shall be 1 hour time limit

## 5.04 Farm Baseball

### 5.04.1 Umpires

- 5.04.1.1 There will be only one (1) umpire on the field for each game.
- 5.04.1.2 The umpire shall maintain control over all aspects of the game.
- 5.04.1.3 The umpire shall be positioned at the pitching machine and will feed the machine for both teams.
- 5.04.1.4 The umpire watches the ball as it travels throughout the field.
- 5.04.1.5 The umpire calls the ball dead when the pitcher or any other player has control of in the circle or is touching the edge of the circle.
- 5.04.1.6 The umpire will each all base runners advance.
- 5.04.1.7 The umpire shall call time as needed by a player or coach.



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5.04.1.8 The umpire will call a game complete when one of the following exists...

5.04.1.8.1 Six (6) innings have been completed

5.04.1.8.2 Time limit has expired and the current inning is complete.

5.04.1.8.3 Time limit has expired before the current inning has been completed.

## 5.04.2 Batting

5.04.2.1 Each batter shall get five (5) pitches.

5.04.2.2 The batter will be out on the third strike regardless if the catcher catches the ball.

5.04.2.3 The batter will be out on the 5<sup>th</sup> pitch if the ball is not put into play (unless the batter continues to foul tip).

5.04.2.4 There will not be any base on balls

5.04.2.5 If a pitch is declared "unhittable" by the umpire, that pitch will not count.

5.04.2.6 The batting order shall consist of players present at the game.

5.04.2.7 Each team is to bat a full lineup for the duration of the regulation game.

5.04.2.8 A half inning is complete when three (3) outs have been made or the offensive team scores five (5) runs.

5.04.2.9 In the 5<sup>th</sup> and 6<sup>th</sup> inning (and any additional innings), each team may bat until there are three (3) outs.

5.04.2.10 Any batted ball that comes in contact with the pitching machine is a dead ball and all base runners will advance one (1) base.

## 5.04.3 Runners

5.04.3.1 Base runners will be called back to a base by the umpire when the pitcher or any other fielder has control of the ball in the circle, before the base runner reaches the  $\frac{3}{4}$  hash mark.

5.04.3.2 Base runners may take the next base when the umpire declares the base runner was at or beyond the  $\frac{3}{4}$  mark.

5.04.3.3 In the case of multiple base runners, all base runners advance bases on meeting the criteria of individual base runners with the exception of the lead runner not making the advancement criteria and the runner immediately following does meet the criteria then the second base runner will have to return to the previous base.

5.04.3.4 Base runners may not steal or lead off the bases.

## 5.04.4 Pitching

5.04.4.1 This division pitch machine only.

5.04.4.2 The pitching mound shall be a distance of 35 feet from home plate.

5.04.4.3 The pitching machine speed will be set at 38 MPH.

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## **5.04.5 Coaches**

- 5.04.5.1 Each team will be permitted to have no more than four (4) approved coaches during each game.
- 5.04.5.2 It is mandatory that one coach must remain in the dugout at all times to supervise the young players.
- 5.04.5.3 Two adult coaches may be positioned in the coaching boxes at first and third base.
- 5.04.5.4 Coaches may not coach from any other position on the field.
- 5.04.5.5 A coach from the offensive team may be in the coach's box at first base and at third base.
- 5.04.5.6 A coach from the defensive team may be positioned in the outfield.

## **5.04.6 Team Responsibilities**

### **5.04.6.1 Home Team**

- 5.04.6.1.1 The home team shall provide a person to keep the official scorebook.
- 5.04.6.1.2 The Home team will be responsible for setting up the pitching machine.

### **5.04.6.2 Visiting Team**

- 5.04.6.2.1 The visiting team shall provide a person to keep the scoreboard.
- 5.04.6.2.2 Visiting team will be responsible for securing the pitching machine after the game.

## **5.05 PeeWee Baseball**

### **5.05.1 This division is for instructional but is designed to prepare players for playing in the Farm Division.**

- 5.05.1.1 Games will be four (4) innings.
- 5.05.1.2 Each roster should consist of a minimum of 5 and maximum of 8 players
- 5.05.1.3 No umpire will be assigned to these games.

### **5.05.2 Batting**

- 5.05.2.1 Each tem shall bat the entire roster
- 5.05.2.2 Each batter shall get five (5) pitches.
- 5.05.2.3 The batter will be out on the 5<sup>th</sup> pitch if the ball is not put into play (unless the batter continues to foul tip).
- 5.05.2.4 If a pitch is declared "unhittable", that pitch will not count.
- 5.05.2.5 The batting order shall consist of players present at the game.
- 5.05.2.6 Each team is to bat a full lineup for the duration of the regulation game.
- 5.05.2.7 Any batted ball that comes in contact with the pitching machine is a dead ball and all base runners will advance one (1) base.

### **5.05.3 Runners**

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- 5.05.3.1 A ball hit to the outfield is allotted a maximum of two (2) bases for the batter or for the runner(s) on base.
  - 5.05.3.2 A ball hit to the infield is allotted a maximum of one (1) base for the batter or for the runner(s) on base.
  - 5.05.3.3 Base runners may not steal or lead off the bases.
  - 5.05.4 Pitching
    - 5.05.4.1 Pitching will utilize the Louisville Slugger Blue Flame pitching machine set 40 feet from home plate.
    - 5.05.4.2 The coach feeding the pitching machine shall be required to stand in the back half of the pitching circle when feeding the machine.
  - 5.05.5 The Defensive
    - 5.05.5.1 There will not be a catcher in this division.
    - 5.05.5.2 The defense will play the ball and attempt to get the base runners/batter out.
    - 5.05.5.3 If a batter or runner is put out, that player will return to the dugout.
    - 5.05.5.4 Every time the defensive layers record three (3) outs, the bases will clear and the offensive team will continue batting until they bat the entire lineup.
    - 5.05.5.5 The defense should be positioned as follows.
      - 5.05.5.5.1 With five (5) players; P, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and SS
      - 5.05.5.5.2 With six (6) players; P, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS and CF
      - 5.05.5.5.3 With seven (7) players; P, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, LC and RC
      - 5.05.5.5.4 With eight (8) players; P, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, LF, CF and RF
  - 5.05.6 Coaches
    - 5.05.6.1 Each team will be permitted to have no more than four (4) approved coaches during each game.
    - 5.05.6.2 It is mandatory that one coach remain in the dugout at all times to supervise the young players.
    - 5.05.6.3 Two adult coaches may be positioned in the coaching boxes at first and third base.
    - 5.05.6.4 A coach from the offensive team will feed the machine for the offensive team.
  - 5.05.7 Team Responsibilities
    - 5.05.7.1 Home Team
      - 5.05.7.1.1 The home team shall provide a person to keep the official scorebook.
      - 5.05.7.1.2 The Home team will be responsible for setting up the pitching machine.
    - 5.05.7.2 Visiting Team
      - 5.05.7.2.1 The visiting team shall provide a person to keep the scoreboard.

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5.05.7.2.2 Visiting team will be responsible for securing the pitching machine after the game.

## **6.0 Managers and Assistant Coaches**

6.01 Managers and coaches will be selected annually by the Board of Directors.

6.02 Managers and coaches must have a current year Little League Volunteer application and a Jeff/GRC Coach application on file in order to be considered for a coaching position.

6.03 No coach or manager will be added to the roster 14 days after opening season, unless an emergency situation arises and is approved by the President or Vice President.

6.04 A manager must be at least 21 years of age.

6.05 A coach must be at least 18 years of age.

6.06 Managers will be held financially responsible for all league equipment issued. All equipment must be turned in at the end of the season.

6.07 Managers must ensure team picks up all trash in their dugout at the conclusion of each game.

6.08 Any manager or coach ejected from a ballgame will also be suspended for the next played game, as well as face other sanctions deemed necessary by the Board of Directors.

## **7.0 Conduct**

7.01 The Board of Directors will enforce a Zero Tolerance Policy for unsportsmanlike conduct from managers, coaches, players and spectators

7.02 Little League Rule 4.06 states "no manager, coach or player shall at any time, whether from the bench, playing field or elsewhere; (1) incite or try to incite by word or sign, any demonstration by spectators, (2) use language which in any manner refer to or reflect upon opposing players, managers coaches, umpires or spectators, (3) make any move calculated to cause the pitcher to make an illegal pitch, (4) take a position in the batters line of vision, with deliberate intent to distract the batter.

## **8.0 All-Star Selection Process**

8.01 All Star Manager selection shall be held each season prior to the start of the season. This will allow All-Star managers to evaluate players throughout the regular season.

8.02 Prospective managers will be nominated by other managers or may nominate themselves at the c.

8.03 All Star Managers will be selected by a majority vote at the meeting of the Board of Directors that immediately follows the pre-season manager meeting.