

**MCLEOD PARK BASEBALL
BOARD OF DIRECTORS
2013**

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*Note: EDITED January 2013

COACHES GUIDELINES AND DUTIES

1. Keep up with all equipment.
2. Have a parents meeting at the beginning of the season.
3. Support the League Fund Raiser.
4. Home team of the last game of the night must help with field maintenance and lock up. Do not leave anyone at the field alone; children or adults.
5. You are responsible for the actions of your assistants, parents, players and fans.
6. Lineup to be turned in at least 15 minutes before scheduled game time.
7. Conduct practice on a regular basis.
8. Call players on cancellations.
9. Nominate and vote on All-Stars.
10. Attend all meetings or send an assistant coach.
11. Get a responsible team representative. If they are not doing the job, you may have to.
12. No alcohol, drugs, tobacco products or profanity allowed at any team function (see Rule 7 of League Rules).
13. The Board of Directors, not the Recreation Department, should handle all questions suggestions and complaints.

TEAM PARENT REPRESENTATIVE DUTIES

The team representative is an adult who represents a team and assists their coach with his duties, thus leaving the coach to do the main job he is here to do, instruct the players. The team representative's duties will be as follows:

1. Meet with the parents to inform them of the importance of the fundraiser and distribute the fundraiser information for that year (tickets, brochures, candy, etc).
2. Collect all money from the players and team into the League Team Parent Rep on the last scheduled practice before the fundraiser.
3. Be sure that their team is informed of their picture day, and have them there on time.

There will be a meeting of all team reps at the beginning of the season with the President and the League Parent Rep to explain their duties and answer any questions that they may have.

LEAGUE RULES

Dixie Youth/Dixie Boy Baseball rules will govern play unless amended by the following Bylaws. "Official Baseball Rules" as published by the National Baseball Congress of America will cover all other rules.

Rule 1: Ages and Divisions of Players

Tee Ball	5 and 6 years old
Small Fry	7 and 8 years old
Minor	9 and 10 years old
Major	11 and 12 years old
Dixie Boys	13 and 14 years old

Cutoff date is May 1 of the current year. Birth Certificates are on file at the Recreation Department. All players must play within their age group.

Rule 2: Coaching Staff

Each team can have a maximum of one head coach and up to 2 assistants - 3 assistants for Small Fry or Tee Ball. No assistant coaches may be chosen prior to the draft that has a child coming into the League. No one else can act in a coaching manner with the team and all coaches must be certified through the Recreation Department. A head coach is defined as a person who attends 75% of all team functions to include games and practices. If a coach does not meet this requirement during the year, they will be placed on probation for at least one year.

Rule 3: Team Selection

Head coaches' children are automatically placed on the team. If a child was an All-Star in the previous year, they must be assigned to round 1, not an All-Star round 3. An assistant coach's child may be listed on the team only if the assistant is returning to the team. If there are two or more teams with an even number of players returning in the same age group, the team that finished in the lowest position of the previous year will pick first and picks will be rotated between the two or more until they have become even in number with another team or all teams in the number of 14 year olds for the Dixie Boys, 12 year olds for the Majors, 10 year olds in the Minors, and 8 year olds in the Small Fry. If one team has less than another, they will pick the older boys in that league until they are even with another team, and then the above process starts.

Example: Team A -3 returning 14's (12's, 10's, & 8's)
Team B - 1 returning 14 (12's, 10's, & 8's)
Team C - 4 returning 14's (12's, 10's, & 8's)
Team D -7 returning 14's (12's, 10's, & 8's)

Team B will pick two 14's off the top and then the team that finished lower in the standings the previous year between Team A and B will pick a 14 and the other will pick a 14. This leaves Team A, B, and C with 4 players. They will then choose according to standings and rotate until they are up with Team D at 7 players. They will then choose according to standings and rotate until they are up with Team D at 7 players each. If there are not enough of the older age players to go to each team evenly, then those 14's would be picked in rotation. For instance, if after Team A, B, & C were even at 4 returning 14's and there were only 3-14's left, that would mean that they could not fill a complete round with the 14's available. Therefore, those 3-14's would be picked in rotation until all are picked, and the draft of 13 's would begin in the original order of finish. Once this is achieved, then the four teams will alternate picks by standings.

Example: 4th place - Team A - Pick # 1, #5 & #9
3rd place - Team B - Pick #2, #6 & #10
2nd place - Team C - Pick #3, #7 & #11
1st place - Team D - Pick #4, #8 & #12

Once it has been determined how many players will be placed on a team for the coming season, the foregoing selection process will be used by each team until the team shall only have one player left to fill its roster. At that time, each team reaching that level will withdraw from the selection process until all teams are evened up to one player short of a full roster. The remaining players will be selected from the hat.

Rule 4: Games

All games will begin on time or within 15 minutes after the one prior to it ends. One hour and 30 minutes is the time limit for Small Fry, one hour and 45 minutes for Minors and Majors, and two hours for Dixie Boys.

This time is to be computed from the scheduled time for the second game of the evening or from 15 minutes after the end of the first game, whichever is later. Starting time will be written on the scorebook by the head score keeper for that game. In the event of a tie game at the end of regulation, or at the end of the allocated time, the game shall continue in full inning intervals until the tie is broken. If the first game lasts into the second game slot, the first game will be played in its entirety. A new game will not start after 8:30 p.m. on a school night. Speed up rules may be used as deemed necessary by the Executive Committee when time may be a problem. There will be no infield practice on games that start after 7:45.

*All Rain outs will be moved to the next available date in that week. All games will finish in their week. NO EXCEPTIONS TO ANY OF THIS RULE.

Rule 5: Equipment

Uniforms shall be worn by all players. Complete outfit: solid white pants, jersey, shoes, socks and hat.

Rule 6: Protest and Complaints

Protest must be made on the spot and before the next pitch or must be put in writing as outlined in the Dixie Boys Baseball Handbook.

Complaints concerning either coaches, officers or any phase of the League must be put in writing and given to the Senior Commissioner of that League for discussion with the Executive Committee. The Protest Committee shall be comprised of any three members of the Executive Committee with at least one of those being the President or Vice President. The protest must be made within 24 hours of the incident and a \$10 fee must be submitted.

Rule 7: Restrictions

Appearance:

All members of the League have an obligation to conduct themselves as decent and concerned persons. No alcohol will be used at any time when there are players around. No profanity will be used at any time. No tobacco products will be used at any time when there are players around.

Coaches:

All coaches must be approved by the Executive Committee each year. Suspension for one game will occur if a coach is removed from the game for any disciplinary reason and they must meet with the Executive Board for possible reinstatement to team activities. Coaches are primarily responsible for the actions of their players and fans. Coaches will not vigorously question an umpire's ruling on the field or off. No negative comments about the officiating shall be made in front of players, coaches or parents that may tend to incite the players or parents or hold the game officials up to ridicule or scorn. At all times, every member of the League should conduct themselves so as to uphold the best interest in the League.

Any complaints about the League function including officiating, coaching or League management should be taken up directly with the Senior Commissioner for presentation to the Protest Committee or the Executive Committee. To do otherwise would be subject to disciplinary action by the Executive Committee as outlined above. Coaches shall also strive to finish every game within the allocated time limit and any attempt, in the judgment of the umpire, that is intentional to slow the game down will lead to suspension of the coach and could lead to the forfeiture of the game if in judgment of the head umpire and slow down has affected the outcome of the game. Failure to complete games will not be allowed and will be dealt with by the Executive Committee.

Rule 8: Brothers-Sisters

Family members are placed on the same team if they are in the same age group. Once one member has been chosen, the other in the next round. If separate years, All-Star 1st round, not an All-Star 3rd round. Family members do not have to play on the same team if that is requested by the parent or guardian.

Rule 9: Officials

At no time will a coach approach an official after a game with a complaint or problem dealing with a game. If there is a problem, the coach must take it up with the Senior Commissioner. An unsportsmanlike approach to an official after a game calls for one week suspension from any team activity and then a meeting before the Executive Committee to see if they will be reinstated to coach the team. Any parent, coach, umpire or Executive Committee member may bring a complaint against a coach for violation of this rule.

Rule 10: Playing Time

Two (2) innings and two (2) at-bats for small fry. If your team does not bat in the bottom half of the fourth inning, then the rule will drop by 1/2 inning. If the game is called due to the time limit, then all players must be in the lineup in accordance to satisfy the rule as if the game had been completed. In the Minors, Majors and Dixie Boys, every player on the team roster will participate in each game for a minimum of six defensive outs and bat at least one time. The length of the game does not change this rule. There will not be allowed more than one sub per each batting position in a team's lineup, and they will alternate bat through the course of the ball game.

SMALL FRY PENALTY

The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section 1 and the requirement for this game before being removed. This must be checked by the Commissioner in charge.

The coach shall for the:

1st offense - receive a written warning

2nd offense - a suspension for the next scheduled game

3rd offense - a suspension for the remainder of the season.

Note: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Executive Committee. However, forfeiture of the game may not be invoked.

Rule 11: Late Sign-Ups

Anyone signing up after the draft by or before the last cut off date will be assigned by the President by age and by which team has next pick as shown under Rule #3.

Rule 12: Total Players Per Team

Teams are required to fill their rosters to the prescribed amount of players unless an insufficient number of players make it possible.

Rule 13: Expansion Team Draft

The first four draftees of the oldest age group in that division will be made by a new team or teams. If there is more than one new team, they will flip for draft order. If there are not enough draftees in the oldest age group in the division, the new teams may pick from all draftees until they have four team members. After each new team or teams has four team members, then the normal draft rotation will be put into effect except that the new team or teams will pick first and will go through the returning teams in order of previous year's finish. The expansion team's coaches must make sure that the age groups balance according to the Dixie Youth/Dixie Boys and League Rules.

Rule 14: Run Rule

A ten run lead rule will be used for all divisions. (Refer to Dixie Youth/Dixie Boys Rules)

Rule 15: All-Stars

The coach that wins the divisional championship will have the right to coach the All-Star Team provided the League Executive Committee approves. He may also, with the Executive Committee approval of selections, pick his assistants for the head or assistant coaches in his division. If the winning head coach declines, the next in line for the position will be the head coach with the second best record, and so on. Each coach will submit a list of players from their team they feel should be considered for All-Star play. There should be a minimum of two players submitted from each team per age group. The Executive Committee will accumulate the list and pass it back to the head coach or voting coach, one per team. Any League umpire, Executive Committee member, or voting coach, will have the opportunity to add any player that they feel was overlooked. Each League team should be represented by at least one player, no matter which age group, but does not have to be both age groups. No player shall play out of his age group in Dixie Boys.

Each voting coach, plus any umpire who has in the judgment of the Executive Committee sufficient knowledge of the players, shall then vote on the 11 players that they feel should be on the All-Star team from the list. Any player receiving a unanimous vote shall be automatically placed on the team and any player not receiving more than one vote will be removed from the list. Voting shall continue in subsequent rounds so that any players receiving 2/3 or more of the vote shall be added to the team and those receiving 1/3 or less of the vote shall be removed from the list. Voting shall continue until all 12 members are chosen. The 12th member of the All-Star team will be selected by the All-Star coach from the remaining list of players. The voting coaches may give the All-Star coach permission to pick more than one member of the All-Star team by 2/3 vote, but that choice also must come from the remaining list of players. All disputes or interpretations of this process are to be decided by majority vote of the Executive Committee.

ALL-STAR TRAVEL

If an All-Star team travels more than 125 miles for a tournament, the team shall receive \$200.00 per day for expenses. There is to be one adult per room as a chaperone. The League Commissioner and All-Star coach in conjunction with the team representative will be responsible for soliciting any additional funds needed for All-Stars. The Executive Committee will assume no responsibility in this matter, but may help with any additional sponsorship money.

Rule 16: Awards

Only what the League gives out is permitted to be given to players. Teams may not go out and buy trophies or medal for their individual teams for any reason. It is recommended that Participation Certificates be given to all League participants. Failure to abide by this rule could result in a coaching suspension. Trophies will be given out for League Champions, Division Champions and All Tournament Champions and Runners-Up.

Rule 17: Special Rules

Exception to Nine Player Rule

A game, once started with nine players, may be completed with only eight players due to injuries in accordance with the Free Substitution Rule 3.03 in Dixie Youth/Dixie Boys rule book. If a player arrives late they will be added to the end of the batting order.

Minors

In the Minor Division games only, a half inning of play will consist of three outs or nine batters, whichever comes first. The ninth batter must strike out or hit the ball. If there are less than two outs when the ninth batter comes to bat, the final out can be made by striking out the ninth batter, the ninth batter flying out, putting the ninth batter out at first base (this is the same as a third out, no runs scored), or tagging home plate. If there are two outs when the ninth batter is at bat, then regular baseball rules apply and the outs can be made in any allowed manner. No runs can be scored after home plate has been tagged on the ninth batter.

Small Fry

1. Teams will consist of up to 13 players ages 6, 7, and 8 as of May 1 and up to 4 coaches.
2. Each team will play and bat a maximum of ten players per inning. Bases will be cleared of all runners then three outs are made, with the exception of the last batter. Batting will continue until all batters have batted. There will be no walks issued.
3. Only the catcher or pitcher can tag home plate on the last batter, everyone else must play their position. No infielder will be allowed to back up on the grass area and no outfielder will be allowed to play the infield. Outfielders cannot run the ball into the plate on the last batter.
4. The last batter may be put out by any normal baseball means or by the defense tagging home plate with the ball in possession. The last batter must be put out or they are eligible to score and once the last batter is declared out no other runner can score. Once the defense tags home plate with the ball on the last batter and the runner on base no outs other than those mentioned above may be made; no runner may be forced, tagged or in any other way deemed to be out except as specifically outlined unless it is the 3rd out. The sure out is always at home on the tenth batter. A ball that bounces over the fence or is considered a ground rule double will be counted as a double.
5. The coach who is doing the pitching will not be allowed to talk to any of his players batting or running the bases once the pitch has been thrown, while he is serving as the pitcher, until the play is over. Any talking will result in a warning, with the second offense causing the ejection of the coach from the game.
6. The front of the pitching rubber will be located 40 feet from the plate. A ten-foot circle will be drawn behind the rubber starting at the side of the chalked circle when the ball is pitched. Any balls that hit the coach will be ruled as fair and should be played as such. To stop the play both of the pitchers feet must be within the circle. The line is part of the circle.
7. A pitcher or other player catching the hit ball within the circled area behind the pitching mound may make a play to any base, without time being called. Any other time the circle kills the play.
8. The pitcher (coach) will be instructed before the first pitch to throw strikes with a small loop in the pitches. The home plate umpire will be located behind home plate and will only call strikes. Each batter will be given three strikes or swings unless foul tipped. Beginning with the second half of the season, strikes will be called on balls pitched but not swung at. The pitcher (coach) may move up to the front of

the circle but his feet may not leave the circle when the ball is thrown.

9. Bases will be 50 feet. A chalk line will be marked between first and second, second and third, and third and home to show the halfway point.

10. A play can be made on runners at any time until the ball is dead. The ball is dead when the player playing the circled area behind the pitcher receives the ball and has control within the circled area. Any runners who have not crossed the halfway lines will be asked to return to the last base occupied and any runners who have crossed the halfway line will continue to the next base. Time cannot be called. The pitcher in the circle with the ball stops the play.

11. Base runners may advance at their own risk. Only one base if the ball is thrown out of the playing area and all they can get on overthrows that stay within the playing area. No infield fly rule will be used. Runners may advance on a fly ball that is caught fair or foul at their own risk.

12. No stealing. Base runners must be in contact with the base when the ball is pitched and can only be advanced when the ball is hit. If a player leaves the base too soon, the defensive coach has the option of taking any portion of the play.

13. Any runner will be out, while the ball is live, if they are aided or interfered with by their coach attempting to help them with the play in a manner such as touching or pushing them.

14. A runner missing a base can only be appealed by the opposing head coach. It is not a live ball.

15. No walks, bunting, hit batter or catcher interference will be allowed. Catcher interference will be a no pitch.

16. Four complete innings will be a game unless the home team is ahead by more than ten runs after three innings.

17. Only the players and coaches will be allowed inside the playing area. Only the head coach will be allowed to confer with the umpire about play and rule situations. Coaches will keep all equipment inside the dugout at all times.

18. Coaches will be allowed to coach at each baseline but must stay within the marked off area. No more than two coaches will be permitted on the field at one time to confer with the defense during a time out. Only two time outs per inning will be allowed except for an injury.

19. Coaches will be allowed to position their batters only once per inning. Coaches cannot switch players on defense once the inning has started (first pitch). Where the player starts is where he must finish unless a substitution is made.

20. Coaches will give the scorekeeper their lineup for all four innings before the game starts. No changes except for injuries or late-comers. In case of extra innings, the lineup will start over until finished.

21. No loud chanting or call swing at the opposing team.

22. A 30-foot circle (15 feet in diameter) will be drawn around the home plate area. No defensive player will be allowed inside this circle except the catcher or pitcher. The only players that can put the tenth batter out at home is the pitcher or catcher.

23. A regulation ball will be used.

24. Games will be Monday, Tuesday, & Thursday, 5: 30 and 7: 15 with rainouts to be played on Wednesday, Friday, and Saturday. GAMES WILL BE PLAYED IN THEIR SAME WEEK IN THE NEXT AVAILABLE SPOT IN THE WEEK.

Rule 18: The League Championship

The League Championship will be decided by the best of three in a play-off between the winners of the first and the second half of the season. In the case of a tie between two or the winner being declared the champion of the half in which the tie occurred. A complete regulation game will be played. There shall be a minimum of one two-day break between the end of the second half and the beginning of the League Championship playoff. A coin flip will be used to determine playoff schedule if three or more teams should tie for seasonal championships.

Rule 19: Player Conduct

A. Players will automatically be ejected from the game when:

1. Player leaves the field during a game without permission from an umpire.
2. Player (s) engage in a fight.
3. Player deliberately crashes into a player who is holding the ball and waiting to make a tag.

B. Players are reminded that the following will not be permitted during a game. Players will be given one warning and will be automatically ejected from the game for second offense when:

1. Player uses profanity.
2. Player throws helmet or hat in disgust.
3. Calling an opponent by name.
4. Deliberately distracting an opponent by verbal or physical actions.
5. Pounding the dugout with a bat.
6. Player attempts a fake tag.
7. Wearing or using improper equipment.
8. Sliding head first while attempting to advance to any base. This does not include diving back to a base previously occupied by that player -not Dixie Boys.

C. Any player ejected from a ball game due to poor conduct as described in A or B will be ineligible to participate in the team's next game. If they are put out of a second game they will be suspended for a minimum of one week and must meet before (he Executive Committee with parent (s) or legal guardian for possible reinstatement. A third ejection will follow with an automatic ejection from the League.

Rule 20: Players Changing Teams

In the event a player requests permission to be released from one team in order to re-enter the draft for the following season, the following procedure must be followed:

1. A written request must be made by the player and his parents/legal guardians requesting release from the original team, asking permission to reenter the draft, and stating the reason(s) for this request. This written statement must be sent to the Executive Committee.
2. The Executive Committee will upon receiving this request, will schedule a meeting that must include the player, parents/legal guardians, and the Executive Committee.
3. The Executive Committee will, upon receiving all relevant information, decide whether or not permission is granted allowing the player to reenter the draft. The decision will be make in an Executive Session by the League Executive Committee following League By-Laws. The player and parent/legal guardians will be informed of the decision as soon as possible.

Rule 21: Pre-Season Practice

Any team wishing to start informal practices with returning players may not do so prior to March 1st of the current year. No perspective players outside of the returning team members will be in attendance at these practices. Returning players will not be required in any way to attend.

Rule 22: Practice

Due to church schedule, Sunday practices are not allowed and Wednesday nights should be alternated among teams. To encourage efficiency and productive use of the practice and game times while minimizing the time away from family, schoolwork, etc., the following practice schedule will be enforced:

8 hours per week, no more than 2 hours per day which includes games.

MCLEOD PARK BASEBALL LEAGUE

DIRECTIVES AND RULES

DIRECTIVES 1988

Article I: Philosophy

The McLeod Park Baseball League is conducted for the youth of Florence. It is designed to afford youngsters an opportunity to participate in an atmosphere of friendly competition against other youngsters of their own age. Of highest priority and concern is that all players, coaches, parents, spectators and other individuals relating to the League, participate under the guidelines of Christian principles. It is the belief and philosophy that concern for the participant's personal growth is far more important than the game of baseball. We believe that emphasis should be placed on achievement through dedication, industriousness, and cooperation with our fellow man, and on fair play rather than on winning a contest. It is the hope of the League that each youngster will learn new skills, make new friends and have fun through competitive sport.

Article II: Membership of Board of Directors

Active membership is open to all persons in the Florence/McLeod Park District who aspire to the philosophy of the League and who have been recommended by a present member and approved by the membership. Membership is made lip of the President, Vice President, Secretary, Treasurer, Commissioner for Tee Ball, Small Fry, Minors, Majors, and Dixie Boys.

Article III: Executive Committee

Executive Committee Members of the Board shall be elected at the annual meeting in November and assume duties December 1st, effective for one year. Each league shall have one representative on the Executive Committee. Executive Committee shall conduct all business of the league, with coaches involved in all baseball rules. They will maintain and establish the rules and regulations of the League. A Majority Vote is needed to add or delete any portion of the Directive and rules for the next season. A unanimous vote is needed to add or delete any portion of the Directives and Rules for the current season. An annual report will be given to the Committee in November stating physical and financial progress made during the year. Meetings may be called at any time by request of the President or Vice President or any two members of the Executive Committee. A majority of the members shall constitute a quorum with at least one of those being the President or Vice President. All board meetings will be on the 1st Wednesday of each month.

Article IV: Duties of Officers

PRESIDENT

It is the President's primary responsibility to direct the League program in a manner that will result in a recreational outlet being provided for as many youths as possible. It is also the President's duty to encourage all officials, workers and team members in the program to abide by the rule of good sportsmanship, and to help build a program that will result in obedient, patriotic and God loving youth.

Other duties of the President are as follows:

- Preside over all meetings.
- Sign all written agreements of the League.
- Assure that the rules and regulations for the local program are adhered to.
- The ultimate arbiter in any dispute or protest concerning the League.
- Assign duties to members and officers and other workers in the League. Approach possible board members for serving the next year.
- Conduct an annual meeting in November for officers so he can explain the purpose of the League and to review the rules and regulations in March for the coaches.
- Assign late sign up players to teams.
- Public relations activities including appearances before any group in order to aid the League.
- Preparing season schedule.
- Responsible for recommending yearly and long range objectives to the League for their consideration and actions.
- Organize year end sponsor banquet for Board Members, sponsors and coaches.
- Conduct meeting in February for coaches in the league. All coaches are required to attend. The purpose of the meeting will be to update rules, check uniforms and equipment and discuss conduct and sportsmanship for coaches. Also to determine what efforts must be made to keep any players from quitting.
- Preside over drafts.

VICE PRESIDENT

- Attend all meetings.
- In the absence of the President, assume the President's responsibilities. Serve out President's term if needed.
- The Vice President will assist the President in any duties.
- Be responsible for all annual awards for the past season's activities.
- Serve as director of all league playoffs.
- Recruit head coaches or coaches each year in February for the coming year. (Returning coaches have priority option for team coached the year before.)
- Attend as many games as possible and observe the conduct of the coaches, players and fans with an attempt to improve the sportsmanship of all concerned.
- Investigate the reason for players dropping out of the League after registration or those who did not return the next year to sign up, with help from the Commissioners.
- Serve as players agent with the welfare of all players and the utmost of interest. Responsible for umpires and score keepers.
- Help with all drafts.

SECRETARY

The Secretary's duties are:

- Attend all meetings.
- To keep accurate records of all meetings of the League.
- Issue notices of all meetings and provide all members with copies of the minutes.
- Keep and turn in accurate rosters to Recreation Department and Dixie Baseball for regular season and All-Stars.
- Send thank you notes to sponsors and coaches at the conclusion of the season.
- Handle all League correspondence.
- Send a statement (bill) to sponsors on or before January 15th each year.

TREASURER

The Treasurer's duties are:

- Attend all meetings.
- Keep records of all financial transactions of the League pertaining to cash flow. These should be kept in the form of a cash journal, account journal, checkbook and inventory sheets.
- Organize and oversee the events that the Executive Board decides the League will undertake to raise the money for the year.
- Responsible for maintaining smooth and efficient running concessions and keep accurate and current records of all money spent and received for each concession. Be responsible for all beverages and supplies for each concession stand.
- Make sure all sponsors receive their team pictures and plaques, if given, at the end of the season.
- Organize fund raising project for the League at the direction of the Board and coordinate responsibilities with the League officers and representatives.
- Issue cut materials for the fund raising project and take up all monies turned into the League from sponsors and fund raising project.
- Find a person from each League who will oversee each League's concession stand. Coordinate the stocking of all concessions.

LEAGUE COMMISSIONERS: SMALL FRY, MAJOR/MINOR, DIXIE BOYS

- Attend all meetings.
- Assist President with All-Star selection.
- Supervise the issuing and return of all equipment.
- Help coordinate the draft selection and review system with all coaches under the direction of the Executive Board.
- Help with evaluations and coordinate tryouts.
- Provide coaches with league information and rulings as needed. Make sure coaches are aware of game schedules of their leagues, and their responsibility for concession and press box for one week during season.
- Help with recruitment of coaches and sponsors.

- Be consultant for League Directives and Rules.
- Do scheduling of and be responsible for opening and closing the concession stands, games starting on time and at least have one board member at the Park at all times.
- Help with drafts.
- Help with evaluations and tryouts.
- Coordinate and remind teams of their picture schedule.

Article V: Financial Arrangements

All financial arrangements will be handled by the officers of the League. All business must receive approval of these members or be brought before the Executive Committee for discussion and actions. All business will be conducted by check from the League checkbook. Checks must be signed by the President or the Treasurer. Check signature cards must be signed at the bank the League chooses to use when the changes in officers occurs.

SPONSORSHIPS

The cost of the League sponsorship will be decided by the Executive Board and will be for a one year commitment. The fee can be paid on an annual basis and should be received by March 1st of each year. Team sponsorship for individual teams should be decided by the Executive Board. No team may assume the responsibility nor the administration of their teams.

Article VI: Attendance Rule

Any Executive Committee member missing three scheduled meetings in a row without justifiable reason (verified by the President or Vice President) will be discharged as a member of the Board. Any member missing five meetings within a year will be discharged.

Article VII: Amendments

These Directives can be amended by a majority vote at the annual meeting in November and the amendments would take effect immediately. If a vote is taken on amendments at any other time, a unanimous vote by the Executive Committee would be required to change any Directive during the current or upcoming season.