



2010 League Rules & ByLaws

- Adopted by the Rules Committee: January 9th, 2001
- Ratified by the Board: February 13th, 2001
- *Subsequent modifications to the original version have been end-noted. Current version reflects updates made through 2010 winter meetings.*

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1. GENERAL

The Baltimore County Over-30 Baseball League ("the League") will adhere to the American League Rule Book as published annually, with the exception of the following amendments. Team Managers are to ensure all players comply with these Rules, as amended.

2. EQUIPMENT AND UNIFORMS

- a. Matching team uniforms are required. This means that jerseys must match in color and style (replicas and authentic MLB clothing are considered to match and be acceptable and be accompanied by matching pants and hats. No shorts or sweats will be allowed during League play. A player may not take the field if not in complete uniform without the permission of the Commissioner. Repeated violations will be grounds for suspension.
- b. All batters and base runners will wear safety approved batting helmets supplied by the League whenever the player is at bat or on the base paths. This includes batting practice or team drills!

3. UNSPORTSMANLIKE CONDUCT

- a. Profanity, unsportsmanlike conduct, throwing of equipment or violent behavior will all constitute unsportsmanlike conduct. Any violation of this rule may subject the offending player to ejection from the game, suspension from League play, removal from the Park and Recreation's facility, and prosecution by LTRC and/or Baltimore County Government at the discretion of the League. A player ejected from a game must leave the facility. Failure to do so will result in the player's team forfeiting the game.
- b. OFFENSIVE CONDUCT. There will be NO "bulldozing" of basepersons or catchers while running the base paths. The Umpire(s) have authority to call such a violation. A violation of this Rule will result in an automatic out. A flagrant violation will result in ejection from the game of the violator. Any ejection results in a minimum of a next game suspension.
- c. The NHFS "Force Play Slide Rule" will be observed:¹
 - i. A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the bag with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid contact or altering the play of a fielder.
 - ii. A slide is illegal if:
 1. The runner uses a rolling, cross-body or pop-up slide into the fielder

2. The runner raised his leg higher than the fielder's knee (in a standing position)
3. The runner goes beyond the base and then makes contact with or alters the play of the fielder
4. The runner slashes or kicks the fielder
5. The runner on a force play does not slide on the ground and in a direct line between the two bases

The penalty is the runner will be called out and if in the umpire's judgment, the act is deemed malicious, the player will be ejected. The penalty on a force play for an illegal slide is the runner is out as well as the batter-runner.

- d. DEFENSIVE CONDUCT. A feint tag meant to cause a runner to slide constitutes unsportsmanlike-like conduct. The first infraction will result in a warning to the offending player and the granting of one base to the runner from the place of the violation. A second infraction will result in the ejection of the player committing the infraction.²
- e. SHAKING HANDS. All present players are encouraged to shake hands with the opposing team after every game.

4. LEGAL BATS

- a. Only the use of wooden baseball bats is permitted.³
- b. If any player enters the batters box with a bat that is deemed to be an illegal bat under any applicable rule herein, that batter will be called out and the bat removed from the playing field.

5. PRE-GAME MEETING

- a. The League will provide four new baseballs to the plate Umpire at the start of each game. Unless lost or damaged, these balls will be returned to the respective teams after the game.
- b. Each team will be represented at the Ground Rules discussion held at home plate prior to the start of each game. The ground rules will remain consistent throughout the season and are not subject to periodic change during a season.⁴
- c. Each team's line-up will be set by the time the umpires meet to review ground rules. This means that any player not available to play at that time shall be placed at the end of his team's line-up.

6. GROUND RULES

The fence, which is parallel to the team benches on either side of the field, is the

boundary for all balls, batted and thrown inasmuch as needed to determine whether a ball is in play or out of play. Rules pertaining to overthrown balls will become effective on all thrown balls which cross the line, imaginary or painted; and rules pertaining to out of play balls will become effective on all balls batted, which land on the outside of the line, imaginary or painted. A ball crossing that line, imaginary or painted, is a dead ball as if it landed in an out of reach area and all rules ordinarily pertaining the advancement of runners apply. That line shall extend from the furthestmost point of the fence, from home plate, directly forward to the closest point of the outfield fence, as if a solid object. Balls may be caught in the air, while leaning over that line but once a player steps on or over the line, that ball shall be deemed out of play and therefore unplayable. Runners may advance in accordance with any other rules already in effect on all thrown balls which cross the line. Batted balls which cross the line, even if caught on the unplayable side thereof, are deemed foul and not in play.⁵

7. SUBSTITUTIONS

- a. Free substitution of defensive players is allowed, with the exception of pitchers. Once a pitcher has been relieved of duty, that pitcher may not pitch again during the remainder of that game.
- b. If an offensive player is injured to the extent that said player needs to be removed from the game, the removed player may not play in his team's next half of an inning. If this happens a second time during that game, that player is removed from the game.
- c. If a pinch runner is needed for an injured offensive player, the offensive player who made the last batted out may pinch run. The player substituted for must remain out of the game for at least the next half inning. No open substitution, as described in Sec. 7.a, will be allowed in this instance.
- d. In the interest of time conservation, a substitute runner will be allowed for the incoming pitcher and catcher. The substitute runner (defined as the player who was the last batted out) may be used in order to allow the incoming pitcher and catcher to warm up for the next defensive half of an inning.
- e. A pitcher may pitch a maximum of fifteen (15) consecutive outs during a scheduled nine (9)-inning game.⁶ If a game has been scheduled as a seven (7)-inning game pursuant to Sec. 11.d, then a pitcher may pitch a maximum of twelve (12) consecutive outs during said game.⁷ All players of any age, 30 and over, are eligible to pitch.

8. PLAYING TIME, BATTING ORDER

- a. All players present at the game will bat, in order. Every player must play at least 3 innings in the field. It is the responsibility of each team Manager to see that this Rule is implemented. If, for some reason, a game is shortened, or a player leaves early or arrives late, this Rule does not apply.

- b. When a player cannot finish a game they started, for any reason, other than ejection, that player's spot in the batting order will be skipped and an out will not be assigned each time his batting spot comes up. An ejected player's position in the lineup will be an automatic out.

9. GAME CANCELLATIONS

- a. Valid reasons for game cancellations are:
 - i. Unavailability of umpires.
 - ii. Inclement weather.
- b. Once a game begins, the umpires have the responsibility to determine the safety of playing. This pertains to weather conditions, daylight, and other matters related to safety, i.e. the condition of the field.
- c. A game stopped before it is a legal game will be rescheduled as a new game. All rescheduled games will be held at a time assigned by the Commissioner.⁸

10. NUMBER OF PLAYERS, FORFEITURES

- a. A team must have eight (8) players to begin a game. A game may be delayed fifteen (15) minutes to wait for the 8th player. If injuries cause a team to field fewer than eight players, that team will forfeit the game. If a team plays a game with 8 players, the Commissioner may assign that team at least one new player off of the eligibility roster.
- b. If a team forfeits, the Commissioner will take whatever action it decides is warranted to avoid further forfeits.

11. A LEGAL GAME

- a. A legal game is one where the trailing team has batted for a minimum of fifteen (15) outs.
- b. No normal inning can begin after two (2) hours and fifty (50) minutes (2:50) from the time the head Umpire begins the game.⁹
- c. Once a game has been deemed legal, the umpires may conclude the game at any time they feel it is unsafe to play due to darkness or weather conditions. If a game is concluded in the middle of an inning due to darkness or weather, that game's outcome shall be determined as of the last completed inning. If the home team is winning at the time of stoppage it will be considered a complete inning. If the visiting team is winning at the time of stoppage, the score will be taken as that of the last completed normal inning. A resulting tie will be considered a suspended game to be continued from that point at a later time.
- d. A game can consist of a maximum of nine (9) completed normal innings. A game

scheduled to begin either during a weekday or on or after 6:00 PM can consist of a maximum of seven (7) completed normal innings. If the score is tied and the 2:50 time limit has not expired at the conclusion of the game as described above, extra normal innings may be played until either the tie has been broken or the 2:50 time limit expires, whichever comes first.¹⁰

- e. If a game has been deemed legal and the score is tied after the 2:50 time limit has expired, “shootout” innings will be played to determine the winner. Shootout innings will be conducted as described below:¹¹
 - i. The last batted out from the previous normal inning shall become a base runner for the offensive team starting at 2nd base to begin the shootout inning.
 - ii. The next batter in the batting order will begin their at-bat with a 3 balls and 2 strikes (3-2) count.
 - iii. If the pitch to the batter is called a strike or the ball is swung at and missed, the batter is deemed out and the next batter in the batting order comes to the plate under the same count.
 - iv. If the pitch to the batter is called a ball, the batter walks and the next batter in the batting order comes to the plate under the same count.
 - v. If the pitch is hit into foul territory, the count remains as is.
 - vi. If the pitch is hit into fair territory, then the ball is in play as normally prescribed.
 - vii. Each team is allotted 3 outs. If the score remains tied after both teams have batted according to the shootout format described above, another shootout inning will be played.
- f. Each team will keep an accurate score book (supplied by the League) for each game.

12. EXCESSIVE LEAD RULE / TOURNAMENT AND SUBSEQUENT YEAR SEEDINGS

- a. If, after five (5) or more complete innings (4 1/2 or more if the home team is leading), on team is leading by twelve (12) or more runs, the game will be considered complete and the leading team declared the winner.
- b. Although the League shall be organized into two divisions, for the purpose of the subsequent year’s draft, as well as for placing teams into seeds for any post season tournament, an overall standing shall be calculated as follows.
 - i. First, all teams shall be ranked in terms of their win-lost records as they would be in major league baseball.

- ii. Second, in the event of a tie between teams, the won-lost record in the contests between the tied teams shall determine their respective ranking overall. Therefore if two teams are otherwise tied, the one that has the winning record against the other shall be placed ahead in the standings.
- iii. In the event that there is an even record between tied teams, their ultimate standing versus each other will be determined by a coin toss.

13. GAME VS. DAY

- a. Any League “game” is to be treated as a single contest described under Sec. 11, not as a “day.”
- b. For any suspended game being finished prior to the start of a regularly scheduled game, the pitcher(s) of record during the suspended game may continue to pitch until their limit for that game has been reached as described in Sec. 7.e, or the suspended game has been completed, whichever occurs first.¹²
- c. After any suspended game has been completed and a regularly scheduled game has started, the pitcher(s) mentioned above would be eligible to pitch in said game as normally provided under Sec. 7.e.

14. APPEALS

Umpires have the final decision in judgment calls. Only violations of the rules may be protested.

15. PLAYER AGE

New players must be thirty (30) years of age by the date of the first game of the new season. All new players must provide valid proof of age to the League by the date of the New Player Evaluation. All players must provide proof of age to a League official before they are allowed to play.¹³

16. ELIGIBILITY ROSTER

- a. An Eligibility Roster, which includes players' positions, age, self-ranked ability level, and phone number, will be maintained by the League Treasurer as well as the Commissioner¹⁴ and will not distributed to each Manager. When a team needs a replacement player, the Treasurer will assign players from the Eligibility Roster on a first-in-first-out basis.
- b. A new player must be selected from the Eligibility Roster. All new players must go on the Eligibility Roster. A team that does not follow this procedure will forfeit games in which the ineligible player has played.
- c. When a team's roster falls below the minimum, the next available player will be assigned to that team.

17. LEGAL ROSTER

- a. A team roster must consist of a minimum of fifteen (15) and no maximum number of players. If several slots on different teams need to be filled to maintain the roster at its "legal" level, and no players are available from the Eligibility Roster to fill those vacancies, new players will be entered on the list and assigned on a first come first served basis. The incoming player will be charged a pro-rated fee for the remaining games and be required to purchase a uniform.
- b. Each team may have a part time player paying only 50% of the annual fee, provided:
 - i. That player is declared before March 1st.
 - ii. That player previously was a full time player or part time for the same team in a prior season.
 - iii. That player plays no more than eight games of the current season.
 - iv. That player is ineligible for post-season play.¹⁵
- c. Team rosters shall be frozen effective July 4th of each season, for purposes of the playoffs. Players added to team rosters after this date are not eligible to participate in the play off games of the season in which they were added unless accepted by the Commissioner.¹⁶

18. REGISTRATION

- a. **RETURNING PLAYERS.** Players in good standing at the end of a season are "Returning Players" for the purpose of these rules and are entitled to return and play the following season as long as they meet the League's application deadlines. A player who misses a single season is also considered to be a returning player. The League shall open registration exclusively for returning players at least one month before admitting the applications of new players.
- b. **NEW PLAYERS.** New player applications received during the exclusive returning player registration period are to be placed in a queue by the League Treasurer. On the first day that new player applications are accepted after the exclusive returning player registration period, the collected new player applications will be accepted in the order they were received up until the point that the League is deemed "full" as determined by Sec. 19 of these rules.
- c. **LEAGUE FULL.** The League is deemed to be "full" when the number of registered players equals the minimum number of players per team (as defined by Section 16 of these rules) multiplied by the number of teams in the League. At twelve teams and a minimum of fifteen players per team, the League will be deemed full when the number of registrations reached one hundred and eighty. If any team will be carrying more than the minimum number of players (because of

Sec. 17.b or Sec. 18.a) the “full” enrollment of the League shall be deemed increased by that number of additional players.

- d. **ELIGIBILITY ROSTER.** Once the League is deemed to be full, all applications received, whether from new or returning players, shall be placed by the Treasurer on a waiting list known as the “Eligibility Roster”.
- e. **PAYMENT.** A player’s application shall not be deemed accepted and they shall not be considered registered unless the application is accompanied by payment in full of the League’s published registration fee. In the event that an applicant submits a check which the bank for any reason returns, that player’s application will be deemed to not have been received and that player not registered. That applicant will be placed at the back of the applicant queue when the League receives valid funds for both the registration fee as well as any bank charges incurred by the return of the bounced check. In such a case, it is possible that the League may have become full in the intervening period and the player involved relegated to the Eligibility Roster.

19. RETURNING PLAYERS

- a. As long as the League is not full pursuant to Sec. 18.c, a returning player is entitled to return to the last team he/she played for unless he/she elects Free Agency under Sec. 21.a of these rules or unless he/she is removed from that team by the League board under Sec. 21.b.
- b. If the League is full and a returning player’s application is in the Eligibility Roster pursuant to Sec. 18.d, that player may be added to his old team’s roster after the draft is completed and only if the old team agrees to the addition. This will result in the team having more than the minimum number of players.
- c. If the League receives an application from a past player who has missed more than a season and who wishes to return to the last team he/she played for and the League is not yet full, that veteran player may be assigned to his/her old team only if the team agrees to the assignment. If the League receives the application after the League is deemed full, then that player may be added with the team’s approval only after the new player draft is complete. This will result in the team having more than the minimum number of players. This section shall only be used if the League has records of the veteran player’s past participation.

20. EVALUATION

A New Player Evaluation is held each spring to complete the registration process. It is the responsibility of each team to be represented at this Evaluation. The Commissioner is to ensure that any drafted player has participated in the evaluation. All Rookies (other than Protected Players) must attend the Evaluation in order to be eligible for the draft.

21. FREE AGENTS AND PROTECTED PLAYERS

- a. Any returning player wishing to change teams must claim free agency status on his/her registration form. Free agents will be put into the pool of new players for the purpose of the League's draft, see Sec. 22.
- b. A manager may not force a player to leave a team without the player's consent. After two unexplained absences or four missed games, the manager may petition the Board to remove that player from the team's roster. A player so removed will be put into the pool of new players as a free agent for the purpose of the League's draft, see Sec. 22.
- c. A free agent may designate on his application the team he/she wants to join. After the League is deemed full, the Treasurer will ascertain if the team so named has elected to take the free agent as their first round draft pick. If the team agrees, the Treasurer shall inform the Secretary so that the draft can be run accordingly. If the team already has the minimum number of players and thus would have had no draft picks to give up, then the Treasurer shall allow another player off of the eligibility roster and into the new player draft.
- d. A new player can declare which team he/she wishes to play for and if that team wants that player, it may declare him/her to be its "protected player". A protected player does not need to attend the new player draft. A team selecting a protected player shall lose its best available draft pick. To be a protected player, a new player must have met all of the other eligibility requirements.
- e. The two teams with the worst regular season record can thus select two free agents or protected players before the draft. All other teams may select only one free agent or one protected player before the draft. The worst record teams picking one free agent or protected player will not lose a first round draft pick. The worst record team selecting two players under this paragraph will lose its first round draft pick.

22. DRAFT

- a. Each spring, the League shall hold a new player evaluation and draft to allow each team to be brought up to its required minimum number of players as set forth in Sec. 17. The Treasurer shall invite all new player applicants and free agents to the evaluation. A player not showing up to the new player evaluation shall be placed at a random spot in the Eligibility Roster.¹⁷
- b. The Secretary shall prepare a document laying out the order of the draft picks. Picks shall be assigned to teams in the reverse order of the teams' performance in the previous season as determined by Sec. 12. The draft shall be organized into rounds for clarity and each manager shall be given numbered cards corresponding to their team's picks in the draft.
- c. Before the new player evaluation begins, teams shall hand in their first round draft

picks for any pre selected free agents or protected players pursuant to Sec. 21.

- d. If two new players are invited to the evaluation and they have designated on their application that they wish to be selected together, then the League will honor their request. For a team to select the two players as a pair, the team would need to give up its two best available draft picks at the time it makes the selection. The two players may not be split up unless they are the last two players selected in the draft and two teams have the last two picks.
- e. A team wishing to add players above the League minimum shall be able to do so only after every other team reaches the minimum number of players. In practice this means that such additional picks will be the very last picks in the draft
- f. Teams may swap draft pick cards as they wish before the new players are notified of their team selection.
- g. After all new players are selected and all draft pick cards are handed in, teams may trade new players as long as the new players have not been notified of their selection in the draft. If such a trade is made, then the two managers will notify the League Secretary before notifying the traded new players. The League's records of teams and players will be accurate at all times.
- h. Once new players have been notified of their new teams, trades may only be consummated with the approval of the players involved. This rule applies to all trades before July 5th between teams including those involving returning players.

23. NUMBER OF TEAMS, TEAM ROSTERS

The League shall consist of twelve teams. As soon as possible following the Draft, but no later than opening day of the new season, the League Secretary shall submit to each manager and to the Commissioner a full team roster, including phone numbers.

24. RULES VIOLATIONS

- a. All ejections will result in at least a one game suspension, which will be the following played game. In the event of a protest or serious infraction of the League rules, e.g. one of the type for which either forfeiture, suspension or expulsion has been previously set forth as a penalty, the following procedure shall apply:
- b. The Commissioner shall undertake an investigation to ascertain all of the pertinent facts from all available witnesses. The Commissioner shall thereafter make a finding of fact and if necessary levy penalty against the offending player(s) or team.
- c. These Rules are subject to periodic review and may be amended at any time according to the guidelines herein.

Over 30 Baseball By Laws

Ratified 11/18/2010

Article I Name and Location

Section 1: The name of this organization shall be the LTRC Over 30 Baseball League, hereafter referred to as "The League". Location of league games will be on fields sanctioned by the league.

Article II Purpose

Section 1: The league will operate as a not-for-profit organization formed for the purpose of organized baseball for men and women 30 years of age and older.

Article III Government

Section 1: The league will be directed by a "Board" consisting of the managers of each team and the league officers. The board shall be responsible for directing all aspects of league management including but not limited to scheduling, umpire hiring, administrative duties, rules changes, disciplinary action, etc.

Section 2: Officers are not required to be managers or members of the league. The league will have the following officers with their term length:

Commissioner	2 year term (1 year as Deputy 2 years as Commissioner) In the event the officer is unable to complete their term the Deputy Commissioner is elevated to Commissioner for the remaining term of the vacated term plus their two years
Deputy Commissioner	One year term every elected on the 2nd year of the sitting Commissioner. This officer is the elected incoming commissioner.
Secretary	2 year term. If the officer is unable to complete their term the Commissioner will present a name to The League to finish the term of that officer for approval.
Treasurer	2 year term. If the officer is unable to complete their

	term the Commissioner will present a name to The League to finish the term of that officer for approval.
Field Manager	2 year term. If the officer is unable to complete their term the Commissioner will present a name to The League to finish the term of that officer for approval.
Player & Schedule Manager	2 year term. If the office is unable to complete their term the Commissioner will present a name to The League to finish the term of that officer for approval.

Section 3: In the final year of an officer’s term nominations will be collected for the open office in the month of October. Each team is responsible for nominating eligible candidates. Elections for open offices will occur in November and the officer elect will take their post in the month of December.

Section 4: All officers must be approved by a majority vote of the Board. Board member may not vote for themselves. When two or more officers are running for open office votes will be hand written, collected, and counted.

Section 5: If any league officer, team manager, or coach proves to be unsuitable, a 2/3 majority vote of the Board is needed to remove the individual from office.

Article IV Voting

Section 1: Each board member is entitled to one vote only, on matters brought before the board during regular monthly or special meetings.

Section 2: A representative designated by a manager may vote in a Board member's absence.

Section 3: The Commissioner votes only in the case of a tie.

Section 4: A Quorum of 2/3 of board members is required to be in attendance for voting on any league issues. Proxy voting is NOT allowed.

Section 5: In the case of a Special Meeting for which there is not enough time to arrange for a physical location due to the urgency of the matter at hand, voting by e-mail is allowed, provided that the motion voted on is emailed to the parties voting. For such a vote to have a quorum there must be votes totaling two thirds of the registered teams.

Section 6: At the end of each season, each team shall hold an election for Manager for the upcoming season. The newly elected manager will report to the first Fall meeting. Disputes about the election of a team's manager may require League intervention.

Article V Meetings

Section 1: The league Commissioner will call the meetings to conduct the operation of the league. The Commissioner is charged with setting the date of league meetings. Notice shall be given with more than 30 day notice unless urgent in nature. The Commissioner shall organize and procure meeting locations.

Section 2: A Board meeting will be held monthly with the optional exceptions of May, June, and July meetings during season play which is at the Commissioners discretion.

Article VI Duties of Officers, Managers, and Players

Section 1: Commissioner

Shall preside at all meetings of the league, and shall oversee and nominate the chairmen of all other committees. Shall represent the league at meetings pertaining to other league matters, or appoint a designated representative and shall report to the Board on all related issues. Ensures that officers performing duties. When necessary presides and oversees league issues that arise outside of established ByLaws and Rules.

Section 2: Deputy Commissioner

Is the Commissioner Elect. Under supervision and assistance of the Commissioner run all meetings of the league, nominate the chairmen of all other committees. Shall represent the league at meetings pertaining to other league matters, or appoint a designated representative and shall report to the Board on related issues.

Section 3: Secretary

Organize meeting agendas in coordination with the Commissioner and distribute the agenda and keep minutes of all meetings. Shall distribute the minutes of the meetings. Shall maintain the member records. Shall maintain the league standings.

Section 4: Treasurer

Shall be responsible for the collection and dispersion of league funds. Process new player applications. Shall keep proper financial records, ledger, receipts, vouchers and records of all transactions in accordance with LTRC financial rules and submit financial statements to the Board. Shall submit an annual and monthly budget updates for approval by the Board, and shall not make any non-budgeted expenditures in excess of \$100.00 unless explicitly approved by the Board. Shall be the financial point of contact with and work directly with the Recreation Council to ensure funds and finances are in order. Oversees each team's equipment budget and submits for Board approval if exceeds budget or is questionable abuse of equipment. Orders baseballs for season and post

season and oversees distribution.

Section 5: Field Manager

Shall be responsible for Orchard Park field maintenance through the help of League members, contractors, or other volunteers. Charged with weekly duty of ensuring field is in good condition this includes fixing and submitting for necessary funds to repair field. Charged with ensuring field equipment is safe, working, and accessible. Should a vendor be hired to tend the field they shall manager vendor and vouch for valid payment. Oversees and enforces team obligated duties to tend to field needs. Reports team abuse of field and failure of teams to fulfill. Organizes and oversees fence and hitting cages up and down each year. Ensures tractor and other league equipment is in working condition. Is NOT responsible for games played at alternate locations.

Section 6: Player and Schedule Manager

Organizes new and returning applications, runs the draft, runs the wait list as outlined in league rules. Shall create season schedule for the next year before December league meeting to be ratified. Charged with coordinating alternate fields when necessary. Assigns rain out games and locations.

Section 7: Managers

Shall be supportive and cooperate fully with all league sponsored activities. Shall be responsible for sportsmanship and promoting respect and goodwill toward league officials, umpires, managers, and other players. Shall be responsible for orderly conduct of their players on the bench and on the field. Shall be responsible for adhering and enforcing the rules of the league. Each manager must obtain an Official Baseball rule book along with the league rules. Shall be responsible for reporting the score of the game to the league Secretary or his designate, and any protests or ejections from the game. Must attend all meetings and functions or send a delegate to represent him. The Home Team Manager is responsible for preparing the field, and will suffer a forfeit (subject to review by the Rules Committee) if a scheduled game is unplayable due to the field not being in playable condition. May be compelled to fill an Officer vacancy if no other candidates exist. Inventory equipment and present needs to the equipment manager.

Section 8: Players

Shall conduct themselves in a manner which will reflect good sportsmanship, respect and goodwill toward league officials, umpires, managers, teammates, spectators, and opposing players at all times. Will complete and sign the annual "Player Registration Form" prior to participating in any practice or game.

Article VII Fund Raising & Activities

Section 1 - Committees. Shall be appointed by the Board for the purpose of generating revenue and performing necessary functions for the League activities as dictated by the budget for that season.

Section 2 - Annual Registration Fee An annual registration fee and payment schedule for all teams shall be assessed in an amount determined by the Board at the first meeting of

each calendar year. Player Registration Forms are due prior to participation in the League, this includes practices.

Article VIII Amendments & Replacements

Section 1- Proposed amendments to these By-Laws must be distributed to the Board at least one week before any vote is taken on such proposed amendments. Any amendment so proposed must be approved by a vote of no less than two thirds of the entire Board.

Section 2 - By-Laws proposed to replace these By-Laws in their entirety must be distributed to the Board at least one week before any vote is taken on such proposed replacement By-Laws. Any By-Laws so proposed must be approved by a vote of no less than three quarters of the entire Board.

¹ 12.00.00.04032008.03. Verbiage quoted directly from D. Taylor Lucas. See Rule 8 Section 4 of the NFHS 2008 Rules.

² Modified 7/15/01

³ 08.00.00.10162008.02

⁴ 2/8/06

⁵ 2/8/06

⁶ 11.01.00.11152007.04

⁷ 12.00.00.02212008.01

⁸ 10/24/06

⁹ 11.01.00.11152007.03

¹⁰ 11.01.00.11152007.03

¹¹ 11.00.01.11152007.05

¹² 11.01.00.11152007.04

¹³ Modified 8/28/01

¹⁴ 2/8/06

¹⁵ Section added 2/13/01

¹⁶ 2/8/06

¹⁷ 10.02.00.11152007.02