



**Bulverde Little League
2018 Information Packet**

www.bulverdelittleleague.org

Bulverde Little League By-Laws

Version 01.2017

I. Definitions

1. Timelines
 - a. Pre-Season
 - i. The period of time from the release of team rosters prior to the first regular season game in a given division.
 - b. Regular Season
 - i. The period of time from the first game in a given division to the last scheduled season game in a division.
 - c. Post-Season
 - i. The period of time from the last scheduled regular season game in a given division until the last game of that division's end-of-season tournament, if applicable.
2. Playing Seasons
 - a. Spring
 - i. The period of time extending from open tryouts through the end of the regular season or post-season play; typically runs Feb 1 through June 15.
 - b. All Star
 - i. The period of time commencing with the announcement during the Spring season of the Tournament Team (All Star) rosters and extending until all tournament teams are eliminated from tournament play; typically June 15 through potentially end of August.
 - c. Fall
 - i. The period of time beginning with opening of the fields by Bulverde Little League and extending through the end of regular season and any post-season play; typically runs September 1 through the second week in November.
3. Registration
 - a. Registration Period
 - i. The period of time from the opening of player Registration for a given season to the closing of On-Time Registration for that playing season. The registration period shall be established by the Board of Directors prior to the opening of the registration period for each playing season.
 - b. Waitlist Period
 - i. The period of time from the closing of On-Time registration for a given playing season to the release of team rosters for that playing season.
 - c. Extended Waitlist Period
 - i. The period of time from the release of team rosters for a given playing season until the first game for any team in that playing season.
 - d. On-Time Registration

Note: The Board of Directors, may at its discretion for any given playing season, establish different registration periods for League divisions based on League demographics, expected enrollment, or other criteria.

- i. A player registration completed during the registration period for a given playing season. All players completing an On-time Registration are guaranteed a team assignment for that playing season, as long as enough approved managers are available.
- e. Waitlist Registration
 - i. A player registration completed during the waitlist or extended waitlist period. A player on any waitlist will be placed on a team if space permits.

4. Player

- a. A Member of the League
- b. A minor with amateur status of appropriate league age who resides within the boundaries of the League and has successfully completed a paid registration for a given playing season.

Note: includes individuals who have been waived to participate in the League under regulation II(d) or IV(h).

5. Manager

- a. A member of the League
- b. An adult volunteer who has completed an application to manage a team, has registered online as a volunteer, completed the required annual paper-based volunteer application (background check form), and has received a favorable background check.

Note: Manger candidates may be required to complete an interview with the Board of Directors or designated committee.

- c. The person appointed by the League President and confirmed by the Board of Directors, who appears on the roster of a team and is responsible to the League for the organization, operations, conduct, and administration of that team, including any equipment issued to it.

6. Coach

- a. A member of the League
- b. An adult volunteer who has expressed a desire to coach a team, has registered online as a volunteer, completed the required annual paper-based volunteer application (background check form), and has received a favorable background check.
- c. A person appearing on the roster of a team and assisting the manager in the conduct of the affairs of that team.

7. Tryout

- a. An evaluation conducted by the league to determine the skill level of each player who wishes to be considered for a draft by division.

Note: No players, under any circumstance, shall be involuntarily dropped or dismissed from the League as the result of any such tryout or evaluation.

- b. The evaluation shall consist of objective and subjective components, to be scored and recorded by the League volunteers and outside observers whenever possible. While standards may be adjusted depending on available facilities and manpower, the following illustrates typical evaluation criteria:
 - i. Batting
 - ii. Fielding

- iii. Throwing
- 8. Division Groups
 - a. Tee Ball
 - i. Introduces players to the game of baseball
 - ii. Youngest players may hit only from a tee using a softer baseball; older players may learn to hit from a Coach-Pitched baseball.
 - iii. Player, coach, and parent involvement is high.
 - iv. No tryouts
 - v. Placement based solely on age and experience at the discretion of the Player Agent and Division manager. Personal requests (place with my friend, etc...) may be considered at the Player Agent's discretion
 - b. Minor League
 - i. Emphasis on player skill development and the introduction of additional game elements (pitching, steal, bunting, etc...) as player's age.
 - ii. Subdivided into age – and skill- based divisions with varying names (Machine Pitch and Minors) per season or need.
 - iii. Competitive (tryouts, player draft, standings, playoffs).
 - iv. Limited to player's league ages 7-12.
 - v. Some All Star Tournament play.
 - c. Little League
 - i. Highly competitive (tryouts, player draft, standings, playoffs).
 - ii. Strict subdivisions based on player age (Majors, Intermediate, Juniors, Seniors)
 - iii. Limited to players 12-18
 - iv. All Star tournament play

II. Policies

- 1. Payment
 - a. On-Time registrations must be paid prior to the end of on-time registration
 - b. Waitlist and extended waitlist registrations must not be paid until those registrations are pulled off the waitlist. Once pulled off the waitlist, those registrations must be paid within 24 hours.
- 2. Refunds
 - a. Full Refund of registration fee
 - i. On or before the end of the on-time registration
 - b. Registration fee minus \$25 processing fee
 - i. On or before the announcement of team rosters
 - c. Registration fee minus \$50 processing fee
 - i. On or before one (1) week prior to the first scheduled regular season game.
 - d. No refund
 - i. One (1) week prior to the first scheduled regular season game or later.
- 3. Rescheduling Games and Events
 - a. In the event that inclement weather, field blackout, or other just causes force the cancellation of League Events, makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first

field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

- b. To ensure that Little League objectives relating to mandatory games scheduled for All Star qualification purposes are met, the priorities below shall be used to establish an order of precedence for rescheduling where availability of appropriate fields is an issue.
 - i. Regular Season
 - 1. Majors Games
 - 2. Minors Games
 - 3. Machine Pitch Games
 - ii. All Star Season
 - 1. Little League All Star scrimmages
 - 2. Little League All Star practices
 - 3. 9-11 All Star scrimmages
 - 4. 8-10 All Star scrimmages
- c. If a game or other event listed above would normally be cancelled, and a suitable field remains available with a lower-priority division event on it, the League scheduler will move the to-be-cancelled event to the other field.
- d. This process may be repeated at League scheduler discretion to accommodate all teams displaced in this manner.

4. Attendance

a. Players

i. Practice

- 1. Any player that fails to attend 50% of practices may, at manager request and Board of Directors discretion, be removed from the League.
- 2. Such action may be taken no earlier than one (1) week prior to the first scheduled game.

ii. Games

- 1. A player with two (2) unexcused absences from games may, at manager request and Board of Directors discretion, be removed from the League.
- 2. The player and parent shall be afforded the opportunity to explain their actions during a Special Meeting of the Board of Directors.

b. Umpires

- i. One (1) unexcused absence from an umpire assignment (“no show”) may be cause for removal from the Umpire List at the sole discretion of the Umpire-in-Chief.
- ii. Repeated late arrival, or failure to be properly attired may also be cause for removal from the Umpire List at the sole discretion of the Umpire-in-Chief.

5. Field Maintenance

a. Responsibilities

- i. It shall be the responsibility of all members of the League to ensure that all fields allocated to and used by the League are properly cared for.
 - ii. All members of the League must abide by field closure decisions made by the League, or other responsible authority. Failure to comply shall result in disciplinary action by the League or other authorities.
 - iii. Issues with field conditions such as overgrown grass or weeds, standing water, insect infestations (bees, wasps, ants, ticks, etc.), needed repairs, or other unsafe playing conditions shall be reported in writing to the Facilities Director as soon as possible after their occurrence.
 - iv. Missing or damaged field equipment should be reported in writing to the Facilities Director as soon as possible.
 - b. Duties
 - i. The actual field maintenance activities required shall be coordinated through the League Facilities Director, and shall be communicated to all managers at the Coaches Meeting prior to the start of a given season.
 - ii. The manager of each team shall be responsible to ensure that all players, coaches, and parents adhere to all required field maintenance and upkeep duties.
 - c. Penalties
 - i. First offense - a written reminder shall be issued to the manager and coaches of the Team, reminding everyone of their responsibilities with respect to field upkeep.
 - ii. Second offense - a one (1) game suspension shall be issued to the manager of the offending team in writing, stating the nature of the offense(s) and reiterating expectations of compliance and possible penalties.
 - iii. Third (and subsequent) offense - the offending team shall have imposed a one (1) game suspension, irrespective of the violation, location, or circumstances.

NOTE: All League members, volunteers, and parents may be subject to the penalties for failure to comply with any written League, or county policy.

EXCEPTION: If any violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League

6. Mandatory Play (see Little League Regulation IV(i))

a. Responsibilities

- i. It shall be the responsibility of each manager to ensure that all players on his team meet mandatory play in each game played, including all mandatory play set forth in the Official Rules and Regulation as well as any local League rules established for that division.
- ii. It shall be the responsibility of each manager to report any known violations of mandatory play by the opponent in each game played.

b. Penalties

- i. First offense – Written reprimand.
- ii. Second offense – Suspension for the next physically-played game.
- iii. Third offense – Suspension for the remainder of the season.

NOTE: If the violation is determined to be deliberate, the Board of Directors reserves the right to impose more severe penalties, including removal from the League.

III. Player Selection

I. Spring Season

1. Tee Ball Division Group

- a. The Player Agent and Division Manger shall have complete authority as to the makeup of the teams within this division.
- b. Unless otherwise requested by their parents, all siblings that are eligible for the same beginners division will be placed on the same team.
- c. At the Player Agent’s discretion, all reasonable requests for specific coaches, teammates, or teams may be honored.

2. Minor League/Majors/Intermediate/Juniors/Seniors Groups

- a. Each division within these groups shall conduct a player selection draft to fill the roster of each team such that participation requires multiple teams.
- b. The Manager and (1) Assistant Coach’s children will be selected in the slotted (2nd and 4th) rounds of the draft respectively.
- c. In the event that a manager selects a child who has an eligible sibling in the same draft pool, that sibling will be protected for 1 round before other managers have the option to draft him. (Please be aware that it is the policy of BLL that all siblings be placed on the same team unless permission is granted by the parent).
- d. The selection order of the first round shall be determined by drawing of numbers out of a hat before the draft starts.
- e. The Selection order shall then proceed in a serpentine fashion through the remaining rounds of the draft.

i. Age Based Roster Caps

1. 50/70 Division

- a. All Players league age 13 on the draft sheet must be selected.
- b. Rosters will be filled using the league age players of 12, if all rosters are filled and league age 12 players are still remaining they will be automatically be placed in Majors Division

2. Majors Division

- a. All Players league age 12 on the draft sheet must be selected prior to any players league age 11 or younger.

3. Minors Division

- a. All Players league age 9-11 on the draft sheet must be selected.
- 4. Minors Division – Machine Pitch
 - a. All Players league age 8 on the draft sheet must be selected.

II. Fall Season

1. All Division Groups

- a. The Player Agent and Division Manager shall have complete authority as to the makeup of the teams within each respective division in the League.

Note: Prospective manager input may be sought at the Player Agent’s discretion.

III. Roster Vacancies

1. Spring Season

a. Juniors

- i. If a team loses a player to withdrawal for any reason, the manager shall select a replacement player from the waitlist at the Player Agent’s and Division manger’s discretion.

b. Majors

- i. If a team loses a player to withdrawal for any reason, the player agent will assign the next player on the waitlist based on the date of registration.
- ii. If no eligible players are on the waitlist, a call-up from the next lower division may be done, at the Player Agent’s discretion.

c. Minors

- i. If a team loses a player to withdrawal for any reason, the player agent will assign the next player on the waitlist based on the date of registration.
- ii. If no eligible players are on the waitlist, a call-up from the next lower division may be done, at the Player Agent’s discretion.

d. Tee Ball

- i. If a team loses a player to withdrawal for any reason, the Player Agent shall assign a replacement player from the waitlist, at the Player Agent’s discretion.

2. Post-season

- a. No replacement player will be provided for a team dropping below its roster complement during the final two weeks of the Regular Season.

EXAMPLE: If the Regular Season ends June 4. No team will receive a replacement Player after May 21.

3. Fall Season

- a. All roster vacancies shall be filled solely at the discretion of the Player Agent from the waitlist.

IV. REGULAR SEASON PLAY

1. Standings

- a. All competitive divisions (Juniors, Majors, Minors) shall keep standings for each team.
- b. Each Manager or his designee is responsible for submitting the score, pitch count, and catcher innings caught for each game within 24 hours of completion to the league at bulverdelscores@gmail.com
- c. Standings shall be calculated using the following criteria, in descending order of importance:
 - i. Overall Wins

NOTE: in divisions where ties are permitted, wins are computed as (Wins x 2) + Ties [*i.e.*, ties are worth ½ win to each team]

- ii. Head-to-head record
- iii. Run Differential in head to head games
- iv. Season long runs allowed
- v. If teams remain tied after all tie-breakers are factored in, a coin-flip shall be used to determine the higher standing.

2. Pool Players

- a. Beginners Division Group
 - i. Pool players will not be provided.
- b. Minor League/Little League/Junior League Division Groups
 - i. If a team has nine (9) or fewer players available for a game, the Manager may request pool player(s) from the Player Agent, the request must be submitted in writing no less than 48 hours before the scheduled game
 - ii. The Player Agent will identify and attempt to assign to that team Player(s) from the pool, based solely on Player availability until the game-time roster size reaches ten (10) Players.
 - iii. Each Player so assigned:
 1. Shall wear their existing team uniform and cap.
 2. Shall meet all mandatory play requirements for pool players:
 - a. Play nine (9) consecutive defensive outs.
 - b. Bat at least once.
 - c. Meet any mandatory infield/outfield play (Minors only).
 3. Shall not pitch.
 4. Shall bat last in the lineup.
 5. Shall catch for no more than two (2) innings (50/70/Majors/Minors).

Note: Any pool Player requested who accepts and arrives at a game site must meet pool player mandatory play EVEN IF the rostered player(s) being replaced are also present.

V. POST-SEASON PLAY

1. Spring Season

- a. All competitive division groups (Minor League, Little League, Junior League) may have a tournament at the conclusion of the Regular season.
- b. Tournament Seeding will be determined by the regular season standings.
- c. Teams will be placed in an appropriate single-elimination bracket.

Note: The Juniors division may conduct their tournament in accordance with any established interleague agreements. The League champion shall be the Regular Season champion as determined by the overall standings.

2. Fall Season

- a. There will be no post-season tournament during the Fall Season.

VI. LOCAL RULES – (see Exhibit A, Attachment)

VII. ALL STAR SELECTION – (see Exhibit B, Attachment)

VIII. PARENT PLAYER CODE OF CONDUCT – (see Exhibit C, Attachment)

IX. UMPIRE INTERACTION POLICY – (see Exhibit D, Attachment)

X. BOARD OF DIRECTORS JOB DESCRIPTIONS – (see Exhibit E, Attachment)

XI. LINE OF COMMUNICATION PROCEDURE – (see Exhibit F, Attachment)

Exhibit A-Local Rules

Tee-Ball, Rookie, Minors, and Majors Division Local Rules – Spring 2018

All Divisions of Bulverde Little League Baseball (BLL) are subject to the Official Rules and Regulations of Little League, as distributed by Little League International. Each coach and umpire is expected to be familiar with these rules. The following additional rules apply to all Divisions of Bulverde:

GENERAL:

1. Alcoholic beverages and tobacco products are strictly prohibited at any Little League facility or function. No member may attend any League function under the influence of alcohol or drugs.
2. Abusive behavior and foul language toward umpires, players, managers, coaches or fans will not be tolerated in any way and will be dealt with by the Board of Directors. Managers are reminded that they are ultimately responsible for the behavior of their coaches, players, parents, and spectators.
3. Spectators, parents, managers, coaches, and/or players of one team shall NOT yell strike, swing, or make other remarks towards players of the opposing team or umpire. *Stomping feet, cadence counting and clapping hands for the obvious intent of distracting the other team will NOT be permitted.* The umpires and Board Member on Duty (BMOD) have the right to rule on any noise they feel is distracting. Noise makers such as bells, sirens, whistles, etc. are NOT permitted.
4. The Board of Directors must approve all coaches on the field. The players, managers, coaches, and umpires are required to stay within the fenced playing field once the game begins, except for restroom use or emergencies.
5. Before each game each manager shall present a lineup card to the plate umpire containing his/her lineup as well as all approved assistant coaches. If an assistant who begins the game in the dugout needs to be replaced, it is the duty of the manager to inform the plate umpire of this possible change prior to the beginning of the game.
6. When Bulverde Little League teams play teams from outside Bulverde Little League, the District Inter-League Rules will override the BLL Local Rules. Managers should be clear on the differences in the rules prior to the game.
7. Bulverde Little League opts to invoke a CONTINUOUS batting order, Rule 4.04. Players arriving late will be placed at the bottom of the batting order. Batting order will remain constant throughout the game. If more than ten (10) players are present for a game, defensive substitutions will be made every inning. NO player will sit out a second inning until all other players have sat out at least one (1) inning for the Machine Pitch and Minors Divisions. It will be up to both managers to keep track of these defensive

Exhibit A-Local Rules

substitutions. This rule will not be grounds for protest; however should an infraction occur the manager should contact the Division Manager in writing within 24 hours. Infractions will deduct from the accumulated “Manager Point System” referenced in Exhibit B under **Manager selection eligibility (BLL Specific)**

8. The players, manager and coaches, and Little League officials **ONLY** will be allowed on the field or in the dugout. (NOTE: Little League International Regulations and Rules limit the number of adults allowed in the dugout or on the field.) Safety rules require ALL players, coaches, and managers to remain in the dugout during the game unless time is granted by the umpiring officials.
9. One board approved coach MUST remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach will feed the balls into the pitching machine (if applicable).
10. There may be NO more than two (2) mandatory practices per week. There may be no more than five (5) total hours of mandatory practice per week. Managers may have informal workouts; however, failure of a player to attend an informal workout cannot affect play in any game. The manager will distribute the mandatory practice schedule to his/her players by the first practice.
11. Visitor team will occupy third base dugout and will take infield practice first. Home team will occupy first base dugout.
12. NO player/official will be allowed to wear shorts during a game (EXCEPTION: Softball Divisions) for safety reasons.
13. **Field Maintenance:**

Managers are responsible for field maintenance when scheduled, and must obtain parent volunteers to help. It is the Home Team’s responsibility to prepare/setup the field thirty (30) minutes prior to the scheduled game time. If you are the home team and are playing in subsequent games, you are responsible for dragging the infield (if necessary) and restriping the foul lines and batter’s box. **The Home Team is also responsible for retrieving the Scoreboard’s Controller and Scorebook from the concession stand (current location). The Home Team is responsible for having someone keep the official scorebook, and the Visiting Team will have someone to work the scoreboard and keep the pitch count book (if applicable).** It is the Visiting Team’s responsibility to drag, rake, level the infield, and put properly away any equipment after the game. **The Visiting Team is responsible for returning the Scoreboard Controller, Official Scorebook to the selected spots in the Concession Stand.** Please police your dugout for trash before your game too. Both teams please be sure that ALL TRASH IS PICKED UP AND DISPOSED OF INCLUDING ALL GUM WRAPPERS AND DISCARDED GUM. We should have trash cans in each dugout so if you see the can

Exhibit A-Local Rules

getting close to half full, PLEASE dump it in the dumpsters. **Do not have an over flowing trash can in the dugout.**

Tee Ball Division

Assignment of Players: There will be no tryouts for T-Ball. The player agent will conduct a blind draft. Players who register late for any reason will be placed on a team at the discretion of the player agent/division commissioner on a first-come, first-serve basis to the point of maximum capacity in the division. After all teams are filled, a waiting list will be formed to fill voids left by players lost during the season. Players will be called from the waiting list from the top down. NO EXCEPTIONS.

Game Duration: A maximum of three (3) innings shall be played at this level. A new inning shall not begin after one (1) hour. The game shall not continue after one (1) hour and fifteen (15) minutes. Only the President of BLL, the Tee Ball Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time.

Equipment: The ball used at this level is a “softer” version of a regulation baseball, which greatly reduces the potential for serious injury.

TEE: The tee shall be placed directly in front of home plate. It shall NOT be placed on the plate. This serves two purposes: 1) it teaches players proper hitting technique and 2) it also provides for a much safer environment as runners advance between third base and home. Additionally, an arc, extending from the first base line to the third base line, will be placed fifteen (15) feet from home plate to designate fair territory for batted balls in Tee Ball.

Coach Position(s): One board approved coach MUST remain in the dugout at all times. Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of a play. They may coach the players during live play. NO other defensive coaches shall be on the playing field coaching the defensive players during live play. When a team is at bat, one (1) adult coach shall operate the tee and determine whether the ball is fair/foul, and additionally, one (1) offensive coach is permitted in each coaching box (first & third base).

Mandatory Play: On OFFENSE, all players shall be listed in the batting order and shall bat once every inning. The batting order shall change every inning to allow for each player to have the chance to bat first in the line-up at least a few times in the season. All runners are removed when they are put out; the side does not retire until all players listed in the batting order have completed their turn at bat. On DEFENSE, all players shall play in the field every inning. No more than six (6) players may be positioned in the infield, including the pitcher and catcher. The extra players MUST be positioned in the outfield at least fifteen (15) feet off the base path. Each team MUST dress a catcher each inning. The catcher shall be positioned in such a way that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter, place

Exhibit A-Local Rules

the catcher a few feet behind and to the right of home plate. The pitcher shall be positioned either on the pitching mound, or within 3 feet of either side of the pitching mound, even with the pitching plate. Additionally, all players must play at least one inning in the infield and one inning in the outfield. All players will rotate positions every inning and shall not play the outfield or the infield for more than two (2) consecutive innings.

Batter: The batter will receive NO more than six (6) attempts during any one at bat. The batter may accomplish his/her six (6) attempts by TEE ONLY. The batter swings at a ball placed on the tee until the ball travels at least fifteen (15) feet into fair territory. Strikes shall not be recorded.

Last Batter: During the last batter of a half-inning, the batter and all runners can run on overthrows and can continue to run until an out has been made. The last batter will be treated as if there are two outs, and the defense is trying to make the third out. The defense should try to get an out on any of the runners or the batter. Once an out is made or the last batter scores, the half-inning is over.

No Stealing Bases: Runners advance on a hit ball only (includes fly balls caught in foul territory).

Runner: The runner is removed from the base when he/she is put out. There is no advance on an overthrow. For balls hit to the outfield, base runners may advance until the ball is “under control” (in possession) in fair territory in the infield by one of the infielders. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally “under control.” In order to fairly judge this, a mark should be placed half way between first and second, second and third, and third and home plate.

Rookie Ball Division

Assignment of Players: There will be no tryouts for Rookie Ball. The player agent will conduct a blind draft. Players who register late for any reason will be placed on a team at the discretion of the player agent/division commissioner on a first-come, first-serve basis to the point of maximum capacity in the division. After all teams are filled, a waiting list will be formed to fill voids left by players lost during the season. Players will be called from the waiting list from the top down. NO EXCEPTIONS.

Game Duration: A maximum of three (3) innings shall be played at this level. A new inning shall not begin after one (1) hour. The game shall not continue after one (1) hour and fifteen (15) minutes. Only the President of BLL, the Rookie Ball Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time.

Exhibit A-Local Rules

Equipment: The ball used at this level is a “softer” version of a regulation baseball, which greatly reduces the potential for serious injury.

TEE: The tee shall be placed directly in front of home plate. It shall NOT be placed on the plate. This serves two purposes: 1) it teaches players proper hitting technique and 2) it also provides for a much safer environment as runners advance between third base and home. Additionally, an arc, extending from the first base line to the third base line, will be placed fifteen (15) feet from home plate to designate fair territory for batted balls in Tee Ball.

Coach Position(s): One board approved coach MUST remain in the dugout at all times. Two (2) defensive coaches may be positioned on the outfield grass in order to reposition and coach players after the completion of a play. They may coach the players during live play. NO other defensive coaches shall be on the playing field coaching the defensive players during live play. When a team is at bat, one (1) adult coach shall operate the tee and determine whether the ball is fair/foul, and additionally, one (1) offensive coach is permitted in each coaching box (first & third base).

Mandatory Play: On OFFENSE, all players shall be listed in the batting order and shall bat once every inning. The batting order shall change every inning to allow for each player to have the change to bat first in the line-up at least a few times in the season. All runners are removed when they are put out; the side does not retire until all players listed in the batting order have completed their turn at bat. On DEFENSE, all players shall play in the field every inning. No more than six (6) players may be positioned in the infield, including the pitcher and catcher. The extra players MUST be positioned in the outfield at least fifteen (15) feet off the base path. Each team MUST dress a catcher each inning. The catcher shall be positioned in such a way that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter, place the catcher a few feet behind and to the right of home plate. The pitcher shall be positioned either on the pitching mound, or within 3 feet of either side of the pitching mound, even with the pitching plate. Additionally, all players must play at least one inning in the infield and one inning in the outfield. All players will rotate positions every inning and shall not play the outfield or the infield for more than two (2) consecutive innings.

Batter: The batter will receive NO more than six (6) attempts during any one at bat. The batter may accomplish his/her six (6) attempts dependent on the manager’s decision. The manager elects to pitch three to five (3-5) coach-pitched balls to the batter followed by one to three (1-3) attempts with the ball placed on the tee until the ball travels at least fifteen (15) feet into fair territory. Strikes shall not be recorded. Pitches should be delivered overhand from a kneeling position or underhand if kneeling is not an option. The coach should be no closer than 15’ from the batter when delivering the pitch.

Last Batter: During the last batter of a half-inning, the batter and all runners can run on overthrows and can continue to run until an out has been made. The last batter will be treated as

Exhibit A-Local Rules

if there are two outs, and the defense is trying to make the third out. The defense should try to get an out on any of the runners or the batter. Once an out is made or the last batter scores, the half-inning is over.

No Stealing Bases: Runners advance on a hit ball only (includes fly balls caught in foul territory).

Runner: The runner is removed from the base when he/she is put out. Runners may advance one base per batted ball sequence on an overthrow with the exception of the last batter of an inning. For balls hit to the outfield, base runners may advance until the ball is “under control” (in possession) in fair territory in the infield by one of the infielders. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally “under control”, this will be up to the manager’s discretion and should not cause a delay in the game flow. A runner will not be considered out at 1st base if the ball is “run” to the base from a position other than the 1st baseman. Managers should emphasize throwing the ball to 1st base.

Minors Division:

Machine Pitch (MP) Division:

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit for the Machine Pitch –Minors Division. No new inning may start one (1) hour and fifteen (15) minutes after the game's actual start time. The game will be called at one (1) hour and thirty (30) minutes. All games must conform to Rule 4.10/11. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Keep One Foot In Batter’s Box: Bulverde Little League elects not to mandate a batter keep one foot in the batter’s box throughout their at-bat for the machine pitch division of Minors for regular season play. During tournament play this rule could be enforced and managers should be clear on the rules prior to game play beginning.

Mandatory Play: If more than ten (10) players are present for a game, defensive substitutions will be made every inning. NO player will sit out a second inning on defense until all other players have sat out at least one (1) inning. It will be up to both managers to keep track of these defensive substitutions. This rule will not be grounds for protest; however should an infraction

Exhibit A-Local Rules

occur the manager should contact the Division Manager in writing within 24 hours. Infractions will deduct from the accumulated “Manager Point System” referenced in Exhibit B under **Manager selection eligibility (BLL Specific)**

Coach Position(s): One board approved coach MUST remain in the dugout at all times. On OFFENSE, one (1) offensive coach is permitted in each coaching box (first and third base). Additionally, one adult coach will feed the balls into the pitching machine.

Pitching Machine: SETTING: Before the game, both Teams’ Managers will meet to accept the speed and location settings on the pitching machine. NOTE: At any time, at the Manager’s discretion, the pitching machine may be adjusted to insure the ball is passing through the strike zone. **DEAD BALL**: A batted ball that strikes the pitching machine will be ruled a “dead ball” by the umpire. The batter will proceed to first base and base runners will advance to the next base, if forced by the batter going to first base.

Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the **sixth inning only**. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning.

Play Ends: Any ball thrown to the pitcher and under his control with one foot placed inside 10 foot circle of the pitcher’s plate shall result in a DEAD ball. Should a runner be more than half way when the DEAD ball is called the runner is allowed the next base. On an overthrow during an attempted play at any base where the ball remains within the field of play, all base runners shall be permitted to advance at their own risk. On an overthrow where the ball goes into the dugout, stuck in the fence, or outside the field of play, all base runners shall be permitted to advance at their own risk in accordance with the Rule 7.05. **Runners may not advance more than (1) base per batted ball sequence on an overthrow.**

No Stealing Bases: Runners advance on a hit ball only (includes fly balls caught in foul territory).

Batting: Bunting is NOT permitted. Each player will receive no more than five (5) pitches during any one at bat. Strikes and balls will be called by the umpire. The batter ends his/her turn at bat by striking out (3 strikes) or hitting the ball into the field of play. **However, if the 5th pitch is fouled off, the batter will receive one (1) additional pitch during the at bat for a maximum of 6 pitches in any one at-bat.**

Infield Fly Rule: The infield fly rule does NOT apply in this division.

Machine Malfunction: In the event of a machine malfunction, the scheduled game will continue and each team will assign a coach to pitch to their batters in place of the machine.

Exhibit A-Local Rules

Protests: A valid protest involves a violation or interpretation of a playing rule, such as use of an ineligible player or batting out of order. Only the team manager can file a formal protest. The manager must notify the umpire immediately following the play in question, and be willing to provide a \$100 deposit that will only be accepted if the protest is deemed invalid. The protest must be submitted in writing to the league President no less than 24 hours after the event in question.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team, that team may request a pool player through the league player agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdelscores@gmail.com within 24 hours of the end of the game or a deduction in Manager Points will be assessed.

Kid Pitch

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit, regardless of the number of innings played. No new inning may start one (1) hour and thirty (30) minutes after the game's actual start time. The game will be called at one (1) hour and forty-five (45) minutes. All games must conform to Rule 4.10/11. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Keep One Foot In Batter's Box: Batter's must keep one foot in the batter's box throughout their at-bat, barring the eight (8) exceptions listed in the 2017 Little League Rule Book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire will call a strike. Any number of strikes can be called on each batter.

Intentional Walk (Baseball Only): Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless

Exhibit A-Local Rules

forced by the batter's award of first base. Once the award is granted, four (4) pitches will be added to the defensive pitcher's official pitch count.

Rule 5.07: BLL plays with the option to suspend the 5-run rule in the final inning, referring to the sixth inning only. If five or fewer innings are played the 5-run limit would not be suspended in that game. In the SIXTH inning, each half inning shall end after three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning. (Note: A team with more players at the game would have a higher potential run total in the sixth inning.)

Dropped Third Strike: The league elects to waive Rule 6.05(b)(2) in the Green Book for the Minors division.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team, that team may request a pool player through the league player agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game. **No exceptions shall be made.**

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdelscores@gmail.com within 24 hours of the end of the game or a deduction in Manager Points will be assessed.

Majors Division

Game Duration: The game will consist of a maximum of six (6) innings. There will be a time limit, regardless of the number of innings played. No new inning may start one (1) hour and thirty (30) minutes after the game's actual start time. The game will be called at one (1) hour and forty-five (45) minutes. All games must conform to Rule 4.10/11. Only the President of BLL, the Division Manager, and the Umpire-in-Chief may delay or cancel a game prior to the scheduled game day and time. Makeup games will be scheduled by the President and/or Division Manager in the order of cancellation and at the first field availability. There will be NO exceptions. No makeup games will be scheduled later than the last scheduled regular season game.

Keep One Foot In Batter's Box: Batter's must keep one foot in the batter's box throughout their at-bat, barring the eight (8) exceptions listed in the 2017 Little League Rule Book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire will call a strike. Any number of strikes can be called on each batter.

Exhibit A-Local Rules

Intentional Walk (Baseball Only): Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four (4) pitches will be added to the defensive pitcher's official pitch count.

Dropped Third Strike: The league elects **NOT** to waive Rule 6.05(b)(2) in the Green Book at any time during the season. Dropped third strikes are live per the rule.

Player Pool: In the event that a team knows that they will not have enough players to field a legal team, that team may request a pool player through the league player agent. The request must be in writing no less than 48 hours prior to the start of the game. (72 hours is preferred). The player agent will select the player from a circulating list of eligible players; under no circumstances shall a team arrange use of a pool player on their own. Pool players shall bat last in the lineup and will not be permitted to play the position of pitcher during the game.

Score Reporting: Both managers shall report the score of the game to the league scores account bulverdelscores@gmail.com within 24 hours of the end of the game or a deduction in Manager Points will be assessed.

Exhibit B-All Star Selection Process

All Star Selection Policy and Basic Overview-Spring 2017

As a league, Bulverde Little League strives to make sure that the regular season offers as much opportunity to play and experience baseball and softball as possible. The League implements numerous local rules to make for a more enjoyable playing experience for ALL players. Our League has many different playing levels, each geared to accommodate players based on their age and ability of play. The All-Star Season is a completely separate season from the regular season. It is an opportunity for a significantly higher level of play within the regional Little League system. Players will have a significantly higher level of commitment, and will receive a higher level instruction, and will compete against other All-Star teams.

When it comes to All-Star teams, it is the intent of the Bulverde Little League Board to field a team that will best represent our league in competition and character. Bulverde Little League believes that it is important to include the players themselves in the selection process and that the process be transparent and fair to all kids. All baseball and softball players need to have an opportunity as well as to make the team regardless of popularity, school affiliation, parental influence, or manager prejudice. For those that are not selected for the team the details regarding their candidacy shall be held in the strictest of confidence and remain private. All selection decisions regarding All-Star teams need to be made with these Board approved ideals in mind. Several characteristics permeate our selection process for players and managers for the All-Star team. These include: Skill-level and ability to compete, attitude, hustle, team spirit, team leadership, and overall character, integrity, and sportsmanship. Winning is fun, but it is very important that we remember that Little League is a Child Development Program and that we are about teaching life lessons, building and demonstrating positive ideals, and characteristics that we hope for all our children.

General Selection Process and Procedure Timing:

The All-Star team selection process will begin no sooner than two weeks prior to the first tournament game as scheduled by Little League. The All-Star team CANNOT be announced at any earlier date than is prescribed by Little League Rules each year. The All-Star practices typically begin around the third week in June. Practices begin immediately upon team selection and usually run 2 to 3 hours per day and can be (this is at the discretion of the manager) up to 7 days a week. The All-Star Tournaments typically begin the weekend of July 4th. If a team were to win the District All-Star Tournament, the team would then move on to the State Tournament (typically late July). The older teams also have a regional tournament and the Little League World Series (Williamsport, PA) that will take place in early to late August.

Player and Parent Commitments:

Each interested player will submit their name for consideration by completing the All-Star Commitment Form. This document explains the commitment necessary to be a part of the All-Star Program. BLL is striving to field the most competitive All-Star team possible and assure

Exhibit B-All Star Selection Process

that it is comprised of players and managers/coaches that represent the attitude and character we desire. With this in mind, BLL wishes to involve only parents and players who are committed to the hard work and practice time that is required to participate at this level of competition. The player and parent commitment to All-Stars must be a solid commitment. Tournament Players must bear in mind that their first commitment is to the BLL team before any other non-Little League team or to any other sports events during the All-Star Season.

Number of Players:

Each All-Star team representing the BLL will consist of 12 to 13 players. In BLL the All-Star Manager has the discretion of choosing a 13th player which is eligible for the team. It is strongly recommended that the All-Star Manager pick a 13th player for the roster. Additionally, the All-Star Manager shall appoint a new player should the team need to replace a player due to injury, lack of commitment, ineligibility, or other unforeseen circumstance. Per Little League rules, some players may be eligible for multiple teams, however, an individual may only be selected or allowed to practice with one All Star team.

Teams and age groups:

Baseball:

- **Senior's Team:** The Senior's All-Star Team will be made up of players who are league age 14 to 18 and who played in the BLL Senior's division during the regular season.
- **Junior's Team:** The Junior's All-Star Team will be made up of players who are league age 13 or 14 and who played in the BLL Junior's division during the regular season.
- **50/70's Team:** The 50/70's All-Star Team will be made up of players who are league age 11 to 13 and who played in the BLL 50/70 division during the regular season.
- **Major's Team:** The Major's All-Star Team will be made up of players who are league age 10 to 12 and who played in the BLL Majors division during the regular season.
- **9-11 year-old Team:** The 9- 11 year-old All-Star team will be made up of players who are league age 9 to 11 and played in the BLL Majors **OR** Minors division during the regular season.
- **8-10 year-old Team:** The 8-10-year-old All-Star team will be made up of players who are league age 8 to 10 and played in the BLL Majors **OR** Minors division during the regular season.

Softball:

- **Juniors Team:** The Juniors All-Star team will be made up of players who are league age 13 or 14 and who played in the BLL Juniors division during the regular season.
- **Major's Team:** The Major's All-Star team will be made up of players who are league age 11 or 12 and played in the BLL Majors division during the regular season.

Exhibit B-All Star Selection Process

- **10-11 year-old Team:** The 10- 11 year-old All-Star team will be made up of players who are league age 10 or 11 and played in the BLL Majors **OR** Minors division during the regular season.
- **9-10 year-old team:** The 10- year-old All-Star team will be made up of players who are 9 or 10 years of age who played in the BLL Majors **OR** Minors division during the regular season.

All-Star Player Selection Process:

The process for selecting All-Star Teams will involve several steps. As in years past, the players will make some of the selection for the All-Star Teams and the Managers shall complete the remainder of the recommended team which is then approved by the BLL Board and submitted to the District.

Balloting:

Any players who have indicated interest in being considered for All-Star voting shall be placed on the ballot as a Candidate. This involves submitting a signed eligibility /release /commitment form, typically administered by the managers in late May. Every manager will solicit all of the players on their team to identify those that are interested in having their name considered for the All-Star ballots. Every player that completes a commitment/eligibility form will have their name placed on the ballots as eligible for the All Star Team(s).

Voting:

All regular season Little League players are allowed 6 votes for the Candidates on their divisional ballot. Managers or Parents may not assist in the vote. Player voting is an independent and anonymous activity which is conducted on the field. Players must vote only once per Candidate. Players vote for their division's Candidates and for Candidates of their same age group.

Vote tally and initial player selections:

The top 6 players in a particular age group receiving votes on more than 2/3 of the ballots, will automatically be placed on the All Star Team corresponding to the teams at their age level, but it is not the only means of selection. If a player does not receive the 2/3 majority he/she is still eligible to be selected by the manager vote, etc. In many cases, a child may be eligible for two teams and the Managers will subsequently sort out the best candidates for the teams, balancing positions and needs to ensure the best team configuration.

Try Outs:

When deemed necessary, the Board of Directors may call for Try Outs to manage issues surrounding fielding the most competitive team.

Exhibit B-All Star Selection Process

Final team configurations:

The league Managers will meet together to review and confirm the player votes (top 6 vote getters) and determine the final roster of players. At this **mandatory manager meeting**, managers will vote by confidential ballot, one player slot at a time, until the first 10 players are chosen for the team, players must receive a 2/3rds majority to be included. The 11th-13th players are chosen by the approved All Star Manager.

Players are evaluated on multiple criteria including the player's performance, attitude, sportsmanship and teamwork. The team is completed on the basis of these criteria and on the needs of the All-Star Team (i.e. will there be an adequate number of catchers and pitchers as well as other key positions). Once the managers have completed their deliberations and the final recommended slate of players for each team is submitted to the Board and President for final approval. The BLL President (or Board Representative) shall be involved in the manager deliberations and shall make the final decision to accept the manager recommended roster on behalf of the BLL Board, unless the President feels that there is sufficient enough reason to call for a Board meeting to resolve an issue.

Confidentiality and Oversight:

The process and meetings are facilitated by the League President and assisted by the Player Agent. The selection results (number of votes, selection order, etc.) and Manager Deliberations about the prospective players are strictly confidential.

Player notification:

The All-Star Team manager is asked to notify all team members as promptly as possible on June 15th (this date is subject to change according to the current year's Little League Tournament Dates). Managers of players not chosen will notify those players as soon as possible following the June 15th announcement of the roster.

Manager selection criteria and eligibility, per little league rules:

- All-Star Managers shall be a Manager or Coach during the regular season for the level they wish to manage.
- Any regular season Manager or Coach may "manage down" and manage an All Star team at a lower level but managers may not "manage up" into a higher division or age group.
- A manager or coach that has participated in another youth baseball and softball league may be eliminated from All Star participation if their participation in the other league is deemed "detrimental" to league operations. After the Manager vote and other input are received, the BLL board shall hold a meeting to discuss the manager candidates and discuss the President's findings and act upon the President's recommendation to the Board. The President shall seek proxies from all board members not able to attend and

Exhibit B-All Star Selection Process

those with direct conflicts in the decision shall be excused. Should the board not be able to reach a consensus, the league President shall seek counsel from the district administrator and make the final determination on the Manager for each team.

- The manager is allowed to choose the 2 coaches after the players have been selected, provided that each person is a rostered manager or coach during the regular season for the selected level (or above) and meets all other eligibility requirements.

Manager selection eligibility (BLL Specific):

- During the season, managers will accumulate points for performing voluntary actions. Managers will lose points for failing to perform any actions deemed mandatory by the Board or failing to comply with the rules set forth by the league. At the end of the season these point totals will assist the League President in making recommendations to the Board on Managers for the All Star team(s).

Point System (per instance totals):

- Attendance at mandatory work day(s) +5 points
- Attendance at mandatory training +5 points
- Attendance at mandatory manager meeting(s) +5 points
- Attendance at voluntary work day(s) +3 points
- Failure to attend mandatory work day(s) -5
- Failure to attend mandatory training -5
- Failure to attend mandatory manager meeting(s) -5
- Failure to reply to a mandatory email from the league -5
- Failure to report a game score within the allowable time frame -2
- Final Division Standings
 - 1st place +5
 - 2nd place +4
 - 3rd place +3
 - 4th place +2
 - 5th-10th place +1
- Ejection of manager from a game -20
- Ejection of an assistant coach from a game -10
- Ejection of a team parent from a game -5
- Failure to perform mandatory field maintenance duties pre/post game -2
- Submission of a protest that is not upheld by the Board -10
- Managers may send representatives (assistant coaches, team moms) to perform their duties at any event should they not be able to attend.

Exhibit B-All Star Selection Process

- Sign in sheets will be provided at each mandatory and voluntary events so that points may be accurately tracked, failure to sign the sheet will result in no points being accumulated and in some cases will result in a loss of points.

Exhibit C-Parent/Player Code Of Conduct

Parent/Player Code of Conduct

BLL strives to create a positive atmosphere where children learn the game of baseball or softball, develop values and have fun. All members of the BLL community have a role to play in creating this positive atmosphere. By giving careful thought to these codes of conduct and putting effort into living up to them, you can help create this positive atmosphere.

Please read the Parent's Code of Conduct below and review the Player's Code of Conduct with your child. Both parents and the player should then sign as indicated.

Parent's Code of Conduct

Your child and their team:

- Be supportive of your child. Cheer them on at all times, especially when they struggle.
- Do not yell at or speak negatively to your child or their teammates in public.
- Do not coach your child or their teammates during a game (unless you are a coach).
- Do not ever let any player feel like they lost the game. The team wins and the team loses.

Your opponents:

- Never yell at or speak negatively to an opposing coach, parent or player.
- Do not engage in cheering that could be considered disrespectful to or might interfere with the performance of the opposing team.

The umpires:

- Never yell at, criticize or even offer advice to an umpire (even in a polite manner). Comments should be directed to your coach or a league administrator.
- Never blame the outcome of a game on an umpire. Umpire's decisions are not always correct, but successful players learn how to overcome those decisions, not use them as excuses.

Your coach/team:

- Do drop off and pick up your child on time for practices and games.
- Do keep your coach informed about absences or late arrivals that can't be avoided.
- Do remain off the field and out of the dugout unless you are serving in an official capacity.
- Do help the coach or team parent out by volunteering for team duties. Make sure you are doing your fair share.
- If you are not satisfied with an aspect of your child's experience, talk to the coach about it at a time he/she can listen. Generally, this is not immediately before or after a game.

Exhibit C-Parent/Player Code Of Conduct

The League:

- Understand that BLL only happens through the efforts of our volunteers. Be appreciative of their efforts.
- Criticism should be directed first to your coach, then to a Board member.
- If any confrontation does occur, please step in and act as a peacemaker.
- Never swear.
- Never drink alcoholic beverages at a game or practice.

Consequences: Parents that cannot live up to this code of conduct will be prevented from attending games and/or will have their child's playing privileges suspended.

Player's Code of Conduct

- Listen to and respect the directions of coaches and umpires during all league activities.
- Never argue with or show disrespect towards the umpire or coaches.
- Be positive with your teammates. Don't criticize.
- Do not harass or act disrespectfully towards the opposing team.
- Regularly attend practices and games. When you miss a game or practice, apologize to the coach.
- Be on time (tell your parents this is important to you). If you are late, apologize to your coach.
- Do not throw bats or helmets. These actions can lead to an immediate ejection from a game.
- Do not intentionally hurt another player. This will lead to an immediate ejection from the game, suspension from future games, and/or dismissal from the team.
- Never swear.
- Clean up the dugout after every game. Ask the coach what else you can do to help.
- We have read the Little League Codes of Conduct. We understand and agree to live up to this code of conduct.

Parent(s) / Guardian(s)

Player

Parent(s) / Guardian(s)

Player

Exhibit C-Parent/Player Code Of Conduct

Exhibit D-BLL Umpire Interaction Policy

BLL Umpire Interaction Policy

BLL has a zero tolerance policy for behavior that is disrespectful, discourteous, or may in any way be construed as intimidating towards its umpires. With this policy, we hope to maintain an environment in BLL that is both umpire friendly and that teaches our players to have respect for those in positions of authority. Violations of this policy will result in disciplinary actions including suspensions and potentially expulsion from BLL.

Players, coaches, and fans should understand that any critical behavior towards umpires (the kind that is all too common at professional sporting events and some other youth sports programs) will not be tolerated in BLL. Basically, we want every coach and parent to treat the umpire the way they would want to be treated if it was their son or daughter that was the umpire. It is far more productive for a player, coach, or team to react to disadvantageous umpire calls by focusing on how to overcome those "bad breaks," rather than focusing on the umpire who is just doing the best that he/she can.

Our umpire crew is comprised of adult volunteers, and paid adults and youths between the ages of 12 years old and up. Our youth umpire program is an important part of our mission to provide the kids of Bulverde with a positive environment to grow and learn through sports. All our umpires must feel they are safe and protected.

Parent Interaction With Umpires:

Parents should enter every game with the understanding that at least one "bad" call will likely be made and that some of those calls could possibly influence the outcome of the game. Even in the professional umpire ranks, including the World Series, critical calls are missed, so they will more than likely be missed at the Little League level.

No questioning or comments from spectator areas regarding umpire calls.

No direct questioning by parents of umpires during or after games – questions should be directed to your coach at a later time.

Coach Interaction With Umpires:

You should recognize that your actions on the field are viewed by both parents and players on both teams and therefore they should set the highest standard of behavior. Any and all communications with umpires should be done in a respectful and deferential manner.

Coaches are also expected to exercise control of their players and parents. Failure to be proactive in this regard will also place coaches at disciplinary risk. We know that coaches can't guarantee parent and player behavior however, coaches are expected to take responsibility for proactively intervening early in situations that could put a player or parent at disciplinary risk.

Judgment calls by an umpire can NEVER be questioned.

Exhibit D-BLL Umpire Interaction Policy

Interpretations of a rule may be questioned but only in a quiet and respectful way by requesting to approach the umpire. For example, if a coach wanted to discuss the proper penalty for an interference call it would be appropriate since there are guidelines spelled out in the Little League International Regulations and Rules Book and it is not up to umpire discretion. However, arguing the umpire's judgment to call interference is not acceptable. If something cannot be resolved on the field, refer to the protest rules in the book.

Always speak directly to the umpire who made the call you are unclear. You may not demand that an umpire seek help from another umpire. Umpires are not allowed to "over rule" each other on the field. They may, at their discretion, consult with the other umpire for help.

Yelling across the field at an umpire over a call is not acceptable. Yelling can come across as hostile even when you don't intend for it to. Request a time out to approach the umpire and discuss the situation in a respectful and conversational manner. Please remember that an adult coach approaching a youth umpire can be somewhat intimidating in and of itself, so a coach acting in a deferential manner will go a long way to mitigating that.

Any comments regarding a BLL umpire should be submitted through email to the Umpire-In-Chief and the President.

Exhibit E-Bulverde Little League Job Descriptions

General Notes:

- Board of Director positions are 2 year terms
- Board members must attend monthly board meetings, if 3 consecutive meetings are not attended, then you will be removed from the board
- Board members are also required to perform (BMOD) Board member on duty 4-5 times per baseball season
- Board members are to be in good financial standings with the League

President

- Conduct the affairs of the Local League and execute the policies established by the Board of Directors
- Present a report of the condition of the Local League at the annual meeting.
- Communicate to the Board of Directors, such matters as deemed appropriate, and make such suggestions as may tend to promote the welfare of the Local League.
- Be responsible for the conduct of the Local League in strict conformity to the policies, principles, Rules and Regulations of Little League Baseball Incorporated, as agreed to under the conditions of the charter issued to the Local League by that organization.
- Designate in writing, other officers if necessary, to have power to make and execute for/and in the name of the Local League such contracts and leases they may receive and which have had prior approval of the Board
- Investigate complaints, irregularities and conditions detrimental to the Local League and report there on to the Board or Executive Committee as circumstances warrant.
- With the assistance of the Player Agent, examine the registration support proof- of age documents of every player candidate and certify to residence and age eligibility before the player may be accepted for try outs and selection.

Vice-President Baseball

- Meet with district officials to setup up inter league play for baseball
- In case of the absence or disability of the President, and provided he is authorized by the President or Board so to act, Vice-President shall perform the duties of the President, and when so acting, shall have all the powers of that office, and shall have such other duties as from time to time may be assigned by the Board of Directors or by the President.
- Responsible for the coordination of all activities relating to baseball year round.
- Oversees all Manager/Coach activities (unless the vice president is a manager of a division of his or her own, at this point a representative will be assigned to that division)

Exhibit E-Bulverde Little League Job Descriptions

- Coordinates with and assists the Player Agent and Division Directors in conducting all drafts and/or selection of all teams.
- Coordinates with the Safety Officer and Caretaker in making sure that all safety issues are addressed.
- Coordinates with the Safety Officer and the Player Agent to insure that all managers, coaches and players at all levels are receiving proper instruction.
- Assists the President in overseeing all Post-season tournaments hosted by BLL, both sanctioned and non-sanctioned.
- Handle managing of field rental and coordinating payment from field rental

Vice-President Softball

- Meet with district officials to setup up inter league play for softball
- Setup the initial schedule for all divisions of softball (if the vice president is a manager in a division the player agent of that division along with the president will review and sign off on the schedule of said division)
- Responsible for the coordination of all activities relating to softball year round.
- Oversees all Manager/Coach activities (unless the vice president is a manager of a division of his or her own, at this point a representative will be assigned to that division)
- Coordinates with and assists the Player Agent and Division Directors in conducting all drafts and/or selection of all teams.
- Coordinates with the Safety Officer and Caretaker in making sure that all safety issues are addressed.
- Coordinates with the Safety Officer and the Player Agent to insure that all managers, coaches and players at all levels are receiving proper instruction.
- Assists the President in overseeing all Post-season tournaments hosted by BLL, both sanctioned and non-sanctioned.

Secretary/PR/IT Manager

- Be responsible for recording the activities of the Local League and maintain appropriate files, mailing lists and necessary records.
- Perform such duties as are herein specifically set forth, in addition to such other duties as are customarily incidental to the office of the secretary or may be assigned by the Board or Directors.
- Maintain a list of a regular, sustaining and honorary members, directors, and committee members and give notice of all meetings of the local league, the board of directors and committees.
- Keep the minutes of the meetings of the members, the board of directors and the executive committee, and cause them to be recorded in a book kept for that purpose.

Exhibit E-Bulverde Little League Job Descriptions

- Conduct all correspondence not otherwise specifically delegated in connection with said meeting and shall be responsible for carrying out all orders, votes and resolutions not otherwise committed.
- Notify members, directors, officers and committee members of their election or appointment.
- Maintain and update website
- Post information on the website
- Handle coordination and distribution of all social media
- Assigns administrative rights to league volunteers and teams,

Treasurer

- Perform such duties as are herein set forth and such other duties as are customarily incidental to the office of treasurer or may be assigned by the board of directors
- Receive all monies and securities, and deposit same in a depository approved by the board of directors
- Keep records for the receipt and disbursement of all monies and securities of the local league, approve all payments from allotted funds and draw checks therefore.
- Prepare an annual budget, under the direction of the president, for submission to the board of directors at the annual meeting.
- Coordinate and prepare all paperwork and deliver to the accountant so that all paperwork can be filed (Form 990 EZ or Form 990)
- Make sure all 1099's are filled out for any hired workers approved by the board of directors

Player Agent

- Record all player transactions and maintain an accurate and up to date record thereof.
- Receive and review applications for player candidates and assist the president in checking residence and age eligibility.
- Manages the online registration process and ensures that league rosters are maintained on the site
- Ensures that league news and scores are updated on a regular basis
- Conduct the player draft and all other player transaction or selection meeting.
- Prepare the player agents list
- Prepare for the President's signature and submission to the Little League Headquarters, team rosters, including players claimed, and the tournament team eligibility affidavit.
- Notify Little League Headquarters of any subsequent player replacements or trades.
- Oversee and supervise the Division Directors of each division

Exhibit E-Bulverde Little League Job Descriptions

- At registration solicit pool players, setup per division

Safety and Grounds Officer

- Help President fill out and submit and supervise the ASAP (A Safety Awareness Program)
- To inspect the overall grounds and make sure that the facilities are kept in a safe working order
- Prioritize expenditures and present to the board of directors to ensure good playing conditions of fields and facilities
- Prepare a capital expenditure plan for near and future improvements to the facilities
- Solicits suggestions for making playing conditions safer, and reports suggestions to board of directors
- Oversee any and all improvements of the facilities either by contractors or volunteers

Sponsorship/Fundraiser Manager

- Solicits and secure local sponsorships to support league operations
- Collects and reviews sponsorship and fundraising opportunities
- Organizes and implements approved league fundraising activities
- Maintains records of monies secured through sponsorship and fundraising initiatives

Head Umpire/Chief Umpire

- Provides umpire training
- Schedules Umpires
- Member of protest committee
- Creates and updates local ground rules and presents them to the board of directors for approval
- Inspect and Inventory all equipment, replace worn straps, pads, helmets, etc., and discard any and all damaged equipment

Concession Manager

- Maintains the operation of the concession facilities
- Organizes the purchase of concession products
- Responsible for the management of the concession sales at league events
- Schedules volunteers to work the concession stand during league events

Exhibit E-Bulverde Little League Job Descriptions

- Collects and reviews concession related offers including coupons, discounts and bulk purchasing opportunities
- Organizes, tallies and keeps records of concession sales and purchases

Team Mom Coordinator (not an official Board Position)

- Organize and setup opening day
- Organize and coordinate Team Moms throughout all divisions
- Solicit proposals for the photographer for the league
- Setup schedule for pictures for all teams of leagues

Division Managers

The Division Directors are responsible to run and organize their individual divisions (i.e. TBall, Machine Pitch, Minors, Intermediate Jr., Senior) within Bulverde Little League (BLL). All Division managers work in conjunction with the Player Agent, Vice President of Baseball and or Softball.

Committees

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- Opening Day Committee
- Property and Grounds Committee
- Finance Committee
- Sponsorship/Fundraising Committee

Exhibit F- Bulverde Little League Line of Communication

Conflicts or issues to be handled in the following process:

- Parents presents conflict or issue to manager
- Manager presents conflict or issue to Division Manager
- Division Manager will present conflict or issue to conflict/issue committee
- The committee will either present the conflict or issue to the board of directors at the next meeting or respond through the preceding process back to originator.

Note: There will be no direct communication on any issue or conflict on a one on one basis with a division manager or board member, if this chain of communication is broken then the issue will be dropped. (Only exception to this will be on a complaint or issue with a Manager of a team, at this time a parent may reach out to the Division Manager in writing directly)