

DAVIS LITTLE LEAGUE CONSTITUTION

ARTICLE I - NAME

This organization shall be known as the Davis Little League, Incorporated, hereinafter referred to as "DLL." The DLL consists of two separate and distinct leagues, the Davis American Little League (ID# 405-64-05) and the Davis National Little League (ID# 405-64-04). Both Leagues are governed by this Constitution and both leagues are managed as set forth herein by one local governing body (the Davis Little League Board of Directors).

ARTICLE II - OBJECTIVE

SECTION 1

The objective of the DLL shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

SECTION 2

To achieve this objective, the DLL will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers and Members shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance. In accordance with Section 501-(c)-(3) of the Federal Internal Revenue Code, the DLL shall operate exclusively as a non-profit educational organization providing a supervised program of competitive baseball and softball games. No part of the net earnings shall inure to the benefit of any private shareholder or individual; no substantial part of the activities of which is carrying on propaganda, or otherwise attempting to influence legislation, and which does not participate in or intervene in any political campaign on behalf of any candidate for public office.

ARTICLE III – MEMBERSHIP

SECTION 1

Eligibility. Any person sincerely interested in active participation to further the objective of this DLL may apply to become a Member.

SECTION 2

Classes. There shall be the following classes of Members:

(a) **Player Members.** Any player candidate meeting the requirements of Little League Regulation IV who lives within the authorized boundaries of the DLL shall be eligible to compete for participation. Player Members shall have no rights, duties or obligations in the management or in the property of the DLL. The player's placement in either the American League or National League is determined by where in Davis the Player lives (see Exhibit A, attached hereto for boundaries).

(b) **Regular Members.** Any adult person actively interested in furthering the objectives of the DLL may become a Regular Member upon election and payment of dues as hereinafter provided. Regular Members may be issued a card numbered in sequential order annually. The secretary shall maintain the roll of membership to qualify voting members. Only Regular Members in good standing are eligible to vote at General Membership Meetings. All Officers, Board Members, Committee Members, Managers, Coaches, Volunteer Umpires and other elected or appointed officials must be active Regular Members in good standing.

Note: Regular Members of the league automatically include all current Managers, Coaches, Volunteer Umpires, Board Members, Officers of the Board and any other person who is recognized by the Board as a volunteer in the DLL.

(c) **Honorary Members (Optional).** Any person may be elected as Honorary Member by the unanimous vote of all Directors present at any duly held meeting of the Board of Directors but shall have no rights, duties or obligations in the management or in the property of the DLL.

(d) **Sustaining Members (Optional).** Any person not a Regular Member who makes financial or other contribution to the DLL may by a majority vote of the Board of Directors become a Sustaining Member, but such person shall have no rights, duties or obligations in the management or in the property of the DLL.

(e) As used hereinafter, the word "Member" shall mean a Regular Member unless otherwise stated.

SECTION 3

Other Affiliations.

(a) Members, whether Regular or Player, shall not be required to be affiliated with another organization or group to qualify as members of the DLL.

(b) Regular Members should not be actively engaged in the promotion and/or operation of any other baseball program for which DLL Player Members would be eligible.

SECTION 4

Suspension or Termination. Membership may be terminated by resignation or action of the Board of Directors as follows:

(a) The Board of Directors, by a two-thirds vote of those present at any duly constituted Board meeting, shall have the authority to discipline or suspend or terminate the membership of any Member of any class, including managers

and coaches, when the conduct of such person is considered detrimental to the best interests of the DLL and/or Little League Baseball, Incorporated. The Member involved shall be notified of such meeting, informed of the general nature of the charges and given an opportunity to appear at the meeting to answer such charges.

(b) The Board of Directors shall, in case of a Player Member, give notice to the manager of the team for which the player is a Player Member. Said manager shall appear, in the capacity of an adviser, with the player before the Board of Directors or a duly appointed committee of the Board of Directors. The player's parent(s) or legal guardian(s) may also be present. The Board of Directors shall have full power to suspend or revoke such player's right to future participation by two-thirds vote of those present at any duly constituted meeting. A quorum is required at any Board of Directors meeting when the revocation of a Player Member's right to participate is voted on.

ARTICLE IV - DUES FOR REGULAR MEMBERS (NOT PLAYERS)

SECTION 1

Dues for Regular Members may be fixed at such amounts as the Board of Directors shall determine for a particular fiscal year. (See Article XI, Section 7 for fiscal year of this league.)

Dues for Regular Members are separate from registration fees for Player Members, which are determined annually by the Board of Directors in accordance with Regulation XIII (c). If no dues for Regular Membership are collected, Section 2 below does not apply. The Board of Directors for the DLL shall determine by December 1 whether dues will be collected for the following year.

SECTION 2

Should the Board of Directors for the DLL assess dues for a particular year, Regular Members who fail to pay their fixed dues within thirty (30) days of application to become a member may, by majority vote of the Board present at a Board meeting, be dropped from the rolls and shall forfeit all rights and privileges of membership.

SECTION 3

In accordance with Little League Baseball, Incorporated Regulation XIII(c), at no time should payment of any fee be a prerequisite for participation in the DLL program. Prerequisites for participation in the DLL may include but not necessarily be limited to participation in tryouts, participation in team functions and meeting the DLL code of conduct.

ARTICLE V - GENERAL MEMBERSHIP MEETINGS

SECTION 1

Definition. A General Membership Meeting is any meeting of the membership of the league including Special General Membership Meetings as set forth below in Section 7. A minimum of one General Membership Meeting per year is required. See below in Section 6 regarding Annual General Membership Meeting.

SECTION 2

Notice of Meeting. Notice of each General Membership Meeting shall be delivered personally, electronically or by mail to each Member at the last recorded address at least ten (10) days in advance of the meeting, setting forth the place, time and purpose of the meeting. In lieu of the above methods, notice may be given in such form as may be authorized by the Members, from time to time, at a regularly convened General Membership Meeting.

SECTION 3

Quorum. At any General Membership Meeting, the presence in person or representation by absentee ballot of fifty (50) members (as defined in Article III - Membership) shall be necessary to constitute a quorum. If a quorum is not present, no business shall be conducted.

SECTION 4

Voting. Only Regular Members shall be entitled to make motions and vote at General Membership Meetings. However, the Board of Directors may invite, admit and recognize guests for presentations or comments during General Membership Meetings. (Those eligible to take part at meetings of the Board of Directors are described below in Article VI, Section 4.)

SECTION 5

Absentee Ballot. For the expressed purpose of accommodating a Regular Member in good standing who cannot be in attendance at the Annual Meeting, or any General Membership Meeting at which new Board members will be elected, an absentee ballot may be requested and obtained from the Secretary of the League by any individual who is a member, as defined above in Article III - Membership. The absentee ballot shall be properly completed, signed and returned in a sealed envelope to the Secretary prior to the date of the election. The Secretary shall present all absentee ballots to the Election Chairman (appointed at the meeting) on the date of the meeting, prior to the voting portion of the election process.

SECTION 6

Annual Meeting of the Members. The Annual Meeting of the Members of the DLL shall be held the first week of July each year for the purpose of electing new Members, electing the Board of Directors, receiving reports, reviewing the Constitution, appointing committees, and for the transaction of such business as may properly come before the meeting.

(a) The Membership shall receive at the Annual Meeting of the Members of the DLL a report, verified by the President and Treasurer, or by a majority of the Directors, showing:

- (1) The condition of the DLL, to be presented by the President or his/her designate;
- (2) A general summary of funds received and expended by the DLL for the previous year, the amount of funds currently in possession of the DLL, and the name of the financial institution in which such funds are maintained;
- (3) The whole amount of real and personal property owned by the DLL, where located, and where and how invested;

(4) For the year immediately preceding, the amount and nature of the property acquired, with the date of the report and the manner of the acquisition, the amount applied, appropriated or expended, and the purposes, objects or persons to or for which such applications, appropriations or expenditures have been made;

(5) This report shall be filed with the records of the DLL and entered in the minutes of the proceedings of the Annual Meeting. A copy of such report shall be forwarded to Little League International.

(b) At the Annual Meeting, the Board of Directors shall determine the number of Directors to be elected for the ensuing year and the members shall elect such number of Directors. The number of Directors elected shall be not less than six (6). All elections of directors shall be by majority vote of all membership present or represented by properly executed and signed absentee ballot filed with the Secretary prior to the election meeting in accordance with Article V, Section 5 – Absentee Ballot.

(c) After the Board of Directors is elected, the incoming Board shall meet to elect the officers at the first meeting of the incoming Board of Directors to be held after elections in July or in the first week in August (“first meeting”). After the election, the incoming Board of Directors shall assume the performance of its duties at the “first meeting” Both the outgoing and the incoming Board of Directors will meet together at the “first meeting” where the duties of the Board of Directors will be assumed by the incoming board. The then sitting Board’s term of office shall continue until its successors are elected and qualified under this section.

(d) The Officers of the DLL shall consist of a President, one or more Vice-Presidents, a Secretary, a Treasurer, a Player Agent or Director of Baseball with equivalent duties, a Director of Operations, an Information Officer, a Chief Umpire or Umpire Coordinator, Registrar, an Information Officer, the Major League Representative and a Safety Officer, all of whom shall hold office for the ensuing year or until their successors are duly elected (see Regulation 1 (b)). The Board of Directors may appoint such other Officers or agents as it may deem necessary or desirable, and may prescribe the powers and duties of each and may fill any vacancy which may occur in any office.

SECTION 7

Special General Membership Meetings. Special General Membership Meetings of the Members may be called by the Board of Directors or by the Secretary or President at their discretion. Upon the written request of ten (10) Members, the President or Secretary shall call a Special General Membership Meeting to consider the subject specified in the request. No business other than that specified in the notice of the meeting shall be transacted at any Special General Membership Meeting. Such Special General Membership Meeting shall be scheduled to take place not less than fourteen (14) days after the request is received by the President or Secretary.

SECTION 8

Rules of Order for General Membership Meetings. Robert’s Rules of Order shall govern the proceedings of all General Membership Meetings, except where same conflicts with this Constitution or the Bylaws of the DLL.

ARTICLE VI - BOARD OF DIRECTORS

SECTION 1

Authority. The management of the property and affairs of the DLL shall be vested in the Board of Directors.

SECTION 2

Increase in number. The number of Directors sitting on the Board of Directors so fixed in accordance with this Constitution may be increased by the then sitting Board of Directors. If the number is increased, the additional Directors may be elected at any subsequent General Membership Meeting. All elections of additional Directors shall be by majority vote of all Regular Members present or represented by a properly executed and signed absentee ballot filed with the Secretary prior to the election meeting in accordance with Article V, Section 5 – Absentee Ballot.

SECTION 3

Vacancies. If any vacancy occurs in the Board of Directors, by death, resignation or otherwise, it may be filled by a majority vote of the remaining Directors at any regular Board meeting or at any Special Board Meeting called for that purpose.

SECTION 4

Board Meetings, Notice and Quorum. Regular meetings of the Board of Directors shall be held following the Annual Meeting and on such days thereafter as shall be determined by the Board.

(a) The President or the Secretary may, whenever they deem it advisable, or the Secretary shall at the request in writing of five (5) Directors, issue a call for a Special Board Meeting. In the case of Special Board Meetings, such notice shall include the purpose of the meeting and no matters not so stated may be acted upon at the meeting.

(b) Notice of each Board meeting shall be given by the Secretary personally, electronically or by mail to each Director at least three (3) days before the time appointed for the meeting to the last recorded address of each Director, or by telephone, e-mail, facsimile or personal notice twenty-four (24) hours prior to the meeting.

(c) Presence of a majority of the then sitting members of the Board of Directors shall constitute a quorum for the transaction of business. If a quorum is not present, no business shall be conducted.

(d) Only members of the Board of Directors may make motions and vote at meetings of the Board of Directors. However, the Board of Directors may invite, admit and recognize guests for presentations or comments during Board meetings.

SECTION 5

Duties and Powers. The Board of Directors shall have the power to appoint such standing committees as it shall determine appropriate and to delegate such powers to them as the Board shall deem advisable and which it may properly delegate. The Board may adopt such rules and regulations for the conduct of its meetings and the management of the DLL as it may deem proper, provided such rules and regulations do not conflict with this Constitution.

The Board shall have the power by a two-thirds (2/3) vote of those present at any regular Board or Special Board Meeting to discipline, suspend or remove any Director or Officer or Committee Member of the DLL in accordance with the procedure set forth in Article III, Section 4 (a,b).

SECTION 6

Rules of Order for Board Meetings. Robert’s Rules of Order shall govern the proceedings of all Board of Directors meetings, except where same conflicts with this Constitution of the DLL.

SECTION 7

Other Affiliations. Board Members shall not be on an the Board of Directors of any other competing (i.e. non-Little League) baseball program for which DLL Player Members would be eligible.

SECTION 8

Term. Each Director or Officer shall be elected for **two years and one month (twenty-five (25) months)**. So long as the Director or Officer of the Board of Directors is in good standing, the term shall officially end **following the second year of service** at the “first meeting” of the incoming Board of Directors as set forth above in Article V(6)(c) after the following year’s elected Board Members take office.

If there are additional terms open due to Directors or Officers leaving after 1 year, then those Offices will also be up for election. The term of each office (a new two year term or filling the second year of a vacated office) will be decided at the incoming Board of Directors meeting.

SECTION 9

Resignation. A Member of the Board of Directors or an Officer of the Board of Directors may resign their position at any time with or without cause, provided the resignation is in writing and submitted to the Board at the next regular meeting, by email or sent via U.S. Mail to the President of the board.

SECTION 10

Board Eligibility.

- (a) The elected Director or Officer shall remain in office with voting rights, as long as they are in good standing.
- (b) Elected Directors or Officers may not miss more than three (3) regularly scheduled full Board meetings during their term to remain in good standing. A Board member’s office is immediately determined to be open, upon missing the 3rd meeting. The Director or Officer loses all voting rights.
 - 1 The Board member that lost the office may not vote again until reelected or reinstated. The Board member may be reinstated by a majority vote of the Board.
 - 2 To refill a vacancy on the Board of Directors, the above procedures in Article VI, Section 3 must be followed.
 - 3 The Board of Directors may appoint a non-voting Officer to fill the vacancy following procedures in Article VII, Section 1.

SECTION 11

Election/Nomination Eligibility.

- (a) All Directors and Commissioners in good standing from the prior season.
- (b) All Board members must have either: 1) a child participating in the upcoming DLL Season, or 2) served on the Board for consecutive two (2) terms without any lapse, or 3) served as a volunteer/member of the

league for three (3) consecutive terms.

(c) Any new perspective member, not having served as a non-voting Director or Commissioner must: 1) have fulfilled their DLL volunteer position in the immediately preceding year, and 2) be nominated or sponsored by an existing member of the Board.

(d) Each member of the Board may only nominate or sponsor one (1) new perspective member per annual election.

(e) Newly elected Board members may not nominate or sponsor any new members until the next general election.

(f) A spouse of another Board member is not eligible to hold or run for any office with voting capacity.

ARTICLE VII - DUTIES AND POWERS OF HE BOARD

SECTION 1

Appointments. The Board of Directors may appoint such other officers or agents as it may deem necessary or desirable, and may prescribe the powers and duties of each. Appointed officers or agents shall have no vote on actions taken by the Board of Directors unless such individuals have been elected to the Board by the membership or have been elected to fill a vacancy on the Board.

The Officers of the DLL shall consist of a President, one or more Vice-Presidents, a Secretary, a Treasurer, a Player Agent or Director of Baseball with equivalent duties, a Director of Operations, an Information Officer, a Chief Umpire or Umpire Coordinator, Registrar, the Major League Representative and a Safety Officer, all of whom shall hold office for the ensuing year or until their successors are duly elected (see Regulation 1 (b)). The Board of Directors may appoint such other Officers or agents as it may deem necessary or desirable, and may prescribe the powers and duties of each and may fill any vacancy which may occur in any office.

SECTION 2

President. The President shall:

- (a) Conduct the affairs of the DLL and execute the policies established by the Board of Directors. (b) Present a report of the condition of the DLL at the Annual Meeting.
- (c) Communicate to the Board of Directors such matters as deemed appropriate, and make such suggestions as may tend to promote the welfare of the DLL.
- (d) Be responsible for the conduct of the DLL in strict conformity to the policies, principles, Rules and Regulations of Little League Baseball, Incorporated, as agreed to under the conditions of charter issued to the DLL by that organization.
- (e) Designate in writing other officers, if necessary, to have power to make and execute for/and in the name of the DLL such contracts and leases they may receive and which have had prior approval of the Board.
- (f) Investigate complaints, irregularities and conditions detrimental to the DLL and report thereon to the Board or Executive Committee as circumstances warrant.
- (g) Prepare and submit an annual budget to the Board of Directors and be responsible for the proper execution thereof.
- (h) With the assistance of the Player Agent or Director of Baseball, examine the application and support proof-of age documents of every player candidate and certify residency and age eligibility before the player may be accepted for tournament play.

SECTION 3

Vice President. The Vice President shall:

- (a) Perform the duties of the President in the absence or disability of the President, provided he or she is authorized by the President or Board so to act. When so acting, the Vice President shall have all the powers of that office.
- (b) Perform such duties as from time to time may be assigned by the Board of Directors or by the President.

SECTION 4

Secretary. The Secretary shall:

- (a) Be responsible for recording the activities of the DLL and maintain appropriate files, mailing lists and necessary records.
- (b) Perform such duties as are herein specifically set forth, in addition to such other duties as are customarily incident to the office of Secretary or as may be assigned by the Board of Directors.
- (c) Maintain a list of all Regular, Sustaining and Honorary Members, Directors and committee members and give notice of all meetings of the DLL, the Board of Directors and Committees.
- (d) Issue membership and voter registration cards to Regular Members, if approved by the Board of Directors.
- (e) 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.
- (f) 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.
- (g) Notify Members, Directors, Officers and committee members of their election or appointment.

SECTION 5

Treasurer. The Treasurer shall:

- (a) Perform such duties as are herein set forth and such other duties as are customarily incident to the Office of Treasurer or may be assigned by the Board of Directors.
- (b) Receive all monies and securities, and deposit same in a depository approved by the Board of Directors. (c) Keep records for the receipt and disbursement of all monies and securities of the DLL, including the Auxiliary, approve all payments from allotted funds and draw checks therefore in agreement with policies established in advance of such actions by the Board of Directors. All disbursements by check must have dual signatures.
- (d) Prepare an annual budget, under the direction of the President, for submission to the Board of Directors at the Annual Meeting.
- (e) Prepare an annual financial report, under the direction of the President, for submission to the Membership and Board of Directors as part of the annual report at the Annual Meeting, and to Little League International.

SECTION 6

Player Agent. The Player Agent or Director of Baseball shall:

- (a) Record all player transactions and maintain an accurate and up-to-date record thereof.
- (b) Receive and review applications for player candidates and assist the President in verifying residence and age eligibility.
- (c) Conduct the tryouts, the player draft and all other player transaction or selection meetings. (d) Prepare the Player Agent's list of players eligible for the draft.
- (e) Prepare for the President's signature and submission to Little League International, team rosters, including

players' claimed, and the tournament team eligibility affidavit.

(f) Notify Little League International of any subsequent player replacements or trades.

SECTION 7

Director of Operations. Responsible for facilities maintenance and repairs. Oversees all construction projects and works with the city to obtain required permission to modify fields. Responsible for keys to all locks and distribution/collection of keys, coordinates janitorial services for restrooms and solicits the membership help on improvement projects.

SECTION 8

League Information Officer. The League Information Officer shall:

(a) Manage the league's home page (site authorized by Little League International);

(b) Manage the online registration process and ensure that league rosters are maintained on the site; (c) Assign administrative rights to league volunteers and teams;

(d) Ensure that league news and scores are updated on a regular basis;

(e) Collect, post and distribute important information on League activities including direct dissemination of fund-raising and sponsor activities to Little League International, district, public, league members and media;

(f) Serve as primary contact person for Little League and myteam.com regarding optimizing use of the Internet for league administration and for distributing information to league members and to Little League International.

SECTION 9

Umpire in Chief or Umpire Coordinator. Responsible for training of all umpires for all divisions, schedules and coordinates training session prior to the season, provides communications to the umpire staff, schedules umpires for all games, provides support for question related to umpires. The Umpire in Chief or Umpire Coordinator identifies potential umpires to present to the President whose duty it is to appoint umpires for the year.

SECTION 10

Registrar. The primary role of the Registrar is to track all registrations, collect fees and categorize players by league, age, team, etc. Additional duties include:

(a) Collect mail-in registrations from the Post Office every 1-2 days during open registration and input info into database, or update demographics as indicated.

(b) Download on-line registrations and import info into DLL database.

(c) Provide player lists to appropriate player reps throughout enrollment period and any add-ons throughout the season.

(d) Track all volunteers and provide info to board for manager/coach selections.

(e) Provide current email mailing lists for mass communications as requested.

(f) Create player tryout lists (and All Stars & 4th of July player lists), arrange times and set up calling & emailing system for board members to assist with notification system.

(g) Maintain team lists, provide copies of registration forms to managers once their teams are chosen.

(h) Notify accountant of refund requests, communicating adds/drops to player reps immediately

(i) Distribute non-player registration mail to appropriate people in a timely manner

(j) Deliver registration money to treasurer periodically

(k) Respond to general questions from parents/public or direct to appropriate person.

(l) Create or assist marketing with creating/updating registration forms.

- (m) Coordinate in-house registration, set dates, time, location and helpers.
- (n) Work with Marketing Director to ensure adequate public notification is done (newspaper ads, flyers, emails) to promote sign ups.

SECTION 11

Majors Player Representative. The Majors Player Representative is the primary point of contact for players, parents, and coaches in the Majors division. The Majors Player Representative is responsible for assisting in the required tryouts for players ages 10-12, works with the Director of Baseball in setting up the Majors draft format and player selection meeting, assists in putting together Majors manager packets or binders at start of season, schedules and leads manager meeting at start of season, communicates timely updates to managers, keeping them informed of league information, maintains a complete list of manager contact information, including emails and phone number. The Majors Player Representative is also the first point of contact for any player issues and resolves issues or parent complaints, or if needed escalates them to the Director of Baseball. The Majors Player Representative works with game scheduler to put together a schedule for all teams, works with Chief Umpire to recruit parents to umpire Majors games, hands out awards at conclusion of any medal or trophy-round playoff games, hands out Manager of the Year awards at July 4th game, collects player evaluations from each manager at conclusion of season and any other duties, responsibilities, requirements, or needed work related to Majors not already described.

SECTION 12

Safety Officer. The Safety Officer shall:

- (a) Be responsible to create awareness, through education and information, of the opportunities to provide a safer environment for youngsters and all participants of Little League Baseball.
- (b) Develop and implement a plan for increasing safety of activities, equipment and facilities through education, compliance and reporting. In order to implement a safety plan using education, compliance and reporting, the Safety Officer:
 - (1) Should facilitate meetings and distribute safety information among participants including players, managers, coaches, umpires, league officials, parents, guardians and other volunteers – education.
 - (2) Should promote safety compliance leadership by increasing awareness of the safety opportunities that arise from these responsibilities - compliance.
 - (3) Define a process to assure that incidents are recorded, information is sent to league/district and national offices, and follow-up information on medical and other data is forwarded as available - reporting.
- (c) Other duties of the Safety Officer are as follows:
 - (1) Annually, with the President, prior to the start of the season, audit the field lighting system(s) to insure it meets Little League minimum standards, The lighting audit to be performed by a qualified technician.
 - (2) Frequently inspect all playing areas for holes, damage, glass and other foreign objects. (3) Make certain all fences, screens and dugouts are in safe condition.
 - (4) Periodically inspect the stands or bleachers,
 - (5) Have arrangements in place in advance of all games and practices for emergency medical services. (6) Arrange first aid training and CPR for all managers and coaches.

(7) Arrange with the President an annual training meeting for managers and coaches by implementing Little League's "Prevention and Emergency Management Program."

(8) Handle all accident claims promptly and shall maintain all records pertaining to all injuries and to include any claims for liability.

SECTION 13

Other Officers. Other Officer positions of the Board of Directors as described on the league's official website, provided that position is properly created pursuant to Article VI, Sections 2 and 3, and that the Officer is properly appointed and/or elected pursuant to Article VII, Section 1.

ARTICLE VIII - EXECUTIVE COMMITTEE

SECTION 1

The Board of Directors may appoint an Executive Committee which shall consist of not less than three (3) nor more than five (5) Directors, one of whom shall be the President of the DLL another shall be either the Player Agent or the Director of Baseball.

SECTION 2

The Executive Committee shall advise with and assist the Officers of the DLL in all matters concerning its interests and the management of its affairs, and shall have such other powers as may be delegated to it by the Board, but in no event will the Executive Committee have authority over the Board of Directors.

SECTION 3

At any meeting of the Executive Committee, a majority of the total number of members then in office shall constitute a quorum for the transaction of business, and the act of a majority present at any meeting at which there is a quorum shall be the act of the Committee.

ARTICLE IX - OTHER COMMITTEES

SECTION 1

Nominating Committee. The Board of Directors may appoint a Nominating Committee consisting of three (3) Directors and other appointed Regular Members. The Nominating Committee shall investigate and consider eligible candidates and submit at the Annual Meeting a slate of candidates for the Board of Directors. The Nominating Committee shall also submit for consideration by the Board of Directors a slate of Officers and Committee Members.

SECTION 2

Membership Committee. The Board of Directors may appoint a Membership Committee consisting of three (3) Directors and other appointed Regular Members. The Committee shall receive the names of prospective Honorary, Sustaining and Regular Members, investigate for eligibility and recommend those qualified for election at the annual, regular or any special meeting of the Members or the Board of Directors as the case may be.

SECTION 3

Finance Committee. The Board of Directors may appoint a Finance Committee consisting of not less than three (3) nor more than five (5) Directors. The Treasurer shall be an ex-officio member of the Committee. The Committee shall investigate ways and means of financing the DLL including team sponsorships and submit recommendations. It shall be responsible for taking up collections at games, if such collections are authorized by the DLL, and shall turn over said collections to the Treasurer immediately after each game.

SECTION 4

Building and Property Committee. (May be combined with Grounds Committee) The Board of Directors may appoint a Building and Property Committee consisting of three (3) Directors and other appointed Regular Members. The Committee shall investigate and recommend available, suitable sites and plans for development, including ways and means, the latter in cooperation with the Finance Committee. It shall be responsible for repair and improvement recommendations, other than normal maintenance, and supervise the performance of approved projects.

SECTION 5

Grounds Committee. The Board of Directors may appoint a Grounds Committee which shall be responsible for the care and maintenance of the playing fields, buildings and grounds. It shall operate within the amount appropriated in the approved budget for that purpose. The Grounds Committee may, at the discretion of the Board of Directors be combined with Building and Property Committee.

SECTION 6

Playing Equipment Committee. The Board of Directors may appoint a Playing Equipment Committee which shall secure bids on needed supplies and equipment and make recommendations for their purchase to the Board. The Committee shall be responsible for the proper issuance of such supplies and equipment and for the repair, cleaning and storage thereof at the close of the season.

SECTION 7

Managers Committee. The Board of Directors may appoint a Managers Committee consisting of three (3) Directors. The Committee shall interview and investigate prospective managers and coaches for all levels of the DLL and recommend acceptable candidates to the President, for appointment and subsequent approval by the Board of Directors. It shall, during the playing season, observe the conduct of the managers and coaches and report its findings to the President of the DLL. It shall, at the request of the President or Board of Directors, investigate

complaints concerning managers and coaches and make a report thereof to the President or Board of Directors as the case may be.

SECTION 8

Umpire Committee. The Board of Directors may appoint an Umpire Committee consisting of three (3) Directors and other appointed Regular Members. The DLL President shall be chairperson of the Umpire Committee. The Committee shall recruit, interview and recommend to the President for appointment a staff of umpires, including a Chief Umpire or Umpire Coordinator and replacements. When appointed, the staff of umpires shall be under the personal direction of the DLL President, assisted by the Chief Umpire or Umpire Coordinator who shall train, observe and schedule the staff.

SECTION 9

District Committee. The Board of Directors may appoint a District Committee consisting of the DLL President as chairman and two (2) other Directors. The District Committee shall assist the District Administrator in interleague district functions including the selection of members of the District Administrator's Advisory Committee and the selection of tournament sites and area tournament directors.

SECTION 10

Auxiliary Committee. The Board of Directors may appoint an Auxiliary Committee consisting of the DLL Treasurer and two (2) other Directors and other appointed Regular Members. The Committee shall coordinate the activities of the Auxiliary. It shall review and evaluate auxiliary projects for raising money and disposition of profits, and make recommendations to the Board. The Board of Directors shall approve in advance all projects and actions of the Auxiliary Committee.

SECTION 11

Auditing Committee. The Board of Directors may appoint an Auditing Committee consisting of three (3) Regular Members in good standing, preferably Directors. The President, Treasurer or signatories of checks are not eligible. The Auditing Committee will review the DLL's books and records annually prior to the Annual Meeting and attach a statement of its findings to the annual financial statement of the President and Treasurer; or may, if directed by the Board of Directors or Membership, secure the services of a Certified Public Accountant to accomplish such review.

SECTION 12

Minor League Committee. The Board of Directors may appoint a Minor League Committee consisting of not more than three (3) Directors. The Chairperson of the Committee shall be the Vice President and be responsible to the DLL President for the proper conduct of the Minor League operation.

SECTION 13

T-Ball League Committee. The Board of Directors may appoint a Tee-Ball League Committee consisting of not more than three (3) Directors. The Chairperson of this Committee shall be the Tee-Ball Coordinator and be responsible to the DLL President for the proper conduct of the Tee-Ball League operation.

SECTION 14

Protest Committee. The Protest Committee shall consist of three (3) Directors, the President, Umpire Director and Player Agent or Director of Baseball. The Protest Committee shall be responsible to determine the proper application of the rules and other sanctions in the event of protest or other rule violation by managers, coaches, players or other affected parties.

ARTICLE X – MANAGERS, COACHES AND UMPIRES

SECTION 1

Managers and Coaches. Team Managers and Coaches shall be appointed annually by the President with the aid of the Managers Committee, if one is appointed, in accord with Article IX, Section 7, and be approved by the Board of Directors. Managers shall be responsible for their actions on the field. In addition, Majors and AAA Minors Managers are responsible for the selection of their teams in accordance with established draft procedures (see Exhibit "C").

SECTION 2

Umpires. Umpires shall be appointed annually by the President with the aid of the Umpires Committee, if one is appointed, in accord with Article IX, Section 8, with the approval of the Board of Directors, who shall be responsible for their assignments and for their actions on the field. DLL may operate with paid contract or volunteer umpires. The League is making a conscientious effort to develop volunteer core of umpires.

SECTION 3

While holding such office, the President, Vice-Presidents and the Director of Baseball may manage, coach or umpire in any division. The Majors Rep and AAA Rep may not manage or coach in the division they represent, however they may manage, coach or umpire in any other division.

ARTICLE XI – AFFILIATION

SECTION 1

Charter. The DLL shall annually apply for a charter from Little League Baseball, Incorporated, and shall do all things necessary to obtain and maintain such charter. The DLL shall devote its entire energies to the activities authorized by such charter and it shall not be affiliated with any other program or organization or operate any other program.

SECTION 2

Rules and Regulations. The Official Playing Rules and Regulations as published by Little League Baseball, Incorporated, Williamsport, Pennsylvania, shall be binding on this DLL.

SECTION 3

Local Rules, Ground Rules and/or Bylaws. The local rules, ground rules and/or bylaws of this DLL shall be adopted by the Board of Directors at a meeting to be held not less than one month previous to the first scheduled game of the season. The local rules, ground rules and/or bylaws of this DLL shall be approved by a two-thirds (2/3) vote of those Directors present at a meeting of the Board of Directors where a quorum has been satisfied. Such local rules, ground rules and/or bylaws shall continue from year to year unless revised and approved by a two-thirds (2/3) vote of those Directors present at a meeting of the Board of Directors where a quorum has been satisfied. In no way shall the local rules, ground rules and/or by-laws conflict with the Rules, Regulations and Policies of Little League Baseball, Incorporated, nor shall they conflict with this Constitution.

The local rules, ground rules and/or bylaws of this DLL shall expire at the end of each fiscal year, and are not considered part of this Constitution. (See Article XI, Section 7 for fiscal year of this league.)

ARTICLE XII - FINANCIAL AND ACCOUNTING

SECTION 1

Authority. The Board of Directors shall decide all matters pertaining to the finances of the DLL and it shall place all income including Auxiliary funds, in a common league treasury, directing the expenditure of funds in such manner as will give no individual or team an advantage over those in competition with such individual or team.

SECTION 2

Contributions. The Board shall not permit the contribution of funds or property to individual teams but shall solicit funds for the common treasury of the DLL, thereby to discourage favoritism among teams and to endeavor to equalize the benefits of the DLL.

SECTION 3

Solicitations. The Board shall not permit the solicitation of funds in the name of Little League Baseball, Incorporated unless all of the funds so raised be placed in the DLL treasury.

SECTION 4

Disbursement of Funds. The Board shall not permit the disbursement of DLL funds for other than the conduct of Little League activities in accordance with the rules, regulations and policies of Little League Baseball, Incorporated. All disbursements shall be made by check. All checks shall be signed by the DLL Treasurer and such other officer or officers or person or persons as the Board of Directors shall determine.

SECTION 5

Compensation. No Director, Officer or Member of the DLL shall receive, directly or indirectly any salary, compensation or emolument from the DLL for services rendered as Director, Officer or Member.

SECTION 6

Deposits. All monies received, including Auxiliary Funds, shall be deposited to the credit of the DLL in/at a bank of the board's choosing.

SECTION 7

Fiscal year. The fiscal year of the DLL shall begin on January 1 and shall end on December 31.

SECTION 8

Distribution of Property upon Dissolution. Upon dissolution of the DLL and after all outstanding debts and claims have been satisfied, the Members shall direct the remaining property of the DLL to another Federally Incorporated entity which maintains the same objectives as set forth in Article II of this Constitution, which are or may be entitled to exemption under Section 501-(c)-(3) of the Internal Revenue Code or any future corresponding provision.

ARTICLE XIII - AMENDMENTS

This Constitution may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Members provided notice of the proposed change is included in the notice of such meeting. Draft of all proposed amendments shall be submitted to Little League Baseball, Incorporated, for approval before implementation.

This Constitution was approved by the _____
Little League
Membership on _____ (date).

President's Name (Print) President's Signature Date

Little League ID No. Federal ID No. 68-0132765

Make one copy for the District Administrator and copies for the DLL. Send original to Regional Headquarters. This Local League's Constitution on file at Regional Headquarters (most recently-approved copy) is the official Constitution of this Local League.

Little League Baseball, Incorporated does not limit participation in its activities on the basis of disability, race, creed, color, national origin, gender, sexual preference or religious preference.

Exhibit A
Boundaries for Davis National Little League and
Davis American Little League

DAVIS NATIONAL LITTLE LEAGUE BOUNDARIES

Davis National Little League ID# 405-64-04

The Davis National Little League physical boundaries used for determination of player eligibility for Majors, Minors and Tee-Ball are described as follows:

The northeast boundary shall begin at the centerline of County Road 102 at a point just south of County Road 27.

The northern boundary line shall then proceed westerly and just south of County Road 27 and continue until it reaches County Road 95 and shall specifically exclude all addresses along or part of County Road 27.

The boundary line shall then proceed southerly along County Road 95 to County Road 32. This boundary line shall include all addresses along or part of County Road 95 (Box numbers 22000 and greater), and is meant to include all addresses along or part of County Roads 28, 29, 30 and 31 with Box numbers 35000 and greater.

The boundary line shall then proceed easterly along County Road 32 to County Road 95A. The boundary line shall then proceed southerly along County Road 95A to Putah Creek. This boundary line shall include all addresses along or part of County Road 95A.

The boundary line (from the center of Putah Creek) shall then proceed easterly along the centerline of Putah Creek and shall follow the South Fork of Putah Creek, passing U.S. Interstate 80 near State Highway 113 and proceeding easterly a short distance to the Southern Pacific Railroad bridge over the South Fork of Putah Creek.

The boundary line shall then proceed southerly to the northwestern corner of intersection of Tremont Road and Old Davis Road, and shall specifically exclude any addresses on Tremont Road and specifically include all addresses on Old Davis Road.

The boundary line shall then proceed easterly just north of Tremont Road to a point north of the intersection of Buckley Road and Tremont Road, and shall specifically exclude any addresses on Tremont Road and specifically include all addresses on Eggert Road.

The boundary line shall then proceed northerly (along an imaginary extension line that F Street in downtown Davis would follow south) to the South Fork of Putah Creek and turn slightly west and proceed northerly to the center of U.S. Interstate 80 where it crosses the North Fork of Putah Creek, specifically to exclude, and be west of, Hamel Lane.

The boundary line shall then proceed easterly along the centerline of U.S. Interstate 80. The boundary line shall follow the Interstate easterly to Pole Line Road.

The boundary line shall then proceed northerly on the centerline of Pole Line to the center of Covell Boulevard where it will turn and proceed easterly along the centerline of Covell Boulevard (aka County Road 31) to the eastern edge of the Wildhorse subdivision. The boundary shall turn north until the northern boundary of the Wildhorse subdivision and then turn east back to Pole Line/County Road 102. The

boundary line shall then finally proceed northerly along the centerline of Pole Line/County Road until it reaches a point just south of County Road 27.

The Davis Little League National Division is located in Davis, California predominantly consisting of the western portion of Davis.

Note (1): The aforementioned boundary description is intended to be a complete description of the Davis National Little League boundaries and is meant to include areas beyond the Davis Joint Unified School.

DAVIS AMERICAN LITTLE LEAGUE BOUNDARIES

Davis American Little League ID# 405-64-05

The Davis American Little League physical boundaries used for determination of player eligibility for Majors, Minors and Tee-Ball are described as follows:

The northwest boundary shall begin at the centerline of County Road 102 at a point just south of County Road 27.

The northern boundary line shall then proceed easterly and just south of County Road 27 and continue until it reaches the Yolo Bypass and shall specifically exclude all addresses along or part of County Road 27.

The boundary shall follow the Yolo Bypass southerly until just north of Tremont Road.

The boundary line shall then proceed westerly just north of Tremont Road to a point north of the intersection of Buckley Road and Tremont Road, and shall specifically exclude any addresses on Tremont Road.

The boundary line shall then proceed northerly (along an imaginary extension line that F Street in downtown Davis would follow south) to the South Fork of Putah Creek and turn slightly west and proceed northerly to the center of U.S. Interstate 80 where it crosses the North Fork of Putah Creek, specifically to exclude, and be west of, Hamel Lane.

The boundary line shall then proceed northerly on the centerline of Pole Line to the center of Covell Boulevard where it will turn and proceed easterly along the centerline of Covell Boulevard (aka County Road 31) to the eastern edge of the Wildhorse subdivision. The boundary shall turn north until the northern boundary of the Wildhorse subdivision and then turn east back to Pole Line/County Road 102. The boundary line shall then finally proceed northerly along the centerline of Pole Line/County Road 102 until it reaches a point just south of County Road 27.

The Davis Little League National Division is located in Davis, California predominantly consisting of the eastern and southern portion of Davis.

Note (1): The aforementioned boundary description is intended to be a complete description of the Davis American Little League boundaries and is meant to include areas beyond the Davis Joint Unified School District (DJUSD) boundaries.

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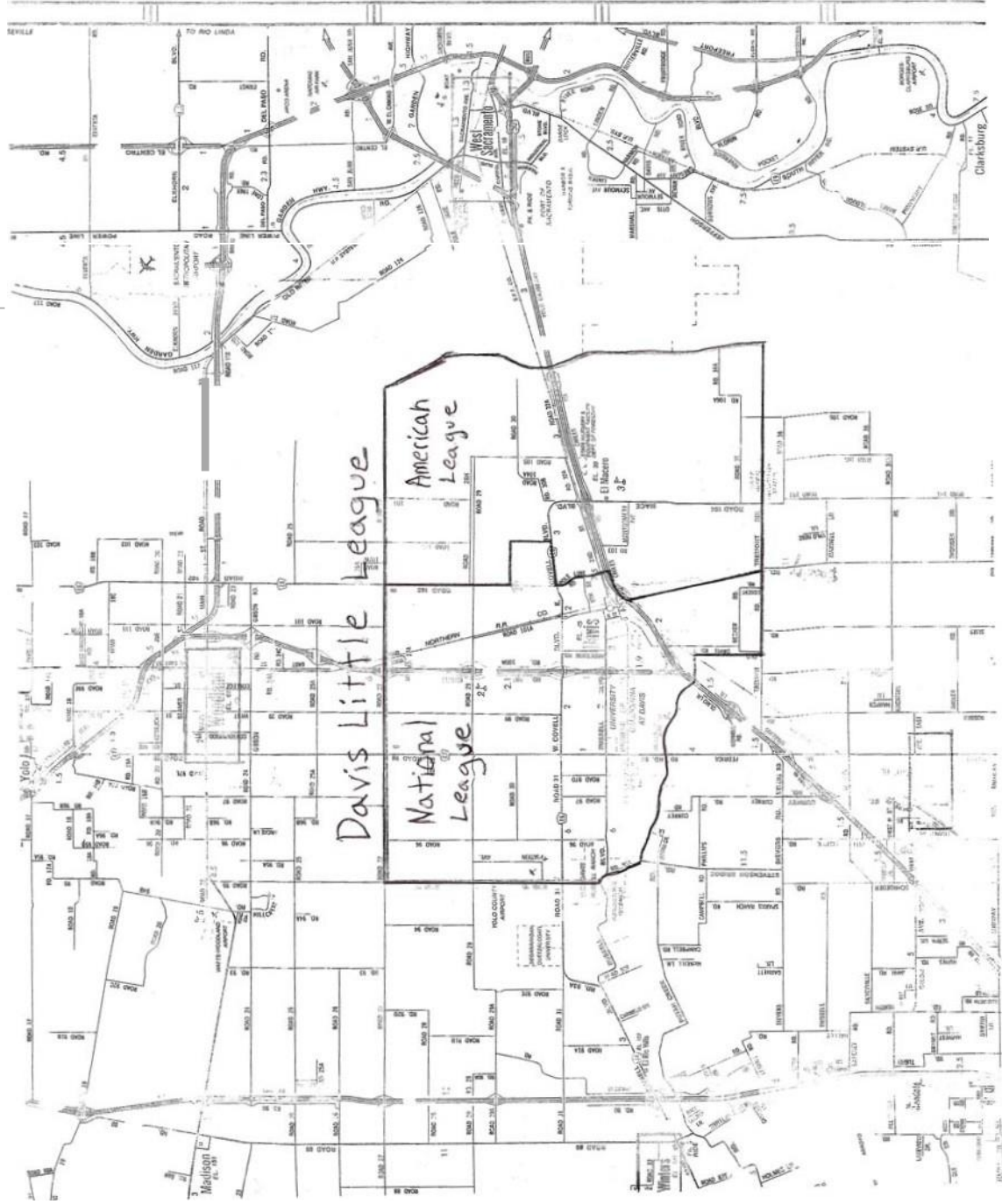


Exhibit B
Age Divisions for Davis Little League

Baseball Age **	Available Level	Play Up One Level	Play Down One Level
12	Majors Only	NA	Parents of 12 year olds may request play down only with approval of the DLL Board and Little League International, Inc.
11	Majors or AAA	11 year olds will play Majors if skills warrant and they are drafted onto a Majors team.	11 year olds may not request to play AAA, however they will play AAA if not drafted onto a Majors team.
10	Majors or AAA	10 year olds will play Majors if skills warrant and they are drafted onto a Majors team.	10 year old players must attend tryouts and will play AAA if not drafted onto a Majors team.
9	AAA or AA	All 9 year olds must try out and may be drafted onto a AAA team	9 year olds not drafted onto a AAA team will play AA. Parents may make a special request for a 9 year old to play AA upon approval of the Director of Baseball
8	AA	All 8 year olds play AA, but do not have to try out. Parents may make a special request for an 8 year old to play AAA upon approval of the Director of Baseball	8 year olds may play farm by special request of parent and approval of the Director of Baseball or if the player has no playing experience.
7	Farm	7 year olds may play AA if they have completed one year of farm or if approved by the Director of Baseball	It is not recommended that 7 year olds play Tee Ball, however special requests by parents will be considered.
6	Tee Ball	6 year olds may play farm by parents written request if player has one year of Tee Ball experience or is in the first grade	NA
5	Tee Ball	Not Allowed	NA

** Baseball age is determined as of April 30 of the baseball year.

Team assignment in T-Ball, Farm and AA are by placement by the leagues. Team Assignment for AAA and Majors will be by draft. The Majors draft will be conducted as provided in the Operations Manual, Option B.

The AAA Draft

1. Draft lists are created consisting of:
 - (a) Remaining 11 year old players not selected in the Majors draft;
 - (b) Remaining 10 year old players not selected in the Majors draft;
 - (c) Available 9 year old players wishing to play at the AAA level
2. Manager draft picks are randomly selected.
3. Manager's children are identified and are assigned a round based on ability, which is determined by other managers, the AAA representative, and the Director of Baseball.
4. Managers are informed of the number of 11 and 10 year old players to ensure that all 11 and 10 year olds are selected and no player in this age group is excluded.
5. Draft picks are made in a serpentine fashion (i.e., 1,2,3,4,5,6,6,5,4,3,2,1,etc.)

Exhibit C

DLL Local Rules for 2013-2014

Davis Little League (hereafter DLL) is a program of service to our youth. It is geared to provide an outlet of healthy activity and baseball training under good leadership in the atmosphere of wholesome community participation. DLL is dedicated to helping children become good and decent citizens. It establishes the values of teamwork, sportsmanship and fair play.

Unified Sportsmanship Guidelines

DLL strongly supports good sportsmanship and positive player development. We strive to embody that while honoring the game of baseball in all selection and training of managers, coaches, umpires, etc. DLL believes in modeling these principles by all involved in DLL at all times

1. Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the game without warning and/or removal from the park.

Examples of poor sportsmanship include: throwing equipment, using illegal equipment, bad language, taunting or unsportsmanlike gesturing, arguing with umpires, and harassing anyone (players, spectators, umpires, coaches, etc...)

2. A player may lose his/her privilege to play in one or more future games for disciplinary reasons provided that.

a. The Director of Baseball approves such action in advance,

b. The opposing manager is notified prior to start of game, and

c. The action is recorded in the scorebook as player being absent.

d. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, Director of Baseball, etc.

3. Individual team rules, which identify player and family participation and cooperation guidelines, exist for each team. For disciplinary purposes, failure to recognize or comply with the team rules may result in reduced playing time. Managers will make significant disciplinary decisions in conjunction with the Director of Baseball.

4. Any player who misses more than four (4) consecutive games may be dropped from the roster. This action must be initiated by the manager to the Director of Baseball and approved by the Board.

5. Any player who misses 4 consecutive practices maybe benched for the next game. The Division Rep and the Director of Baseball must be notified if this occurs and an appeal can be made for extenuating circumstances through them.

Majors/AAA Divisions

Managers and coaches are expected to be aware of and abide by the national rules found in the current Little League Baseball Official Regulations and Playing Rules (The Green Book). These local rules have been approved by the DLL Board of Directors and are added here to reflect the needs and philosophy of DLL and take precedence over the Playing Rules for our league games. Rule questions should be answered after reviewing both the current Playing Rules and these local rules.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for practice thirty (30) minutes prior to game time.
4. Provides the unofficial scorekeeper.
5. AAA only: Provide one base umpire in Spring. In fall season, provide the home plate umpire.

Home:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for practice twenty (20) minutes prior to game time.
4. Provides the official scorekeeper and keeps track of pitch counts.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, and dragging/raking the field after each game.
6. AAA only: Provide one base umpire.

Batting Cages

1. Both the visiting and the home team will have access to one half of the batting cages associated with that field one hour prior to the start of their game.
2. In the event of a rescheduled game – priority will be given to the teams who had previously signed up for use of the cages. Rescheduled games do not have precedence for batting cages.

FIELD PERSONNEL

1. Players on the official rosters of participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Director of Baseball IMMEDIATELY (within 24 hours of first knowledge).
 2. Only one (1) manager and two (2) coaches (3 adults total) are allowed on the field or in the dugout, excluding the field prep volunteer who is permitted on the field prior to the beginning of the game.
 3. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.
 4. All managers and coaches must complete or be scheduled to complete DLL's Sportsmanship and Player Development training and orientation prior to the start of the first game of the season.
 5. Umpires approved by the Board (special exception as needed for parents recruited "on the spot").
 6. Manager and coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box. No Exceptions. Failure to do so may result in ejection.
 7. No person, including parents and siblings, (with the exception of the scorekeeper) may be sitting or standing directly behind the backstop or dugout and/or engaging with any player in the dugout during a game.
- For the players who are not in the game defensively, one must coach either first or third base (MUST wear a batting helmet), and one must warm-up the pitcher between innings (wearing a catcher's mask and using a mitt). If a team has only nine players during a game, one manager or coach may be used to warm up one outfielder before the inning. Coaches may not warm up pitchers at any time. This includes the bullpen.
- Note: umpires have authority (but are not obligated) to approve photographers to be on

GAME TIMES

1. During regular season play, no new inning may begin after 1 hour and 50 minutes (110 minutes) from the official game start time, provided there is a game scheduled after the current scheduled game. If there is no game following the current game, there will be no time limit for Majors games, but no new inning will begin 10 minutes before LL* or City curfews**. AAA games are bound by the time limit outlined above.

2. During playoff and tournament play, the game time rule can be waived if the ballgame has a tie score. No playoff or tournament game will end in a tie.

* Little League Curfew for Regular Season games -For Majors & Minors no inning for shall start after 10:00 pm prevailing time. An inning starts the moment that the third out is made, completing the preceding inning.

**City curfew is a drop dead time of 11:00 pm.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1 hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a “contact” or “touch”. For AAA/Majors players 3 contacts is the suggested minimum and 5 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Teams will bat through the entire roster consecutively during a game. Managers may change the batting order for each game. Late arriving players will be added to the bottom of the roster. The Manager is responsible for notifying the scorekeeper of absences and late arrivals. Each player will be entered and/or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play.

Note: If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

2. There is a minimum of 3 defensive innings that must be played by a player during a game. A defensive inning is three consecutive outs. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat through a continuous order for the entire game.

Penalty: If a player does not play the minimum amount required, the player(s) involved shall start the next scheduled game, and play any previous requirement not completed and the minimum requirement for this game before being substituted.

The manager shall for the:

A. First Offense - receive a written warning

B. Second Offense -receive a suspension for the next scheduled game

C. Third Offense – receive a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty.

Note 2: There is no exception to the manager penalties unless the game is legitimately shortened for any reason, in which case the League may elect not to impose a penalty on the manager/coach. In a shortened game a player with incomplete defensive innings (3) is required to play the first three (3) defensive innings of the next game. This applies to any circumstance, including 4 inning or 5 inning games. There is no carry-over of make-up defensive innings. This could occur for example, if a game is cancelled by rain during the first inning. The subsequent regularly scheduled game would clear the slate. If the game is rained out and rescheduled prior to the next regularly scheduled game, then the 3 defensive innings a player may have been due at the rained out game are required at the rescheduled game. If a game is rained out and rescheduled after another regularly scheduled game, then the 3 defensive innings a player may have been due at the rained out game are required for the next game that is played.

3. Violation of Local and/or National playing rules (with emphasis on participation rules) may ultimately result in sanctions including ejection and/or dismissal as determined by the DLL Board, in the interest of adhering to the philosophy of Little League Baseball. The DLL Board may impose additional sanctions.

GAME RULES

1. For Majors and AAA, the Mercy Rule will be in effect. If a team is ahead by 15 runs after the 4th inning has been completed, the game will be called and the team who is ahead will be granted the win. If a team is ahead by 10 runs after the 5th inning has been completed, the game will be called and the team who is ahead will be granted the win. The 5-run rule does apply to the AAA division. AAA Open inning will be the 6th inning. Meaning the 5 run rule does not apply in the 6th inning. If the 6th is not reached then there is no open inning.

2. Catcher's Courtesy Runner: when there are two (2) out and the catcher of record (not a player who will be replacing the catcher in the next defensive inning) is on base, a courtesy runner is allowed. There will be no courtesy runners in the bottom of the 6th inning. The courtesy runner must be the player who was previously put out and if that is not possible, the Catcher's Courtesy Runner provision does not apply for that inning.

3. In order to encourage the development of pitching at the AAA and Majors levels, there will be a two inning maximum (6 consecutive outs) for any single pitcher per game. That is, an individual pitcher may not pitch for more than 6 consecutive outs in a single game.

*This rule will be in effect during the entire Fall season and until May 1st during the Spring season.

*All Regular Little League Rules regarding pitchers and pitch count will still be in effect.

4. Pitch Count

11- 12 Years old 85 pitches per day

9 – 10 years old 75 pitches per day

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

5. Catching

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher is also prohibited from pitching if he/she has caught in (4) or more innings

AA Division

The rules below are listed for emphasis, and have been approved by the DLL Board of Directors. They have been added to reflect the needs and philosophy of DLL and take precedence over the AA Playing Rules for league games. If a rule question cannot be answered after reviewing this document, the current Playing Rules should then be consulted. Managers and Coaches are expected to be aware of and abide by the national rules found in the current Little League Official Regulations and Playing Rules. The most important have been listed here within the Local Rules for emphasis and convenience, with the national rule number cited in parentheses.

If a rule question cannot be answered upon reviewing the following, please refer to the AA Player Representative who will take whatever action is necessary to obtain a definitive answer. This may require consulting with the Director of Baseball, Chief Umpire, President or full Board, if needed.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield practice twenty (20) minutes prior to game time.
4. Provides the home plate umpire for the game.
5. Provides two game balls for play.

Home:

1. Listed second on the schedule.
2. Uses the first (1st) base dugout.
3. Takes infield/outfield practice ten (10) minutes prior to game time.
4. Provides the official scorekeeper.
5. Provides the volunteer base umpire.

FIELD PERSONNEL

1. All players on the official rosters of the two participating teams.
2. Maximum one (1) manager and two (2) coaches in the dugout and/or coaching boxes per team. Note: managers/coaches may not manage or observe from stands or behind backstop during game. 25
3. One dugout helper (a parent volunteer) in the dugout – (not on field.) If one of the coaches and/or the manager is absent.
4. Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire. There are no exceptions. Failure to do so may result in ejection.
5. Managers or coaches may warm up a pitcher at home plate if a player is not available to do so.
6. Once time is granted, manager or coach can visit the mound for a pitcher conference. The manager may confer with any other player at the same time. Refer to National Rule 8.06 for complete description and maximum number of visits per pitcher.
7. Two (2) adult base coaches are permitted (managers are encouraged to use at least one player coach on the offense). Team player base coaches MUST wear protective helmets. Coaches physically assisting a base runner during game play will result in the base runner being called out.
8. Umpires (must be on field - may not be in either team's dugout during game). Note: umpires have authority to approve or disapprove photographers.
*If team provided umpires are not available to umpire their own scheduled AA game, the team Manager or Coach will umpire the game.
*The Umpire-in-Chief is stationed behind the plate, to the rear of the catcher.
*The base umpire makes calls at 1st and 2nd base and keeps track of runner's positions at the conclusion of each play.
*Umpires are NOT to coach while on the field umpiring.

GAME TIMES

1. ALL GAMES ARE LIMITED TO TWO (2) HOURS (120 minutes).
2. After 1 hour and 45 minutes (105 minutes) into the official game time, any new innings started will be limited to three (3) runs maximum per team. No new inning may begin after 1 hour and 50 minutes (110 minutes) from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two-hour time limit.
3. All regular season games are limited to six (6) innings.
4. A 7th inning is allowed in tied games if time permits. An 8th inning is NOT allowed.
5. During tournament play no game shall end in a tie score and extra innings are allowed, as applicable to complete the game.
6. The visiting team Umpire is the official timekeeper.
7. The visiting team Umpire will note the official start time to the scorekeeper, who will record that start time in scorebook.

PRACTICE GUIDELINES

1. Practice times:
 - *1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)
 - *2.0 hours maximum at other locations
 - *No contact for purposes of pre-game (1 hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.
2. Frequency of Practice
 - *A game, practice session, bullpen session or cage session is considered a “contact” or “touch”. For AA players, 3 contacts is the suggested minimum and 4 is the suggested maximum.
 - *A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Equal playing time for ALL players is a priority. The National Little League rules dictate that every player shall participate in each game defensively for a minimum of six (6) consecutive outs and bat at least one (1) time each game. DLL modified rules require that every player participate defensively for a minimum of 50% of total team innings played at games at which they were present during the entire season. More specifically, every player will participate in each game defensively for a minimum of nine (9) outs (three innings). Must complete all rotations by the end of the 5th inning. Games seldom get to the 6th inning. Once this has occurred, unlimited substitution is allowed.
2. All players must start at least 50% of the games at which they were present during the regular season. Note: this rule does not apply to playoff games.
3. Players will bat through the roster consecutively, game after game during the regular season. For example: if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. The batting order may be changed prior to a team’s first game each calendar month. Late arriving players will bat in their regular place if that position, in the order has not yet been passed; if a player arrives so tardy as to miss their initial scheduled at bat, they shall bat at their next scheduled turn when it occurs in the game. Managers are responsible for notifying the scorekeeper of absences and late arrivals. Note: during the playoffs the batting order may be changed each game.

GAME RULES

1. There must be a minimum of seven (7) players per team to play a game.
2. There may be a maximum of nine (9) players on the field for defense.
3. FIVE (5) RUNS, OR THREE (3) OUTS, whichever comes first, constitutes one half-inning. A maximum of five runs are allowed in any half-inning.
4. There is no bunting. If in the umpire’s judgment, the player intentionally bunted, the umpire shall call that player out and no runners shall advance.
5. The fielding pitcher may stand no closer to home plate than the pitching rubber at the start of their delivery, and must also be within the pitcher’s mound circle prior to the batter swinging.
6. One delivered pitch shall constitute an "inning".
7. Pitching:
 - 7.1 Maximums
 - *No more than 50 pitches in a game.

*No more than 2 innings (6 consecutive outs). This limitation is in effect during the entire Fall season and until May 1st during the Spring season.

7.2 Days of rest

- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

7.3 . A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.

7.4. If a pitcher hits three batters in a game they must immediately be removed after the 3rd hit batter. They may play another position or go to the dugout.

8. No Walks and Coach Pitch Rules

*If a pitcher pitches a fourth ball, the batter's manager/coach (hereafter "coach") will pitch to the batter. The catcher and umpire will remain in position behind the plate. The batter's strike count remains with the batter when the coach begins to pitch and the umpire will continue to call balls and strikes for pitches thrown by the coach. [see ball/strike count rules below].

The coach will position him/herself from the front of the pitcher's mound circle to the pitching rubber. Both of the coach's feet must stay within the pitcher's mound circle. As they pitch their feet shall not touch the grass infield. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated. The coach will throw overhand from a knee or standing position

After 3 strikes (including previous count) or 3 pitches, whichever comes first, the batter is called out if they have not put the ball in play. Additional pitches are allowed if the 3rd pitch, and subsequent pitches, are foul balls.

The batter will not be awarded a base if hit by a coach pitch. If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base. Other runners will only advance if forced. If a coach is not comfortable pitching they may request that the opposing coach pitch on their behalf.

Ball/Strike Count rules (when coach begins to pitch):

- Count is 4-0; coach has 3 pitches, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.
- Count is 4-1; coach has 3 pitches, batter has 2 remaining strikes, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.
- Count is 4-2; coach has 3 pitches, batter has 1 remaining strike, unless 3rd pitch is fouled of. Umpire continues to call balls and strikes.

9. Infield fly rules does not apply

10. Base runners shall not leave their base until the ball has reached the batter.

11. Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.

12. Overthrow Rule

*If the ball is overthrown, base runners may advance one base only, at their own risk, even if the second attempt to throw any runner out is miss-played or overthrown.

*The intent of this rule is for managers to encourage their defensive players to attempt to make plays and for offensive managers to curtail aggressive base running.

13. Stolen Bases

*Permitted only with 2 outs and on "swinging strikes" only. The runner may advance only to the base attempted to be stolen. Runners will NOT be allowed to advance on an overthrow. There will be no stealing during coach pitch.

*Stealing home is not allowed, even if a play is made on a runner attempting to steal 3rd base. Runner may advance home only on a play that begins with a batted ball (exception: runners forced home by hit batter).

14. A play ends when the ball is in the possession of a defensive player within the "pitching area" (i.e., within ten feet of the pitching rubber) and/or the umpire has signaled "time". The defensive player must refrain from making a "demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until the umpire is certain that the defense is not "threatening" to make a play. Note: a runner may only advance to the next base if they are more than half-way to that base when the defensive player gained possession of the ball in the "pitching area". This is a judgment call on the part of the umpire.

15. A batted ball, which goes over the outfield fence on the fly, is a home run, unless a defensive player catches it before it is grounded. However, a batted ball which goes over the outfield fence "on the hop", or rolls under the fence, or is deflected through the fence is counted as a ground rule double, in which case the ball is "dead" and all runners advance two bases from their position when the ball was hit.

16. Thrown Bat: If a batter throws a bat, both teams will receive a verbal warning from the umpire. Any subsequent batter who throws a bat will be called OUT by the umpire (as if the batter had been struck out).

Farm Division

The rules below are listed for emphasis, and have been approved by the DLL Board of Directors. They have been added to reflect the needs and philosophy of DLL and take precedence over the Farm Playing Rules for our league games. If a rule question cannot be answered after reviewing this document, the current Playing Rules should then be consulted.

Managers and Coaches are expected to be aware of and abide by the national rules found in the current Little League Official Regulations and Playing Rules. The most important have been listed here within the Local Rules for emphasis and convenience, with the national rule number cited in parentheses. If a rule question cannot be answered upon reviewing the following, please refer to the Farm Player Representative who will take whatever action is necessary to obtain a definitive answer. This may require consulting with the Director of Baseball, Chief Umpire, President or full Board, if needed.

TEAM OBLIGATIONS/RULES

Vistors:

1. Listed first on the schedule.
2. Uses the third base dugout.
3. Takes infield/outfield for practice twenty (20) minutes prior to game time.
4. Provides the Pitching Machine Umpire (Umpire in Chief).
5. Sets up the pitching machine and bases.
6. Provides the Umpires with two games balls for play.

Home:

1. Listed second on the schedule.
2. Uses the first base dugout.
3. Takes infield/outfield for practice ten (10) minutes prior to game time.
4. Provides the official scorekeeper.
5. Provides the base umpire.
6. Puts away the pitching machine and bases.

FIELD PERSONNEL

1. Only players on the official rosters of participating teams (no siblings, parents, friends, scorekeepers).
2. Only one manager and two coaches in the dugout and in the coaching boxes per team.
3. Umpires wearing official DLL umpire attire.
4. Managers and coaches must remain in the dugout or coaching box until time is called and permission is granted by an umpire to leave the dugout or coaching box. No exceptions. Failure to do so may result in ejection.
5. Once time is granted, a manager or coach may visit the pitchers mound and confer with any player.
6. Two adult base coaches are permitted (managers are encouraged to use at least one player coach on the offense). Team player base coaches **MUST** wear protective helmets. Coaches physically assisting a base runner while the ball is in play, will result in the base runner being called out. Note: umpires have the authority to approve photographers to be on the field.
7. Umpires
 - *If team-provided umpires are not available the team manager or coach will umpire the game.
 - *The pitching machine Umpire is stationed behind the pitching machine, protects players from the pitching machine and makes calls in the outfield, at 3rd base and home plate.
 - *After a player does not swing at three (3) consecutive pitches, the Pitching Machine Umpire shall call balls as strikes to encourage players to swing at the pitched balls.
 - *Umpires are not to coach while umpiring.
 - *The base umpire makes calls at 1st and 2nd base and keeps track of the runner's position at the conclusion of each play.

GAME TIMES

1. All games are limited to 90 minutes.
2. No new inning may begin after 1 hour and 15 minutes (75 minutes) from the official start of the game. The home team will not bat in the final inning if they are up by more than 5 and it is the 5th inning.
3. All games are limited to five (5) innings (exception is tied games).
4. A 6th inning is allowed in a tied game if time permits, as noted above. A 7th inning is NOT ALLOWED.
5. The visiting team Pitching Machine Umpire is the official timekeeper.
6. The visiting team Pitching Machine Umpire will note official start time to scorekeeper who will record start time in scorebook. Note: Late starting games must end no later than 90 minutes from the scheduled start time.

PRACTICE GUIDELINES

1. Practice times:
 - *1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)
 - *2.0 hours maximum at other locations
 - *No contact for purposes of pre-game (1 hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.
2. Frequency of Practice
 - *A game, practice session, bullpen session or cage session is considered a “contact” or “touch”. For Farm players, 2-3 contacts is the suggested minimum and 3-4 is the suggested maximum.
 - *A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Equal playing time for ALL FARM players is a priority. National Little League Rules dictate that every player will participate in each game defensively for a minimum of six consecutive outs and bat at least one (1) time each game (rule I vi).
DLL modified rules require every player to participate defensively for a minimum of half of total team innings played at which they were present during the entire season. For example, if a team plays five defensive innings, all players will have the opportunity to participate in three innings each, however some players will have opportunity to participate in additional innings. The manager is responsible to adjust playing time in the next game(s) to rectify this inequity.
2. All players must start at least every other game at which they were present during the season.
3. Players will bat through the entire roster consecutively, game after game during the regular season. For example, if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. Late arriving players will bat in their regular positions. The manager is responsible for notifying the scorekeeper of absences and late arrivals.
4. The batting order may be changed at the beginning of each calendar month.

GAME RULES

1. There must be a minimum of seven (7) players per team to play a FARM game.
2. There will be a maximum of ten (10) players on the field for defense.
3. FIVE (5) RUNS OR THREE (3) OUTS, whichever comes first, constitutes one-half inning. A maximum of five runs will be scored in any half inning.
4. The fielding pitcher may stand no closer to home plate than the pitching machine and must be within ten (10) feet of the pitching machine.
5. The speed setting for the pitching machine must be within the 35-38 mph range. Each team manager should advise the Pitching Machine Umpire of their preferred setting within that range, however, the Pitching Machine Umpire shall choose the specific speed setting to be used during the game and will make any other required adjustments to produce a consistent, hittable pitch. Any adjustments to the pitching machine are to be made at the beginning of an inning or with the approval of both managers.
6. Missed swings and foul balls will be called strikes. No balls will be called and no walks will be awarded.
7. If a batted ball hits the pitching machine, the umpire shall call time out, rule the ball "dead" and all runners shall advance one base.
8. The umpire shall make any determination necessary in the event the pitching machine impacts play in any way not anticipated by these rules.
9. The umpire is considered part of the playing field. If a batted or thrown ball hits the umpire, play shall continue.
10. The infield fly rule is waived for the FARM Minors division.

11. Base runners shall not leave their base until the ball has reached the batter.
12. Base runners must slide or go around a defensive player in possession of the ball in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.
13. **BUNTING IS NOT ALLOWED.** Swings that are less than "full swings" (at least 75% power) may be considered to be a bunt attempt and called a strike whether contact is made with the ball or not. This is a judgment call made solely by the umpire.
14. **BASE STEALING IS NOT ALLOWED.**
15. Runners may not advance on an "overthrow" on a defensive play. Players should be encouraged to attempt to make the proper defensive play to develop basic skills.
16. A play ends when the ball is in the possession of a defensive player within the pitching area (within 10 feet of the pitching machine). The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. In such situations (Example: the defensive player holds the ball aloft while facing a runner) the umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.
17. A batted ball that bounds, rolls or is deflected under an outfield fence shall be a ground rule double. In this case, the ball is dead, and all runners advance two bases from their position when the ball was hit.
18. A pitching machine ball shall be used as the game ball when the field is wet.
19. A pitching machine ball may be used as the game ball (anytime) if both managers agree prior to the start of the game.

T-Ball Division

T-Ball is the beginning level of play. Basic skills for hitting and throwing are taught. Teamwork and sportsmanship are also emphasized.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Sits on the third base side behind the set-back line placed at about five feet from the third base line.

Home:

1. Listed second on the schedule.
2. Sits on the first base side behind the set-back line placed at about five feet from the first base line.

FIELD PERSONNEL

1. Players, coaches, and parents of the fielding team placed next to their players to provide protection in the case of hard hit balls.
2. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.
3. Umpires: There are no umpires for T-ball. Each manager or coach is responsible for calling foul balls and setting up the ball on the tee or pitching.

GAME TIMES

All games are limited three innings. A game may start a third inning if managers agree after the end of two innings.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1 hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

*That said, most tee ball practices run about an hour.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For Teeball players, 2 contacts is the suggested minimum and 3 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME

1. Players bat through the line-up at each at-bat.

2. All players take the field when their team is in the field.

GAME RULES

1. A foul ball is any normal foul ball, as well as a ball hit less than 10 feet. There should be a 10-foot arc, which marks this distance.

2. Managers or coaches may pitch only during or after the 6th game of the season regardless if players can hit a coach pitch or not. When manager/coach-pitching is allowed, a batter is given no more than 3 pitches to hit before hitting off the tee. The tee must be brought in immediately if a player has missed 3 coach pitches.

3. Outs and batting

Players are not called out even if a play is actually made to put them out. At this age, they do little running as it is in the game, so let them all run the bases. Also, the last batter is allowed to get a home run, so all players on base keep running after the last batter has hit. It's customary for the batting team's manager to yell "last batter" so that the outfield team knows that there is about to be a homerun.

4. Scores

With 10 players on a team, if anyone was actually keeping score (which gets old after a while), all games should end in a score of 20 to 20 or 30 to 30, thus there is no need to keep score or report these scores to the Davis Enterprise.

5. Game time

It is customary to play two full innings, then gauge the time after completion of the second inning. If the game has gone on less than 45 minutes, both managers meet, scratch their chins, look at the setting sun and the amount of distraction in their players' eyes, and make a decision as to whether to play a third full inning. If you are hearing a lot of "I want treats now" or "Can we go to Rainbow City instead of playing in the outfield", then you may want to call the game after two innings. If you hear that from the parents, then it's an even bigger clue.

FIELD INFORMATION

1. T-Ball fields will be marked - North, Center, and South.

2. There will be a 10-foot arc out from home plate. Balls hit within this line are to be called foul by the batting team's coach and the batter gets to keep trying until the ball is hit fair.

3. There are two lines set back from the first and third base lines which mark the safety line that waiting batters need to sit behind. You should get a parent to supervise this area and keep kids sitting. There is to be no swinging of bats by anyone except the batter. Look out for siblings taking warm-up swings too.

4. Only the home-first and third-home base lines are painted. There's no line from first to second or second to third, with big arrows saying, "run this way". They still may need some guidance. You will observe about every base running error possible in just one game, including running from home to third, overtaking the runner in front (during the last batter scenario), and running from third to the sitdown line. Please continue to bring your bases and the tee to the games. There will be a white base square drawn in paint, but that just marks where you put your base.

5. Locations

Community Park – directly south of the Art Center and East of Rainbow City, adjacent to “F” Street.

SAFETY INFORMATION

1. If you have players who you believe might not be able to react quickly enough to a hard hit and get their glove on the ball or duck in time, either put them in the outfield, or place a parent near them in the infield to provide a last-resort opportunity to knock a hit ball down that is headed toward a player's face or chest. Most baseball deaths actually occur due to the ball hitting the chest and stopping the heart.

2. No team should be pitching a ball to players until at least the sixth game. Managers can begin tossing a ball to players only starting the sixth game, and even then, a manager can opt to keep it tee-only or to provide a tee for certain players who can't yet make contact. There are plenty of kids who are ready to hit a pitched ball now. That's great and we're all proud of them, but that's not the point to this rule. Safety and Newton's third law of physics is the rule, and the hit ball is going to be coming off the bat much faster on a pitched ball than one hit off a tee. For many players in the field, this difference in ball speed presents a considerable safety issue at any time of the season, but for at least the first five games, holding down the speed of the hit balls allows players a margin of safety to start to learn how to make a play on a hit ball.

3. If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the notso-subtle "big hitter" or "bat speed" and the opposing manager should either move back the players that wouldn't be able to safely play the ball, or place parents near them.

Exact location of fields:

Community Park – directly south of the Art Center and East of Rainbow City. They will be marked with paint, but for those of you with a GPS, here are the locations of the home plates for the T-ball fields, accurate to within 10 yards:

Waypoint TBALL N N38 33.566 W121 44.729

Waypoint TBALL C N38 33.544 W121 44.726

Waypoint TBALL S N38 33.529 W121 44.712

Exhibit D

DLL Additional Rules and Regulations

This is a list of rules passed by the DLL Board, starting with the 2012-13 year. Anything that is discovered from a prior year will be added with best possible notations.

8.2.12 Meeting:

*Rule: AA, AL and NL player reps cannot be the rep over a league or division that they have a child playing in.
Example: The AA rep cannot have a child playing in AA. The AL rep cannot have a child playing in AAA or Majors AL divisions.

-Passed by majority vote. Count not recorded in notes.