

Rolando Little League Bylaws (Revised March 2024)

Article 1 - General Responsibilities of the Board

- A. All activities of the Board are governed by the Rolando Little League Constitution. It is the responsibility of every Board Member to immediately correct, address when possible, and report to the appropriate Board Member any act or conduct at variance with the Little League rules or local League rules, including unsafe acts or conditions.
- B. Board Members who miss three (3) consecutive meetings or a total of five (5) meetings in a fiscal year may be replaced at the discretion of BOD.
- C. At a minimum, one (1) Board Member shall be at each game played in Rolando Little League.
- D. Board Members are required to attend one of the following: District Rules Meeting or Rolando Coaches Local Leagues Rules Meeting.

Article 2 - Amendments and Approval of Bylaws

- A. These bylaws, or section thereof, may be amended by a two-thirds vote of the BOD.
- B. These bylaws will be reviewed and either amended or re-approved annually, prior to the first game of each Spring season, and also submitted to District 33.

Article 3 - Managers and Umpires

- A. All Managers, Coaches and Volunteer Umpires are expected to conduct themselves within the guidelines set forth in the Rolando Code of Conduct Form. Any infractions will be subject to actions taken by the Conduct Review Committee as outlined in Article 11, below.
- B. Managers
 - 1. All Managers will be allowed to manage only one (1) team per season but can coach on a second team in a different division than the one in which he/she is a manager.
 - 2. Managers and Coaches will be required to attend training as required by Little League International and/or District 33. The Coach's Coordinator is responsible for giving information on clinics to Managers and Coaches.
- C. Umpires.
 - 1. Volunteer Umpires are expected to attend at least one of the following: Umpire Training Clinic hosted by District 33, District Rules Meeting or Rolando Coaches Local Leagues Rules Meeting.

Article 4 – Registration and Divisions; Rookies and Tball Team Formation

- A. Registration
 - 1. Every League Age eligible youth within the boundaries of RLL (either by residency or school attendance eligibility) will be allowed to register, regardless of their financial ability to pay the required registration fees. Alternative payments methods/plans may be approved by the Treasurer.
 - 2. Full refund of registration, minus a \$30 processing fee, is available if a cancellation request is received prior to the formation of teams. No refunds after the formation of teams.
- B. Upper Divisions.
 - 1. Majors:
 - a. Will be composed of mainly players that are League Age (LA) 11 and 12. In certain circumstances, at the discretion of the Player Agent(s), LA 9 and 10 players will be eligible to play in Majors.
 - b. Maximum of 13 players per team.

2. Minors:

- a. Will be composed of mainly players League Age (LA) 9 and 10. In certain circumstances, at the discretion of the Player Agent(s), LA 7 and 8 players will be eligible to play in Minors.
- b. Players LA 11 or 12 may not play Minors unless approved by the Board, with the focus of that decision being the safety of all Minors players.
- c. Maximum of 13 players per team.

C. Lower Divisions.

1. Caps:

- a. Will be composed of mainly players League Age (LA) 7 and 8.
- b. LA 11 or 12 players are not allowed to play in the Caps division, nor will are LA 6 or younger players due to child pitch rules.
- c. Players LA 9 or 10 may not play Caps unless approved by the Board, with the focus of that decision being the safety of all Caps players.
- d. Maximum of 12 players per team, with the BOD having discretion to approve rosters up to 13 players per team if necessary given enrollment numbers.

2. Rookies:

- a. Will be composed mainly of players League Age (LA) 5 (in 2nd year of little league) and 6.
- b. Maximum of 12 players per team, with the BOD having discretion to approve rosters up to 13 players per team if necessary given enrollment numbers.
- c. No player above LA 7 may play Rookies.
- d. Players LA 7 are not allowed to play Rookies unless approved by the Board, with the focus of that decision being the safety of all Rookies players.
- e. Rookies Division players will be distributed to teams by the Player Agent in a serpentine fashion to each team in order of age, with the Player Agent having discretion to honor “buddy” or “manager” requests.

3. Tee-Ball:

- a. Will be composed only of players League Age (LA) 4, and 5 players that are new to Little League.
- b. Maximum of 12 players per team, with the BOD having discretion to approve rosters up to 13 players per team if necessary given enrollment numbers
- c. T-Ball Division players will be distributed by the Player Agent in a serpentine fashion to each team in order of age, with the Player Agent having discretion to honor “buddy” or “manager” requests.

Article 5 – Assessments and Draft for Majors, Minors and Caps Divisions

A. Assessments

1. The BOD will approve and advertise the date(s) for the Player Assessments for Majors, Minors and Caps divisions.
2. Player attendance:
 - a. all players League Age (LA) 7 and 8 must attend the Caps assessment and then can attend the Minors assessment if they want to be evaluated for the possibility of playing up in Minors division.
 - b. All players LA 9 and 10 must attend the Minors assessment and then can attend the Majors assessment if they want to be evaluated for possibly playing up in Majors division.
 - c. All players LA 11 and 12 must attend the Majors assessment.
3. If, during an assessment, a Player Agent sees a safety issue with any player, they may request that player

attend an assessment at a lower division.

4. Assessment Scoring:

- a. Final assessments for each player will be an average of the sum of the assessments from the managers, coaches and/or board members that attended and participated in the assessment.
- b. Grading System; 5-Outstanding, 4-Above Average, 3-Average, 2-Below Average, 1-Needs Improvement.
- c. Players will be rated in the following areas: outfield pop-flies, infield ground balls, running, pitching, and hitting.

B. Drafts and Confidentiality.

1. Majors, Minors, and Caps Division Teams will be determined by a “Serpentine” style Draft.
2. A lottery drawing at the beginning of each draft session will determine the order of each Manager's draft selections.
3. Manager’s children will be placed on their respective team, and that Manager’s team will be credited with a pick in the round for which the child assessed. For example, if the child of Manager “A” assessed as a 1st round player, then Manager A will not have a 1st round pick in the draft as his/her child would count as the team’s 1st round selection.
4. The President (or VP in the absence of the President) and Player Agent(s) oversee the draft. Managers shall attend, but not coaches; nor can Managers communicate with any coaches during the draft.
5. All players who do not attend evaluations will be placed on teams within their respective divisions at the discretion of the respective Player Agent.
6. Confidentiality: Managers will be instructed that all draft results shall remain confidential until the rosters are approved and disseminated by the BOD. If a manager breaches this confidentiality provision, the manager will be subject to discipline by the Conduct Review Committee.

Article 6 – Rules and Policies Governing Play Regular Season Play

All local rules are governed by and subject to the rules of Little League International.

A. Majors and Minors Play:

1. Minimum Play Rule:
 - a. Continuous Batting Order, meaning all players are placed in the batting order at the start of the game and the team bats through that order throughout that game.
 - b. For each regular season (non T.O.C) game, all players shall play a minimum of four defensive innings per game, including a minimum of two defensive innings in an infield position per game (which includes the pitcher and catcher positions).
 - c. Each player shall be inserted into a defensive position no later than the second inning and into an infield defensive position no later than the third inning.
 - d. EXCEPTION: If a team has 13 players, a minimum of one defensive inning in the infield will be required for all games played into the fourth inning or later.
 - e. Before the start of the League TOC, the President shall distribute to Managers the Rules and Policies Governing TOC Play.
2. Time Limit for games:
 - a. Two-hour limit in place. There is no exception. 2 hour clock starts when the umpire declares the start of the game.
 - b. No new inning may begin after 1 hour and 45 minutes from the start of the game.
 - c. If the two-hour limit is reached before the entire final inning is completed, the score reverts to the

score at the last completed inning.

3. Mercy Rule: In the event any of the following occurs, the Manager with the least runs shall concede victory to the opposing team, and the game is deemed a completed, regulation game:
 - a. After three innings, or two-and-one half innings if the home team is ahead, one team has a lead of fifteen (15) or more runs;
 - b. After four innings, or three-and-one-half innings if the home team is ahead, one team has a lead of ten (10) or more runs;
 - c. After five innings, or four-and-one-half innings if the home team is ahead, one team has a lead of eight (8) or more runs.
4. Standings and League Tournament of Champions (TOC) Seeding:
 - a. Games which count toward regular-season standings (i.e. TOC seeding) will be clearly denoted on the league scheduled disseminated to Managers before the start of the season.
 - b. Interleague games will not count towards standings.
 - c. League TOC seeding is based on regular-season standings. If teams are tied in the standings, the tiebreaker will be decided in the following order: (a) Head-to-Head Record between the teams; (b) Fewest Runs Allowed in games that counted toward regular season; (c) Coin flip.
5. Five Run Rule for Minors only (not Majors):
 - a. Each half inning ends when the batting team has scored five runs or three outs are made, whichever occurs first.
 - b. The Five Run Rule shall not apply in the 6th inning, which will be considered an “open” inning, meaning each team continues to bat unless and until three outs are made regardless of how many runs are scored in that half-inning.
6. Majors and Minors Player Pool: During the portion of the season where games count towards regular season standings, the League will use a player pool system for teams that have a shortage of players for a game. The player pool will operate as follows:
 - a. The Player Pool may only be utilized to reach a 9-player threshold for a game. The pool shall not be used to add bench players.
 - b. By the end of the first week of the season, each Manager shall email to the designated Player Agent a list of players from that Manager’s team who want their name placed in the Player Pool for the division in which the player is playing the season.
 - c. After receiving each Manager’s lists, the Player Agent shall create a randomized list of the “pool” of players for each division, thereby creating the Player Pool List for each division.
 - d. If a Manager knows that his team would otherwise have less than nine (9) of their players available for a game, the Manager shall immediately contact the designated Player Agent with no less than 24-hour notice (unless in exceptional circumstances where 24-hour notice cannot be provided), to request a Pool Player(s) be assigned to that team so that the team has nine eligible players (but not more than nine) for that game.
 - e. When contacted by a Manager in need of a Pool Player, the Player Agent shall, working down from the top of the Player Pool List, contact the number of players needed by the Manager.
 - f. When a player on the Player Pool List either (a) plays in a game, or (b) is contacted but declines to play, that player shall be placed at the bottom of the Player Pool List.
 - g. If the Player Agent is unable to contact a player within the time frame the Player Agent deems appropriate under the circumstances (and, thus, the player does not play and has not declined the opportunity to play), that player shall maintain his/her spot on the Player Pool List for the next opportunity without being moved to the bottom of the list.

- h. A pool player that shows up to play in a game must play at least nine (9) consecutive outs in the field and bat at the bottom of the lineup. The player may not pitch in the game.
- i. In no event shall the Player Pool be used to obtain an unfair competitive advantage. The purpose of the Player Pool is to address the limited circumstances when, due to no fault or control of the Manager or Coaches, a team has less than nine (9) eligible players available for a game.
- j. Any Manager (or Coach) found to have abused the Player Pool system shall be subject to discipline by the Conduct Review Committee, including a forfeit of the game where the wrongful use of the Player Pool occurred.

B. Caps Division Play:

- 1. Five Run Rule: each half inning will end once five runs have scored or three (3) outs have been recorded, whichever occurs first.
- 2. Score will be kept by a Scorekeeper, but no official record of wins or losses will be recorded.
- 3. No stealing. No walks.
- 4. Hit by pitch: default rule is that a player hit by pitch shall take first base. However, if both Managers agree *before* the start of the game, the player may be given the option to forgo taking first base and continue with their at bat, with the hit pitch counting as a ball.
- 5. Pitch count rules will be in effect for all players pitching.
- 6. Manager / Coach Pitch: Once the batter receives his or her fourth ball from a player pitcher, the Manager or Coach for the batting team will pitch the remaining pitches to the batter (e.g. two strikes on the batter, one pitch left). If the player fouls off the final pitch, he/she receives another pitch.
- 7. Free substitutions will be allowed.
- 8. There are no protests (Rule violations will be reported to the Coaching Coordinator and subject to discipline by the Conduct Committee).
- 9. No Managers or Coaches allowed on the field except Base Coaches.
- 10. A Manager/Coach of the team in the field will call balls and strikes from behind the pitcher.
- 11. Other than a runner on third base, runners may advance one base total for any overthrows from the infield (runners may not advance a 2nd base even if a 2nd overthrow occurs). No advancement from home to third is allowed unless the batter puts the ball in play.
- 12. The player in the Pitcher position must remain in contact with the mound during Manager/Coach Pitch (either side of the mound).
- 13. Each player shall play a minimum of one defensive inning in the infield per game and be inserted into that position by no later than the third inning. No player shall be on the bench for two consecutive defensive innings.
- 14. No new inning will start 1 hour 30 minutes after the scheduled start time. Game shall not exceed 2 hours.

C. Rookies Division

- 1. No sliding.
- 2. Managers/Coaches shall use the “Blue Flame” pitching machine.
- 3. Each batter will get three swings or five total pitches, whichever comes first. If the batter hits a foul ball on the last pitch, he will get another pitch.
- 4. Four Run Rule: the batting team will be out when three defensive outs have been recorded or four (4) runs have been scored.
- 5. No stealing. No walks.
- 6. No advancing a base on overthrows
- 7. Batters may advance a maximum of two (2) bases on a hit to the outfield.

8. An extra outfielder may be utilized, if available.
9. The defensive team may have two (2) coaches in the field of play to encourage and teach and act as umpires.
10. There will be no standings or official score kept.
11. No new inning will start 1 (1) hour 15 minutes after the posted schedule time.
12. No game shall last longer than one (1) hour and 30 minutes from the scheduled start time.

D. T-Ball Division

1. No sliding. No stealing bases.
2. There will be no standings or official score kept.
3. No strikeouts or walks. No swing limits. Batter bats until ball is put in play.
4. Free substitutions will be allowed.
5. Defensive Coaches, Base Coaches and a Hitting Coach will be allowed on the field during play.
6. The side will be out when the offensive team has batted through their roster only.
7. Each batter shall advance one base only when the ball is put in play. No advancing bases on overthrows.
8. For the final batter in each ½ inning, that batter, and all players on base, will continue to run through the bases until they reach home base.
9. Game shall not last longer than one (1) hour from scheduled start time.

Article 7 - Tournament Teams (All Stars / Little Stars / Future Stars)

A. Fee for All-Stars:

1. In order to partially offset the increasing costs associated with fielding All-Star teams, the Board has the right to assess a participation fee, not to exceed \$50, for each player selected to an All-Star team.
2. If the Board votes, by a majority, to assess such a fee, that decision will be made and communicated to the League prior to players declaring their intent to be on the ballot for selection to an All-Star team.
3. The fee will be due from each player at the time of document turn-in for players selected to All-Stars.

B. The President will create an All Star Committee that will consist of three (3) BOD members, and a separate Little Stars and Future Stars Committee that will consist of two (2) BOD members. The BOD members selected for said committees may not be considered as an All Stars or Little Stars / Future Stars Manager or Coach.

C. As described below, Managers, Coaches, and Players for each All Stars, Little Stars and Future Stars team will be selected and approved by the respective Committee and then submitted to the BOD for ratification by majority vote.

D. Selection of All Star Players, Manager and Coaches

1. Managers and Coaches:
 - a. Eligible Managers and Coaches must submit their intent to manage an All-Star team in writing by the deadline announced by the BOD.
 - b. Candidates must have attended all required clinics and obtained all required certificates, as required by the District.
 - c. Managers will be selected by the All Star Committee, which has the discretion, but is not obligated, to interview the managerial candidates.
 - d. The All-Star Committee's manager selections must be ratified by a majority vote of the BOD.
 - e. Once selected and ratified, each Manager shall nominate two coaches for his/her staff. The coaching staff must be approved by the All Star Committee.
2. Players Submitting Names for Consideration for All-Stars
 - a. Eligible player, within the determined League Age [12U (10-12), 11U (9-11) and 10U (8-10)], must declare their intent to be considered for inclusion on an All-Stars through a written form that will be

provided by the All-Star Committee during the regular season.

- b. As part of declaring their intent for All Stars, each player is committing to be fully available to their All-Star team, if selected, except for any dates the player lists on the written form.
- c. A player that is selected for an All Star team, but then has unexcused absences from the team (whether practices or games) is subject to discipline to be determined by a majority vote of the BOD, which could include being removed from the team and/or being ineligible for future All-Star teams.

3. Voting

- a. There will be two ballots created for All Star voting: a Majors Division ballot and a Minors Division Ballot.
- b. All eligible players declaring their intent to be eligible for selection to an All Star team will be placed on a ballot for the division they played during the regular season.
- c. All Majors and Minors players will have the opportunity to vote for up to twelve (12) players for the All Star team. The players will vote using the ballot for the Division they played in during the season, i.e. Majors players will vote on the Majors ballot and Minors players will vote on the Minors Ballot.
- d. Ballots with more than twelve (12) votes are invalid.
- 1. Player Votes count as one (1) point for each player they select on their ballot.
- e. All Majors and Minors Managers and their respective two coaches will have the opportunity to vote for up to twelve (12) players for the All Star team.
- f. Managers and Coaches will vote using the ballot for the division they managed / coached in during the season, i.e. Majors managers and coaches players will vote using the Majors ballot and Minors managers and coaches will vote using the Minors Ballot.
- g. Ballots with more than twelve (12) votes are invalid.
- h. Manager Votes count as five (5) points for each player selected on their ballot, and Coach votes count as three (3) points for each player selected on their ballot.
- i. Ballots shall be collected by members of the All-Star Committee. All ballots will be kept confidential.
- j. The player point totals shall be tabulated by no less than three BOD members (at least 1 of which is not on the All Star Committee) to be selected by the President. The vote totals will then be provided to the All Star Committee for use as described below.

4. Formation of Primary 12U Roster:

- a. The top six (6) point getters from the Majors Division Ballot will be placed on the 12U Team.
- b. The All Star Committee will then select three (3) eligible players.
- c. The Manager selected for the 12U team will select three (3) eligible players, subject to approval by the All Star Committee.

5. Formation of Primary 11U Roster:

- a. After the primary 12U Roster is selected, the All Star Committee shall turn to the formation of the primary 11U Roster. In doing so, the All Star Committee (and the 11U Manager) should operate with the understanding that the League's goal is to have the 11U team filled mostly, but not necessarily exclusively, with 11-year old players that are All Star caliber.
- b. After removing from consideration any 11U older player selected to the 12U team, the 11-year old players having the next top 6 vote totals on the Majors Ballot are to be placed on the 11U team.
- c. The All Star Committee will then select three (3) eligible players.
- d. The Manager selected for the 11U team will then select three (3) eligible players, subject to approval by the All Star Committee.

6. Formation of Primary 10U Roster:

- a. After the primary 11U roster is selected, the All Star Committee will select nine (9) eligible players for the 10U team.
 - b. The Committee shall give special consideration for eligible players that played “up” in the Majors Division during the regular season, but those players are not guaranteed a spot on the 10U roster.
 - c. If, after considering said players, the Committee has remaining selections, the Committee must choose players from the Minors Division and choose said players in order of their finish in the results of the voting for the Minors Ballot.
 - d. The Manager selected for the 10U team will then select three (3) eligible players, subject to approval by the All Star Committee.
7. BOD Ratification of Rosters:
- a. After the All Star Committee has approved the primary rosters for each of the 12U, 11U and 10U teams, as set forth above, the Committee will present each of the rosters to the President.
 - b. The President, after ensuring that the rosters were constructed in good faith and within the guidelines set forth herein, will submit the rosters to the BOD for ratification that the rosters were constructed within the guidelines set forth herein.
8. Selection of All-Star Alternates:
- a. All-Star teams are limited to twelve (12) players for games. However, the BOD has determined that it benefits RLL if each of the 12U, 11U and 10U All-Star teams have two (2) alternate players to be able to step in to replace a player that is unavailable to play in a game due to unexpected circumstances only, i.e. illness, injury, etc.
 - b. Alternates are *not* “bench” players to be substituted in as the Manager desires based upon player performance or other strategic reasons.
 - c. Alternate players, unless needed to fill a spot, shall not be in the dugout during any All-Star game.
 - d. All players declaring their intent to be placed on the All-Star ballot will also be asked if they want to be considered for an alternate roster spot.
 - e. From the players declaring their willingness to be considered for an alternate roster spot, the All-Star Committee shall (after the primary 12U, 11U and 10U rosters are selected and approved by the Board, as set forth below), select, in order, two (2) alternates for the 12U team, two (2) alternates for the 11U team and two (2) alternates for the 10U team, all with input from the respective All-Star managers.
 - f. The All-Star Committee shall present the alternate selections to the President.
 - g. The President, after ensuring that the alternates were selected in good faith and within the guidelines set forth herein, will submit the rosters to the BOD for ratification that the alternates were selected within the guidelines set forth herein.
- E. Selection of Little Stars and Future Stars Players, Managers and Coaches.
1. Managers and Coaches:
- a. Eligible Managers and Coaches must submit their intent to manage a Little Stars and/or Future Stars team in writing by the deadline announced by the BOD.
 - b. Candidates must have attended all required clinics and obtained all required certificates, as required by the District.
 - c. Managers will be selected by the Little Stars and Future Stars Committee, which has the discretion, but is not obligated, to interview the managerial candidates.
 - d. The Committee’s manager selections must be ratified by a majority vote of the BOD.
 - e. Once selected and ratified, each Manager shall nominate two coaches for his/her staff. The coaching staff must be approved by the Little Stars and Future Stars Star Committee.

2. Formation of Little Stars and Future Stars Players Rosters

- a. All players League Age 7 or 8 are eligible for the Little Stars team. Each eligible player must declare their intent to participate in Little Stars or Future Stars through a written form provided by the Little Stars and Future Start Committee.
- b. From the list of eligible players that have declared their intent to participate, the Committee will select twelve (12) players, plus two alternates (2). Caps Managers shall be encouraged to be present during selection to provide input to the Committee.
- c. If there is a Future Stars tournament, the Committee will select twelve (12) players, plus two alternates (2). Caps and Minors Managers should be encouraged to be present during selection to provide input to the Committee.

3. BOD Ratification of Rosters:

- a. After the Little Stars and Future Stars Committee has selected the team rosters, the Committee will present the final rosters to the President.
- b. The President, after ensuring that the rosters were constructed in good faith and within the guidelines set forth herein, will submit the rosters to the BOD for ratification that the rosters were formed within the guidelines set forth herein.

Article 8 – Fields and Dugouts

- A. No tobacco, vapor pens, smoking, drugs, or alcohol will be permitted within 100 feet of the facilities, in the grandstands or in the dugout by anybody at any time.
- B. No food (including sunflower seeds or gum) is allowed in the dugouts or on the field. Water or sports drinks are permitted.
- C. Managers, coaches, volunteers, fans, and players are responsible for the general maintenance of the field and dugout before and after the game.
- D. For intraleague games, the “home” team is responsible for pre-game field set-up, and the “away” team is responsible for post-game field clean up. For interleague games hosted at RLL fields, the RLL team is responsible for both pre-game field set-up and post-game field clean up.

Article 9 - League Accounting

- A. Two (2) Board Members, the President and Treasurer, will be authorized to sign checks written against the Rolando Little League bank account.
- B. Any expense outside of the approved annual budget, and exceeding \$500, must be approved by a majority of the BOD.
- C. At each board meeting, the Treasurer will provide a detailed report of the leagues account activity.
- D. All money collected on behalf of the League is to be deposited by the Treasurer.
- E. Snack Bar funds will be deposited by the Concessions Manager

Article 10 - League Safety

- A. All Volunteers must satisfactorily complete all safety and screening processes required by Little League, District and/or State Law. The League Safety Officer shall communicate those requirements to the volunteers and track their compliance.

Article 11 – League Conduct

- A. All Players, Parents, Managers, and Volunteers must sign, submit to the Safety Officer, and adhere to the Rolando Little League Code of Conduct.
- B. As per Little League policy, the actions of players, managers, coaches and league officials must be above

reproach.

- C. The President shall appoint a Conduct Review Committee (CRC) consisting of three (3) BOD, which does not include the President.
- D. Any complaints of misconduct by members of any kind, shall be presented in writing via the Code of Conduct Incident Form or via email, to any member of the BOD, and then directed to CRC for investigation and adjudication.
- E. Each incident assigned to the CRC is independent and will be reviewed thoroughly. In doing so, the CRC shall seek to maintain anonymity regarding the identity of the person(s) submitting the complaint. However, in instances where maintaining anonymity would interfere with investigation of the incident (e.g. investigating a complaint about a manager's interaction with a particular player), the CRC shall inform the complainant and see if the complainant is willing to wave anonymity so as to allow for a more thorough investigation.
- F. The CRC should, in most cases, follow a "Three Strikes" policy in adjudication of conduct infractions.
 - 1. Depending on the severity of the incident, including if the incident is conduct that has been repeated on different occasions, an infraction can carry more than one (1) "Strike," as determined by the CRC.
 - 2. Strikes are cumulative each season, and the strikes associated with a Severe Infraction may be carried over into the next season(s) if recommended by the CRC and approved by a majority vote of the Board.
- F. If recommended by the CRC, the BOD may vote, by a two-third majority at a regular or special meeting of the BOD, to terminate or suspend the membership of any League member or player.
 - 1. The League 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 before the BOD votes.
- G. Severe Infractions.
 - 1. Physical assault:
 - 1. Physical assault is defined as any physical action such as hitting, punching, kicking, pushing, slapping, or grabbing any player, league member, guest, and other spectator or participant or umpire.
 - 2. Any incident of physical assault shall be cause for immediate removal from the area under RLL jurisdiction including both playing fields and any area designated for practice.
 - 3. Punishment: immediate multi-day suspension, which could be extended to the entire season; likely expulsion from the league, to be determined by the CRC.
 - 2. Verbal Abuse:
 - a. Verbal abuse is defined as any use of profanity, racial/ethnic slurs, vulgar language, yelling, threatening language, taunting of any kind, approaching an umpire after any game to negatively discuss the umpire's performance during the game, repeated heckling of umpires, and repeated or uncontrolled questioning of umpire's ruling.
 - b. Punishment: minimum punishment includes ejection and 1 game suspension but could be extended to season-long suspension and expulsion from the league, depending on the severity of the abuse and if it has been a repeated issue, as determined by the CRC.
 - 3. Threats of Physical Confrontation or Altercation
 - a. For Managers/Coaches and Players, this is defined as crossing onto the playing field in a hostile manner to confront another person.
 - b. For all other members, guests, and spectator or participants, this is defined as going onto any part of the playing field, at any time, without advance permission.
 - c. Punishment: minimum punishment of ejection and 1 game suspension but could be extended to season-long suspension and expulsion from the league, depending on the severity of the conduct and if it has been a repeated issue, as determined by the CRC.

- H. In the event the CRC cannot reach a majority with regard to the adjudication of a conduct infraction, the President shall cast a tiebreaking vote. In the event the President has a conflict of interest as to the infraction at issue, the Vice-President shall cast a tiebreaking vote. If the Vice-President has a conflict of interest, President shall select another BOD member to cast the tiebreaking vote, so long as that BOD member does not have a conflict of interest

Article 12 – Uniforms

- A. For Lower Divisions (Caps, Rookies and Tball) games the players shall wear the jerseys and hats supplied by the League.
- B. For Minors Division, the players shall wear the jerseys supplied by the League. Rather than supply hats to Minors Division players, each Minors Manager shall choose a hat for that team's uniforms. The League will provide each Minors' team with a per player amount of funds to partially offset the cost to purchase the hats, and the Manager may collect no more than \$20 extra per player to pay for the hat. All hats must be pre-approved by the Player Agent before purchased by the Manager to ensure they conform with Little League guidelines and RLL standards.
- C. For Majors Division, each Manager may select a uniform modeled after a major league baseball franchise. The League will provide each Majors' team with a sum of money designed to offset most, but not likely all, of the cost of the uniforms, and the Manager may each player the difference in cost for the uniforms.