

# Bartow Dixie Baseball Local League Rules

Revised January 2010

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BARTOW DIXIE BASEBALL  
LOCAL LEAGUE RULES

These rules are not intended to cover all circumstances. Additions, revisions and deletions as seen fit by the Board, will and can be incorporated as Local League Rules.

- I. A Team consist of:
  - A. One (1) Manager
  - B. Two (2) team coaches for Major and Minor Leagues
  - C. Three (3) team coaches for Machine Pitch and Tee-Ball.
    1. One coach or one adult that is certified must be in the dugout at all times.
  - D. Nine (9) to fifteen (15) players with the age consisting of:
    1. AAAA Major – 10 years to 12 years of age in the Major League
    2. AAA Minors – 8 years to 10 years of age for the Minor League
    3. AA Minors – 6 years to 8 years of age for Machine Pitch
    4. A Minors – 4 years to 6 years of age for Tee-BallA new league age six (6) will be allowed one year in Tee-Ball.
  
- II. The number of players assigned to the Major League each year will be determined after player registration and tryouts. The number of players assigned to a team will be voted on by the Board of Directors. The Board will also determine how many 10 year olds will be drafted into the Major League.
  - A. Minor, Machine Pitch and Tee-Ball numbers will be decided based on the number of players on the Major League Team rosters.
  
- III. All players will wear team shirts and caps to all games. Shirts will be tucked in at all times. This is mandatory.
  - A. Sports or tennis shoes and a glove are required.
  - B. Players may bring their own bat. The bat must be Tee-Ball or DYB approved.
    1. All personal items must be marked with the player's name.
  
- IV. DRAFTING OF PLAYERS:
  - A. All league age 11 and 12 year olds will play in the Major League.
  - B. No player under the league age of 10 is eligible to play in the Major League.
  - C. No player under the league age of 8 is eligible to play in the Minor League.
  - D. No player under the league age of 6 is eligible to play in the Machine Pitch League.
  - E. At registration the parents will be asked if they want their child to be considered for the draft in the upper division. If yes, an up arrow will be beside the tryout number for that child. If no, a down arrow will be beside the tryout number for that child. Managers will be notified of the kids that will be allowed to go up and those kids will be the only ones considered from that age group during the draft. (For the 2010 season, the parents will be asked when they sign the player in at try-outs.)
  - F. Drafting of players

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1. A child of a manager shall be declared by that manager as an automatic second, fourth or sixth round pick of the draft.
  - a. In dixie boys, a 14 year old will be declared in the second round, a 13 year old will be declared in the fourth round and a 15 year old will be declared in the sixth round.
  - b. In major league, a 12 year old will be declared in the second round, an 11 year old will be declared in the fourth round and a 10 year old will be declared in the sixth round.
  - c. In minor league a 10 year old will be declared in the second round, a 9 year old will be declared in the fourth round and an 8 year old will be declared in the sixth round.
  - d. In machine pitch an 8 year old will be declared in the second round, a 7 year old will be declared in the fourth round and a 6 year old will be declared in the sixth round.
  - e. Such declaration must be made before the beginning of the draft. Such player must be a member of the immediate family of the manager. The definition of an immediate family member is determined by the Board of Directors.
2. The order of the first round of the draft will be determined by a blind draw conducted by a member of the Board of Directors. The second round will be in the reverse order of the first round. Thereafter until the draft is completed, every odd-numbered round will be in the same order as the first round, and every even-numbered round will be in the same order as the second round. Trading of draft picks and/or draft pick order by managers or teams is forbidden without consent of the Board of Directors.
3. A sibling of a player drafted will be an automatic fourth round pick for the same team, unless otherwise requested by those siblings' parent or legal guardian.
4. The sibling of a player selected after the third round of the draft is an automatic pick of the same team for the immediately following round.

G. A registered player that does not participate in all scheduled tryout sessions will be assigned to a team by a blind draw conducted by the Player Agent or other designated Board member. Such players will be an automatic final round picks for the assigned teams. Children of managers are not subject to this section.

H. The Board of Directors, at its discretion and without setting precedent, may alter the rules in this section for a particular draft as needed to promote fair play.

I. The Board of Directors shall approve Managers and Coach's for all teams.

V. REPLACEMENT OF PLAYERS:

A. If a Major or Minor League team loses a player, they will not be eligible to "pull-up" a player until they are down to nine (9) players and at that time

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they may only “pull-up” one (1) player to bring the team back to ten (10) players. Teams must “pull-up” one (1) player to bring the team back to ten (10).

- B. If a Machine Pitch team loses a player prior to the second half of the season or at any time the team roster is ten (10) or less, the manager will replace the player of his choice from a Tee-Ball team.
- C. If a Major, Minor or Machine Pitch Team is required to “pull-up” a player, the league being pulled from has to have had a player “pulled” from each team before a team can have a second player “pulled.”
- D. If a player is absent from two unexcused consecutive games, the manager must notify the League Director after the second game. The League Director will contact the parents to find out why the player was absent and if the player is returning. If the player is not returning, or if the player has a third unexcused consecutive absence, the player must be replaced if the roster is at nine players in major and minor league; ten players in machine pitch. The manager has one week to replace the player.
- E. The rosters are frozen the last two weeks of the season.

VI. PRACTICE, PRACTICE FIELDS AND BATTING CAGES

A. Tee-Ball:

- 1. Monday through Saturday (week)
- 2. Only one (1) day per week after the opening of the season.
- 3. No practice will exceed two (2) hours.

B. Machine Pitch/Minor and Major League:

- 1. Will be drawn for by the Managers.
  - a. Field assignment will be for the weeks preceding opening games. After the season starts, fields are on a first come basis. Practices will be limited to two (2) hours maximum if another team is scheduled or waiting to practice.
  - b. No team will occupy two fields when another team needs a field.
  - c. Scheduling of the batting cage during pre-season will be drawn for by the Managers. After the season starts, batting cage practice will be on a first come basis. Batting cage will be for a maximum time of 1 and ½ hours.

VII. RAINOUT GAMES:

A. T-ball games will not be made up due to a rain-out.

B. Machine Pitch/Minor and Major League:

- 1. Adopt Local League Option 4.01 (G) Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumes from the point of termination.
- 2. Monday/Tuesday games that are rained out will be made up on Wednesday of that same week. Thursday/Friday games that are rained out will be made up on Saturday of that same week.

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3. If a team forfeits a game, a score of seven to zero (7 – 0) will be recorded.

VIII. GAME TIME LIMITS ARE AS FOLLOWS:

A. Monday through Friday:

1. Tee-Ball                    1 hour
2. Machine Pitch            1 hour 45 minutes
3. Minor League            1 hour 45 minutes
4. Major League            1 hour 45 minutes

IX. TIE BALL GAMES: (Not applicable to Tee-Ball)

- A. All tie ball games will be finished in the week the scheduled game was started.
- B. Maximum of two (2) hours.
- C. Play an additional 15 min, if inning is not complete or the inning results in another tie ball game, the game will stop and resume the following night or as scheduled.
- D. Time limit but no curfew on Friday night.

X. ADOPT LOCAL LEAGUE OPTION 4.01 (G)

Games shortened by reason of curfew, rain, rule 7-B or other acts of God before they have become regulation games, shall be resumed from the point of termination.

XI. ADOPT LOCAL LEAGUE OPTION 4 4.01 (1):

A game shall be considered a regulation game when a team is ahead by ten (10) runs after both teams have batted four (4) times or in the case of the home team, when it is leading three (3) times.

XII. INELIGIBLE PLAYER:

- A. Once a player has been ruled ineligible, the player will not be able to re-enter that game. A player can be ruled ineligible for the following reasons:
  1. Sickness determined by the Manager
  2. Tardy determined by the Manager
  3. Discipline, determined by the Manager, League Director, Umpire or Board of Directors.
  4. Both Managers must be notified as well as the **scorekeeper**.
  - 5.
  - 6.

VI. DISCIPLINE:

- A. It is the policy of the Bartow Dixie Youth Baseball Program that discipline for players be confined to the following circumstances:
  1. Violation of team rules (required rules only).
  2. Unruly dugout behavior.
  3. Unsportsmanlike conduct.

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4. Physical contact.
- B. In all circumstances, no Coach or party acting on behalf of the league or team should physically handle or touch any child for disciplinary reason. Conduct, which is so disruptive that action must be taken, will be referred by the Manager to the Board of Directors for any action to be taken.
  1. Verbal discussion with the child and parent about inappropriate behavior or conduct.
  2. One game sat out.
  3. Sit player in the stands with a parent.
  4. For physical contact, the player will be immediately ejected from the game and shall not return to any future games until the incident is reviewed by the Board of Directors and appropriate disciplinary action is taken. A player who violates this rule shall not be eligible for all-stars for the current season.
- C. It is the policy of the Bartow Dixie Youth Baseball Program that discipline for Managers and Coaches be confined to the following circumstances:
  1. Willful violation of league rules.
  2. Unsportsmanlike conduct.
- D. The following should be used as a guide for action by the League President and or Board of Directors. Any offenses as listed below will be formally reported at a meeting of the Board of Directors.
  1. 1<sup>st</sup> Offense: Verbal discussion with the League Director and President.
  2. 2<sup>nd</sup> Offense: Game suspension, amount to be determined by the League Director and President.
  3. 3<sup>rd</sup> Offense: Dismissed from the team. Must be recommended by the League President and approved by the Board of Directors.
- E. A manager, coach or player dismissed (ejected) from a game by an official will:
  1. 1<sup>st</sup> Offense: leave the playing field and sit out the next consecutive game.
  2. 2<sup>nd</sup> Offense in the same season: suspended until the incident is reviewed and reinstatement by the Board of Directors and will not be eligible to manage, coach or play on the All-Star team in the same season.

**TEE-BALL RULES**

- I. REGULATION GAME WHEN:
  - A. Both teams have completed a minimum of one hour of play. Both teams should have equal times at bat.
  - B. Tee-Ball will not keep score.
- II. THE GAME: OFFENSE AND DEFENSE
  - A. All players will play on Defense. All outfielders must remain behind the outfield line until after the ball has been hit. The remaining five players

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excluding the pitcher may play no closer to home plate than the edge of the infield grass until after the ball has been hit. Tee-Ball will not use a catcher.

- B. The Offensive Team will be made up of the entire team roster.
  - 1. If the team has fifteen (15) players on its team roster and all fifteen (15) players show up for the game, all fifteen (15) players shall be listed on the batting order.
  - 2. If a player arrives after his/her team has batted through the batting order, he/she may play but must be added to the **bottom** of the batting order.
- C. There may be four (4) coaches allowed on offense. One certified coach or parent **must** be in the Dug-out area while two other coaches take their place at either first (1<sup>st</sup>) or (3<sup>rd</sup>) base coaching box. The fourth (4<sup>th</sup>) coach will help the batter at home plate. The home plate coach will remove the batting tee when the ball is put in play. This is to prevent players from getting injured at home plate.
  - 1. If another coach is needed in the outfield area on defense, this will be allowed if this person has been certified.
- D. The Coach that is at home plate will make the calls as to if the base runner is safe or out. Home plate coach will also make the call if the base runner has gone past the half-way line. The coach at either first or third base may also assist in the calls. If there is a disagreement; the home plate coach will make a final decision.
- E. End of Play: After three (3) outs or complete roster.
  - 1. If the base runner is put out, he/she will return to the dug-out.
- F. Dead Ball: When a batted ball is returned to the pitchers circle with:
  - 1. The pitcher in the circle catches the ball.
  - 2. The ball hits the clay circle around the pitcher's mound with the pitcher in the circle.
  - 3. The ball must be returned to the circle to stop play.
- G. Last Batter: The manager on offense must notify the other team when the last batter comes to the plate.
- H. Bunting: There will be no bunting in Tee-Ball. The batter must take a full swing at the ball. The batter will continue until the ball is put into play. Base runners will return to the base that was occupied when the batter is called back to the plate.
- I. Slingshot the Bat: Players will be warned by the coach as a learning tool. No player will be called out or this infraction.
- J. Overthrown Ball: When the ball is over-thrown at first (1<sup>st</sup>) or third (3<sup>rd</sup>) base, the runner can only advance **two** bases from the base he/she occupied when the ball was hit. A ball over-thrown at second (2<sup>nd</sup>) base is a live ball. The base runners may run at their own risk.
- K. Calling Time: A coach may call time whenever necessary.
  - 1. The batter will stay out of the batter's box until the coach puts the ball on the tee.

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- L. All players will remain in the dug-out except the batter and the on-deck batter.
- M. Coaches will make sure that all equipment, i.e. bats, helmets and gloves, are placed off of the playing field when not in use.

III. BASE RUNNING:

- A. The base runner shall not steal a base or lead off the base being occupied.
- B. The base runner shall advance only when the ball has been hit past the fifteen foot arch.
- C. The ball is dead and all base runners must stop at the base the coach rules the runner is entitled when:
  - 1. The pitcher has possession of a ball inside the eight (8) foot circle. If the ball is hit back to the pitcher, he/she can make a play with the ball or keep the ball and the batter will advance to first (1<sup>st</sup>) base. Each base runner on the bases will then advance one base only and the ball will then be called dead.
  - 2. The moment a thrown ball hits the ground inside the circle or touches any part of the pitcher inside the circle, the ball is dead.
  - 3. If a thrown ball leaves the eight foot circle after having touched the ground or touching the uniform of a defensive player, the base runner will be allowed to continue to the next base if they have gone past the vertical line (half-way lines between the bases) when the ball is ruled dead by a coach.
- D. If a base runner leaves the base before the ball has been hit, the defensive manager shall have the privilege of having nullified any portion of the play that occurred on the violation.
  - 1. If the base runner leaves the base after the bat breaks the plane of the batting tee or home plate and the batter misses the ball or if the ball goes foul, or if the ball does not go beyond the fifteen foot arch, there will be no penalty. The ball is dead.
  - 2. A base runner may be tagged out or thrown out before he/she reaches the half-way marker between third base and home plate.
  - 3. There is NO PLAY AT HOME PLATE.
  - 4. Coaches should instruct players not to run down base runners going to first base. The purpose of this rule is to teach players to make the proper plays. If the defensive player fields the ball by the base-line, he/she may then tag the base runner for the out.
- E. The infield fly rule does not apply in tee-ball.

IV. EACH BASE RUNNER INCLUDING THE BATTER / BASE RUNNER SHALL WITHOUT DANGER OF BEING PUT OUT ADVANCE:

- A. Base runners caught between bases when the pitcher gains possession of the ball inside the eight foot circle, must stop at the next base, or return to the last base they were legally entitled to as judged by the coach. The pitcher does not have to have the ball inside the eight foot circle for the coach to call the play dead.

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\*\*\*See Rule Base Running C-2\*\*\*

V. PITCHING RULES:

- A. The pitcher will take his/her position on the mound.
- B. The pitcher will stay in the pitchers circle until the ball has been hit.
- C. A pitcher can be removed from the mound and return providing he/she does not play this position more than two (2) innings.
- D. Positions of a pitcher and first (1<sup>st</sup>) base must be switched after two (2) innings.
  - 1. A pitcher or first baseman can play any other position unlimited number of innings.

VI. SPECIFIC RULES WHEN BATTING TEE IS USED:

- A. The pitcher must have one foot in contact with the pitchers rubber at the point of time the ball is hit.
- B. A pitcher may be removed from the mound and return to the mound providing he/she does not play this position more than two (2) innings.
- C. The batter will not strike out in Tee-ball.
- D. Batters should be taught not to check swing. There are no penalties for a check swing.
- E. The distance from the front of the pitchers rubber to the point of the home plate shall be forty-six (46) feet.

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**MACHINE PITCH RULES**

I. PLAYER PARTICIPATION:

- A. Batting Offense: Machine Pitch will bat the roster.
  - 1. If the team has fifteen (15) players on the roster, all fifteen will be listed on the batting order. If a player arrives late, he/she will be added to the **bottom** of the line-up.
  - 2. If the team has been through the line-up when a player arrives, he/she will be added to the **bottom** of the batting order.
  - 3. In the case of an injury or illness, the player can miss his/her turn at bat with no penalty. The player can re-enter the game at any time, but must remain in the same spot in the batting order.
  - 4. Bunting is allowed.
- B. All players will remain in the dugout on offense except the batter and the on-deck batter.

II. THE GAME:

- A. Complete game: 6 complete innings,

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- B. There can be a minimum of eight (8) players for an official game. In the event of an eighth player roster, that team will be allowed to bat nine (9) players.
  - 1. The game will start as scheduled. If a player comes late, they will be added to the bottom of the batting order.
- C. If a team has only seven (7) players, the team has 15 minutes from the scheduled game time to reach the minimum number of players, (8).
- D. No game will be considered a complete game unless the game has played a complete four (4) innings. 3 and ½ innings if the home team has scored more runs.
- E. In the event a game does not complete four (4) innings within the time allowed, both teams must return and complete the entire six (6) inning game prior to the beginning of the following weeks play.
- F. Any game shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have batted four (4) times, or in the case of the home team when it is leading three (3) times.
- G. In Machine Pitch: When one team has automatically reached the point that the other team cannot win, the game can be called after four (4) innings, or in the case of the home team being ahead by ten (10) runs.
- H. If a team forfeits a game, a score of seven to zero (7 – 0) will be recorded.
- I. Machine Pitch Only:
  - 1. Each team will be limited to five runs per inning.
- J. The speed of the machine must be set according to the Florida Machine Pitch Tournament Rules for the entire season.
- K. All batting helmets must be solid in color and must have a face mask.
- L. If players bring their own bat it must be DYB approved.
- M. Personal items should be marked with the player's name.

III. BASE RUNNING:

- A. The base runner shall not lead-off or steal a base.
- B. The ball is dead and all base runners must stop at the base the umpire rules the base runner is entitled to when:
  - 1. The pitcher has possession of a thrown ball on the pitcher's mound. If the ball is hit back to the pitcher, but is not thrown, the runners may advance one (1) base at their own risk. The pitcher must leave the mound and return back to the mound to stop play.
  - 2. At the moment a thrown ball hits the clay area of the pitcher's mound or touches any part of the pitcher while in the clay area of the mound, the ball is dead.
  - 3. If a thrown ball leaves the clay area after touching the pitcher or the pitchers area, the base runner is allowed to advance to the next base if at the umpires judgment, the base runner has passed the vertical line (half-way) before the ball is ruled dead.
  - 4. If the pitcher is in the circle of the pitcher's mound, a defensive player can enter the area with the ball, and the ball is dead. The

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base runners may advance to the next base, if at the umpire's judgment; the runner has passed the half-way mark.

- C. If the base runner leaves the base before the ball has been hit, the umpire has the privilege of nullifying any portion of the play that occurred on the violation.

IV. DEFENSE:

- A. Ten (10) players will play on defense.
  - 1. Four (4) outfielders
  - 2. Six (6) infielders
- B. A catcher will be used in Machine Pitch. Catchers will wear protective head gear, chest protector and chin guards.
- C. There is free substitution on defense.
- D. All players will play two (2) innings on defense. Violation is forfeiture of game.
- E. Any player on a team cannot play the position of pitcher or first base more than two (2) innings.
- F. A pitcher can be removed from the mound and return providing he/she does not play this position more than two (2) innings.
- G. The defensive players must stay in their positions until the ball has been put into play.
  - 1. At start of play, pitcher must be inside the circle around the pitcher's mound, but no closer to home plate than the rubber.
  - 2. Infielders will stay in their proper positions.
  - 3. Outfielders must stay behind the circle that divides the infield from outfield.
- H. Coaches should instruct their players not to run down the base runner going to first base. The purpose of this rule is to teach players proper way to make a play. If a defensive player fields the ball and tags the base runner out at the baseline, this would be the proper play.
- I. Base runners can be tagged or thrown out advancing to home plate.
- J. Only two defensive coaches may be out of the dugout.

V. END OF PLAY:

- A. Five runs or three outs per inning. Play is dead when runners cannot advance or the ball has been returned to the circle with the pitcher or another defensive player in the proper place with control of the ball.

VI. GENERAL:

- A. Any Manager who feels a rule violation has occurred or has a problem relating to rules will go to the Director of their respective league. i.e. Tee-Ball, Machine Pitch, Minor League and Major League.
  - 1. If necessary the League Director will call the Rules Committee and an umpire for a ruling.

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**MINOR & MAJOR LEAGUE RULES**

**I. PLAYER PARTICIPATION:**

- A. Batting Offense: Major and Minor League will bat the roster.
- B.
- C. Defense / Field: Any player may re-enter the game at any time on defense with the exception of the **Pitcher**. Every eligible player will play six (6) outs on defense in a complete six (6) inning game. If a game is shorten for any reason, any player that **did not** play two (2) innings on defense must play on defense in the next game before four (4) innings. Violation of this rule is forfeiture. See DYB rule.
- D. The Pitcher: see pitching rules in the Dixie Youth Rule Book for regular season play.

**II. THE GAME:**

- A. Complete game: 6 complete innings,
- B. There can be a minimum of eight (8) players for an official game. In the event of an eighth player roster, that team will be allowed to bat nine (9) players.
  - 1. The game will start as scheduled. If a player comes late, they will be added to the bottom of the bating order.
- A. If a team has only seven (7) players, the team has 15 minutes from the scheduled game time to reach the minimum number of players, (8).
- B. No game will be considered a complete game unless the game has played a complete four (4) innings. 3 and ½ innings if the home team has scored more runs.
- C. In the event a game does not complete four (4) innings within the time allowed, both teams must return and complete the entire six (6) inning game prior to the beginning of the following weeks play.
- D. Any game shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have batted four (4) times, or in the case of the home team when it is leading three (3) times.
- E. In Minor League and Machine Pitch: When one team has automatically reached the point that the other team cannot win, the game can be called after four (4) innings, or in the case of the home team being ahead by ten (10) runs.
- F. Minor League Only:
  - 1. Each team will be limited to seven (7) runes per inning or three (3) outs.
- G. If a team forfeits a game, a score of seven to zero (7 – 0) will be recorded.

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Any Manager, who feels a rule violation has occurred or has a problem relating to rules, will go to the Director of their respective league. i.e. Tee-Ball, Machine Pitch, Minor League and Major League.

1. If necessary, the League Director will call the Rules Committee and an Umpire for a ruling.

**LEAGUE CHAMPIONSHIP:**

- A. Major League, Minor League and Machine Pitch seasons will consist of two segments. The number of games played by each team in each segment will be determined by the Board of Directors each year subsequent to the draft as part of the game scheduling process.
- B. The team records in the 2<sup>nd</sup> segment will determine the seeding for a double elimination tournament at the end of a season to determine a League Champion and League 2<sup>nd</sup> Place. If, based upon second segment records, more than one team is tied for a particular seed; the seeding will be determined by the head-to-head records of those teams during the 2<sup>nd</sup> segment of the season. If head-to-head records result in a tie for a seed, the seeding will be determined by a drawing conducted by a member of the Board of Directors.
- C. The dates and times of the tournament games will be determined by the Board of Directors before the beginning of the 2<sup>nd</sup> half of the season.

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BARTOW DIXIE BASEBALL'S STATEMENT OF POLICY  
REGARDING MANAGERS AND COACHES

IT IS AND SHALL BE THE POLICY OF BARTOW DIXIE BASEBALL (HEREAFTER "BDB") TO ADMIT AND RESTRAIN MANAGERS AND COACHES WHO EXHIBIT, PROMOTE AN DEVELOP STRONG CHARACTER, RIGHT ATTITUDE, A SENSE OF RESPONSIBILITY, FAIR PLAY, GOOD SPORTSMANSHIP, AND CONGENIAL FELLOWSHIP. PERSONS WHO DESIRE TO BE ADMITTED OR RETAINED AS A MANAGER OR A COACH WHO DO NOT EXHIBIT THE ABOVE ATTRIBUTES MAY BE DENIED ADMITTANCE OR RELEASED.

FURTHER, FOR PERSONS WHO DESIRE TO BE ADMITTED OR RETAINED AS A MANAGER OR A COACH IT IS AND SHALL BE AGAINST THE POLICY OF BDB TO ENGAGE IN ARGUMENTS, TO USE ABUSIVE OR PROFANE LANGUAGE, TO HARASS UMPIRES, TO ENGAGE IN CRIMINAL ACTIVITY OR TO EXHIBIT BEHAVIOR THAT IS AGAINST THE AFOREMENTIONED POLICY.

BDB INTENDS TO EVALUATE, ANNUALLY AND AS CIRCUMSTANCES DICTATE, MANAGERS, COACHES, POTENTIAL MANAGERS AND POTENTIAL COACHES. FURTHERMORE, A PERSONS CONDUCT ON OR OFF THE FIELD DURING OR BETWEEN SEASONS IS SUBJECT TO THIS POLICY.

A PERSON(S) CONDUCT MAY BE BROUGHT TO THE BOARD OR A BOARD MEMBER AT ANYTIME. THE PRESIDENT THEN SHALL APPOINT A COMMITTEE OF 5 TO INVESTIGATE AND EVALUATE THE ALLEGED CONDUCT. THE COMMITTEE SHALL HAVE ONE (1) WEEK TO COMPLETE THE INVESTIGATION. THE COMMITTEE SHALL ADDRESS THE BOARD WITH THEIR FINDINGS. A PERSON MAY BE DENIED ADMITTANCE OR RELEASED UPON A MAJORITY VOTE OF THE MEMBERS PRESENT AT THE NEXT CALLED MEETING. HOWEVER, THE SECRETARY MUST VERIFY THAT ALL BOARD MEMBERS WERE NOTIFIED OF THE MEETING, BY PHONE OR BY MAIL.

THIS POLICY IS NOT INTENDED TO CONFLICT WITH ANY OTHER RULES OF BDB, HOWEVER, IF THE BEHAVIOR OF A PERSON, ON OR OFF THE FIELD, NECESSITATES REVIEW, SUBJECT TO THIS POLICY, THIS POLICY SUPERSEDES ANY OTHER RULE.

MY SIGNATURE BELOW ACKNOWLEDGES THAT I HAVE READ AND UNDERSTAND THE ABOVE INFORMATION.

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Manager

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1<sup>st</sup> Coach

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2<sup>nd</sup> Coach