

ST. MARY'S BABE RUTH BASEBALL

Affiliated with:

ST. MARY'S COUNTY DEPARTMENT OF RECREATION AND PARKS

P.O. Box 653

Leonardtown, Md. 20650

OFFICIAL BASEBALL BY-LAWS (REVISED 2007, 2011)

Approved by the Board of Directors St. Mary's Babe Ruth Baseball and Recreation & Parks:

Article I: General Statement

Article II: Game Regulations

Section 2.01: Umpires

Section 2.02: Protest

Section 2.03: Forfeitures

Section 2.04: Players, Managers, & Coaches Conduct

Section 2.05: Tie Games

Section 2.06: Line-up/Rosters

Section 2.07: Managers Responsibilities

Article III: League Alignment and Regulations

Section 3.01: League Alignment

Section 3.02: Selection of Teams

Section 3.03: Player Registration

Section 3.04: Protest Committee

Section 3.05: Home Team

Section 3.06: Ineligible Players

Section 3.07: Trophies

Section 3.08: All-Stars

Section 3.09: Playoffs

Section 3.10: Tournament Teams

Section 3.11: Rescheduled Games

Section 3.12: Equipment

Section 3.13: Governing Rules

Section 3.14: Board of Directors

Section 3.15: Approvals

Article I. GENERAL STATEMENTS

Section 1.01 The approved St. Mary's Babe Ruth Baseball (SMBRB) by-laws, Babe Ruth League, Inc. Baseball Rules and Regulations and Official Baseball Rules apply to all league activities. In cases where the SMBRB by-laws and Babe Ruth League, Inc. Baseball Rules and Regulations differ, the SMBRB by-laws will apply. The President will make the final decision pertaining to the interpretation of by-laws and on all league matters, with the following exception;

Section 1.02 The President will not make the decision on a properly filed protest submitted to the Board of Directors (see Section 2.2 and 3.4)

Article II. GAME REGULATIONS (ALL DIVISIONS)

Section 2.01 Umpires

- (a) See the Official Baseball Rules for rules that apply to umpiring.
- (b) SMBRB will issue to all Umpire volunteers a chest protector, shin guards, and face mask. These are to be used solely for the purpose of officiating SMBRB games or any sanctioned Babe Ruth Activities.
- (c) Umpires will be paid the last day of each month. The amount will be determined by the Board of Directors. The last payment will be withheld until all equipment issued by SMBRB is returned.
- (d) If the home Team Manager fails to postpone the game one hour before game time the Umpire will receive one-half of their scheduled payment if they report to the game location.
- (e) If an umpire fails to show, the managers of both teams can agree to play the game with a replacement umpire chosen from the spectators, or choose to reschedule the game at a later date. If managers agree to start the game with a replacement umpire, the decision is final and the game will be played to completion.

Section 2.02 Protest

- (a) If a Manager wishes to make a protest he must:
 - (i) Protest at the time of the alleged infraction;
 - (ii) The game must be stopped.
 - (iii) The two Managers and the Umpire must meet at home plate and the protesting manager must voice his protest at this time;
 - (iv) The protest must be noted in both Manager's score books and be attested to by the Umpire's signature;
 - (v) Within twenty-four (24) hours thereafter, written protest of the alleged infraction setting forth a complete description and explanation, as well as rule citations and references, shall be submitted by the protesting Team Manager to any member of the Board of Directors along with a protest fee of \$25.00. (Note: If the protest is upheld, the fee is returned)

Section 2.03 Forfeitures

- (a) The Umpire shall forfeit a game when a team fails to field a complete uniformed team (assuming that SMBRB has issued uniforms to all players) consisting of nine (9) players, within fifteen (15) minutes after the scheduled time for commencement of the game. A uniform consists of a baseball cap, baseball pants, and a numbered team shirt. This uniform will be issued by SMBRB.

Section 2.04 Players, Managers & Coaches Conduct

- (a) See Babe Ruth Baseball Rules and Regulations and Official Baseball Rules in reference to Players, Managers, & Coaches Conduct.
- (b) Any Player, Manager, or Coach who obviously or intentionally is abusing equipment is liable to be ejected from the game at the discretion of the Umpire without warning.
- (c) Any Player, Manager, or Coach who is ejected from a game cannot participate in the next game played by that team. Any spectator asked by a game official to leave a game can be asked not to attend that team's next game. Any violation of this rule will cause a game to be forfeited.
- (d) Only officially named managers and assistant coaches may participate in on-field activities, including coaching bases. This is applicable to both officially scheduled games and all team practices.
- (e) Managers and Coaches will follow the following code of ethics:
 - (i) Abide by a doctor's decision in all matters relating to player's health, injuries and ability to play.
 - (ii) Do not allow a player to enter or re-enter a game if there is any doubt as to the seriousness of an injury.
 - (iii) Never use any physical means against spectators, players, officials or other coaches
 - (iv) Do not unduly criticize players in front of other players - criticism should always be in a constructive nature
 - (v) Refrain from using profanity to a player or in the conduct of any activities dealing with youngsters.
 - (vi) Accept the decisions of officials as being fair and called to the best ability of the official. Do not criticize the opposing team, umpires, managers, coaches, or fans by word of mouth, actions, or gestures.
 - (vii) The consumption of alcoholic beverages and/or appearing to be under the influence of alcohol or drugs is strictly prohibited at all times when dealing with youngsters - No alcoholic beverages are permitted at or on the playing field or viewing areas.
 - (viii) The game officials have the authority to forfeit the game to the opposing team if these codes are violated. All incidents involving managers or coaches misconduct will be reported to the Board of Directors and dealt with accordingly.

Section 2.05 Tie Game

- (a) If time permits, as determined by the umpire, the teams must play extra innings to end a tie.
- (b) Games ending in a tie will be considered suspended games and will only be replayed in its entirety if it affects the Final regular season standings.

Section 2.06 Line-up Rosters

- (a) The home team scorekeeper must present his/her line-up roster to the visiting team scorekeeper and receive the visiting team's line-up roster before the game begins.
- (b) This line-up must include each player's last name, first initial, uniform number. All of this information must be recorded in each manager's scorebook in order for the player to be eligible for tournament play.
- (c) Any information on players not eligible for a game due to injury, disciplinary action etc. must also be noted on the line-up roster before the start of the game.

Section 2.07 Managers Responsibilities

- (a) Managers must be at least 18 years of age and approved by the Board of Directors and St. Mary's Recreation and Parks or have games subject to forfeiture.
- (b) In order to be approved as a manager, candidates must pass a Criminal Record Check administered by the St. Mary's County Department of Recreation and Parks and successfully complete the Babe Ruth League Coaching Certification course. This mandatory course is titled, "Coaching Youth Baseball: The Ripken Way for Youth Baseball Coaches" and is administered by the American Sport Education Program.
- (c) Attend all games.
- (d) No smoking will be allowed on the playing area (including fields and benches).
- (e) Home team will supply two new baseballs to the Umpire at the start of each game.
- (f) Issue equipment and uniforms supplied by SMBRB to all players on his team.
- (g) Return all SMBRB equipment to the designated League Equipment Manger no later than November 1st.
- (h) Prepare the field when his team is home team.
- (i) Support all league fund raising activities.
- (j) Notify the Umpire Coordinator, opposing Team Manager, and League Commissioner one hour prior to game time of any cancellation of scheduled games.

- (k) The Home Team Manager must report final score of the game to the League Commissioner within 24 hours. In lieu of notifying the league commissioner of final game scores, the Home Team Manager may input the score on the league website.
- (l) Ensure that No practices take place prior to the league insurance policy taking effect.

Article III. SMBRB League Alignment & Regulations

Section 3.01 League Alignment

- (a) SMBRB shall be divided into six (6) leagues:
 - (i) Babe Ruth 17-18 yr.
 - (ii) Babe Ruth 15-16 yr.
 - (iii) Babe Ruth 13-14 yr.
 - (iv) Cal Ripken Majors 10-12 yr.
 - (v) Cal Ripken Minors 8-10 yr.
 - (vi) Cal Ripken Rookie 6-8 yr.
- (b) In cases where parents feel their child is not ready to play in the appropriate age group, they can apply for a waiver. The waiver request will be considered by the Board and the applicable coaches. The Board will vote on whether or not to allow the child to play below their normal age group.
- (c) Each league shall have a Commissioner appointed by the President. The duties of the Commissioners are as follows:
 - (i) Represent the league in matters brought to him/her by the Team Managers which requires the attention from the President and/or the Board of Directors.
 - (ii) Coordinate with the Umpire Coordinator time and location for make-up or rescheduled games.
 - (iii) Contact/notify all Team Managers within his/her league of SMBRB functions.
 - (iv) Ensure all SMBRB equipment and uniforms are issued and returned to the designated league Equipment Manager.
 - (v) Report scores and game high-lights to the designated league Media Representative.
 - (vi) Determine the roster size of each All-Star team within his/her league.
 - (vii) Assign late registrants to teams with the approval of the league President.

Section 3.02 Selection of Teams

- (a) The geographical areas as defined by the Board of Directors are:
 - (i) 5th District, Country Lakes, and Laurel Grove
 - (ii) 7th District
 - (iii) Leonardtown, St. Clements Shores
 - (iv) Wildewood
- (b) A player returning to the same league will automatically be assigned to the team he/she played on the previous year, unless specifically requested otherwise in writing by the players' parent/guardian.
- (c) When there are enough players registered to form more than one (1) team from a geographical area within the same age division, a mandatory "Skills Evaluation/Draft" session will be held so that the managers of each team will have an opportunity to evaluate all players that have registered.
- (d) The order of the draft where required will be determined by the following:
 - (i) Any new team entering the league/division will have the first draft choice (If their team has the least amount of players).
 - (ii) If no new teams, the team with the least amount of returning players will receive first pick and the team with the most returning players will receive last pick.
 - (iii) If teams have same amount of returning players, the final regular season standings (worst record to best) from the previous season will determine order.
- (e) The draft selection process will be as follows:
 - (i) First two rounds will go in ascending order (i.e. Team 1 gets 1st pick, Team 5 gets 5th pick).
 - (ii) At the beginning of the third round, teams will receive supplemental draft picks in ascending order so that team rosters will be balanced out.
 - (iii) After rosters are balanced, the draft will continue in ascending order.
 - (iv) After the last draft pick, managers have fifteen (15) minutes to make a trade with a drafted player only.

- (f) Children of managers will automatically be placed on his/her team. The child of a 1st assistant coach will be placed on his/her team as a 1st round draft choice. The child of a 2nd assistant coach will be placed on his/her team as a 3rd round draft choice. If a coach's child from the previous draft is still on the team, a manager may not select a new coach until the previous coach's child is off of the team. This does not apply to new managers.
- (g) Siblings will be placed on the same team unless specifically requested otherwise by the Parent/Guardian. After the selection of the one sibling by a team, the remaining sibling(s) automatically becomes the team's last selection in the draft.
- (h) A Team Manager may manage, and his children may play outside their geographical area. This rule does not apply to assistant coaches.

Section 3.03 Player Registration

- (a) SMBRB registration will be scheduled annually for all players.
- (b) Any late registrants will be assigned by the League Commissioner with the approval of the league President.
- (c) Late registration is defined as any registration form which is received by SMBRB following the draft of that particular league.

Section 3.04 Protest Committee

- (a) A protest committee shall consist of at least three (3) members of the Board of Directors including the President. The League Commissioners will have no vote on protest involving their respective league.
- (b) The protest committee shall conduct a hearing of all protests and give the protesting Team Manager and Umpire twenty-four (24) hours notice of the time and place of the hearing.

Section 3.05 Home Team

- (a) The home team is responsible for the preparation of the field to include bases, lining the field, raking/dragging as required etc.
- (b) The home team shall allow the visiting team the use of the field for practice thirty-five (35) minutes prior to the start of the game. The visiting team shall relinquish the field ten (10) minutes before the start of the game to allow for final preparations.

Section 3.06 Ineligible Player

- (a) Players who have not paid their registration fees will not be put on a roster.

Section 3.07 Trophies & Awards

- (a) Trophies will be awarded as follows
 - (i) Individual trophies for All-Stars
 - (ii) Individual trophies for League Champions
 - (iii) Individual trophies for Playoff Champions/Runner-ups
- (b) The Board of Directors will determine a budgeted dollar amount to be spent for trophies each year.

Section 3.08 All Stars

- (a) The Board of Directors will furnish additional guidelines/rules to the All-Star games as necessary.

Section 3.09 Playoffs

- (a) Each division will have one (1) League Champion. This will be the team with the best overall league record at the end of the regular season. If there is a tie, the tie will be broken by Head to Head, run differential, and coin toss will be the final tie breaker.
- (b) Each division will have one (1) Tournament Champion. This will be determined by an end of the year League Championship Tournament with all teams in the league participating. It will be a double elimination tournament. Home team will be the higher seeded team until the championship finals. The undefeated team will be home for the first game. The home team will be the higher seeded team if a second championship game is necessary.
- (c) All Rules and regulations governing regular season play apply during League Championship playoff games. Playoff games must be regulation in length. Any incomplete regulation game will be considered a suspended game.
- (d) The playoff format for each division will be determined prior to the start of each season by the Board.

Section 3.10 Tournament Team

- (a) Tournament Team Manager will be selected by the Board of Directors, with all managers receiving consideration. The Tournament Team Manager will choose two (2) other Managers as assistant coaches. If not enough interest is shown from managers you may choose coaches with Board Approval.
- (b) Each Team Manager shall submit a list of recommend players from their team to the Tournament Team Manager.
- (c) All SMBRB players are eligible for a Tournament Team tryout. The Tournament Team manager will have the final decision relative to the players selected for the Tournament Team.
- (d) Players who elected to play in an advanced aged league during the regular season and meets the age requirements for an appropriate aged Tournament Team may play on that Tournament Team.
- (e) Any SMBRB teams entering other tournament play outside of the Babe Ruth sanctioned All-Star tournament must have the approval of the Board of Directors.

Section 3.11 Rescheduled Games

- (a) Teams have two weeks to reschedule games. Any game rescheduled by the League Commissioner (s) is final. Any team not complying will receive an automatic forfeiture.
- (b) The League Commissioner has the right to reschedule any game due to lack of Umpires.

Section 3.12 Equipment

- (a) Each SMBRB player shall be furnished a baseball hat, shirt, and socks. The players may keep these items.

Section 3.13 Governing Rules

- (a) Except as notified herein, all baseball competition shall be governed by the Babe Ruth Baseball Rules and Regulations applying to each particular league and the current edition of Official Baseball Rules (Copies of both will be provided to each Team Manager.)
- (b) If there are two (2) outs and the offensive team's catcher is a base runner, it will be the manager's option to replace the catcher with a courtesy runner.
- (c) Babe Ruth 15-16 and 17-18 Leagues
 - (i) PITCHING
 - 1) A pitcher may not pitch more than seven (7) innings per rolling week in any regular or post season game. If a team is required to play more than 2 games in a week, a maximum of nine (9) innings is allowed.
 - 2) A pitcher must have two (2) days of rest between pitching assignments in which a player pitches in more than four (4) innings. Each game in which a pitcher pitches is considered an assignment regardless of the number of pitches thrown. **Example:** A player pitching in more than four (4) innings on Saturday cannot pitch again until Tuesday.
 - 3) Games in which an ineligible pitcher has been used as specified above shall be declared a forfeit.
 - 4) Any thirteen (13) year old in this league must abide by the 13 yr. old pitching rules.
 - (ii) GAME COMPETITION
 - 1) A game shall consist of seven (7) innings
 - 2) An official game shall consist of Five (5) innings, 4 1/2 innings if the home team is ahead.
 - (iii) EQUIPMENT: Shoes with metal cleats or spikes are permitted.
 - (iv) PLAYER PARTICIPATION: Each player present must play a minimum of two (2) defensive innings. There will be a consecutive batting order. . In cases of a late arriving player, if the player arrives prior to the start of the third (3rd) inning, the player will be added to the end of the batting order and will play a minimum of half the remaining defensive innings. If the player arrives after the completion of the second (2nd) inning, playing time is left to the discretion of the player's Manager. The manager has the right to not play the player at all. This rule may not apply in interleague play.

(d) Babe Ruth 13-14 League

(i) PITCHING

- 1) A pitcher may not pitch more than seven (7) innings per rolling week (not to exceed four (4) innings per game) in any regular or post season game. If a team is required to play more than 2 games in a week, a maximum of nine (9) innings is allowed.
- 2) A pitcher must have two (2) days of rest between pitching assignments in which a player pitches in more than three (3) innings. Each game in which a pitcher pitches is considered an assignment regardless of the number of pitches thrown. **Example:** A player pitching in more than three (3) innings on Saturday cannot pitch again until Tuesday.
- 3) Games in which an ineligible pitcher has been used as specified above shall be declared a forfeit.

(ii) GAME COMPETITION

- 1) A game shall consist of seven (7) innings
- 2) An official game shall consist of Five (5) innings, 4 1/2 innings if the home team is ahead.

(iii) EQUIPMENT: Shoes with metal cleats or spikes are permitted.

(iv) PLAYER PARTICIPATION: Each player present must play a minimum of three (3) defensive innings. There will be a consecutive batting order. In cases of a late arriving player, if the player arrives prior to the start of the third (3rd) inning, the player will be added to the end of the batting order and will play a minimum of half the remaining defensive innings. If the player arrives after the completion of the second (2nd) inning, playing time is left to the discretion of the player's Manager. The manager has the right to not play the player at all. This rule may not apply in interleague play.

(e) Cal Ripken Majors 10-12 league:

(i) PITCHING

- 1) A Pitcher may pitch a maximum of six (6) innings per rolling week (not to exceed four (4) innings per game) in any regular or post season game. If a team is required to play more than 2 games in a week, a maximum of eight (8) innings is allowed.
- 2) A pitcher must have two (2) days of rest between pitching assignments in which a player pitches in more than two (2) innings. Each game in which a pitcher pitches is considered an assignment. **Example:** A player pitching in more than two (2) innings on Saturday cannot pitch again until Tuesday.
- 3) Games in which an ineligible pitcher has been used as specified above shall be declared a forfeit.

- 4) Any pitcher may leave the mound and return as a pitcher once.
- 5) Each pitcher will be given one warning before a balk is called by the umpire.

(ii) GAME COMPETITION

- 1) A game shall consist of six (6) innings
- 2) An official game shall consist of Four (4) innings, 3 1/2 innings if the home team is ahead.
- 3) No team may score more than seven (7) runs in one inning.

(iii) EQUIPMENT: Shoes with metal cleats or spikes are not permitted.

(iv) PLAYER PARTICIPATION: Each player present must play a minimum of three (3) defensive innings (does not have to be consecutive). There will be a consecutive batting order. In cases of a late arriving player, if the player arrives prior to the start of the third (3rd) inning, the player will be added to the end of the batting order and will play a minimum of half the remaining defensive innings. If the player arrives after the completion of the second (2nd) inning, playing time is left to the discretion of the player's Manager. The manager has the right to not play the player at all.

(v) BASE RUNNING/STEALING

- 1) The batter cannot advance to first base on a 3rd strike.
- 2) Runners may steal all bases including home plate.
- 3) Runners may take a lead.

(f) Cal Ripken Minors 8 -10 League:

(i) PITCHING

- 1) A pitcher may pitch a maximum of six (6) innings per rolling week, (not to exceed three (3) innings per game) in any regular or post season game. If a team is required to play more than 2 games in a week, a maximum of eight (8) innings is allowed.
- 2) A pitcher must have two (2) days of rest between pitching assignments in which a player pitches in more than two (2) innings. Each game in which a pitcher pitches is considered an assignment regardless of the number of pitches thrown. **Example:** A player pitching in more than two (2) innings on Saturday cannot pitch again until Tuesday.
- 3) Games in which an ineligible pitcher has been used as specified above shall be declared a forfeit.
- 4) Any pitcher may leave the mound and return as a pitcher once.

- 5) Eleven year olds granted exceptions to play in Minors are not allowed to pitch.

(ii) GAME COMPETITION

- 1) A game shall consist of six (6) innings
- 2) An official game shall consist of Four (4) innings, 3 1/2 innings if the home team is ahead.
- 3) No team may score more than five (5) runs in one inning.
- 4) The batter is out whether the third strike is caught or not caught by the catcher.
- 5) The infield fly rule is eliminated.

(iii) EQUIPMENT: Shoes with metal cleats or spikes are not permitted.

(iv) PLAYER PARTICIPATION

- 1) Each player present must play a minimum of three (3) defensive innings (does not have to be consecutive). There will be a consecutive batting order. In cases of a late arriving player, if the player arrives prior to the start of the third (3rd) inning, the player will be added to the end of the batting order and will play a minimum of half the remaining defensive innings. If the player arrives after the completion of the second (2nd) inning, playing time is left to the discretion of the player's Manager. The manager has the right to not play the player at all
- 2) The minor program uses four (4) outfielders.

(v) BASE RUNNING/STEALING

- 1) Runners may steal all bases including home plate.
- 2) Runners may not take a lead. Runners may not leave the base until the ball has been delivered and has reached the batter.
- 3) If the runner leaves a base before the pitch reaches the batter, that team will be given one warning and all runners go back. Second time runner is out.
- 4) Batter may not advance past first base after a walk.
- 5) Runners on 2nd may not advance after a batter is walked, unless a force.
- 6) Runners on 3rd may advance after a batter is walked, at own risk.

(g) Cal Ripken Rookie 7-9 League

(i) GAME COMPETITION

- 1) A game shall consist of six (6) innings
 - 2) An official game shall consist of Four (4) innings, 3 1/2 innings if the home team is ahead.
 - 3) No team may score more than five (5) runs in one inning.
 - 4) Each batter is allowed a maximum of six pitches or three swings with no contact, whichever comes first. The batter is out whether the third strike is caught or not caught by the catcher. Foul balls do count towards the six pitch limit, however, a foul ball cannot be the last swing, nor do they count as strikes. Balls and strikes will not be called. A player hit by a pitch will not be awarded first base. No bunting is allowed.
 - 5) Catchers are to catch from the normal location behind home plate. It is recommended that a catchers box be drawn on the ground to help the players reference where they should be positioned
 - 6) Each batter will get one warning per game for throwing the bat. The batter will be declared out if he/she throws a bat for a second time during the game
 - 7) The batting team will provide a coach to assist the catcher. This person will assist in positioning the catcher and retrieving passed balls.
 - 8) The operator of the pitching machine will be a coach from the defensive team. Pitching machines should be set at approximately 35 mph when the season begins. Coaches may work up to a speed of 38 to 40 mph by the end of the year. The increase in speed is based on the coach's discretion. The coaches should base their decisions on the batting abilities of both teams as the season progresses. The distance from the back of the plate to the front of the pitching machine is 46 feet
 - 9) When a team is in the field only two coaches are permitted to be on the field, in addition to the coach operating the pitching machine. The coach-pitcher will make every attempt to avoid contact with a thrown or batted ball. A batted ball hitting the pitching machine or coach is considered a dead ball and all runners, including the batter, advance one base
 - 10) The player-pitcher will take position to the side of, but not behind the pitching machine.
 - 11) The infield fly rule is eliminated.
- (ii) EQUIPMENT: Shoes with metal cleats or spikes are not permitted.
- (iii) PLAYER PARTICIPATION

- 1) Each player present must play a minimum of three (3) defensive innings (does not have to be consecutive). There will be a consecutive batting order. In cases of a late arriving player, if the player arrives prior to the start of the third (3rd) inning, the player will be added to the end of the batting order and will play a minimum of half the remaining defensive innings. If the player arrives after the completion of the second (2nd) inning, playing time is left to the discretion of the player's Manager. The manager has the right to not play the player at all. If players leave the game early, their spot in the batting order will be an out the first time they miss their turn, afterwards the spot will just be skipped.
 - 2) Each team will field ten players, including 4 outfielders. The outfielders are not allowed to make "put outs or force outs" on the bases. They must throw the ball to the infield. Outfielders cannot throw the ball to first base for force outs on the batter. Outfielders can throw to first base if an existing runner does not tag up, and can throw to all other bases in attempts to make a force out.
 - 3) A team must have nine players to start a game.
 - 4) A player cannot play more than four (4) innings in the infield (pitcher, first base, second base, third base, and shortstop).
- (iv) BASE RUNNING
- 1) Runners may not advance on a passed ball.
 - 2) Runners may not advance when infielder has control of the ball in the extended infield area. If the base runner is more than halfway to the next base when ball becomes "under control", the runner is entitled to continue trying for the next base. Otherwise, the runner must return to the last base legally occupied. In the case of an overthrow from the outfield, the base runners may advance one additional base only. Runners cannot advance on overthrows to first base.
 - 3) Runners may not steal. The base runners must stay in contact with the base until the ball is hit.

Section 3.14 Board of Directors & League Officials

- (a) Board of Directors: The President, Vice-President, Recording Secretary, and Treasurer are annually elected positions. The four (4) League Commissioners are appointed by the President. The Department of Recreation & Parks advisor is a permanent position.
- (b) In the event of a manager vacancy for a particular team and there are two (2) or more interested candidates, the Board of Directors will make the manager selection.
- (c) The Department of Recreation & Parks advisor will preside over the annual nomination and election process for the forthcoming season at the final managers meeting of the current season to occur no later than September 1st. Nomination and election procedures will be furnished to all managers prior to the end of the regular playing season.
- (d) The SMBRB league Board of Director positions are as follows:
 - (i) President: The league President duties are as follows but not limited to the following
 - 1) Preside at all league meetings
 - 2) Assume full responsibility for the operation of the local league
 - 3) Appoint all committees and supervise the activity thereof.
 - 4) See his/her league adheres to rules, regulations, and policies of Babe Ruth Baseball
 - 5) Be sure the charter application/continuation form is submitted to Babe Ruth Baseball
 - 6) Be responsible for local league protest and disputes.
 - 7) Review finances with Treasurer and be one of "two signatures" required to sign checks
 - (ii) Vice President: Preside in the absence of the President and carries out such duties and assignments as may be delegated by the President.
 - (iii) Treasurer: Signs checks, disburses league funds as approved by league officers, reports on the status of league funds on a monthly basis, keeps financial records, prepares budget and assumes the responsibility of local league finances.
 - (iv) Recording Secretary: Records the minutes of meetings. The secretary is also responsible for sending out notice of regular and special meetings, maintaining an official record of league activities, notifying all officers of election and the names of newly elected members of the Board and performing such other duties as this office may require.
 - (v) Commissioner Babe Ruth 16-19 yr.
 - (vi) Commissioner Babe Ruth 13-15 yr.
 - (vii) Commissioner Cal Ripken Majors

- (viii) Commissioner Cal Ripken Minors
- (ix) Commissioner Cal Ripken Rookies
- (x) St. Mary's Department of Recreation & Parks
- (e) The SMBRB league officials positions are as follows
 - (i) Media Representative
 - (ii) Equipment Manager
 - (iii) Insurance Coordinator
 - (iv) Concession Coordinator
 - (v) Clinic Coordinator

Section 3.15 Approvals

President: _____

Date: _____

Vice President: _____

Date: _____

Treasure: _____

Date: _____

Recording Secretary: _____

Date: _____