



**REDFORD/LIVONIA LITTLE LEAGUE
2022 BYLAWS**

REDFORD/LIVONIA (RL3 BASEBALL) LITTLE LEAGUE BYLAWS

1. General Rules of Operation Official Little League Rules

- a. The Official Regulations and Playing Rules for the current season, as published by Little League Baseball Inc. Williamsport, PA, shall be binding on this league.

2. Local League Rules

- a. The local rules of the RL3 Baseball shall be adopted by the Board of Directors at a meeting to be held not less than one month previous to the first scheduled game of the season and shall in no way conflict with the rules and regulations of Little League Baseball, Inc.
- b. No refunds after registration closes.
- c. Each player/family shall be responsible for a \$25.00 volunteer fee refundable upon completion of 2 concession stand shifts, volunteer position or equivalent event as determined by the board.

3. Roster Rules

a. Mandatory Play Requirement

- i. Every player on a team roster will participate defensively in each game for a minimum of six (6) consecutive outs and one (1) at bat. This rule may be waived for any of the following offenses by a player, if documented to the league President or Player Agent prior to the game.
 1. Irregular attendance for practice and/or games
 2. Unsportsmanlike conduct
 3. Any action deemed by the team manager to be detrimental to the team or the RL3 Baseball
 4. Parental request
- ii. If a player is withheld for any reason, the umpire and opposing manager must be verbally notified regarding the player involved, and the reason, prior to the start of the game. The player will not subsequently be allowed to play in the game in question for any of the above reasons.

b. Replacement Players

- i. When a player is lost to a team during the playing season, the manager losing the player shall promptly notify the Player Agent. The Player Agent may send a release letter to the player and the player's parents.
- ii. The manager and the player agent shall review the available player list and shall together select a replacement. If a player is asked to move up a division and declines, that player is ineligible to move up to any other team for that season.
- iii. Temporary allocation of a player to a team to meet roster requirements may be allowed upon agreement between the Player Agent, Manager, Player and Player's family. The player picked to fill the spot must be able to be safe and may be called to participate no more than twice before permanent allocation must be determined.

4. Game Rules

- a. Batting Order
 - i. RL3 Baseball adopts the policy of a continuous batting order for the minor division and younger. Each player must still play at least six consecutive defensive outs in the field. Playoff/Championship games at these levels will follow these rules.
 - ii. Little League (major) division will have a 9 player line-up and will adhere to the mandatory play rules of 1 at bat and 6 consecutive outs in the field. Playoffs and the championship games will follow Little League playoff rules. Mandatory play rules continue to be applicable.
 - iii. Intermediate, Junior and Senior will follow standard rules of play set forth by Little League International, Inc.
- b. Bat Throwing
 - i. Any batter who throws a bat will incur a **player** warning upon 1st offense.
 - ii. Any subsequent offense will result in a dead ball and the player being called out w/ no base advancement
 - iii. T-ball/Rookie division subsequent offense shall result in the player sitting their next at-bat with no penalty to the team.
- c. Time Limits
 - i. T-Ball - Time limit of 1 hour
 - ii. Rookies - No new inning shall begin after 1 hour and 15 minutes. Any inning started prior to the 1:15 time limit will be completed.
 - iii. Minors-No new inning shall begin after 1 hour and 30 minutes. Any inning started prior to the 1:30 time limit will be completed.
 - iv. Little League - No inning shall begin 1:45 hours after the start of the game. Any inning started prior to the 1:45 time limit will be completed.
 - v. RL3 Baseball will follow darkness rules noted in the Little League Rule book.
 - vi. Per new Little League rules, a complete game may be counted by completing the required inning or playing the required time limit, whichever comes first.
 - vii. Umpire must call a definitive last inning prior to the beginning of the inning. An Umpire's determination is non-negotiable and can only be overruled by the league president.
- d. Playoff and Championship Games
 - i. Playoff and championship games will adhere to the same set of playing rules used during regular season scheduled games for their division
 1. Exception: Minors will not have a 5 rule rule in place for playoffs and the championship games.
 - ii. There will be no time limit for a Championship game. Darkness rules remain in effect as outlined above.
 - iii. The higher seeded team, based on regular season finish, will be the home team for any playoff game.
- e. Special Note for the Runner
 - i. There is no universal requirement to "slide at home." Umpires shall enforce the rules in Section 7.00 – The Runner, including 7.08(a)(3) – Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Umpires will consider the Obstruction Rule.

5. Scheduling Rules

- i. Scheduling shall be determined after teams have been formed and based on numbers of teams in each division. Games will follow the guidelines of having 1-2 games during the week and 1 game on the weekend.
- ii. Game times will be set for 6:15pm for league games and 6:30 for interleague games during the week. Times may vary depending on field availability on the weekend.

- iii. All games will be played on their regularly scheduled dates at their regularly scheduled times, unless prevented by inclement weather or special circumstances (see IV.2.c)
- iv. A minimum of 8 players per team is required to start a game per Little League Rule 4.16. Exceptions: 9th player may be added in by the 3rd inning.
- v. No player minimum required for T-ball/Rookie division.

b. Rainouts/Postponements

- i. Make up dates for all postponed games will be decided by the league.
- ii. Postponements for reasons other than weather will not be honored unless:
 - 1. Opposing manager's approval is obtained
 - 2. Approval of Umpire-in-Chief & Scheduler are obtained.
 - 3. In the event of inclement weather, managers and team members must be prepared to play your scheduled game unless notified in advance.

6. League Level Specific Rules

a. T-Ball Level

- i. T-Ball will maintain play off the tee for the first part of the season with an emphasis on learning baseball rules and less on winning. They will transition to Coach pitch for the second half of the season.
- ii. No score will be recorded or reported except for determining the 5 run rule.
- iii. 5 swinging attempts to put the ball into play past 15ft. radius arc (as mentioned below) for the first half of the season.
- iv. For the second half of the season a player will get three 3 swinging strikes from Coach pitch. If the ball is not put into play the player may return to the tee. If the ball does not go past the arc (as defined), the ball will be considered foul and a repeat try will be attempted until 3 swinging strikes or the ball is put in play, whichever comes first.
- v. The Field/Fielders
 - 1. The layout of a T-Ball playing field shall be of the dimensions as diagrammed in the Little League Official Regulations and Playing Rules, with two exceptions:
 - a. Managers must agree upon an approximate 15-foot radius arc with the center of the arc at the back of home plate, and each end of the arc extending six feet beyond the foul lines. This area shall constitute a strike zone for T-Ball. Any batted ball that lands and remains in or on this arc either in fair or foul territory shall be counted as a strike.
 - b. In accordance with Rule 7.15, a Double First Base shall be used for all games, when provided.
 - c. The batting tee must be placed on top of home plate.
 - d. no more than ten fielders consisting of four (4) infielders. four (4) outfielders, a catcher and a pitcher.
 - e. nine (9) players may be used by eliminating the 4th outfielder and spreading the remaining 3 players out evenly
 - f. The outfielders must be positioned in the grass, equally apart from foul line to foul line.
 - g. Players must be rotated and no player may play the infield/pitcher/catcher more than 2 innings in a row.
 - h. Baseball play must be adhered to. Throwing to the base and tag outs as appropriate are emphasized. Simply "running a batter down" will not be tolerated.
- vi. The Runner

1. A runner must remain on base until the batter strikes the ball. Play will be called back if a runner is off the base when the ball is struck. No out shall be called.
 2. The play is dead when any infielder has control of the ball on the infield and the batter has attained first base.
 3. The infield fly rule shall be waived.
 4. No runner may obtain an extra base on an overthrow by an infielder
 5. A one base limit is in effect for all Tee Ball games
- vii. The Batter**
1. The batter must stand in the normal batter's position. Play will be called back if the batter strikes the ball while standing outside the batter's box. A strike will be called and shall apply as a third strike.
 2. A strike is executed and counted any time the batter swings at and misses the ball on the tee. A strike is executed and counted any time a batter hits the tee with the bat and causes the ball to fall from the tee.
 3. A strikeout shall occur when:
 - a. With two strikes the batter swings and misses the ball;
 - b. With two strikes, the batter hits the tee with the bat and causes the ball to fall from the tee.
- viii. Catcher**
1. The catcher must play behind the tee and fielders should be instructed on normal positioning.
 2. A catcher must wear a helmet and chest protector. Leg guards are at the coach's discretion
 3. The player may use their own glove to play the catcher's position
- ix. Miscellaneous**
1. Two managers/coaches may be stationed in the field to assist with defensive positioning.
 2. All infielders may move up no more than 10 feet in front of the normal baseline
 3. In no inning shall a team score more than five (5) runs. If a team scores five (5) runs, the half inning will end for that team and the other team will take its turn at bat.
- b. Rookie (Coach pitch)**
- i. Emphasis of this level should be placed on fun and instructional development
 1. Pitching development for 7-year olds should begin one-half ($\frac{1}{2}$) way through the season
 2. In no inning shall a team score more than five (5) runs. If a team scores five (5) runs, the half inning will end and the other team will take its turn at bat. This rule is waived for the last inning of playoff games.
 3. Each batter will receive no more than five (5) pitches or (3) swinging strikes. If after five (5) pitches, the batter has not safely reached base or defensively put out, the batter will be considered out. During the beginning part of the season, a tee may be used to help with player development.
 4. The batter will be notified of their 5th and last pitch
 5. Foul balls are to be considered as a swinging strike. Additional foul balls after two (2), will not be considered an out until the ball is put into play, defensively put out or is missed for a third swinging strike.
 - ii. Managers/coaches:
 1. May be stationed on the infield and outfield to assist with defensive positioning.
 2. Each team may play up to a maximum of:

- a. no more than ten fielders consisting of four (4) infielders, four (4) outfielders, a catcher and a pitcher.
 - b. nine (9) players may be used by eliminating the 4th outfielder and spreading the remaining 3 players out evenly
 - c. The outfielders must be positioned in the grass, equally apart from foul line to foul line.
 - d. Players must be rotated and no player may play the infield/pitcher/catcher more than 2 innings in a row.
 - e. Baseball play must be adhered to. Throwing to the base and tag outs as appropriate are emphasized. Simply “running a batter down” will not be tolerated.
 - iii. Additional rules
 - 1. The infield fly rule shall be waived.
 - 2. Stealing is not permitted.
 - 3. Runners:
 - a. A ball is considered a dead ball when the progression of the runner stops or a ball that is hit into the outfield reaches the infield.
 - b. No runner may obtain an extra base on an overthrow by an infielder.
 - c. A two base limit will be in effect for the regular season. This rule will be waived for playoffs.
 - d. Coaches/managers in the base coaching area who touch the base runner(s) during the play will result in the batter being called out.
- c. Minor Level
 - i. In no inning shall a team score more than five (5) runs. If a team scores five (5) runs, the half inning will end and the other team will take its turn at bat. This rule is waived for the last inning of the game as determined by game length, umpire’s call of “Last inning” or winning run is scored. This rule is waived for playoff games.
 - ii. For the beginning of the season the count will start with 1 ball and 1 strike. After a point designated by the rules committee, we will transition to full count.
 - iii. Defensive rotations are HIGHLY encouraged during the regular season. Players may assume a position of the manager’s choice during the playoffs with no obligation to rotate.
 - iv. Coaches and Managers are limited to four adults on the bench. One of which must remain in the dugout with the players. If only two adults are present, One coach must remain in the dugout and a player wearing a helmet can assume a base coach position.
 - v. Managers shall maintain their score book or Game changer app within the dugout at all times during the game, the removal of the scorebook from the ballfield during game play may result in a forfeit of the game pending Board of Directors review.
 - vi. Mandatory play rules will be enforced.
 - vii. Pitching Rules: Little League Rule book, Regulation VI-Pitchers:
 - 1. A player who played the position of catcher for four (4) or more innings, cannot pitch on the same day.
 - 2. If a pitcher delivers 35 or more pitches in a game, they cannot play the position of catcher for the remainder of that day.
 - 3. Rest:
 - a. 1-20 pitches= No rest required

- b. 21-35 pitches = 1 day of rest required.
 - c. 36-50 pitches= 2 days of rest required.
 - d. 51-65 pitches= 3 days of rest required.
 - e. 66+ pitches= 4 days of rest required.
 - i. 8-year-old pitch limit-50 per day
 - ii. 9-10-year-old pitch limit-75 per day
 - iii. 11-year-old pitch limit-85 per day
 - f. No pitcher may pitch on three consecutive days.
 - g. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the end of that at bat. The pitcher will only be required to observe the calendar day(s) of rest reached during that at-bat.
- viii. Stealing home is only permitted on plays made to third base.
 - 1. A runner may not steal home on a pass ball or wild pitch.
- ix. Mercy rule as defined by Little League Baseball rulebook
- x. All other rules as defined will be adapted per rulebooks as provided by Little League Baseball.
- d. Little League/Intermediate/Juniors/Seniors
- i. Rules in these divisions are governed and set forth by Little League Baseball.
 - ii. Coaches and Managers are limited to three adults. One of which must remain in the dugout with the players. If only two adults are present, One coach must remain in the dugout and a player wearing a helmet can assume a base coach position.
 - iii. Managers shall maintain their score book or Game changer app within the dugout at all times during the game, the removal of the scorebook from the ballfield during game play may result in a forfeit of the game pending Board of Directors review.
 - iv. Mandatory play rules are in effect for these divisions.
 - 1. One at bat and 6 consecutive out as defined by Little League Baseball
 - v. Pitching Rules: Little League Rule book, Regulation VI-Pitchers:
 - 1. A player who played the position of catcher for four (4) or more innings, cannot pitch on the same day.
 - 2. If a pitcher delivers 35 or more pitches in a game, they cannot play the position of catcher for the remainder of that day.
 - 3. Rest:
 - a. 1-20 pitches= No rest required
 - b. 21-35 pitches = 1 day of rest required.
 - c. 36-50 pitches= 2 days of rest required.
 - d. 51-65 pitches= 3 days of rest required.
 - e. 66+ pitches= 4 days of rest required.
 - i. 8-year-old pitch limit-50 per day
 - ii. 9-10-year-old pitch limit-75 per day
 - iii. 11-12-year-old pitch limit-85 per day
 - 4. No pitcher may pitch on three consecutive days.
 - 5. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the end of that at bat. The pitcher will only be required to observe the calendar day(s) of rest reached during that at-bat.
 - 6. Mercy rule as defined by Little League Baseball rulebook
 - vi. Specific roles defined for inter-league play
 - 1. Inter-league rules of play will be discussed and adopted by the league involved if outside of Little League Baseball rules. Will attempt to adhere to Little League rules of play as much as possible.

7. Manager/Coach Rules of Conduct

- a.** All managers, both returning and new, may be required to submit a statement of qualifications which will be reviewed by a committee of the Board of Directors.
- b.** All coaches, returning and new must fill out a volunteer application and successfully complete and pass a background check in order to participate with RL3 Baseball.
- c.** The rules listed below are intended as guidelines for managers and coaches, but shall not be considered the only standards that must be met. Managers shall always remember that their conduct will influence that of their coaches, players, and parents. Their coaching and teaching can not only teach baseball, but also help make each player's season either an enjoyable growth experience or a disappointment.
 - i.** Manager and coaches shall refrain from engaging in displays of unsportsmanlike conduct including profane language during practice and games (See Appendix A)
 - ii.** Managers shall register any complaints they might have regarding the opposing team with the umpire, not the opposing manager, coach, or players.
 - iii.** Managers shall always conduct themselves in a professional manner when questioning the umpire's decision.
 - iv.** Managers shall refrain from arguing and haggling with umpires
 - 1.** 1st offense is a Manager/Coach warning
 - 2.** Subsequent offenses will result in suspension or removal at team manager/coach
 - 3.** All Star coaching appointments come at the recommendation and approval of the League President. Selection of Managers/Coaches for the All-Star team will be as fair as possible.
 - 4.** Manager and coaches to be considered for all-star selection
 - a.** must be in good behavior compliance
 - b.** must have adherence to league policy and procedures.
 - c.** be eligible via rules and regulations set forth by the little league rule book
 - d.** If multiple managers/coaches express interest in all-star coaching, preference may be given to the coach or manager based on their teams end of season ranking in descending order
- d.** Every effort shall be made to prevent the following:
 - i.** Bench harassment of opposing players and umpires;
 - ii.** Improper conduct by players on the bench;
 - iii.** Parents or other spectators entering onto the field and interfering with the game or game officials;
 - iv.** Intoxicated spectators (See Appendix B);
 - v.** Alcoholic beverages, recreation drugs and tobacco products including chewing tobacco shall not be consumed at Little League practices or games.
- e.** Infectious disease communication
 - i.** Every effort to prevent infectious or communicable diseases will be taken, This may include but not limited to:
 - 1.** Recommended CDC guidelines and practices
 - 2.** Masks or other types of face covering as deemed appropriate
 - 3.** Social distancing
 - 4.** Limit use of shared equipment
 - 5.** limit or ban use of food or drink that can increase transmission.
 - ii.** RL3 reserved the right to limit participation for those volunteers and/or players that do not follow guidelines set forth for the protection of RL3 players and volunteers unless medically contraindicated and can be proven and documented by a physician or another medical/nursing professional.

- iii. Every effort will be taken to protect health information in these situations and only persons who need to know will be given the least amount of information needed to verify one's ability to comply with guidelines.
- iv. League President will be the final decision in these matters

8. Age Level Divisions

- a. Preferred age level alignment
 - i. A player's league age shall be determined by Little League Age Chart for 2021
 - ii. Player's will be evaluated and placed in a division based on age, skill level and safety of that player
 - iii. Age recommendations will be as follows:
 - 1. Tee Ball: 4-6 years of age (1st year players)
 - 2. Rookie (Coach pitch): 4-6 years of age (returning players)
 - 3. Farm (Player pitch): 7-8 years of age
 - 4. Minor: 9-10 years of age
 - 5. Little League: 11-12 years of age
 - 6. Intermediate: 13 years of age
 - 7. Juniors: 14 years of age
 - 8. Seniors: 15-16 years of age
- b. Age level child safety exception
 - i. If, after holding evals, practices or games, the Board of Directors and/or Manager determines that a player, due to his/her skill level, is likely to cause a safety issue or risk of injury to other players, the player may be moved up a division based on these recommendation and approval by the Board and consent from the parents of player in question.
 - ii. If, after holding evals, practices or games, the Board of Directors and/or Manager determines that a player, due to his/her skill level, is likely to be a safety concern or risk of injury to themselves, the player may be moved down a division based on these recommendation and approval by the Board and consent from the parents of player in question.
 - iii. Siblings requiring to play together must be placed in a division that does not present added advantage to any team, Manager or Coach, but also not place either player at a significant risk of injury or harm.

9. Team Selection and Draft Procedures

- a. Overview
 - i. Final draft procedure will be presented before the draft begins and will be agreed upon by the Board and Managers involved.
 - ii. RL3 Baseball reserves the right to change or amend draft procedures prior to the draft process.
 - iii. The following rules and regulations are intended to supplement and clarify the rules stated in the Little League Operating Manual. In the event the processes and rules stated below cannot address a given situation the rules of the Little League Operating Manual shall apply.
 - iv. Release of players
 - v. Proper release of Little League players due to injury, illness, relocation or resignation is essential.
 - vi. Any trade or release shall be approved by the Player Agent or President.
 - vii. Once a player has participated on a Little League team, he or she may not play at a Minor level again ("once a Little League, always a Little League") unless it can be a safety issue.
- b. Evaluations

- i. All registered RL3 Baseball players including managers and coaches' kids must attend evaluations to be considered for placement on a team. Exceptions will be taken on a case by case basis.
 - ii. Based on age restrictions, some players may evaluate if they wish to play up a division. Evaluating does not guarantee a roster spot in the upper division. After evaluations, the Board of Directors and Managers/Coaches will determine the appropriate division of play for the player.
 - iii. If a player misses evaluation, the player will be eligible to be drafted first. If the player is not drafted, the player's name will be placed into an age specific blind draw.
 - iv. After player's have been drafted for their appropriate league, the hat picks will be drawn to fill out the remaining spots on the roster.
 - v. There is no draft for the Rookie and Tee Ball divisions.
 - vi. All-star evaluations will be held on a separate day to determine selection to an all -star team.
 - 1. Participation at all-star evaluations does not guarantee player selection to a team
 - 2. Players must attend to evaluations to be considered for all-star play
 - 3. Replacement players can only be picked from players who attended all-star evaluations
- c. League Mergers
- i. In the event of a league merger, due to another league folding, a special Board meeting will be held to determine the proper course of action with respect to team selection and draft procedures.
- d. Optioning Players
- i. An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing and submitted to the Player Agent prior to the draft.
 - ii. A manager must exercise an option on his/her child.
 - iii. A manager may exercise only one "coach's child" option per year.
- e. Draft Procedures
- i. At a reasonable date and time following the evaluation, the managers will assemble to draft players for the Little League and Minor teams.
 - ii. Draft order for each division will be randomly drawn prior to the beginning of the draft.
 - 1. Last option coach will receive the 1st option on team name and so on.
 - iii. Each Manager/Coach will pick in order each round (1,2,3, etc.) in a snake draft until all evaluated players have been drafted.
 - 1. Players will be drafted by coaches preference
 - 2. Those registered players who did not attend an evaluation will be considered "hat picks" and will be chosen immediately following evaluated players.
 - 3. Special Note pertaining to 10-year-old and 8-year-old:
 - a. Any 10-year-old not drafted by a Little League team will be placed in the Minor Division.
 - b. Any 8-year-old not drafted by a Minor team will be placed in the Rookie division.
 - 4. A manager shall not select more than eight players of the same league age, subject to approval by the president and/or player agent for that division.
 - 5. When there are two or more siblings in the draft at a respective league level, and a manager drafts the first sibling, that manager must draft the other sibling in the next round.

- iv. Players shall not be told the position in which they were drafted.
- f. Trades
 - i. After all players have been drafted, managers will be allowed to trade players between teams within 24 hours of the draft. The Player Agent must be informed and approve the trade.
 - ii. All trades must involve an equal number of players from the teams involved e.g., two players from Team A could not be traded for one player from Team B c. A player may not be exchanged for draft choices.
- g. Miscellaneous Rules
 - i. When a vacancy occurs during the playing season and a player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
 - ii. Parents of Little league players who become managers or coaches after their children have been selected to a Little League team may not automatically claim their sons or daughters, but a special exception may be made by the Board to allow for a trade.
 - iii. No player shall be grandfathered into a team, there will be no 'freezing in' of teams or players.

APPENDIX (A)

1. All Umpires and Managers:

- a. The Board of Directors has designated the following action as suitable redress for the use of profane/vulgar language by players, managers, coaches, and umpires in the RL3 Baseball:
 - i. Any individual directing profane language at any manager, coach, umpire, player, or spectators in attendance at a league sanctioned function shall, upon first offense, be suspended from play for the remainder of that game and the following two (2) games. Should this individual, upon return, commit the same offense, the individual will be suspended for the remaining regular and postseason games.
- b. In the event that a Manager/coach is ejected from a game.
 - i. The manager/coach is required to be suspended from their next scheduled game per Little League Rules.
 - ii. The umpire will contact the Umpire in Chief to report the ejection.
 - iii. The manager/coach will not be allowed to be present at any practices until their suspension has been served.
 - iv. The manager/coach will not be present at the next scheduled game. They cannot be physically present anywhere in the park (Claude Allison – Whole Park) where their game

is being played. They cannot be present in a vehicle on the streets or in a parking lot surrounding the park where their game is being played. They may not call or text the remaining coaches at their game.

- v. In the case of a 2nd offense, the manager/coach will come before the Disciplinary Board.
- vi. The Board of Directors encourages all managers to review with their players the type of language suitable for use on the ball field or at any sanctioned league function.

APPENDIX (B)

1. All Umpires and Managers:

- a. The following procedure is recommended for all spectators at a league-sanctioned event where the spectators are unruly or suspected of being intoxicated:
 - i. The manager of either team may call time out and confer with the umpire (who has responsibility for control of the field and game), and the other manager.
 - ii. The umpire will, with the assistance of the two managers, confer with the disruptive spectator(s) and review the appropriate league rules and request the disruptive behavior be discontinued.
 - iii. Should the disruptive behavior continue the manager of the team with the disruptive spectator(s) would again call time out and confer with the umpire and the opposing manager. The umpire, along with the two managers, shall ask the disruptive spectator(s) to leave. If the disruptive spectator(s) refuses to leave the area, they shall be informed that RL3 possesses permits for field use and will request police assistance in removing said spectator(s) from the area controlled by the permit.
 - iv. Should the disruptive spectator(s) not leave, the police are to be called. The incident shall be reported, by the umpire, to the League President immediately following the game.
 - v. The President, after conferring with the Board of Directors, will initiate such action as deemed necessary to prevent and/or eliminate recurrences of the aforementioned behavior by the involved spectator(s).

APPENDIX (C)

1. ASAP and emphasis on child abuse protection and prevention

- a. In alignment with Federal and State laws, RL3 Baseball will place emphasis on the prevention and protection against child abuse. We will take a multi-step approach to aid in the protection and prevention of these acts and to make people aware of the potential and warning signs.
- b. Volunteers will complete a background check and volunteer application as a first line of assessment to prevention.

- c. All identified acts of abuse, sexual in nature or otherwise, will be reported to a league official and the proper authorities within 24 hours of being notified by the potential victim or other notifying party. No potential acts will be ignored.
- d. Acts not reported within 24 hours will be subject to punishment as established by federal and state laws and removal from participation in RL3 activities.
- e. A copy of the RL3 bylaws, ASAP and Little League Child Protection Plan and Policy will be made available to the league members via our website at www.rl3baseball.com
- f. One on one contact between players with coaches, board members and other volunteers (outside of their own child(ren)) will be limited except in situations where a harmful safety issue takes precedence or with written consent from the player's legal guardian.
- g. No recourse or retaliation will be taken on anyone who in "good faith" reports a potential incident or act and the best effort will be taken to keep the individual's name on a need to know basis.
- h. Parents, Coaches, volunteers and board members will be highly encouraged to complete the Safe sport and USA baseball abuse awareness training. This information can be found at [littleleague.org/child abuse](http://littleleague.org/child%20abuse).
- i. Additional information will be given and discussed at the mandatory Coaches and Parent meeting held at the beginning of the season.
- j. RL3 adopts a zero-tolerance policy when concerning acts of child abuse.

APPENDIX (D)

STATE OF MICHIGAN SERVICE ORGANIZATION INFORMATION:

1. If, for any reason, the Redford Livonia Little League shall dissolve, all assets and property will revert to the Redford Township Leisure Services department.

Document Reviewed and Approved on October 26th, 2021 by:

President: Daniel Snyder
Executive VP: Phil Garrett
Secretary: Krystle Uzark
Treasurer: Angela Gunsell
Safety Officer: Greg Terras
Player Agent: Christine Smith

Sponsorship Coordinator: Renee Crynick
Equipment Manager: Jake Woodworth
Coaches Coordinator: Todd Schaaf
Info./Comm. Coordinator: Christine Vitkay
Special Events Coordinator: Mandy Oliverio