

VENICE LITTLE LEAGUE

Bylaws

OVERVIEW

This document contains the local rules and regulations of the Venice Little League (VLL). The purpose of these bylaws is to provide operational rules for the Venice Little League that are not prescribed by the Venice Little League constitution or by Little League International (LLI) Rules and Regulations.

These local policies:

- Shall not conflict with the Rules, Regulations, Policies or Principles of LLI without express written permission from the Charter Committee of LLI.
- Upon approval, be distributed to all positions that are required to implement or uphold the policies or directives, including but not limited to Managers, Coaches, Umpires, Player Agent(s), and members of the Board of Directors.
- Made available to any member of VLL via the VLL website.
- After initial adoption, may only be amended prior to the October 1st deadline, with a 75% majority vote of the whole of the Board.

Section 1 – Teams and Player Drafts

A. Teams & Rosters

The Board of Directors/Board shall determine each year the number of teams in each division (Senior League, Junior League, 50/70 League, Major League, Minor League, Rookies and Tball). The VLL board shall have discretion to set the roster size for teams within each division.

B. Draft Eligibility

All players league age 8 are required to play in the minors division. Players league age 9 may opt to be eligible for the majors draft upon parent consent and league president approval. If the player is not drafted in the majors they are still eligible to be moved up during the spring regular season. Players league age 9 may opt-out of the majors draft,

however if the player is opted out of the majors draft they are not eligible to be moved up to the majors during the regular spring season. League ages 10,11 and 12 players are required to be eligible for the majors draft.

C. Draft - only Spring Season

The Board of Directors/Board shall establish the number and the dates of the tryout sessions (with a minimum of two tryout dates per spring). The Player shall determine which drills and methods will be used for player evaluation, however it is well understood that a player's ability to play safely shall be a major focus of the tryout process.

Every player eligible for the draft must attend one of the two tryout dates offered. Failure to attend one of the two tryout dates shall disqualify a player, under league age 12, from Majors eligibility within Venice Little League. The Venice Little League board has the right to make an exception prior to the draft for any valid reason to miss one of the two tryout days. Any player who misses the tryout, only after the absence has been approved, will be selected at random via a blind hat draw and placed onto a Minors team. Any league age 12 player who misses the draft, only after the absence has been approved, will be selected at random via a blind hat draw and placed onto a Majors team.

I. ***Majors*** - Player selection will be done by Plan A – Conventional Draft Plan of the Little League Operating Manual. The last-place team of the preceding season gets the first choice in every round of the draft, the next to the last place team gets second selection in every round and the remaining teams select in the reverse order of standing.

A. For the purpose of explanation, let us assume that there are four teams in the league. First Round:

1. Fourth place manager selects the first player.
2. Third place manager selects the second player.
3. Second place manager selects the third player.
4. First place manager selects the fourth player.

B. Second Round:

1. Fourth place manager selects the fifth player.
2. Third place manager selects the six player.
3. Second place manager selects the seventh player.
4. First place manager selects the eighth player.

- II. **Minors** - Player selection will be done by Plan B – Redraft Plan of the Little League Operating Manual. The draft rotation follows the reverse order of finish from the previous season, with the last place team’s manager receiving the first pick, the second-to-the-last place team, and so on, or the managers draw numbers to determine who will select the first player. For instance, in a four-team league, the manager of the last place team from the previous season makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc. The manager of the team that finished in third place makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The manager of the team that placed second in the previous season makes the 3rd choice, 6th, 11th, 14th, 19th, 22nd, etc.; The manager of the team that finished in first place gets 4th choice, 5th, 12th, 13th, 20th, 21st, etc, until selections are completed.

Please read Note 1: under “Local League Draft Method” in the Little League Blue Book for “Options On Sons, Daughters, And Siblings.

D. Draft Order

Each year, the draft order for Majors division will be determined through the final standings from the previous spring regular season. The Minors division will be determined randomly without regard to the final standings from the previous season.

Section 2 – Games & Local Rules

A. Rules of Play

All games shall adhere to the Little League Baseball Official Regulations and Playing Rules also known as the “Blue Book” and the following regulations.

B. Fall/Spring Season - General Rules

- I. Each team shall have a VLL Board approved manager and no more than three approved, official coaches in the dugout or playing field during. VLL will pay for one manager and two assistant coaches’ background checks. Managers may submit additional names to be approved coaches, and approved coaches shall be allowed to help during practices. All managers, coaches and other helpers must submit a volunteer form for a background check, and must be approved by the VLL Board and entered into the Board minutes in order

to be covered by insurance. If an approved manager is absent from a game, coaches must advise the umpire who the substitute manager is for that game. Only managers can dispute calls with the umpires. Managers must have the Blue Book and these rules with them at all games. At least one coach must be assigned to the dugout at all times. Coaches 17 and under do not need to complete a background check and are not allowed to be the coach alone in the dugout.

II. Any player acting as a catcher at any time, including warming up a pitcher, shall wear NOCSAE approved and embossed catcher helmet with dangle throat guard, a cup, and a catcher's mitt is required.

III. Each home team shall supply one volunteer at least 13 years of age to work in the concession stand and to operate Game Changer. If no one reports, the game will be stopped until the concession stand is manned and Game Changer stats kept. Team Moms must make sure their team is in compliance with this obligation through proper communication and scheduling. Team's Managers and any rostered coach's families are excluded from having to work concessions.

IV. Each visiting team must provide a scoreboard operator to operate the scoreboard and a pitch counter to record the pitch counts for both teams. At the start of each game, the scorekeeper must announce the start time to the umpires and managers, and record this start time.

V. Parents are not allowed in dugouts during games.

VI. Players are not allowed to leave dugouts except to use restrooms.

VII. No food is allowed in the dugouts, except for medical conditions. Players and/or Managers/Coaches are not permitted to make purchases at the concession stand during their games.

VIII. Practices shall not be conducted on Sundays before 12:00 noon. During Spring Break, managers can conduct voluntary practices during their regular season scheduled practice time, or any other time that does not require lights if a field is empty.

IX. No games are officially canceled except by the League President. Teams must arrive prepared to play on time, rain or shine, unless notified that the League Director has canceled the game.

X. All players must wear baseball belts, baseball socks, and baseball hats as a part of their uniform, and must at all time ensure that their jerseys are properly tucked in and that their hats are worn with the bill facing forward. Little League patches should be attached to left sleeve of jerseys.

XI. Umpires must enforce all VLL Local Rules. For all violations for which punishment is not specified:

- A. First offense: member is provided a documented written warning.
- B. Second offense: member is suspended for one game.
- C. Third offense: member is suspended for one or more games, up to and including the remainder of the season, at the discretion of the Board.

XII. At the end of each game in the Majors and Minors Division, each coach shall be responsible for submitting to the league their properly recorded pitch count forms.

XIII. Batting Cages are to be shared using the following guidelines: And are expected to be followed. No earlier, No later.

- A. Games - You have an hour to warm up before your games. The first 30 minutes of that hour before your game is your cage time. The last 30 minutes of that hour is to warm up, stretch, field time (take ground balls, throw, pop flies). EXAMPLE: game time 6:00pm, your cage time is 5:00-5:30 pm, field time is 5:30-6:00 pm.
- B. Practices - You have 5:30-7:00 pm practice then your cage time is 7:00pm- 8:30pm. If you have 7:00-8:30 pm practice then your cage time is 5:30-7:00 pm. Cages may be used during field time only if not in use by the scheduled team.

XIV. **OBSTRUCTION** is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. **(NOTE:** Obstruction shall be called on a defensive player who blocks off a base, base line, or home plate from a base runner while not in possession of the ball.) **Rule 2.00- Definition of Term; Blue Book.**

ADDITIONAL LOCAL RULES BY LEVELS OF PLAY & SEASON

C. Spring Season

I. Majors Division

A. There is no time limit for each game – all game time related matters shall be governed by the Blue Book. In instances where a game ends because of darkness, the winner will be declared as follows: if the home team is at bat and has the lead, the current score will stand as final with the home team declared the winner; in all other cases the score will revert back to the last fully completed inning.

B. During the regular season, games ending in a tie after 6 complete innings of play will result in a Texas Tie Breaker. This includes tournament play (City Cup).

1. Texas Tie Breaker: Please see Rulebook Tournament Playing Rules Section 14 a) b). When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:

a. The seventh inning (50-70/Junior/Senior: eighth inning) will be played as normal.

b. Starting in the top of the eighth inning (50-70/Junior/Senior: ninth inning), and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

C. VLL uses the speed-up rule for pitchers/ catchers as follows: If there are two outs, and the pitcher and/or catcher is/are on base, the player who made the previous out (or 2 when both are on base if the manager chooses to substitute both of them) can be substituted on base for the pitcher and/or catcher.

EXAMPLE:Two Outs- A catcher hits and gets on base. A courtesy runner that was the last batted out, can be used to run for the catcher. Next in the batting line-up is the pitcher. The pitcher hits, gets on base. A courtesy runner that was the second to the last batted out, may be used to run for the pitcher.

- D. VLL has chosen to adopt a policy using Rule 3.03. “A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order.” Each player would be required to bat his/her respective spot in the batting order.
- E. Every roster player present at the start of a game will participate in each game for a minimum six (6) defensive outs per game.
 - 1. Six (6) defensive outs is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made.
 - 2. If VLL mandatory requirements are not met during a game for reasons such as weather, run rule, etc.,the player(s) shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.
 - 3. **PENALTY:**
 - a. First offense: member is provided a documented written warning.
 - b. Second offense: member is suspended for one game.
 - c. Third offense: member is suspended for one or more games, up to and including the remainder of the season, at the discretion of the Board.

F. Start of Games will be official when the first pitch is thrown.

G. Pitch Count Progression Rules:

1. First week max 40 pitches
2. Second & Third week max 55 pitches
3. Fourth & Fifth week max 65 pitches
4. Sixth week can start Blue Book Rules
5. Blue Book Quick Pitch Reference
 - a. League Ages 11-12- 85 pitches
 - b. League Ages 9-10- 75 pitches
 - c. League Ages 7-8- 50 pitches
6. Calendar Day(s) of Rest
 - a. 66 or more pitches in a day, 4 calendar days of rest
 - b. 51-65 or more pitches in a day, 3 calendar days of rest
 - c. 36-50 or more pitches in a day, 2 calendar days of rest
 - d. 21-35 or more pitches in a day, 1 calendar days of rest
 - e. 20- or less pitches in a day, 0 calendar days of rest
7. Under NO circumstances shall a player pitch 3 consecutive days.

H. If a pitcher hits 3 batters in a game, that pitcher shall be removed from pitching for the rest of the game.

I. Run Rule:

1. 15 runs after 3 innings
 2. 10 runs after 4 innings
 3. 8 runs after 5 innings
- J. Pitchers who pitch 41 or more pitches may not catch for the remainder of the game.
- J. Catchers who have caught 3 innings plus 1 or more pitches may not pitch for the remainder of the game.
- J. Any player who is warming up a pitcher must have an approved catcher's helmet and throat guard.
- J. The infield fly rule is enforced.
- J. Bunting is allowed. Batter may not show bunt, pull back and then swing. Batter will be called out if attempted or successful.
- J. There are no on deck batters.
- J. The drop third strike rule is in effect at all times.
- J. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pregame warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
- J. Rule 6.02-c will be enforced. Batters must keep one foot in the batter's box in between pitches, see exceptions.
- J. All other rules are played based upon the LL Blue Book.

II. **Minor Division**

- A. Games are limited in time or 6 innings, whichever comes first. No new inning will start after 1 hour and 45 minutes from the actual start time, however the inning in progress shall be completed. If the last out is made in the previous inning prior to 1 hour and 45 minutes, another inning can be played. VLL considers it is the responsibility of both

managers to bring this time to the attention of the umpire. Post-season tournament games are not subject to a time limit, post season games are 5 innings. If there is a tie after 5 innings please reference tie-breaker rules below.

- B. The offensive side is retired after 3 outs are recorded or five runs are scored. It is possible to score more than 5 runs in a half inning; if the final play of the half inning resulted in a home run (over the fence) or ground rule double, all runners who cross the plate legally will score. The last inning and any extra inning are unlimited with respect to scoring (no 5 run limit); for the last and any extra inning the offensive side will retire after 3 outs are recorded.
- B. VLL shall strictly enforce that no player shall sit more than one inning in a game until every player has sat for one inning. A player that is the recorded pitcher of the previous inning and is due to sit his/her mandatory time may continue to pitch but once removed from the mound must immediately fulfill their sit time of 3 OUTS.
 - 1. If VLL mandatory requirements are not met during a game for reasons such as weather, run rule, etc., the player(s) shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.

2. PENALTY:

- a. First offense: member is provided a documented written warning.
 - b. Second offense: member is suspended for one game.
 - c. Third offense: member is suspended for one or more games, up to and including the remainder of the season, at the discretion of the Board.
- B. VLL has chosen to adopt a policy using Rule 3.03. "A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order." Each player would be required to bat his/her respective spot in the batting order.
 - B. All innings are player pitch.
 - B. Bunting is allowed. Batter may not show bunt, pull back and then swing. Batter will be called out if attempted or successful.
 - B. VLL enforces the infield fly rule.
 - B. Stealing is allowed. A base runner may leave an occupied base once the ball crosses home plate or reaches the batter. A base runner can advance on overthrows

in accordance with the Blue Book. Base runners cannot steal home, go home on a wild pitch / passed ball, errant throw back to the pitcher or if a base runner on first base attempts to steal second and the catcher throws down to second in an attempt to throw out the base runner. VLL intends these rules to assist in the development of catchers.

- B. Sliding is allowed but not required and this rule is included herewith to clarify any confusion that may exist: a base runner is allowed to, but not required to slide. A runner is out when said runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A base runner shall slide if there is a play being made. A base runner may not slide head first when advancing to the next base; a base runner may only slide head first when returning to a base.
- B. Once the ball is thrown into the infield, the pitcher has control of the ball and on the mound, there will be no further advancement of any runners. On the mound is defined as: The pitcher's feet are on the rubber.
- B. Standings shall be kept.
- B. If a pitcher hits 3 batters in a game, that pitcher shall be removed from pitching for the rest of the game.
- B. Pitch Count Progression Rules:
 - 3. First week max 40 pitches.
 - 4. Second & Third week max 55 pitches.
 - 5. Fourth & Fifth week max 65 pitches.
 - 6. Sixth week can start with Blue Book Rules.
- B. Pitchers league age 10 and under will follow the blue book rules for pitch count.
 - 7. League Ages 9-10- 75 pitches.
 - 8. League Ages 7-8- 50 pitches.
- B. Pitchers league age 11 can pitch half of the pitches allowed in the blue book (85) with the rest time remaining the same. This is so that League Age 11 year olds that stay back in the Minors cannot take advantage of being bigger and stronger than league age 7-10 year olds, and try to win games at a disadvantage.
 - 9. League Age 11- 43 pitches per day hard stop (VLL Rule).
- B. No one league age 12 shall be permitted to pitch in the minors

- B. During the regular season, games ending in a tie after 6 complete innings of play will result in a tie. Tournament play (City Cup), games ending in a tie after 5 complete innings of play will result in a Texas Tie Breaker.

10. Texas Tie Breaker: Please see Rulebook Tournament Playing Rules Section 14

a) b). When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:

- a. The sixth inning (50-70/Junior/Senior: eighth inning) will be played as normal.
- b. Starting in the top of the seventh inning (50-70/Junior/Senior: ninth inning), and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

R. Start of Games will be official when the first pitch is thrown.

R. VLL uses the speed-up rule for pitchers and/or catchers as follows: If there are two outs, and the pitcher and/or catcher is/are on base, the player who made the previous out (or 2 when both are on base if the manager chooses to substitute both of them) can be substituted on base for the pitcher and/or catcher.

EXAMPLE: Two Outs- A catcher hits and gets on base. A courtesy runner that was the last batted out, can be used to run for the catcher. Next in the batting line-up is the pitcher. The pitcher hits, gets on base. A courtesy runner that was the second to the last batted out, may be used to run for the pitcher.

T. Run Rule:

1. 15 runs after 3 innings
2. 10 runs after 4 innings
3. 8 runs after 5 innings

T. Rule 6.02-c will be enforced. Batters must keep one foot in the batter's box in between pitches, see exceptions.

T. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pregame warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

- T. Any player who is warming up a pitcher must have an approved catcher's helmet and throat guard.
- T. There are no on deck batters.
- T. Refer to the Blue Book for all other rules.

III. Spring Season Umpires

- A. All Rookie managers will be responsible for umpiring their own game.
- B. A home plate umpire will be supplied by VLL for each Minors and Majors game during the Spring season.

D. Fall Season

I. Major Division

- A. All Managers, coaches, and team moms must complete the volunteer form and submit it to the league.
- B. Start of Games will be official when the first pitch is thrown.
- C. Pitchers may pitch a total of 6 outs/2 innings or league age limit, whichever comes first.

1. Pitch Count Progression Rules

- a. First week max 40 pitches
- b. Second week max 55 pitches
- c. Third week max 65 pitches
- d. Fourth week can start Blue Book Rules

2. Blue Book Quick Pitch Reference

- a. League Ages 11-12- 85 pitches.

- b. League Ages 9-10- 75 pitches.
- c. League Ages 7-8- 50 pitches
- D. Pitchers who pitch 41 or more pitches may not catch for the remainder of the game.
- E. Catchers who have caught 3 innings plus 1 or more pitches may not pitch for the remainder of the game.
- F. Any player who is warming up a pitcher must have an approved catcher's helmet and throat guard.
- G. There are no on deck batters.
- H. The drop third strike rule is in effect at all times.
- I. The infield fly rule is enforced.
- J. Bunting is allowed. Batter may not show bunt, pull back and then swing. Batter will be called out if attempted or successful.
- K. If a pitcher hits 3 batters in a game, that pitcher shall be removed from pitching for the rest of the game.
- L. Games are limited to a 1 hour and 45 minute time limit with the last inning being completed, or 5 innings, agreed upon by both managers prior to the start of the game at the plate meeting.
- M. A game ending in a tie will not move into extra innings. The tie will stand as the final score.
- N. VLL has chosen to adopt a policy using Rule 3.03. "A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order." Each player would be required to bat his/her respective spot in the batting order.
- O. Every roster player present at the start of a game will participate in each game for a minimum six (6) defensive outs per game.
 - 1. Six (6) defensive outs is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made.

2. If VLL mandatory requirements are not met during a game for reasons such as weather, run rule, etc., the player(s) shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.

3. PENALTY:

- a. First offense: member is provided a documented written warning.
- b. Second offense: member is suspended for one game.
- c. Third offense: member is suspended for one or more games, up to and including the remainder of the season, at the discretion of the Board.

P. The home team must supply a volunteer for the concession stand for each game.

Q. Managers/Coaches are to umpire their own pitcher from behind the pitcher's mound.

R. VLL uses the speed-up rule for pitchers/catchers as follows: If there are two outs, and the pitcher and/or catcher is/are on base, the player who made the previous out (or 2 when both are on base if the manager chooses to substitute both of them) can be substituted on base for the pitcher and/or catcher.

EXAMPLE: Two Outs- A catcher hits and gets on base. A courtesy runner that was the last batted out, can be used to run for the catcher. Next in the batting line-up is the pitcher. The pitcher hits, gets on base. A courtesy runner that was the second to the last batted out, may be used to run for the pitcher

S. Players may steal any base, including home.

T. No Team shall score more than 5 runs in any inning except the last inning. Managers must call the last inning prior to the start of the last inning.

U. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pregame warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

V. Rule 6.02-c will be enforced. Batters must keep one foot in the batter's box in between pitches, see exceptions.

W. Run Rule:

1. 15 runs after 3 innings.
2. 10 runs after 4 innings.
3. 8 runs after 5 innings.

X. Refer to the Blue Book for all other rules.

II. **Minor Division**

A. All Managers, coaches, and team moms must complete the volunteer form and submit it to the league.

B. Start of Games will be official when the first pitch is thrown.

1. Pitchers may pitch a total of 6 outs/2 innings or league age limit, whichever comes first.

2. Pitch Count Progression Rules

a. First week max 40 pitches

b. Second week max 55 pitches

c. Third week max 65 pitches

d. Fourth week can start Blue Book Rules

3. Blue Book Quick Pitch Reference

a. League Ages 11- 43 pitches.

b. League Ages 9-10- 75 pitches.

c. League Ages 7-8- 50 pitches.

C. Pitchers who pitch 41 or more pitches may not catch for the remainder of the game.

C. Catchers who have caught 3 innings plus 1 or more pitches may not pitch for the remainder of the game.

C. Any player who is warming up a pitcher must have an approved catcher's helmet and throat guard.

C. Bunting is allowed. Batter may not show bunt, pull back and then swing. Batter will be called out if attempted or successful.

- C. The infield fly rule is enforced.
- C. There are no on deck batters.
- C. If a pitcher hits 3 batters in a game, that pitcher shall be removed from pitching for the rest of the game.
- C. VLL uses the speed-up rule for pitchers and/or catchers as follows: If there are two outs, and the pitcher and/or catcher is/are on base, the player who made the previous out (or 2 when both are on base if the manager chooses to substitute both of them) can be substituted on base for the pitcher and/or catcher.

EXAMPLE: Two Outs- A catcher hits and gets on base. A courtesy runner that was the last batted out, can be used to run for the catcher. Next in the batting line-up is the pitcher. The pitcher hits, gets on base. A courtesy runner that was the second to the last batted out, may be used to run for the pitcher.

- K. A base runner may leave an occupied base once the ball crosses home plate or reaches the batter. A base runner is allowed to advance on overthrows in accordance with the Blue Book. Base runners **cannot steal home**, go home on a wild pitch / passed ball, errant throw back to the pitcher or if a base runner on first base attempts to steal second and the catcher throws down to second to throw out the base runner. A base runner can only score on a hit or walk. VLL intends these rules to assist in the development of catchers.
- K. Once the pitcher has control of the ball on the mound, there will be no further advancement of any runners. On the mound is defined as: The pitcher's feet are on the rubber.
- K. Sliding is allowed but not required and this rule is included herewith to clarify any confusion that may exist: a base runner is allowed to, but not required to slide. A runner is out when said runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A base runner shall slide if there is a play being made. A base runner may not slide head first when advancing to the next base; a base runner may only slide head first when returning to a base.
- K. The home team must supply a volunteer for the concession stand for each game.
- K. Games are limited in time or 5 innings, whichever comes first. No new inning will start after 1 hour and 45 minutes from the actual start time, however the inning in

progress shall be completed. If the last out is made in the previous inning prior to 1 hour and 45 minutes, another inning can be played. VLL considers it is the responsibility of both managers to bring this time to the attention of the umpire.

- K. A game ending in a tie will not move into extra innings. The tie will stand as the final score.
- K. If a pitcher throws four balls to a batter the manager or coach shall enter and pitch the remainder of the at bat. Note: the batter keeps the existing strike count and can strike out off the coach swinging or watching strikes. The player will remain at bat until he/she strikes out or puts the ball in play. The runners may advance when the coach is pitching. The coach must pitch from the top of the clay mound.
- K. VLL shall strictly enforce that no player shall sit more than one inning in a game until every player has sat for one inning. A player that is the recorded pitcher of the previous inning and is due to sit his/her mandatory time may continue to pitch but once removed from the mound must immediately fulfill their sit time of 3 OUTS.

- 1. If VLL mandatory requirements are not met during a game for reasons such as weather, run rule, etc., the player(s) shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.

2. PENALTY:

- a. First offense: member is provided a documented written warning.
- b. Second offense: member is suspended for one game.
- c. Third offense: member is suspended for one or more games, up to and including the remainder of the season, at the discretion of the Board.

- S. VLL has chosen to adopt a policy using Rule 3.03. "A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order." Each player would be required to bat his/her respective spot in the batting order.
- S. There are no drop third strikes
- S. Managers/Coaches are to umpire their own pitcher from behind the pitcher's mound.

- S. No Team shall score more than 5 runs or bat one full time through the lineup in any inning except the last inning. Managers must call the last inning prior to the start of the last inning.
- S. Start implementing Rule 6.02-c where batters must keep one foot in the batter's box in between pitches, see exceptions.
- S. Refer to the Blue Book for all other rules.

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E. Spring/Fall Season

I. Rookies/TBall Division

- A. All Managers, coaches, and team moms must complete the volunteer form and submit it to the league.
 - B. Games are 1 hour, 15 minutes from start time or 6 innings, whichever comes first.
 - C. For the first 4 games of the season a half inning will consist of all offensive players batting through the lineup one time. During the last 6 games of the season a half inning will consist of 3 outs or a 5 run rule will be in effect for each inning.
 - D. Safety balls are required to be used for practice and games and will be issued by VLL. Under no circumstance shall hardballs be used for any games or practices.
 - E. Each batter shall be allowed a maximum of 7 official pitches. No ball and strike count shall be kept and there will be no walks. If the batter fails to hit the ball after the maximum number of pitches then he/she shall hit off of a tee.
 - F. There will be no bunting.
 - G. The infield fly rule is NOT in effect.
 - H. There will be no advancement on overthrows.
 - I. Stealing is not allowed.
 - J. Neither scores nor standings are kept.
 - K. Once the ball is thrown into the infield there will be no further advancement of any runners. Infield is defined as: Where the grass meets the clay.
 - L. The home team must provide a volunteer for the concession stand for each game.
 - M. Managers/coaches are to umpire the bases.
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II. **50/70, Juniors, Seniors**

- A. Please refer to the District 16 Interleague Local Rules Agreement.
- B. Pitch Progression: **HARD STOP. Once the pitcher reaches the max pitch, no matter what the count is, the pitcher is removed.**
- C. First week max 50 pitches.
- D. Second & Third week max 65 pitches.
- E. Fourth & Fifth week max 75 pitches.
- F. Sixth week can start with Blue Book Rules.
- G. Blue Book Quick Pitch Reference:
 - 1. League Ages 11-12- 85 pitches.
 - 2. League Ages 13-16- 95 pitches.
- H. Calendar Day(s) of Rest 14 and Under:
 - 1. 66 or more pitches in a day, 4 calendar days of rest.
 - 2. 51-65 or more pitches in a day, 3 calendar days of rest.
 - 3. 36-50 or more pitches in a day, 2 calendar days of rest.
 - 4. 21-35 or more pitches in a day, 1 calendar day of rest.
 - 5. 20- or less pitches in a day, 0 calendar days of rest.
- I. Calendar Day(s) of Rest 15 and 16:
 - 1. 76 or more pitches in a day, 4 calendar days of rest.
 - 2. 61-75 or more pitches in a day, 3 calendar days of rest.
 - 3. 46-60 or more pitches in a day, 2 calendar days of rest.
 - 4. 31-45 or more pitches in a day, 1 calendar day of rest.
 - 5. 30 - or less pitches in a day, 0 calendar days of rest.
- J. **Under NO circumstance shall a player pitch 3 consecutive days.**

F. Pool Players

I. Definition

A. A pool player is a Majors (or above) rostered player that is eligible to play in a Majors (or above) game for another team, provided that team does not have enough players to participate.

II. Formation of Pool Players

A. At the conclusion of the Spring Majors draft, both the Player Agent will classify each player on the majors teams to make them eligible to be a pool player.

B. Players will be classified and designated as "A", "B", or "C" based on their skill level from the tryout.

C. All Majors players on a roster will be eligible to be a pool player but are not required to participate as a pool player.

D. Procedure and Rules:

1. Pool player(s) can only be requested by the Manager of a team that will have 8 or less players anticipated to show up for a scheduled game.
2. The Manager must request pool player(s) to the designated Player Agent.
3. The Manager will list his/her rostered players to the Player Agent that will not be present at the game for which he/she is requesting pool player(s). Major rosters must be 11 players, so all of the players must be accounted for on the list.
4. It is the Player Agent's responsibility to find, confirm and approve a pool player for the Manager requesting a pool player.
5. The Player Agent will take the list provided by the Manager of players that will not be present and contact pool players with the same classification.

EXAMPLE: A Manager has been informed that he/she will only have 8 players showing up to the next game. The Manager emails the Player Agent requesting 1 pool player and lists the four players that will not be in attendance. The Player Agent looks at the list of players from the Manager and sees that the Manager will be missing three "B" players and one "C"

player. The Player Agent ONLY contacts pool players that are on his/her "B" and/or "C" list to be a pool player.

E. Pool players cannot pitch during the game.

F. Pool players must bat last in the line up.

F. Pool players cannot play while they have their own scheduled game in progress.

F. Pool players must wear regular season uniforms.

F. If, before or during the plate meeting prior to the start of the game, 9 or more rostered players show up late and are in attendance ready to play, then any pool players that were designated to play will be ineligible and cannot participate in the game they were designated to play. If the plate meeting has concluded and players show up from the team that did not have enough to participate, the pool player that was designated to play shall remain in the lineup and CAN ONLY play the minimum required amount according to the Green Book (6 consecutive defensive outs and 1 at bat).

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Section 3 - Tournament (All-Star) Teams

A. All-Star

I. Teams & Rosters

- A. Each year, in addition to Blue Book Rules and regulations for tournament play, the Board of Directors shall decide the number of tournament teams that will represent VLL in All-Star competition.
- B. For each team, the elected Manager of the All-Star team will determine the number of players he/she will hold on their roster. The board will vote to approve the number of players on the roster.

II. Manager Selection

- A. The Manager of each tournament team shall be selected by the President.
- B. Assistant Coaches shall then be selected by the elected Manager from within their division.
- C. Each Manager and Coach who desires to be considered for selection must submit written notice or an email to the President prior to the selection process.
- D. The entire slate of Managers and Assistant Coaches must get final approval by a majority vote from the VLL board.

III. Player Selection

- A. During the last two weeks of the regular season, all League Age 12 players on the roster of a Major League team shall be provided ballots to elect up to 12 players to the 12 year old tournament team. The top (6) six players selected will be placed on the All-Star team. Managers and rostered Coaches of Major League teams shall be provided ballots to elect up to 12 players on each of the 10,11 and 12 year old tournament teams.
- B. The ballots shall be tallied by non biased Board Members and passed on to the Managers for the All-Star selection meeting. That meeting is to be overseen by the President.
- C. No player may be elected to more than one all-star team.

D. The remaining players for each of the tournament teams shall be selected by vote of All-Star Managers and approved by the President.

IV. All-Star Uniforms

A. Venice Little League will be responsible for the cost of the all-star uniforms.

B. All-star uniforms include: one pair of pants, one game shirt, one belt, & one game hat.

B. Spring Season Playoffs

I. Spring Season Playoffs

A. The City Cup Tournament will be a double elimination tournament for Majors and Minors that will be scheduled one week after the end of the regular spring season. The Minors division first round pairings are random since no regular season standings are kept. No exception to this rule should be permitted - regular season rankings are inconsistent with our mission to the development of the minors level player at VLL.

B. The Majors division will be seeded in a tournament bracket according to their regular season winning percentage.

C. If two teams end the season with the same winning percentage, the higher seed will be determined by head to head record, if that is tied then a coin flip done by a Board Member with a Manager or coach present from each team at the coin flip.

D. If more than two teams end the season with the same winning percentage head to head record will determine seeding, if possible, if not each of the teams' names will be put into a hat. With a Manager or coach from each team present, a Board Member will draw each name out of the hat. The first team drawn out of the hat is the higher seed. The second name drawn out of the hat will be the second highest seed, and so forth.

E. For the Majors division, the home team will be the higher seeded team throughout the playoffs until the Championship. The home team in the Loser Bracket and Winner Bracket Championship games will be determined by a coin flip. When coin flip scenarios exist, managers arrive 10 minutes prior to pre-game warmup time for the coin toss, to establish home team. Teams will then occupy corresponding dugout on that field.

F. For the Minors division, the home team will be determined per game by a coin flip. Managers arrive 10 minutes prior to pre-game warmup time for the coin toss, to establish home team. Teams will then occupy corresponding dugout on that field.

G. All Championship games will be umpired by board approved umpires that have no relationship to any families participating in the Championship game.

Section 4 - Player Registration Fee

The board shall establish player registration fees on an annual basis.

Section 5 - Sponsor Fees

The Board shall establish the annual sponsor fees for Major and Minor and Rookie League teams

uniforms and sign sponsors. The fees may be adjusted yearly as directed by the Board of Directors.

Section 6 - Managers, Coaches, and Volunteers

A. Required Background Checks

In order to participate in any program where contact with children is likely to occur, the participant shall have undergone a national background check as required by Little League on an annual basis.

B. Managers and Coaches

I. Individuals must apply seasonally for a manager's position by submitting a volunteer coaching application to Venice Little League.

II. Code of Conduct

A. At the beginning of the season, all Managers, Coaches and upper division players must sign and return the Code of Conduct to the Player Agent. The signed code shall be returned prior to the first regular season game. Any manager or coach who fails to turn in the Code of Conduct shall be suspended until the code is turned in.

III. Disciplinary Action Policy

A. Venice Little League shall have the authority to discipline any Manager or Coach whose conduct is in violation of the rules and regulations of Little League International.

B. Recognizing the difficulty of establishing specific penalties for the variety of violations of acceptable conduct, the following penalties shall be instituted where applicable. Venice Little League may impose any of the following penalties upon investigation and severity of the offense.

1. **Warning:** The offending member is advised of the offense and further advised that repetition of the offense shall result in a more severe penalty. Offending member will be given a written warning.
2. **Dismissal:** The offending member is advised that he or she has been dismissed from the league for a specific duration of time.
3. **Banishment:** The offending member is advised that he or she has been banned from all present and future participation in the league indefinitely.

C. Venice Little League has adopted a zero tolerance policy regarding unacceptable behavior of Managers and Coaches before, during and after games.

IV. Right to Appeal

- A. Persons subject to penalties, dismissal and/or banishment may be granted an appeal hearing before the members of the Board.
- B. Notification to the member by the Board President (or a delegate of their choosing) on the Board's recommendation will be given to the member. At that time the member will be given (7) seven calendar days to provide a written appeal request to the Board President.
- C. Once the appeal request(s) are received a Special Board Meeting will be held with the majority of the board present and in person.
- D. Appealing members will be allowed a pre-set time limit before a board vote will be held.
- E. The decision of the Board after the appeal shall be considered final.

Section 7 - Released and Replacement of Players

Release and replacement of players shall follow the Little League Operating Manual. This policy

supplements the Operating Manual and if any discrepancy is found, the Operating Manual will supersede

this policy. This policy is meant to outline procedure for filling a roster vacancy during the regular season

and does not outline the process for the release of a player in the off-season.

A. Player Choice

A player indicates they plan to leave Little League during the season for any reason (moving, quitting, illness, family issues, etc.). It is the responsibility of the Manager to

inform the Player Agent within a reasonable amount of time from the time the manager is notified by the parent. The Player Agent will need to obtain documentation supporting this request for the players file.

B. Player Injury

I. Injury: *The President and the Venice Little League Board have the discretion to make a decision that is best for the injured player and competitive balance of the league.

A. A team has an injured player that will be out 4+ weeks and not return before the last two weeks of regularly scheduled games, that player shall be replaced and the team will carry an additional player for the remainder of the season. It is not up to the Manager to make a decision to play with fewer players.

B. The Manager shall immediately notify the Player Agent and Division Director that a replacement is needed and the information regarding the vacancy.

C. Per Little League Operating Manual guidelines, the Player Agent shall obtain the official release of the player to be replaced (if leaving Little League) or confirmation of injury date and duration, from the Safety Officer.

D. Date and time of notification to the Player Agent that a replacement is needed shall establish the order in which replacements shall be assigned when more than one vacancy occurs at the same time

E. Managers and Coaches shall not have any contact with a potential replacement player, or their families/guardians or current Manager or Coach. All communication will be to and by the Player Agent, and any violation of this rule shall be considered a serious breach of Code of Conduct.

F. The Player Agent shall provide the Manager with the vacancy, an eligible player list.

G. Major replacements shall come from the Minor level.

H. Minor League vacancies can be filled from Rookies if Rookies contains a player willing to advance to minors.

I. The Manager with the vacancy makes 3 choices in rank order and provides that information to the Player Agent within 2 weeks of requiring a replacement.

J. The Player Agent shall communicate directly with players selected to move up to fill a vacancy without informing that player's current Manager or seeking their approval. The decision rests solely with the player and their parent/guardian.

K. Players in Majors must be replaced if the roster would otherwise be smaller than other teams in the same Division. It is not up to the Manager to make a decision to play with fewer players. This would provide an unfair advantage. This requirement is waived if the team loses the player during or after the last two weeks of scheduled regular-season league games.

L. Players will not be pulled up from any division during the last two weeks of the regular season.

M. In the event that a player declines the opportunity to be pulled up to Majors, that player will be ineligible to be pulled up by any other team for the remainder of that season. Exceptions to this policy must be approved by the Board of Directors. Any request for exception shall be submitted in writing to the player agent and be for just cause.

N. Exceptions to this policy must be approved by the Board of Directors. Any request for exception shall be submitted in writing to the player agent and be for just cause.

Section 8 – Duties and Powers of the Board

Appointments

The Board of Directors shall elect officers to coordinate and conduct the activities of Venice Little League. In addition to each position's individual tasks there are standard additional duties for which all Board Members are responsible.

Those additional duties are:

- Attend monthly board meetings.
- Assist with concession duties during each season (minimum of 4 shifts).
- Attend and assist in VLL activities (opening ceremonies, city cup, fundraisers, tryouts for Spring season, etc.).

The following elected positions shall be maintained by the Members of the Board of Directors at all times:

President:

The Volunteer President of Venice Little League Baseball organization, holds a significant leadership role responsible for overseeing and managing various aspects of the league's operations.

Leadership and Decision Making:

- As the President, they are the top decision- maker and leader of the league. They will be required to provide direction, set goals, and make important decisions in consultation with the league's board.

League Constitution and Bylaws:

- Ensure that the league's constitution and bylaws are up to date and followed by all members.
- File league charters, purchase insurance policy, submit Constitution and Bylaws when changes are made or a new President is voted in.

Board Meetings:

- Organize and preside over the board meetings, where important matters related to the league's functioning, events, finances, and policies will be discussed and decided upon.

Committees:

- Develop and oversee committees as needed. Appoint committee leaders and work with them to ensure goals and procedures are being met.

Community Liaison:

- Act as a representative of the Little League in the community, maintaining good relations with the local authorities, sponsors, and other organizations. This includes promoting the league's activities and events.

Financial Oversight:

- Work with the treasurer to create and manage the league's budget. Ensuring that the league operates within its financial means is crucial to its sustainability.

Fundraising and Sponsorships:

- Oversee fundraising efforts to support the league's financial needs. This may involve seeking sponsorships, organizing events, and exploring other fundraising opportunities.

Player and Volunteer Registration:

- Assist Player Agent with registration and reviewing/finalizing paperwork. Manage volunteers for various league functions.

Coordinate Events and Seasons:

- Work with league coordinators to organize the baseball season, including assisting with scheduling games, practices, and special events (e.g., Opening Day Ceremony, City Cup, All-Stars).

Safety and Compliance:

- Ensure that the league follows all safety guidelines and adheres to Little League International rules and regulations.

Conflict Resolution:

- Address and mediate any conflicts or issues that arise among players, coaches, parents, or other league members.

League Development:

- Continuously work on improving the league's offerings, facilities, and overall experience for players and families.
- Secure and submit field reservations.
- Oversee all board positions. Ensure board members are adhering to their individual duties.
- Submit fall/spring rosters, fall/spring anticipation reports.

Risk Management:

- Work with the Safety Officer to implement safety measures to minimize the risk of injuries during games and practices.

Vice President:

The Volunteer Vice President of Venice Little League Baseball organization has an essential leadership role. The Vice President works closely with the President and other board members to ensure the successful operation of the Baseball Division. This position involves overseeing various aspects of the baseball program, promoting player development, supporting coaches and team parents, and fostering a positive and inclusive experience for all participants.

Program Management:

- Collaborate with the President and other board members to develop and implement the strategic plan and vision for VLL.
- Assist all board positions as needed.
- Assist in organizing and managing player registrations, tryouts, and team selections.
- Coordinate with coaches, umpires, and team parents to ensure smooth functioning of the league's baseball activities.

Player and Coach Development:

- Work with coaches and the Player Agent to plan and implement training programs for players at all skill levels.
- Promote the importance of skill development, sportsmanship, and fair play among players, coaches, and parents.
- Support coaches in their efforts to enhance coaching skills and provide resources for ongoing education.

Team Support and Communication:

- Serve as a point of contact for coaches and team parents, addressing any questions, concerns, or issues that may arise.
- Ensure effective communication channels are established and maintained to keep all stakeholders informed about league events, schedules, and updates.
- Organize league-wide meetings or workshops to foster communication and collaboration among coaches and team parents.

Safety and Compliance:

- Work closely with the Safety Officer to ensure that safety protocols and guidelines are followed at all league events and practices.

- Ensure compliance with Little League International rules and regulations, as well as any local or regional regulations that may apply.

Volunteer Recruitment and Recognition:

- Assist in recruiting, training, and recognizing volunteers, including coaches, team parents, and other support staff.
- Promote a positive volunteer culture by acknowledging and appreciating the contributions of volunteers within the Baseball Division.

Fundraising and Sponsorship:

- Collaborate with the Fundraising Committee and or Sponsorship/Fundraising Board Position, to explore fundraising opportunities and to support the league's financial needs.
- Participate in fundraising events and initiatives to promote community involvement and generate financial support.

Secretary:

The Volunteer Secretary is essential in maintaining clear and accurate records of the league's activities and decisions. The Secretary will be responsible for various administrative tasks that contribute to the smooth functioning and organization of the league.

Meeting Documentation:

- Record detailed and accurate minutes during board meetings, general meetings, and any other league-related gatherings. These minutes should include important decisions, discussions, attendance of members, their status and action items.

Record Keeping:

- Maintain a well-organized and up-to-date record of official league documents, including the league's constitution, bylaws, policies, and historical records.

Membership Records:

- Maintain an updated roster of board members, including their contact information and roles within the league.

Notification and Communication:

- Help disseminate important information to league members, including schedules, rule updates, and other relevant announcements per the request of the President.

Voting and Elections:

- Facilitate the voting process during board elections and other significant decisions that require member voting.

Maintaining Official Records:

- Keep records of the league's official documents, such as meeting minutes, financial reports, and legal agreements, in a secure and organized manner.

Committee Support:

- Assist other league committees with administrative tasks and ensure that all committees are aware of upcoming events and responsibilities.

Archiving:

- Preserve historical records and significant league milestones for future reference and documentation.

Assist President and Board:

- Provide support to the league President and other board members as needed to ensure the successful operation of the league.

Treasurer:

The Volunteer Treasurer plays a crucial role in managing the league's finances and ensuring its financial stability. The Treasurer responsibilities involve handling various financial tasks and providing accurate and transparent financial reports to the league's board.

Financial Planning and Budgeting:

- Work with the board to develop an annual budget that aligns with the league's goals and objectives. Ensure the budget adequately covers expenses while maintaining financial prudence.

Financial Record Keeping:

- Maintain detailed and organized financial records, including income, expenses, donations, sponsorships, and any other financial transactions.

Banking and Payments:

- Manage the league's bank accounts, deposits, and withdrawals. Process payments for league expenses.

Player Registration Fees:

- Oversee the collection and recording of player registration fees. Ensure that all fees are collected promptly and appropriately documented.

Fundraising and Sponsorships:

- Collaborate with the sponsorship and fundraising board member and or committee to track and manage funds raised through sponsorships, donations, and fundraising events.

Scholarships:

- Review applications and present them to the board for approval.

Financial Reporting:

- Prepare regular financial reports, including profit and loss statements, balance sheets, and cash flow statements. Present these reports at board meetings to keep the board informed about the league's financial status.

Expense Reimbursement:

- Process expense reimbursements for league-approved expenses incurred by coaches, volunteers, and board members. Ensure that all reimbursements are supported by appropriate documentation.

Tax Compliance:

- Ensure the league's compliance with tax regulations and prepare necessary documents for tax filing, if applicable.

Audit and Review:

- Facilitate audits or financial reviews, if required, to ensure the accuracy and integrity of the league's financial records.

Transparency and Communication:

- Maintain transparency with the board and members by providing regular updates on the league's financial health and any significant financial developments.

Financial Decision Support:

- Offer financial insights and analysis to assist the board in making informed decisions about league activities and initiatives.

Handover and Succession Planning:

- Prepare comprehensive documentation and provide guidance to ensure a smooth transition for the incoming Treasurer.

Player Agent:

The Volunteer Player Agent is to oversee and manage player registration, team formation, and player - related matters. The Player Agent is a crucial liaison between players, coaches, and parents, ensuring a smooth and fair process for player placement and team assignments.

Player Registration:

- Assist in the organizing and managing of the player registration process.
- Provide division coordinators with any special requests that come through from parents (ie, Rookies and TBall requests to be on a certain team).

Eligibility Verification:

- Verify the eligibility of players based on Little League age requirements and residency guidelines, ensuring that each player meets the necessary criteria to participate in the league.

Tryouts and Evaluations:

- Coordinate player tryouts/evaluations, if applicable, to assess skill levels and assist in forming balanced teams.
- Evaluate every player during Spring tryouts and continue to evaluate players throughout the season to keep proper placement if movement is required/needed.

Draft and Team Formation:

- Work with league officials and coaches to conduct the player draft and facilitate the team formation process while adhering to Little League rules and guidelines.

Player Pool Management:

- Maintain a player pool of eligible participants who register after the draft to be available for team assignments as needed during the season.

Roster Management:

- Work with the Director of T-Ball/Rookies, Minors, and Majors, to ensure accurate and up-to-date rosters for all league teams.

Communication:

- Keep team managers informed about player placement, team assignments, and any other player-related updates or changes so proper notification may be made to the players parent/guardian.
- Know your managers and coaches and make sure to keep open communication with them throughout the season.

Special Player Circumstances:

- Handle player issues or special circumstances (e.g., medical concerns, sibling placement requests) with sensitivity and fairness, making decisions in consultation with the league's board of directors.

Player Grievances:

- Address player grievances or concerns in a respectful and confidential manner, following established league procedures for conflict resolution.

Player Development Programs:

- Support player development initiatives, including clinics, training programs, and skill-building opportunities.

Safety Officer:

The Volunteer Safety Officer is to prioritize and promote the safety and well-being of all participants, including players, coaches, volunteers, and spectators. The Safety Officer is critical in creating a safe environment for everyone involved in league activities.

Safety Guidelines and Policies:

- Stay informed about the latest safety guidelines and recommendations provided by Little League International. Ensure that the league adheres to these guidelines and implement appropriate safety policies.

Safety Inspections:

- Conduct regular safety inspections of playing fields, facilities, and equipment to identify potential hazards or risks. Address any safety concerns promptly and work with the appropriate parties to resolve them.

Safety Training:

- Organize safety training sessions for coaches, volunteers, and board members. Cover topics such as injury prevention, first aid, concussion management, and emergency procedures.
- Keep a log of all training required and completed on all volunteers (board members, managers, coaches, team moms, etc.).

Background Checks:

- Ensure that all coaches, required volunteers, and board members, undergo proper background checks, as required by Little League regulations.

Medical Information:

- Maintain confidential medical information for players and ensure that coaches and appropriate league officials are aware of any relevant medical conditions or allergies.

Emergency Preparedness:

- Develop and implement emergency response plans for various scenarios, such as injuries, severe weather, or other incidents. Communicate these plans to coaches, volunteers, and league members.

First Aid Supplies:

- Ensure that first aid supplies are readily available at all league events, including practices, games, and tournaments.

Player Safety Equipment:

- Verify that all players are using proper and well-maintained safety equipment, including helmets, protective gear, and appropriate footwear.
- Verify that all Managers, Coaches, and or Team Mom's that take the field are wearing proper footwear.

Heat and Hydration Awareness:

- Promote heat and hydration awareness, especially during hot weather, and encourage participants to take appropriate precautions to prevent heat-related illnesses.

Incident Reporting:

- Establish a process for reporting and documenting any accidents, injuries, or safety incidents that occur during league activities. Keep records of such incidents for future reference and review.

Field Conditions:

- Work with the Equipment and Field Manager to ensure that playing fields are properly maintained and safe for use.

Safety Communication:

- Regularly communicate safety-related information and updates to coaches, parents, and league members through newsletters, emails, or other means of communication.

Concession Manager:

The Volunteer Concession Manager is to oversee the operation and management of the concession stand during league events, games, and tournaments.

Concession Stand Operations:

- Manage all aspects of the concession stand, including staffing, inventory, cleanliness, and compliance with health and safety regulations.

Menu Planning:

- Create a menu of food and beverage items that cater to the preferences of players, parents, and spectators while adhering to any dietary restrictions or guidelines.

Inventory Management:

- Order, stock, and maintain inventory of food, beverages, utensils, and other supplies needed for concession stand operations.

Volunteer Recruitment and Training:

- Recruit and train volunteers to work in the concession stand during league events. Provide them with clear instructions on their roles and responsibilities.

Scheduling:

- Develop a schedule for concession stand shifts to ensure adequate coverage during games and events.
- Responsible for setting up the Sign-Up Genius for board members, high school volunteers, and parents to sign up for needed time slots.

Pricing:

- Set appropriate pricing for concession stand items to maximize revenue while providing good value to customers.
- Develop promotional strategies and specials to increase concession stand sales during events and games.

Concession Stand Cleanliness:

- Maintain a clean and organized concession stand area, including food preparation areas, storage spaces, and dining areas.

Health and Safety Compliance:

- Ensure that all food handling and safety regulations are strictly followed, including proper food storage, preparation, and sanitation.

Equipment Maintenance:

- Regularly inspect and maintain concession stand equipment, such as grills, fryers, and refrigerators, to ensure proper functioning and safety.

Budget Management:

- Work with the league's treasurer to manage the concession stand budget, tracking expenses and revenue.

Reporting and Evaluation:

- Provide regular reports on concession stand sales and performance to the league's board.

Equipment Manager:

The Volunteer Equipment Manager is to oversee and manage all aspects related to the league's equipment.

Equipment Inventory:

- Maintain a detailed inventory of all league equipment, including baseballs, bats, helmets, catchers gear, bases, and other necessary items.

Equipment Procurement:

- Purchase new equipment as needed and work within the league's budget to ensure that all teams have the necessary resources.

Equipment Distribution/Return:

- Organize the distribution of equipment to teams and coaches before the start of the season and throughout the year as required.
- Organize the return of each team's equipment after each season.

Equipment Maintenance:

- Oversee the regular inspection and maintenance of all league equipment to ensure safety and functionality.
- Arrange for repairs or replacements as necessary.

Storage and Organization:

- Maintain a well-organized storage area for equipment and ensure that it is secure.

Budget Management:

- Work with the league's treasurer to manage the equipment budget, ensuring responsible spending and maximizing the league's resources.

Field Manager:

The Volunteer Field Manager is to oversee and manage all aspects related to the league's facilities and playing fields.

Field Maintenance:

- Coordinate the maintenance of playing fields, including mowing, turf care, infield grooming, and other tasks to provide safe and playable surfaces.

Facility Preparation:

- Ensure that fields are prepared for games and practices, including setting up bases, foul lines, and ensuring proper field conditions (in coordination with the County).

Safety Measures:

- Implement safety measures on playing fields and dugouts, appropriate signage as needed, proper benches, netting, etc. as needed.

Field Lining:

- Oversee the proper lining of fields for games, ensuring that dimensions are accurate and conform to Little League standards.

Scoreboard Management:

- Coordinate the installation, maintenance, and operation of scoreboards, if applicable.

League Facility Management:

- Oversee the league's overall facility needs, including storage sheds, dugouts, spectator areas, and other facilities.

Storage and Organization:

- Maintain a well-organized storage area for equipment and ensure that it is secure.

Field Improvement Projects:

- Collaborate with the league's board on field improvement projects to enhance the overall playing environment.

Budget Management:

- Work with the league's treasurer to manage the field maintenance budget, ensuring responsible spending and maximizing the league's resources.

Information Officer:

The Volunteer Information Officer is to manage and coordinate communication and information dissemination to keep league members, parents, players, and the community well-informed about league activities, events, and important updates. The Information Officer will be responsible for various communication and media-related tasks to promote the league and enhance its visibility. The Information Officer will serve as primary contact person for Little League and Active Team Sports regarding optimizing use of the internet for league administration and for distributing information to league members and to Little League Baseball, Incorporated.

Communication Strategy:

- Develop and implement a comprehensive communication strategy to effectively reach out to various stakeholders, including league members, parents, coaches, volunteers, sponsors, and the local community.
- Collect, post, and distribute important information on league activities including direct dissemination of fund-raising and sponsor activities to Little League Baseball, Incorporated, the district, the public, league members and media.
- Work with the Team Mom Coordinator to receive the annual VLL Survey to disperse to all team moms (while ensuring no conflict of interest).

Brand Management:

- Develop and maintain the league's brand identity, ensuring consistency in all marketing materials and communications.

Website Management:

- Set up and manage the league's official website (site authorized by Little League International).

- Oversee and maintain the league's website, ensuring that it is up to date with the latest news, schedules, standings/scores, and other relevant information on a regular basis.
- Set up online registration and ensure the leagues rosters are uploaded to the Little League.

Social Media Presence:

- Set up, manage, and update the league's social media accounts (e.g., Facebook, Twitter, Instagram) regularly with engaging and informative content to promote league events, share updates, and showcase the accomplishments of players and teams.
- Encourage creation/team sharing of league information on social media platforms and VLL website to manager, coaches and parents.

Email Communications:

- Utilize email newsletters and announcements to keep league members and parents informed about important news, upcoming events, registration deadlines, and other relevant information.

Media Relations:

- Act as the point of contact for media inquiries and manage media relations for the league. Coordinate press releases and media coverage of league events and accomplishments.

Photography and Videography:

- Organize and curate a collection of photos and videos to document league activities, games, and events. Use visual content for promotional purposes and to enhance the league's online presence.

Game Reporting:

- In working with the Player Agent, ensure that game/team standings are reported in a timely manner to the board so this information may be shared with the teams and parents.

Sponsor Recognition:

- Promote league sponsors and recognize their contributions through various communication channels.

Event Promotion:

- Assist in promoting league events, such as opening day ceremonies, fundraisers, and tournaments, through various communication channels.

Player Recognition:

- Work with the league's board and other committees to celebrate player achievements and recognize outstanding performances throughout the season.

50/70 (Intermediate) / Juniors / Seniors Coordinator:

The Volunteer Senior Coordinator is to oversee and manage all aspects of the Seniors division and provide a fun and safe baseball experience for players ages 12-15. The Senior Coordinator will be passionate about baseball, have a strong understanding of Little League rules and regulations, and be able to work effectively with coaches and league personnel. The Senior Coordinator shall create a positive and development-focused environment for these young athletes to enhance their baseball skills and knowledge of the game.

Program Development:

- Work with team Managers and Coaches in planning and developing age-appropriate baseball programs for these divisions, focusing on skill development, teamwork, and sportsmanship.
- Oversee these divisions, including setting clear expectations for managers, explaining both LLI and VLL rules to coaches.

Player Evaluation and Draft:

- Coordinate player evaluations to assess skill levels and assist in forming balanced teams.
- Help organize tryouts and assist with the draft.
- Find a manager (approved by the board) for each senior division team during the Spring and Fall Season.

Coach and Volunteer Recruitment:

- Recruit and support coaches and volunteers for the senior division teams, providing guidance and resources to assist them in their coaching roles

Player Development:

- Collaborate with coaches to implement player development initiatives, providing guidance on drills, practice plans, and skill-building exercises.

Game and Practice Scheduling:

- In collaboration with the board, and team managers, coordinate game and practice schedules for the senior teams.

Uniforms and Equipment:

- Ensure Senior teams have the necessary uniforms for games, and make sure any and all player changes to teams have been communicated with the Team Mom Coordinator, Player Agent, as well as the Uniform Manager as soon as possible. Managers may be directed to the Equipment Manager for any player/team equipment needs.

Parent Communication:

- Communicate regularly with parents and guardians of Seniors players, providing important information about schedules, events, and league updates.

Safety and Wellness:

- Promote player safety and wellness, ensuring that coaches are following appropriate safety guidelines and providing a safe environment for players.
- Interacts with Player Agent as necessary if any player movement is required.
- Make sure that the Senior Team Managers are well aware of the notification process to the Player Agent if a player is unable to play on the team (i.e. injury, player quits, etc.).

Player Recognition:

- Recognize and celebrate the achievements and progress of Senior players throughout the season. Encourage team managers to acknowledge players in positive ways.

Additional Season Events:

- Assist in the organizing of end of season events for teams (City Cup, 12up Game).
- Coordinate any post-season tournaments with players and coaches.

Rules Adherence:

- Ensure that coaches and players in the Senior division are following the appropriate rules and guidelines set by Little League International.

Player Transition:

- Assist players who are transitioning from one senior division to the next division, ensuring a smooth and positive experience for the players and their families.

Majors Coordinator:

The Volunteer Majors Coordinator is to oversee and manage all aspects of the Majors division and provides a fun and safe baseball experience for players age 9-12. The Majors Coordinator will be passionate about baseball, have a strong understanding of Little League rules and regulations, and be able to work effectively with coaches and league personnel. The Majors Coordinator shall create a positive and development-focused environment for these young athletes to enhance their baseball skills and knowledge of the game.

Program Development:

- Work with team Managers and Coaches in planning and developing age-appropriate baseball programs for the Majors division, focusing on skill development, teamwork, and sportsmanship.
- Oversee the Majors division, including setting clear expectations for managers, explaining both LLI and VLL rules to coaches.

Player Evaluation and Draft:

- Coordinate player evaluations to assess skill levels and assist in forming balanced teams.
- Help organize tryouts and assist with the majors draft.
- Find a manager (approved by the board) for each majors team during the Spring and Fall Season.

Coach and Volunteer Recruitment:

- Recruit and support coaches and volunteers for Majors teams, providing guidance and resources to assist them in their coaching roles.

Player Development:

- Collaborate with coaches to implement player development initiatives, providing guidance on drills, practice plans, and skill-building exercises.

Game and Practice Scheduling:

- In collaboration with the board, and team managers, coordinate game and practice schedules for majors teams.

Uniforms and Equipment:

- Ensure Majors teams have the necessary uniforms for games and make sure any and all player changes to teams have been communicated with the Team Mom Coordinator, Player Agent, as well as the Uniform Manager as soon as possible. Managers may be directed to the Equipment Manager for any player/team equipment needs.

Parent Communication:

- Communicate regularly with parents and guardians of Majors players, providing important information about schedules, events, and league updates.

Safety and Wellness:

- Promote player safety and wellness, ensuring that coaches are following appropriate safety guidelines and providing a safe environment for players.
- Interacts with the Player Agent as necessary if any player movement is required.
- Make sure that the Major Team Managers are well aware of the notification process to the Player Agent if a player is unable to play on the team (i.e. injury, player quits, etc.).

Player Recognition:

- Recognize and celebrate the achievements and progress of Major players throughout the season. Encourage team managers to acknowledge players in positive ways, such as giving a player the “game ball.”

Additional Season Events:

- Assist in the organizing of end of season events for teams (City Cup, Home Run Derby).
- Work with the Minors Coordinator to create City Cup Brackets. All brackets must be presented and approved by the board.
- Coordinate any post-season tournaments with players and coaches.

Rules Adherence:

- Ensure that coaches and players in the Majors division are following the appropriate rules and guidelines set by Little League International.

Player Transition:

- Assist players who are transitioning from Majors to the next division, ensuring a smooth and positive experience for the players and their families.

Minors Coordinator:

The Volunteer Minors Coordinator is to oversee and manage all aspects of the Minors division and provide a fun and safe baseball experience for players ages 7-11. The Minors Coordinator will be passionate about baseball, have a strong understanding of Little League rules and regulations, and be able to work effectively with coaches and league personnel. The Minors Coordinator shall create a positive and development-focused environment for these young athletes to enhance their baseball skills and knowledge of the game

Program Development:

- Work with team Managers and Coaches in planning and developing age-appropriate baseball programs for the Minors division, focusing on skill development, teamwork, and sportsmanship.
- Oversee the Minors division, including setting clear expectations for managers, explaining both LLI and VLL rules to coaches.

Player Evaluation/ Placement and Team Managers:

- Coordinate player evaluations to assess skill levels and assist in forming balanced teams.
- Help organize tryouts and assist with the Minors draft.

- Find a manager (approved by the board) for each minors team during the Spring and Fall Season.

Coach and Volunteer Recruitment:

- Recruit and support coaches and volunteers for Minors teams, providing guidance and resources to assist them in their coaching roles.

Player Development:

- Collaborate with coaches to implement player development initiatives, providing guidance on drills, practice plans, and skill-building exercises.

Game and Practice Scheduling:

- In collaboration with the board, and team managers, coordinate game and practice schedules for Minors teams..

Uniforms and Equipment:

- Ensure that Minor teams have the necessary uniforms for games and make sure any and all player changes to teams have been communicated with the Team Mom Coordinator, Player Agent, as well as the Uniform Manager as soon as possible. Managers may be directed to the Equipment Manager for any player/team equipment needs.

Parent Communication:

- Communicate regularly with parents and guardians of Minors players, providing important information about schedules, events, and league updates.

Safety and Wellness:

- Promote player safety and wellness, ensuring that coaches are following appropriate safety guidelines and providing a safe environment for players.
- Interact with the Player Agent as necessary if any player movement is required.
- Make sure Minor Team Managers are well aware of the notification process to the Player Agent if a player is unable to play on a team (i.e. injury, player quits, etc.).

Player Recognition:

- Recognize and celebrate the achievements and progress of Minor players throughout the season. Encourage team managers to acknowledge players in positive ways, such as giving a player the “game ball.”

Additional Season Events:

- Assist in the organizing of end of season events for teams (City Cup, Home Run Derby).
- Work with the Majors Coordinator to create City Cup Brackets. All brackets must be presented and approved by the board.
- Coordinate any post-season tournaments with players and coaches.

Rules Adherence:

- Ensure that coaches and players in the Minors division are following the appropriate rules and guidelines set by Little League International.

Player Transition:

- Assist players who are transitioning from Minors to the next division, ensuring a smooth and positive experience for the players and their families.

TBall/ Rookies Coordinator (Coach Pitch):

The Volunteer T-Ball/Rookies Coordinator is to oversee and manage all aspects of the T-Ball and Rookies divisions, which cater to the youngest players in the league, ages 4-7. The T-Ball/Rookies Coordinator will be passionate about baseball, have an understanding of Little League rules and regulations, and be able to work effectively with coaches and league personnel. The T-Ball/Rookie Coordinator shall create a positive and development-focused environment for these young athletes to begin building their baseball skills and knowledge of the game.

Program:

- Coordinate all activities of the VLL Coach Pitch program. This includes working with the President and Vice President to present a program to all coaches, to ensure goals are being met in a timely manner.

Player Placement:

- Interacts with Player Agent as necessary to coordinate player placement prior to season beginning and move/trade players as required to ensure player safety.

Coach and Volunteer Recruitment:

- Recruit and support coaches and volunteers for T-Ball and Rookies teams, providing guidance and resources to assist them in their roles.
- Be the primary contact for all TBall/Rookie Managers.
- Work with coaches and league officials to place players on teams, ensuring that teams are balanced and all players have an opportunity to participate.

Player Development:

- Collaborate with coaches to implement player development initiatives, providing guidance on age-appropriate drills and skills training.

Parent Communication:

- Communicate regularly with team managers, coaches, parents and guardians of T-Ball and Rookies players, providing important information about schedules, events, and league updates.

Game and Practice Scheduling:

- In collaboration with the board, and team managers, coordinate game and practice schedules for T-Ball and Rookies teams, considering the availability of players and coaches.

Uniforms and Equipment:

- Ensure that T-Ball and Rookies teams have the necessary uniforms for games and make sure any and all player changes to teams have been communicated with the Team Mom Coordinator, Player Agent, as well as the Uniform Manager as soon as possible. Managers may be directed to the Equipment Manager for any player/team equipment needs.

Safety and Wellness:

- Promote player safety and wellness, ensuring that coaches are following appropriate safety guidelines and providing a safe environment for players.

Player Recognition:

- Recognize and celebrate the achievements and progress of T-Ball and Rookies players throughout the season. Encourage team managers to acknowledge players in positive ways, such as giving a player the “game ball.”

- Organize end of season events for teams (movie night, special games, etc.).

Rules Adherence:

- Ensure that coaches and players in T-Ball and Rookies divisions are following the appropriate rules and guidelines set by Little League International.

Player Transition:

- Assist players who are transitioning from T-Ball to the next division, ensuring a smooth and positive experience for the players and their families.

Team Mom Coordinator:

The Volunteer Team Mom Coordinator is responsible for overseeing and coordinating the activities and support for the team moms within the Venice Little League organization. Team Mom Coordinator plays a crucial part in ensuring effective communication, organization, and overall positive experience for both team members and their families. The Team Mom Coordinator serves as a liaison between the team moms, coaching staff, and the organization's management.

Recruitment and Training:

- Assist in the recruitment of team moms Conduct orientation session(s) or training programs to familiarize team moms with their roles and responsibilities.
- Provide ongoing support, guidance, and resources to team moms to ensure they are well-equipped to fulfill their duties effectively.

Communication and Organization:

- Establish clear lines of communication with team moms, coaching staff, and board members.
- Coordinate regular meetings or communication channels to discuss team-related updates, schedules, and expectations.
- Ensure timely dissemination of important information to team moms, such as game schedules, practice changes, and special events.
- Schedule team/individual photos for the league, working directly with the photographer.

- Work with the Information Director to receive the annual VLL Survey to disperse to all team moms (while ensuring no conflict of interest).

Team Support and Engagement:

- Foster a positive and inclusive team environment by promoting sportsmanship, teamwork, and camaraderie among team moms.
- Encourage team moms to actively engage and support team members and their families throughout the season.
- Organize social events or activities to enhance team bonding and create a sense of community among team moms.

Logistics and Administration:

- Assist with logistical arrangements, such as team registration and uniform distribution.
- Maintain accurate records of team mom contact information, availability, and relevant documentation as required by the organization.
- Work with the Player Agent to maintain accurate records of all players.

Parent Volunteer:

The Parent Volunteer is to oversee and manage all aspects related to communications, team support and administrative tasks with regards to community engagement and concession stand coverage scheduling. The Parent Volunteer recruits volunteers to fill league-level positions and jobs.

Communication and Organization:

- Ensure that SignUp Genius is created and that the link is shared for all Board Members, parents and teens regarding concession stand coverage.
- Establish clear lines of communication with Board Members, parents and our VLL community regarding upcoming VLL events as a way to encourage and foster engagement.
- Responsible for sending mass emails on these events as well as available volunteer opportunities.

- Coordinate with the Information Officer to insure flyers for events (i.e., Trunk or Treat, Christmas Parade, and the VLL Annual Golf Tournament) have been shared on all social media platforms.
- Create any of the necessary flyers for VLL sponsored events and ensure they are visible around the fields in addition to online.

Scheduler:

The Volunteer Scheduler is to oversee and manage the creation and implementation of practice and game schedules for VLL, ensuring efficient operations. The Scheduler manages the field and light reservations at both Chuck Reiter Field and Wellfield Field.

Communication Strategy:

- Create a pre-season practice schedule.
- Create a regular season game schedule.
- Create end-of-season tournament schedule (once format is selected from Division Coordinators and approved by Board President) / postseason brackets.
- Communicate changes to umpires/fields/etc.
- Develop practice schedules for All-Star teams

Sponsorship/Fundraising Coordinator:

The Volunteer Sponsorship/Fundraising Coordinator is to secure financial support from local businesses, corporations, and individuals to meet the league's financial needs. The Sponsorship/Fundraising Coordinator is crucial in ensuring that the league has the necessary funds to operate smoothly, provide quality programs, and maintain its facilities.

Developing a Fundraising Strategy:

- Create a comprehensive fundraising plan that includes various sponsorship opportunities, events, and campaigns to attract financial support for the league.

Identifying Prospective Sponsors:

- Research and identify potential sponsors within the local community, including businesses, organizations, and individuals, who may be interested in supporting youth sports and the Little League.

Sponsorship Packages:

- Design and develop attractive sponsorship packages that clearly outline the benefits and exposure sponsors will receive in return for their financial contributions.

Sponsor Outreach:

- Reach out to potential sponsors through emails, phone calls, meetings, or in-person visits to present sponsorship opportunities and build relationships.

Maintaining Sponsor Database:

- Keep a well-organized database of prospective and current sponsors, including their contact information, level of sponsorship, and history of contributions.

Sponsor Recognition and Visibility:

- Ensure that sponsors receive the recognition and exposure they are entitled to according to their sponsorship level. This may include logos on uniforms, banners at the field, social media shout outs, and other promotional opportunities.

Thanking Sponsors:

- In collaboration with the Team Mom Coordinator, make sure to show appreciation and gratitude to sponsors for their support through personalized thank-you letters, certificates, plaques, or special recognition events.

Fundraising Campaigns:

- Participate on the Fundraising Committee to assist in the coordination of any league fundraising campaigns.

Sponsorship Renewal:

- Work on renewing sponsorships from previous years and fostering long-term relationships with sponsors who continue to support the league.

Tracking Contributions:

- Keep accurate records of sponsorship contributions, ensuring that funds are received.

Reporting and Evaluation:

- Provide regular reports to the league's board on sponsorship progress, fundraiser possibilities, and the impact of sponsor support on the league's financial health.

Umpire In Chief:

The Volunteer Umpire-in-Chief is to oversee and manage all aspects related to umpires and officiating during league games and events. The Umpire-in-Chief will be responsible for recruiting, training, and coordinating umpires to ensure fair and consistent officiating for all players and teams.

Umpire Recruitment:

- Ensuring there are enough umpires available to cover all scheduled matches.

Training and Development:

- Organize training sessions and workshops to educate and develop umpires knowledge and skills.
- Cover rules, mechanics, positioning and communication techniques.

Rule Interpretation:

- Serve as the primary resource for umpires to clarify rule interpretations and provide guidance on challenging or unusual game situations.

Umpire Assignments:

- Coordinate the assignment of umpires to league games, ensuring that each game has qualified and capable officials.

Scheduling:

- Develop a schedule for umpire assignments, considering their availability and the game schedule throughout the season.

Game-Day Coordination:

- Communicate with umpires before and after games, providing necessary information and addressing any concerns they may have.

Conflict Resolution:

- Address any conflicts or issues involving umpires, coaches, or players in a fair and impartial manner.
- Report any issues to the league President that may arise with umpires/coaches during games.

Uniform and Equipment:

- Ensure that all umpires have proper uniforms and necessary equipment for officiating games safely and professionally.

Rules Adherence:

- Ensure that umpires enforce Little League and local bylaw rules and regulations consistently during games.

Continued Education:

- Stay updated with any rule changes or updates from Little League International and share this information with umpires, managers, and coaches.

Umpire Meetings:

- Organize regular meetings with umpires to discuss rule changes, review game situations, and foster a sense of camaraderie among officials.

Feedback Collection:

- Collect feedback from coaches, players, and league officials regarding umpiring performance to identify areas for improvement.

Umpire Safety:

- Emphasize and enforce safety protocols for umpires, especially when officiating behind the plate.

Uniform and Merchandise Director:

The Volunteer Uniform and Merchandise Director is to oversee and manage all aspects related to the design, production, and distribution of uniforms and other merchandise for the league.

Uniform Design and Production:

- Collaborate with vendors, designers, and manufacturers to create and update uniform designs that adhere to Little League regulations and guidelines.
- Ensure that the uniforms are of high quality, comfortable, and durable to withstand the demands of the sport.
- Manage the production process, including ordering materials, monitoring timelines, and resolving any production issues that may arise.

Merchandise Selection and Procurement:

- Curate a range of merchandise items (e.g., hats, t-shirts, accessories) that reflect the league's brand and appeal to players, parents, and supporters.
- Source and negotiate with suppliers to secure the best pricing and quality for merchandise items.
- Monitor inventory levels and place orders to restock popular items or introduce new ones.

Uniform and Merchandise Distribution:

- Organize and coordinate with the Team Mom Coordinator, the distribution of uniforms to teams and players, ensuring that each participant receives the correct sizes and items.
- Oversee the sales and distribution of league merchandise during games, events, or online platforms (if available).

Budgeting and Financial Management:

- Develop and manage the budget for uniform and merchandise operations, ensuring cost effectiveness and adherence to financial constraints.
- Monitor expenses, sales, and revenue related to uniforms and merchandise.

Regulatory Compliance:

- Stay up-to-date with the latest Little League rules and regulations concerning uniform standards, logos, and branding.
- Ensure all uniform designs and merchandise meet the specified guidelines and approval processes.

Communications and Marketing:

- Work with the Information Officer and Concession Manager, to promote merchandise sales through various channels, such as concession at the stand, through social media, emails, or league websites.
- Collaborate on promotional campaigns to drive interest and boost sales.

Communication/Customer Service:

- Address inquiries, concerns, and issues related to uniforms and merchandise from team moms, coaches, players, parents, and other stakeholders.

- Provide excellent customer service to maintain a positive relationship with the league community.

Inventory Management:

- Implement systems to track and manage inventory, ensuring that stock levels are sufficient and not excessive.
- Conduct regular inventory audits to minimize discrepancies and losses.

Feedback and Improvement:

- Solicit feedback from coaches, players, and parents regarding uniform designs and merchandise offerings to improve future selections.
- Continuously evaluate and improve processes to streamline operations and enhance customer satisfaction.