

## BLLS Meeting Minutes

Date: March 9th, 2025

Time: 6PM

Location: Brown Dog Carriers in Biddeford, ME

Attendees- Christine Morin, Kristen Perreault, Paul Perreault, Sean O' Keefe, Ashley Ishihara, Mike Lafortune, Brian Dunphe, Matt Rossignol, Randy Forcier, Kim Cochrane

Randy Calls to Order

Matt makes a motion to approve last meeting's minutes. Sean 2nds, all in favor

By-laws

Paul talks about his changes to the By-Laws

Red is striked out, Green is added

Page 1. Added verbiage

**\*\*Based on the BLL Constitution, all verbiage in these by-laws that describe positions (I.E – President, Vice President, etc) are position descriptions of the Softball Board Committee. If any other position needs to be called out in these bylaws, it will be clearly defined..**

Drafting Players

The draft will be conducted according to the Little League Operating Manual, or approved method by the Board of Directors prior to evaluations. Conditions for freezing or optioning players are:

(a) When two or more siblings are trying out together, the manager selecting the first sibling must select the remaining sibling in the very next round or the option is broken on that player, and he/she will then be available for selection by any other team.

**(b) Players with a sibling already on a team must be drafted on or before the 3rd round, otherwise the player will be available for selection by any other team. (Only applies in a non-redraft)**

(c) Sons or daughters of managers or coaches may be frozen if the manager and coaches meet the following conditions.

1. The coach or manager must have two or more years of concurrent service as manager or coach in the league at any level.

2. The coach or manager must be returning to the same team as last year.

**(Both conditions must apply in order to exercise an option.)**

**Majors Division:**

The Majors division will be comprised of players that are of league age 10\*, 11, and 12 years old. Biddeford Little League does not allow a player to be on a roster for two or more local little leagues.

\*Only the strongest 10-year old's are selected to round out the balance of the teams. Once the 10-year-old player evaluations are completed, coaches in that division and the Player Agent will make the final determination who is eligible to play in the Majors Division. Biddeford Little League does not allow a player to be on a roster for two or more local leagues/teams.

\*\*If the player agent has a 10 year old that is evaluating in the Majors, then the President and Vice President (or deemed individual running the evaluation) will evaluate the Player Agent's child to prevent a conflict of interest.

### **Minors Player Pitch Division:**

The Minor Player Pitch division will be comprised of players league age 8\*, 9, 10, 11\*\*, and 12\*\* year olds. Biddeford Little League does not allow a player to be on a roster for two or more local little leagues.

\*Only the strongest 8-year old's are selected to round out the balance of the teams. Once the 8-year-old player evaluations are completed, coaches in that division and the Player Agent will make the final determination who is eligible to play in the Minors Division. Biddeford Little League does not allow a player to be on a roster for two or more local leagues/teams.

\*\*11- and 12-year-olds placed into this division will need approval by the executive board after recommendation from the player agent.

\*\*If the player agent has an 8 year old that is evaluating in the Minors, then the President and Vice President (or deemed individual running the evaluation) will evaluate the Player Agent's child to prevent a conflict of interest.

### **Season Operating Rules**

#### **Regular Season Coach Selection**

1. Prior to evaluations, at the March Board Meeting, The President will nominate head coaches in each division. Head coaches are encouraged to be present at the March meeting in order to campaign if needed.
2. The board of directors will make a motion to accept the nominations in each division by a majority vote by the Board of Directors. This MUST be done prior to evaluations starting.
  - a. If there are more coaches than teams, then the President's nominations will reflect that accordingly. A final closed ballot vote from the Board of Directors will

finalize coaches. (I.E – If there are 3 predicted teams and 4 head coaches have signed up, then the President will nominate 3 guaranteed head coaches and 1 “just in case” head coach. The “just in case” head coach needs to be decided if they are needed before evaluations.)

b. If there aren’t enough head coaches to nominate then the President will ask the board to vote to find enough head coaches without Board Approval based on a verbal discussion with the newly appointed head coaches.

**\*\*If a situation arises where a child is league age 8 and they wish to evaluate in the Minors Kid Pitch division and are successful, then their parent is not allowed to head coach in the Minors Kid Pitch division. This rule is in effect to prevent the certainty that a child WILL move up in divisions before evaluations begin.**

**\*\*If a situation arises where a child is league age 10 and they wish to evaluate in the Majors division and are successful, then their parent is not allowed to head coach in the Majors division. This rule is in effect to prevent the certainty that a child WILL move up in divisions before evaluations begin.**

## **Majors and Minors Player Pitch Divisions**

### **Game Specific Rules (See Appendix A):**

The interleague rules will be followed for all games inter-league or inner-league. If a rule is not spelled out in the inter-league rules, then the Little League Rulebook will be followed.

- (a) The Little League Softball Official Regulations and Playing Rules Manual will be binding in these divisions of the league. Any variation from these rules must be approved by Little League Softball Inc., after first receiving approval from the league Board of Directors.
- (b) Local rules of this league for the upcoming season shall be adopted by the Board of Directors at a meeting to be held not less than one month prior to the first regularly scheduled game of the season. The local rules will in no way conflict with the rules of Little League Softball Inc.
- (c) No player shall “chatter” or make unnecessary sounds in which the intent is to distract or intimidate an opposing player or team at bat or in the field, with specific attention to the pitcher as they start their windup. The first infraction shall constitute a warning from the umpire.
- (d) All teams will use a continuous batting order that will include all players present for the game. Teams will have free substitution of defensive players, and each player shall play a minimum of 50% of the game’s defensive outs, with no more than 2 consecutive innings on the bench. The penalty for not fulfilling this minimum playing rule will be the same as not fulfilling the little league mandated playing rule. For discipline, promptness or attendance reasons, a player’s defensive participation may be reduced to 2 innings provided the manager notifies the opposing manager and the Umpire-in-Chief prior to the start of the game. The notification should be made in writing, and must include the reason for the disciplinary action. After the game, this notification should be forwarded to the Executive Board for review.

- (e) If a team is unable to field 9 players to start a game, the opposing team's manager may agree to provide up to 2 outfielders. They will play the two outfield positions closest to their dugout. The players chosen will be the players whose at bat is the furthest from coming up to bat during the existing inning but must not be the expected pitcher or catcher for the next inning. Under no circumstances will these players bat or play the infield for the opposing team.
- (f) Intentional walks are highly discouraged. Managers found intentionally walking players during the regular season play will be questioned by the President, Vice President, and the Player Agent. Substantial, and meaningful intent should be provided by the manager during questioning. Active and flagrant disregard for this rule may result in disciplinary action by the Executive Board, which could include suspension for the next physical game.
- (g) **Minors Player Pitch only:** No inning in a regular season game shall start after two hours have expired from the start of the game. It is strongly recommended that you play as close to the 2-hour time frame to maximize the playing time of all players. There will be no time limit during playoff or inter-league games. The intent of this time limit rule is to shorten games that seem to last forever. Intentional delay of game tactics by managers, coaches or players will not be tolerated, and the offending individual may be subject to automatic ejection. This time limit may be waived if a weather related, or injury delay lasting over 15 minutes has occurred.
- (h) **Minors Player Pitch only:** When any defensive player has control of the softball in fair territory and within the infield grass and dirt area, and the pitcher is on the mound area ready to receive the ball, no runner may advance.
- (i) **Minors Player Pitch:** Each half inning will end after 3 recorded outs, or after the scoring of 5 runs. The exception will be the sixth inning, where teams will be allowed to score as many runs as possible to give teams a chance to catch or overtake their opponent.
- (j) **Minors Player Pitch, Pitching Rule:** Players who have demonstrated the ability to throw in the strike zone 50% of the time will be allowed to pitch in games. Pitchers may not pitch more than 2 innings per game until May 21 at which time the maximum number of innings per game is 3.
- (k) **Minors Player Pitch, Pitcher Walk Rule:** If a pitcher walks 3 batters in an inning, the offensive coach will step in and pitch to the remaining batters from an adequate distance to assist the player as much as possible. The offensive coach will only pitch the ball and will not aid defensively. The batters cannot be walked with the coach pitching but can strike out.
- (l) **Majors Player Pitch, Pitching Rule:** Players who have demonstrated the ability to throw in the strike zone 50% of the time will be allowed to pitch in games. Pitchers may not pitch more than 3 innings per game until May 21 at which time the maximum number of innings per game is 4.
- (m) **Majors Player Pitch:** Each half inning will end after 3 recorded outs or after scoring 5 runs. The exception will be the sixth inning which teams will be allowed to score as many runs as possible to give teams a chance to catch or overtake their opponent.

## General Rules, Policy and Procedure

### Jewelry

Jewelry shall not be worn during games or practices. Jewelry is defined as, but not limited to, necklaces, watches, rings, earrings, or facial jewelry.

## **Tournament Rules and Procedure**

### **General**

The League will financially assist in the purchase of uniforms, and the payment of entry fees, one tournament team in each division of play. Players selected to the tournament teams will be may assessed a participation fee to assist in the financial support of the teams. The amount of the fee will be determined by the Board on a yearly basis. The league will provide additional financial support to any team advancing beyond the district level of play. The amount will be determined by the Board on a case-by-case basis. Tournament Coaches will be responsible for fundraising if tournament play exceeds district level play. Tournament coaches can also reach out to board of directors for any additional funding, upon approval vote. Candidates for tournament team managers for all divisions to be entered, will be elected by the Officers of the league, and the coaches and managers of the division being considered. Prior to the vote, all candidates will be given the opportunity to speak on their own behalf, and answer questions if any are presented. Any member that has not attended at least 1 meeting prior to this meeting, will not be eligible to vote for the Tournament managers. Any member who is not familiar with the candidates may choose to abstain from the vote by simply casting a blank ballot. The managers will choose 1 or 2 other coaches to complete their staff. The teams will consist of a minimum of 10 players per team. The team coaching staff may opt to carry as many as 14 players if they desire. Alternates are not authorized and will not be selected through the voting process. The coaching staff will distribute and explain the League's Tournament Team Attendance Policy. Should the team rosters fall below the desired levels because of injury, dismissal, or unavailability of a player, the team coaches will choose the replacements **from the listing of prior balloted players in phase 2 of voting**. All equipment and uniforms must be procured by the Equipment Manager. The League will only be responsible for purchases made by the Equipment Manager. The Equipment Manager should inspect and approve all equipment to be used by each tournament team within the first week of practice for each team.

**Phase 2: Voting Participants:** Managers and Coaches of the respective division will select up to 5 players, not to exceed 10 players to be added to the team following the procedure **detailed below**. **When this phase is completed, 10 players total should be selected for tournament play. Unless the Executive Board has approved a new minimum of less than 12 players during the meeting then the Phase 2 process must be used eliminating ties until the new minimum is fulfilled and the team selection completed. Any 10 year old, who played in the Majors division for the regular season, and who was not selected in the Majors Tournament Team will automatically be placed on the Phase 2 Ballot for Minors Tournament Team Selection process by the Player Agent. Managers holding more than one voting position within the respective division must vote with the managers and coaches in this phase of the process. No member will have more than 1 vote within each respective division.**

*The player selection procedure for managers and coaches:*

- a. The selection meeting will be attended by the managers and coaches, along with the Player Agent, the President and another member of the Executive Board who will aid in tabulating the votes if the President is also a manager or coach.

- b. The Player Agent will create a ballot of the eligible players and distribute them to the managers and coaches in attendance.
- c. The manager of each team will speak briefly about each of his/her players that he intends to nominate to the ballot.
- d. Any players not receiving the recommendation of their team manager, and players previously selected to the team by the participants of Phase 1, will be eliminated from the ballot.
- e. Each team will cast one ballot, and vote for the top 5 players on the list. The ballots will be returned to the Player Agent, and a second Executive Board member for tallying.
- f. Up to 5 vote recipients will be added to the tournament team, determined by manager and coach of the tournament team to bring the roster to 10 players.
- g. Extra rounds will be used to settle ties.

### **Tournament Team Head Coach Selection**

At a board meeting, each candidate will have an opportunity to speak to the Board of Directors on why they deserve to be named Head Coach. Once each candidate has spoke, a closed ballot vote will take place. Votes will be tallied by 2 individuals (that are not running for Head Coach) and the Head Coach will be announced. Ensure that the favorite vote from Phase 1 makes it to this tally.

### **Phase 3: Voting Participants: Tournament Team Coaching Staff**

The participants will select up to 3, depending on the desired roster size. Please refer to Team Minimum requirements within Little League. Notification of Team Selection to players can not be completed until ALL Regular Season play within the respective Division has been completed. This includes ALL Interleague games or Regular Season League Tournaments.

It is recommended the announcement of the team be delayed until the local schools have recessed for summer break, and the Leagues "Field Day" or end of the year awards ceremonies have been completed.

\*\*\*The process detailed above will be used for all teams to be entered into each division of District play.

### **MINOR LEAGUE COACH PITCH DIVISION**

#### **Game Preliminaries:**

- All games are to start promptly at the scheduled times.
- Both coaches will decide on rainouts prior to the start of the game.
- A new inning should not start after 90 minutes of play from the start time of the game.

- Player warm-ups will be allowed in 15- minute blocks preceding the start of each game. These warm-ups should include proper stretching and throwing, to help players avoid injuries.
- Coaches will be required to bring their league equipment, including a medical kit, to the field at every game and practice.
- Coaches should complete a line-up card, and position plan for each inning before arriving to the game, to avoid using up time making these decisions during the game. All positions should be assigned visually if possible, and by number as the season progresses. Players should learn the numbered positions on the field (with 10 being left center field, and 11 being right center field if needed). This will also speed up the game and leave more time for teaching and learning.
- A home plate umpire is optional and must be agreed upon prior to the start of the game. If agreed upon, the home plate umpire must be used properly throughout the game.
- Complete games are 6 innings, or 1 hour 45 minutes, whichever comes first. All games should be played to regulation, which is 4 innings of play.
- Only players and team staff are allowed in the dugout/field area at all times. No siblings.
- Players may only leave the dugout with the manager's approval.
- There is no eating in the dugout at any time.

#### **Ball:**

A soft-core ball also referred to as a Compression Ball Softball will be used. These will be size 11" Compression Softballs. Game balls are not to be given to players as reward during the season.

#### **Offensive team:**

The offense must provide 2 coaches, and an adult pitcher if possible, keeping in mind that an adult coach must be in the dugout with the players at all times. The coach in the dugout should be a league appointed coach, who will be responsible for lining up the hitters for that inning and maintaining order in the dugout. The offensive coach pitcher will also be the umpire, making all strike, safe, foul ball, and out calls. The offensive team must also announce when the last batter of the inning is up if the team has batted around. In addition, the offensive adult pitcher will use their own judgment in calling Infield Fly rules, and it should be called with less than 2 outs with a runner's protection in mind.

#### **Offensive Rules:**

A continuous batting order will be used throughout the game. The batting order consists of all players, not just those in the field. All players present at the game must bat in order before any player of the same team gets a second at bat. This continues for the whole game. The only exception to this rule is injury or illness preventing the player from returning to play during the at bat. Players will be returned to their original spot in the line-up once deemed ready to return. Any violation of this rule will be subject to action by the Executive Board. There is no batting out of order penalties for injuries.

**Base Running:** Players will advance 1 base at a time unless a batted ball reaches the outfield grass. If a batted ball reaches the outfield grass, and the outfielder does not have possession of the ball, then the batter can advance to second base at their own discretion and risk. Once the outfielder clearly has possession of the ball, and is ready to throw it into the infield, all play must stop. Players cannot advance past second base on their own batted ball regardless of the situation.

**Overthrows:** Runners will not take extra bases on overthrows to bases, in the attempt by the defensive team to record an out.

**Strikes:** *Managers should begin to call strikes on players whether it is a player or coach pitcher, until there are 2 strikes on the batter. There will be no called strikes to end an at bat. This should be discussed by both managers prior to the start of the game. Unless there is a plate umpire, the offensive coach pitcher will call the strikes. Managers must encourage players to swing at good pitches thrown by opposing players.*

**Managers discretion should be used on all strikes to players whether it is a player or coach pitcher. There will be no “looking” 3rd strikes unless there is 3 solid strikes in a row by a coach pitcher only. Players will strike out on a 3rd strike to teach children the correct way to play the game. Plate umpires are encouraged to call strikes accordingly. Managers must encourage players to swing at good pitches thrown by opposing players.**

**Bunts:** There is no bunting allowed. All bunt attempts will be considered strikes. If the batter intentionally bunts a fair ball and is put out, the out will stand. If she reaches base safely, she will return to home plate to continue her at bat, with the bunt being recorded as a strike. If the batter had 2 strikes before the bunt, it will be considered a foul ball, and strike 3 on the batter.

**Walks:** There are no walks.

**Leading or Stealing:** There is no leading or stealing. Base runners must stay in contact with the base until the ball reaches the catcher. The coaches should teach the players to take a 3-step jump when the ball reaches the catcher.

**On Deck Batter:** There is no on deck area. Players must remain in the dugout or on the bench, without a bat in their hand until it is time to go to home plate to hit.

**1/2 inning:** 3 outs, or once through the batting order will constitute a half inning, whichever comes first. *The offensive coach will declare when the last batter is coming to the plate. All runners will run completely around the bases when the batter strikes the ball.*

**Batting Tee's:** Batting Tee's will not be used during the duration of the season. *If there is any player on a team, at the coaches' discretion, that will need a tee then both coaches should agree upon this prior to the start of the game. Batter should face a maximum of 8 pitches before the tee is used.*

#### **Defensive Team:**

Players “should not” play more than 2 innings in any one position, with the exclusion of first base. Only players who have mastered catching a thrown ball should be allowed to play first base. Only players with the proper protective gear and ability to catch thrown balls should play the position of catcher. Coaches should assist the catcher each inning in getting the catcher's gear on to expedite transition between innings. Teams may field up to 10 players. Any players above 9 must play in the outfield, using left center and right center field as positions. Infielder's should be positioned no closer to the batter than the infield edge of the grass in front of the base paths. Each player must play in the field a minimum of 9 defensive outs. Managers should adjust defensive positions each inning of play. Each



player with the proper ability (for safety concerns) should have at least 2 innings of play within the infield. Ensure that players playing in the infield are ones that do well paying attention. Not paying attention in positions closer to the batter can result in serious injury. All coaches should stress this with their teams each practice and game. Infield play time and positioning is up to each manager's discretion and will be discussed prior to game. Players should be positioned in a variety of positions throughout the game with each player getting chances to play different positions, with the exception of catching, pitching, and first base, as listed above. Coaches should refrain from positioning players in the outfield for more than 2 consecutive innings, unless attention spans are an issue. The defensive team can have 3 coaches on the field and another backing up the catcher to retrieve balls to speed up the game. If there are players in the dugout, the defense must have a team staff member in the dugout. The defensive coaching staff will not make or debate any calls regarding the offensive team, avoiding competitive parents and/or player encouragement.

### **Pitching:**

Only players that have demonstrated consistency in arm strength and accuracy should be allowed to pitch. At coaches discretion, they will stand with their glove side in front of the pitcher to protect them from hard come backers. Player at the pitcher's position will stand to the coach's left side on a left-handed batter, and on the right side for a right-handed batter while the coach is pitching. The player should be slightly further back than the coach for safety. The pitching mound will be 30 feet away from home plate. Pitchers more than 8 years old will pitch from the regular mound **if they have demonstrated arm strength during the season**. Pitchers younger than 8 years of age should be encouraged if possible, to pitch from the full distance unless accuracy is an issue. Managers should use good judgement of ability prior to recommending the increased distance for any pitcher. Coach pitches will be thrown underhand by a coach from in front of the minor league pitching rubber. Pitches should be attempted to be thrown on a straight line, to avoid batters swinging underneath "lobbed" pitches.

### **Game Pitching Rules:**

Innings 1,2, &3 will utilize player pitching up to 4 pitches per batter. Innings 4-6 pitching assignments will be at the coaches' discretion. After 4 pitches from the defensive player, the coach will take over until the at bat is complete, up to an additional 4 pitches. The batters count will continue when going from a player pitcher to a coach pitcher. Batters should be encouraged to swing at the player pitches, and not wait for their coach to "groove" one. Players should not be discouraged to hit against another player.

### **Game Rules (See Appendix A):**

All Games will follow the inter-league rules, whether it is an inter-league or inner-league game. The Inter-league rules will be made accessible to all coaches in the beginning of the season and should be attached to the by-laws listed online for ease. If a rule is not listed in the inter-league rules, then the Little League Rulebook will be followed. Any discrepancies will go to the UIC or President for final judgement.

## **Appendix A**

## Inter-League and District 4 Rules

### 1. General Rules (All Divisions)

In order for a game to be considered complete, 4 full innings must be played with a maximum of 6 innings unless there is a tie. In the 6<sup>th</sup> inning, there will be an “endless run” rule implemented where the opposing team can score as many runs as possible. Every other inning will be a 5 run maximum. If a game is finished in the half-inning due to rain or darkness, then the score will revert to the last full inning played.

Players are to wear their uniform tops tucked in. Jewelry is prohibited to be worn unless it is medically necessary.

Players are required to have a cage on their helmet and a face mask in the field. No exceptions. If a player does not have equipment, it will be provided by either team.

Shortened games cannot have the 50% playtime rule applied, equal to Little League playing rules in tournament play.

Coaches, when it comes to umpires, you can dispute a rule in the rule book. You are NOT allowed to dispute a judgment call.

A speedy transition is the key to keeping the kids’ interest and providing an exciting environment for the game. Use line up sheets or the Game Changer App with opposing teams. Line up sheets should be posted in the dugouts in order for the kids to know when they are coming due to bat or where they are playing in the field. Coaches should assist catchers in suiting up each inning to ensure the game is not delayed.

**Only players and Coaches are allowed in the dugouts at all times. Players may leave the dugout with coaches’ permission.**

### 2. General Rules (Majors Division Only)

Pitchers may pitch 4 innings per game maximum. The defensive team may have 10 players on the field with the extra player being in the outfield if agreed upon during the pregame home plate meeting between coaches and umpires. Stealing bases is allowed.

### 3. General Rules (Minors Division Only)

Pitchers may pitch 3 innings per game maximum. The defensive team may have 10 players on the field with the extra player being in the outfield if agreed upon during the pregame home plate meeting between coaches and umpires. Stealing bases is allowed.

Teams will bat until around the batting order, 3 outs have been made or 5 runs have been scored.

Players may advance as many bases as they want on overthrows to bases.

Players MUST change positions in the field after 2 innings excluding pitchers and catchers.

On weeknights, a new top of the inning may not start after 7:30pm. Once the top of the inning starts, that inning can be completed after 7:30pm

Bunting is allowed.

If the catcher overthrows the pitcher, runners may be allowed to advance if desired.

#### **4. General Rules (Coach Pitch Division Only)**

All games will be played with an 11" soft compression ball, no exceptions. All games are 6 innings or a maximum of 90 minutes.

Coaches are encouraged to move kids to different positions throughout the game.

Tees will NOT be used during the season.

Pitchers can pitch from a temporary mound at 32' away. Each pitcher is given 4 pitches per batter. After the 4 pitches, the coach will step in. A batter may strikeout during these 4 pitches. A batter can NOT walk during these 4 pitches. Once the coach steps in to pitch, the count will carry over from the pitcher. Batters cannot walk.

The defensive and offense will switch when 3 outs have occurred.

A half inning can also be complete when the offense has batted around the batting order.

Players may only take one base at a time during a hit unless the ball reaches the outfield. The play is "dead" when the outfielder has possession of the ball.

Coaches may stay on the edge of the outfield grass to help players with positions and keep all players focused during the game.

There is no leading, bunting, or stealing. Base runners may not leave the base until the ball is hit.

Matt makes a motion to accept the new bylaws with the change to adding coaches in making the decision with the player agent on whether a child can move up. Sean 2nds, All in favor

Coaches for the Season

Randy makes his nominations as follows. Numbered in order depending on how many teams needed.

Majors- 1. Randy Foricer 2. Ashley Ishihara

Minors- 1. Sean O'Keefe 2. Matt Rossignol 3. Brian Dunphe

Coach Pitch- 1. Mike Ramunno 2. Kim Cochrane 3. Larry Nise 4. Chad Barrs

Kristen makes a motion to accept all of Randy's nominations for coaches, Christine 2nds. All in favor.

Evaluations will take place on Sunday March 30th. At Tiger Gym. Have the gym from 2-7.

Majors 2:00-3

Minors-3:15-4:4:15

Coach pitch 4:30-6

Treasurer's Report

\$21,327.82 in the account. MCB account is officially closed. Matt R. has the pitching machine.

Equipment: Ashley

everything is ordered. Just waiting on sponsors to order uniforms.

Field: Matt

Batting Cage will be installed once the snow is gone.

Dugouts will be done before opening day per Sean.

Field Day' 4/12 with a rain day of 4/19

Canteen - Kim

Still waiting for codes to approve. Hoping to have those back soon. Hoping to have this done before season starts. If we need to we might want to do a pop up Canteen. Shouldn't take long for the construction to take place.

Carl Goodwin did the plans for the Canteen

Fundraising - Sean

Sponsorships: 4 team sponsors Godbout, XL Properties, Peoples Choice, Saco Valley Credit Union

5 banners so far.

Working on getting donations for calendars to help out baseball.

Sean to share his spreadsheet so we can see sponsors and try to help out.

Clinics going well. Great turn out for pitching and catching.

Paul- Nick Blais asked for us to get a rubber maid container for trash. Matt will ask if we can get the large green can from the city and lock it.

Paul also is going to be using some of his \$500 allotted budget to get something for the high school girls who have been helping at Pitching and Catching clinics. He has a couple of parents who would like to help as well. Randy will pitch in some of his \$500 as well. Paul has been keeping track of what girls have been to clinics.

Next Meeting

In person April 6th @ 6:00 pm Location TBD