

2026 GREATER DUNEDIN LITTLE LEAGUE BYLAWS

ARTICLE I – NAME, LOCATION, AND BOARD MEETINGS

The name of the corporation is Greater Dunedin Little League, Inc., a Florida corporation, not-for-profit, hereinafter referred to as the “Local League”. The principal office of the corporation shall be located at 1867 Harvard Avenue, Dunedin, Florida 34698. The principal mailing address shall be: P.O. Box 481, Dunedin, FL 34697. The principal website shall be www.dunedinlittleleague.com. The principal email address shall be found at the website www.dunedinlittleleague.com. Meetings of members and directors may be held at such places within the State of Florida as may be designated by the Board of Directors from time to time. *Greater Dunedin Little League boundaries are available on the league website (www.dunedinlittleleague.com).*

SECTION 1 – Absence at Board Meetings

Any Board Member who is absent from two (2) regularly scheduled Board meetings between July 1st and June 30th (the Board year) with unexcused absences (less than 24 hours advance notice by phone or email to the President and/or Secretary), will be subject to removal from the Board of Directors following the rules set forth in the Greater Dunedin Little League Constitution. Board Members must provide at least 24 hours of advance notice (except for emergencies) that they will be unable to attend a meeting.

SECTION 2 – Board Member Voting Procedures

Discussions and voting will be conducted as set forth in *Robert’s Rules of Order* and then the GDLL Constitution.

SECTION 3 – Board Member Attendance Log

The League Secretary shall maintain a log of all Board Members present for each meeting and shall make this log available at all board meetings.

ARTICLE II – ADMINISTRATIVE RULES & REGULATIONS

SECTION 1 – Amendments to the Bylaws

These bylaws may be amended, repealed or altered, only for safety concerns or situations that conflict with the Little League rule book(s) and/or The City of Dunedin lease agreement in whole or in part by a majority vote at any duly organized meeting of the Board of Directors, provided notice of the proposed change is included in the notice of such meeting. The bylaws will not be changed less than 30 days from the start of the season.

SECTION 2 –Registration

A. Players

Any player(s) may register at the location of registration or on the website. Any players seeking scholarships must register in person at the location of the registration and will be required to complete the proper request form and submit the form along with all required documents to the GDLL President for approval. Players not registering by the last posted registration date can be registered and waitlisted. Waitlisted players shall be added to a roster no later than two weeks after practice begins. The waitlist is subsequently discarded. All other additions must be approved by a majority vote by the Board of Directors.

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B. Managers, Coaches, Team Parents

All managers, coaches, umpires, and team parents should register on our website and submit interest in volunteering. Upon selection, all required Little League certifications and background checks shall be completed prior to taking the field or engaging in any volunteer role.

SECTION 3 – Disciplinary Actions

The Board of Directors will annually appoint a Disciplinary Committee to review all infractions of the Code(s) of Conduct. Depending on the seriousness or the frequency, as defined in the current GDLL Disciplinary Policy document, the Board may assess disciplinary action up to and including expulsion from the League. The following shall be considered grounds for dismissal from the League:

- Failure to follow the Code(s) of Conduct/GDLL Playing Rules
- Failure to follow the Greater Dunedin Little League Constitution/Bylaws
- Failure to follow the Little League International Baseball and Softball Rulebooks

SECTION 4 - Purchases by the League President without Previous Board Approval

The League President may purchase equipment or items required by the League without prior Board approval if the entire purchase price of the item is less than \$500. The President should immediately make the Treasurer aware of the purchase and inform the remaining members of the Board at the next scheduled meeting of the Board of Directors.

ARTICLE III – FACILITY RULES AND USAGE

All league-related field usage must be approved and scheduled by the League. Field preparation and usage by GDLL will follow and adhere to any contract or agreement in place with the City of Dunedin.

SECTION 1 - Game Rules and Schedules

No games shall be canceled or rescheduled by managers, coaches, or parents without approval from the Vice President of the appropriate division (softball or baseball). The League President must be notified, in advance, should there be a need to cancel a game for any reason. In the event of field availability issues, the League President or Vice President of the appropriate division (softball or baseball) will make any necessary adjustments to game start times and the length of games.

ARTICLE IV – LOCAL LEAGUE STRUCTURE

SECTION 1 – Division Structure

A player's League Age determines their division eligibility as set forth in the Little League Baseball or Softball Rule Book(s).

A) EVALUATIONS

All players are required to attend one league-age-based evaluation to be eligible to be drafted and to be eligible for All-Stars tournament selection.

B) BASEBALL

1) TEE BALL DIVISION – League age four-, five-, and six-year-olds

Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere. At no time should winning or losing take priority in this program.

2) MINOR DIVISIONS (5–11-year-olds):

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- a) **Single-A Division (Coach/Machine Pitch)** – League Age five-year-olds and six-year-olds (who have completed one Spring season of Tee Ball) and seven-year-olds.

Objective: To further instruct the player coming out of Tee-Ball or the first-year player, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting, and field positions. At no time should winning or losing a game take priority in this program.
- b) **Double-A Division (Player/Coach Pitch combo)** – League age six-year-olds and seven-year-olds (who have completed one spring season of Single A) and eight-year-olds, based on evaluations.

Objective: To instruct the player coming out of “A” Baseball (Coach/Machine Pitch), or the first-year player, on the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting, and field positions. At no time should winning or losing take priority in this program.
- c) **Triple-A Division (Player Pitch)** – League age eight-, nine-, ten-, and eleven-year-olds (based on evaluation). Eleven-year-olds who are not drafted by Major Division must play AAA.

Objective: To instruct players in the fundamentals of the game in a fun, low-key atmosphere; provide an outlet for healthy activity and training under good leadership; establish the values and concepts of teamwork, sportsmanship, and fair play; and further develop the techniques of throwing, catching, running, and hitting.
- 3) **Major (LITTLE LEAGUE) Division** - League age ten-, eleven- and twelve-year-olds (based on evaluations). Twelve-year-olds may dual roster with 50/70. Twelve-year-olds may dual roster with Juniors. All twelve-year-old players will play in the Major division unless a waiver is applied for and approved by the Board.

Objective: To establish the values and concepts of teamwork, sportsmanship, and fair play, and to challenge the players towards the perfection of physical skills and bring into play the excitement of tactics and strategy.
- 4) **50/70 Baseball Division** – League age twelve-, and thirteen-year-olds (based on evaluations).

Objective: This division bridges the transition from Little League (46/60) to Junior League Baseball on a full-size field (60/90). It is a league for twelve-, and thirteen-year-olds whose advanced skills permit rules that are closer to conventional baseball, such as leading off bases, pickoff attempts, etc.
- 5) **Junior Division** – League age twelve-, thirteen-, and fourteen-year-olds (based on evaluations). Fourteen-year-olds not drafted into the senior division.
- 6) **Senior Division** – League age fourteen-, fifteen-, and sixteen-year-olds (fourteen-year-olds must attend evaluation and be drafted by the Senior Division).
- 7) All players in all divisions of baseball must wear an athletic cup. All players from Tee Ball through AAA must wear face cages (not c-flap) on their helmets.

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C) SOFTBALL

1) Minor Division: 5 to 11-year-olds (based on evaluations).

- a) **Single-A Division (Coach/Machine Pitch/Tee)** League Age five-year-olds and six-year-olds, and seven-year-olds.

Objective: To further instruct the player coming out of Tee-Ball or the first-year player, the fundamentals of the game in a fun, low-key atmosphere. Emphasis in this program should be on the proper technique of throwing, catching, running, hitting, and field positions. At no time should winning or losing a game take priority in this program.

- b) **Double--A Division (Coach and Player Pitch)** League Age six- and seven-year-olds.

Objective: To instruct first-year players or players coming up from Tee-Ball/A Ball in the fundamentals of the games in a fun, low-key environment. Emphasis in this program should be on proper throwing, catching, hitting, base running, and field awareness. At no time should winning become the priority; rather, the focus should be on creating a love for the game.

- c) **Triple-A -A Division (Player pitch)** League Age eight- to eleven-year-olds (based on evaluations).

Objective: To instruct first-year players or players coming up from AA softball in the fundamentals of the games in a fun, low-key environment; provide an outlet of healthy activity and training under good leadership; establish values and concepts of teamwork, sportsmanship, and fair play; and further develop the fundamental techniques of throwing, catching, hitting, base running and field awareness.

2) Major Division- League Age nine- to twelve-year-olds (based on evaluations). Twelve-year-olds may dual roster with Juniors.

Objective: To further establish values and concepts of teamwork, sportsmanship, and fair play. To challenge the players toward the further development of fundamental physical skills and introduce tactics of strategic base running and finesse pitching, and catching.

3) Junior Division- League Age twelve- to fourteen-year-olds based on evaluations.

Note: 13- and 14-year-olds may play in the Senior division with approval from the Board of Directors and District Administrator

Objective: To further establish values and concepts of teamwork, sportsmanship, and fair play. To challenge the players toward the further development of fundamental physical skills and introduce tactics of strategic base running and finesse pitching, and catching.

4) Senior Division- League Age fourteen- to sixteen-year-olds (based on evaluations).

Objective: To further establish values and concepts of teamwork, sportsmanship, and fair play. To challenge the players toward the further development of fundamental physical skills and introduce tactics of strategic base running and finesse pitching, and catching.

5) All players (including visiting teams) ages 5-16 must wear face protectors while playing an

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in-field position.

D) FALL BALL

A player's Little League Age for the Fall Season shall determine eligibility, and be based on the player's League Age during the next year's Spring Season unless otherwise determined by the Player Agent.

SECTION 2 – DIVISIONS OF PLAY

A) MAJOR BASEBALL DIVISION:

This division will follow and adhere to all Little League rules, as well as any in-house GDLL rules and regulations as set forth by District 12. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws.

PLAYER DRAFT

- 1) Plan A, as detailed in the Little League Operating manual, will be used. All returning division players will automatically be retained at the same level of play from the prior year, and by the same team, unless age requirements force them to move to the next level.
 - a. **Draft Order Example** - Last place team goes first, Third place team goes second, Second place team goes third, First place team goes last.
- 2) Bonus draft selections will be implemented after the first two rounds prior to repeating the draft order until teams are numerically even.
 - i) During this portion of the draft, the draft pick order will remain the same. Teams with more returning players will be skipped until the teams with fewer returning players reach a balanced number.
- 3) After teams are numerically balanced, an assessment of 12-year-olds will be done with team managers. The draft process shall result in the total number of 12-year-olds being evenly divisible by the number of teams, with no team having more than a one-12-year-old player variance.
- 4) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.
- 5) All candidates who are league age 12 must be drafted to a Major division team unless a special waiver is granted in accordance with Little League rules.
- 6) In the event of expansion or contraction, the Board of Directors will determine which Draft option, as detailed in the Little League Operating Manual, to present to the Player Agent for implementation.
- 7) If a league age ten- or eleven-year-old goes undrafted in the Major division, the child will automatically be part of the AAA draft.

B) AAA BASEBALL DIVISION:

This division will follow and adhere to all Little League rules, as well as any in-house GDLL rules and regulations as set forth by District 12. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. Managers shall draw numbers before the draft begins to determine the order of the player selection process.

PLAYER DRAFT

- 1) Selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual.

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- 2) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.
- 3) If a league age eight-year-old goes undrafted in the AAA division, the child will automatically be part of the AA draft.

C) AA BASEBALL DIVISION :

This division will follow and adhere to all Little League rules, as well as any in-house GDLL rules and regulations as set forth by District 12. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. Managers shall draw numbers before the draft begins to determine the order of the player selection process.

PLAYER DRAFT

- 1) Selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual.
- 2) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.
- 3) If a league age seven-year-old goes undrafted in the AA division, the child will automatically be placed on a Single A team.

D) 50/70 BASEBALL DIVISION

This division will follow and adhere to all Little League rules, as well as any inter-league rules and regulations as set forth by District 12. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. Minimum play rules will follow Little League guidelines for the division.

- 1) Managers shall draw numbers before the draft begins to determine the order of the player selection process.
- 2) Selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual. All 50/70 baseball will be re-drafted each year. The drafted player becomes a rostered member of the drafting team for the scheduled season only.
- 3) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.

E) JUNIOR and SENIOR BASEBALL

These divisions will follow and adhere to all Little League rules, as well as inter-league rules and regulations, as set forth by District 12. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws. All penalties or punishment assessed by District 12 staff members will be enforced and supported by the GDLL Board of Directors.

- 1) Managers shall draw numbers before the draft begins to determine the order of the player selection process.
- 2) Selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual. All Junior and Senior baseball will be re-drafted each year. The drafted player becomes a rostered member of the drafting team for the scheduled season only.
- 3) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.

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F) MAJOR SOFTBALL DIVISION

This division will follow and adhere to all Little League rules, as well as any in-house GDLL rules and regulations as set forth by District 12. Managers, Coaches, Players, Parents, and Guests must follow the codes of conduct and facility usage rules within the Local League Ground Rules and Bylaws.

PLAYER DRAFT

- 1) Plan A, as detailed in the Little League Operating manual, will be used. All returning division players will automatically be retained at the same level of play from the prior year, and by the same team, unless age requirements force them to move to the next level.
 - b. **Draft Order Example** - Last place team goes first, Third place team goes second, Second place team goes third, First place team goes last.
- 2) Bonus draft selections will be implemented after the first two rounds prior to repeating the draft order until teams are numerically even.
 - i) During this portion of the draft, the draft pick order will remain the same. Teams with more returning players will be skipped until the teams with fewer returning players reach a balanced number.
- 3) After teams are numerically balanced, an assessment of 12-year-olds will be done with team managers. The draft process shall result in the total number of 12-year-olds being evenly divisible by the number of teams, with no team having more than a one-12-year-old player variance.
- 4) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.
- 5) All candidates who are league age 12 must be drafted to a Major division team unless a special waiver is granted in accordance with Little League rules.
- 6) In the event of expansion or contraction, the Board of Directors will determine which Draft option, as detailed in the Little League Operating Manual, to present to the Player Agent for implementation.
- 7) If a league age ten- or eleven-year-old goes undrafted in the Major division, the child will automatically be part of the AAA draft.

ALL REMAINING SOFTBALL DIVISIONS

PLAYER DRAFT:

- 1) Divisions and number of teams shall be determined by evaluations.
- 2) If there are enough players available to field multiple teams in one division, the selection of players will be as follows:
 - a. Managers shall draw numbers before the draft begins to determine the order of the player selection process.
- 3) Selection of players shall be in compliance with the Little League Draft Selection System, Plan B, as detailed within the Little League Operating Manual.
- 4) Once the player draft is complete, the managers will have a maximum of 30 minutes to complete any trades. No trades will take place once the managers leave the draft room.

SECTION 3 – AAA/MAJORS PLAYER LOSS RULE:

- A) When a player is absent for three (3) consecutive scheduled events (games and practices) with no communication to the Manager (unexcused), the Manager must immediately bring the absence to the attention of the Player Agent. The Player Agent must then contact the player's parent. The Manager

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and the Player Agent must also make note of all communication involving the absent player in the official scorebook.

- B) If the Manager does not notify the appropriate Player Agent within 24 hours of the player's last missed event, the Manager will then be required to appear before the Disciplinary Committee upon discovery of the violation.
- C) In the event of a player absence greater than six (6) consecutive scheduled events, the Player Agent will determine the necessity of pulling in a replacement player. The Manager will review the list of (AA or AAA) players with the player agent. **At no time during this process is anyone but the Player Agent permitted to contact a player or their family.** If any form of impropriety is found among the managers which influence the decision of the parents and/or the child, the manager may be disqualified as a potential All-Star coach, may be referred to the Disciplinary Committee, and is also subject to possible removal as manager. If a replacement player is called up (from AA or AAA as appropriate) the Manager then retains that player for the remainder of the season. The injured player may return to the team upon recovery.
- D) When a AAA or Major Division team loses a player from the active player roster, the team manager shall promptly advise the Player Agent of the loss. After determination of the player loss by the Board, the President will send a letter of release to the parents. The only consideration for the Board's player loss vote should be for the player and the circumstance for separation or release. This action creates an opening for a replacement. The manager will review the list of (AA or AAA) players with the player agent. **At no time during this process is anyone but the Player Agent permitted to contact a player or his family.** If any form of impropriety is found among the managers which influence the decision of the parents and/or the child, the manager may be disqualified as a potential All-Star coach, may be referred to the Disciplinary Committee, and is also subject to possible removal as manager. If a replacement player is called up (from AA or AAA as appropriate) the Manager then retains that player for the remainder of the season. Once the regular Spring season is completed, the replacement player must be released from the acquiring team's roster. The replacement player will thus go back into the subsequent Majors draft and must be drafted to a Majors team, and then become a permanent member of the subsequent Majors team. Once determined to be a "Player Loss", the player must be replaced prior to the third scheduled game following that determination.
- E) Should any player refuse to be moved up to a team as a permanent replacement, that player will become ineligible to be moved up for the remainder of the season.
- F) No player shall be replaced with less than 2 weeks remaining in the season unless there are not enough players remaining to field a legal team (9 players).

ANY QUESTIONS, SUGGESTIONS, OR CONCERNS SHOULD BE DIRECTED TO THE PLAYER AGENT.

ARTICLE V – ALL-STAR SELECTION PROCESS – BASEBALL AND SOFTBALL

The President shall preside over all All-Star processes. The President will schedule a date for the All-Star selections. The All-Star process will be facilitated by league officers and rostered team managers.

SECTION 1 – SELECTION OF MANAGERS AND COACHES

All managers and coaches must first be in good standing (as defined by the current GDLL Disciplinary Policy) to be eligible to be selected by the League President.

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- A) Open to all rostered managers and coaches of the current season.
- B) Managers will be selected prior to player selection.

SECTION 2 - PLAYER ELIGIBILITY:

- A) All selected players must remain in good standing as a rostered player to maintain eligibility for the All-Star team.
- B) All players must attend one league-age-based pre-season evaluation to be eligible for All-Stars tournament selection. The only exception to this is any Majors player who has been rostered to a Majors team in the prior Spring is not required to attend an evaluation.
- C) Players must be available for the team picture, ALL practices, and ALL games, from the announcement date until the All-Star Team has been eliminated from play. If a player misses 2 All-Star events (which include but are not limited to practices, games, press), that player is subject to removal from the team by the Board of Directors. It is the team manager's responsibility to notify the President and Player Agent of all absences.
- D) Players are eligible for All-Stars provided they meet the minimum games played of sixty-five percent (65%) of regular season games, including special games and tournaments for their rostered Spring team (excluding 50/70, Juniors, and Seniors division).

SECTION 3 – SELECTION OF ALL-STAR PLAYERS

- A) Baseball teams will be selected in the following order:
 - 1) Little League ages 11-12 will be selected first, then ages 9-10, then ages 10-11.
 - 2) A round table selection process will take place with the spring season managers, President, Vice President, Player Agent, and Secretary.
 - a) 11-12 Team
 - The first 8 players will be voted on collectively by the Spring Season Majors Managers and require a majority for selection.
 - The remaining players will be selected exclusively by the named All-Star Manager.
 - b) 9-10 Team
 - The first 8 players will be voted on collectively by the Spring Season Majors and AAA Managers, and require a majority for selection..
 - The remaining players will be selected exclusively by the named All-Star Manager.
 - c) 10-11 Team
 - The first 8 players will be voted on collectively by the Spring Season Majors and AAA Managers, and require a majority for selection..
 - The remaining players will be selected exclusively by the named All-Star Manager.
- B) Softball teams will be selected in the following order:
 - 1) The Player Agent, Vice President of Softball, and League President shall jointly evaluate player availability, registration numbers, competitive balance, and applicable Little League rules to determine the most appropriate draft order and decision to combine leagues for that season.

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- a) For each team chartered, they will follow the process below:
 - i) The first 8 players will be voted on collectively by the Spring Season Majors Managers, and require a majority for selection..
 - ii) The remaining players will be selected exclusively by the named All-Star Manager.
- 2) In the event there are not enough players to roster in any one division, the President and Board of Directors may consider other available options.

SECTION 4 ALL-STAR ROSTER RELEASE

- THE RELEASE OF NAMES OF PLAYERS SELECTED FOR THE ALL-STAR TEAMS SHALL NOT BE MADE BEFORE THE DATE SET FORTH IN THE LITTLE LEAGUE RULE BOOK
 - The league will publicly announce All-Star selections before Managers are authorized to reach out to players individually. The league will publish All-Star announcements via social media avenues currently in use by the league, including but not limited to Facebook, email, and GDLL website.

ARTICLE VI – ADDITIONAL PROGRAMS

SECTION 1 DISTRICT TRAVEL TEAM

Little League International has a District Travel Program to promote competitive tournament participation by interested Leagues. Each District, and the Leagues within that District, can organize tournaments and field tournament teams for the sole purpose of traveling to various Little League-sanctioned tournaments. One of the goals here is to scratch the itch that players might have regarding playing travel ball but doing it within a Little League environment. GDLL will form one District Travel Team for interested age-qualified players, for the purpose of forming rosters for inclusion in district Travel Tournaments.

- A) The District Travel Team will consist of up to 20 players.
- B) Only players who are League Age 11-12 are eligible.
- C) The District Travel Team Roster for any given Tournament will consist of up to 14 players.
- D) The District Travel Team will have one designated team manager and multiple coaches, all of whom must be rostered on Majors teams.
- E) A tryout will be held before the Regular Season starts to field the District Travel Team, up to 20 players.
- F) All members of the District Travel Team will participate in practices and other team activities.

SECTION 2 9U TRAVEL TEAM

The league will communicate opportunities as they come with guidance from District 12.

ARTICLE VII – UMPIRES AND MANAGERS

- A) All umpires must attend one (1) district-sponsored umpire clinic annually.
- B) All managers and coaches in divisions AAA and above must attend one (1) league training and/or clinic annually.
- C) All managers and coaches must take the approved HEADS UP Concussion class online, League

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Diamond Leader Training Program online, and Abuse Awareness Training on-line and turn in their completion certificate to the coaching coordinator.

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All penalties or punishment assessed by District 12 staff members will be enforced and supported by the GDLL Board of Directors.

These Bylaws have been posted on the League's website and approved by the GREATER DUNEDIN LITTLE LEAGUE Board of Directors.

Signature Date

Greater Dunedin Little League President

Little League ID Number Federal ID Number

Make one copy for the District Administrator and copies for the Local League.

Send original copy of these Bylaws to District 12. This Local League's Constitution is on file at the Regional Headquarters (most recently-approved copy) and is the official Constitution of this Local League.

Little League Baseball does not limit participation in its activities based on disability, race, creed, color, national origin, gender, or religious preference.