



Overview of updated bylaws for 2020

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Petaluma American Little League, Inc.

A NON-PROFIT ORGANIZATION

2019 BY-LAWS (Local Rules)

Article 1

NAME This organization shall be known as the Petaluma American Little League, hereinafter referred to as PALL.

Article 2 OBJECTIVE

SECTION 2A: The objective of PALL shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

SECTION 2B: To achieve this objective, PALL will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors and Officers shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance. .

SECTION 2C: The Board of Directors will be elected from the General Membership at the General Membership meeting in October. If a Board member misses three (3) consecutive meetings, the board may vote to dismiss the member.

SECTION 2D: Volunteer Eligibility: As a condition of service to the league, all managers, coaches, Members of the Board of Directors and any other persons, volunteers or hired workers, who provide regular service to the league, and/or have repetitive access to, or contact with players or teams, must annually complete and submit an official "Little League Volunteer Application" to the local league president. Annual background screenings MUST be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed "Little League Volunteer Application" must result in the immediate dismissal of the individual from the local league. (See Regulation 1 (b) and 1 (c) 8 and 9.)

Article 3 DIVISIONS SECTION

SECTION 3A: PALL operates with Seven Divisions, with the Minor League split into three Divisions. These are:

- 1a. Mini Division Ages: 5 - 7 years of age
- 1b. Minor Division Ages: 7 – 9 years of age (AA)
- 1c. Minor Division Ages: 8 - 11 years of age (AAA)
2. Major Division Ages: 10 - 12 years of age
3. Intermediate Division Ages: 13 only
4. Junior Division Ages: 13 - 15 years of age (No 12 year olds)
5. Senior Division Ages: 14 - 16 years of age League age determination will be based on a player's age according to the Little League age determination chart.

Article 4 REGISTRATION, FEES, AND TRYOUTS SECTION

4A Registration: PALL on-line registration shall be held annually from mid November to the end of January. Walk-in registration will be held in January. Proof of birth (birth certificate), 3 proofs of address, OR a school waiver if necessary provided in compliance with Little League guidelines. Must be shown or player will be unable to play in a league game. Returning Players must register at this time and present the same proof.

SECTION 4B Fees and Refunds: The player participation fee will be established by the Board of Directors. At no time will payment of any fee be a prerequisite for participation in PALL. All refunds are subject to Board approval.

SECTION 4C Sponsorship Fees and Packages: The sponsorship fees and packages will be established by the Board of Directors.

SECTION 4D Tryouts Ages 6 and 7: Tryouts are not conducted for player candidates that are age 6 and 7 for the Minor A (6-9) Division. The player agent assigns players to teams. 7 yr olds with one year of single A (machine pitch) may tryout for an AA division team, but are not guaranteed placement in that division.

SECTION 4E Tryouts Ages 7 to 12: It is required that all player candidates (including Manager's hold or other option players), ages 8 through 12, attend tryouts. In order to be selected for a Major team, ALL returning Major players MUST tryout. Any child failing to participate in at least 50 % of the tryout sessions shall lose the status of a candidate unless the child presents an excuse which is accepted by the Board of Directors. Players who are otherwise required to attend tryouts and who do not attend

tryouts will not be eligible for an All-Star team, unless there are not enough players for that age group in the Major Division to fill the team. 12 year olds who do not attend tryouts will be placed on a wait list for the major division. 8-11 year olds who do not attend tryouts will be assigned to a team in the lowest division for their age, but not a division lower than they played the previous season. NOTE: All 12 year olds must be drafted to a Major Division team.

SECTION 4F Tryouts Ages 13 to 16: It is required that all player candidates (including Manager's hold or other option players), ages 13 and 16, attend tryouts. Any child failing to attend at least 50 % of the tryout sessions shall lose the status of a candidate unless the child presents an excuse which is accepted by the Board of Directors. Players losing eligibility as a draft candidate will be assigned by the player agent to a Junior League team at the Conclusion of the player draft with approval by the Board of Directors: Petaluma Combined Intermediate Leagues – See Combined Rules Petaluma Combined Junior Leagues – See Combined Rules

SECTION 4G Tryouts Ages 15 to 16: See Combined Rules

Article 5. DRAFTING PROCEDURES SECTION

SECTION 5A Draft Plan: The Major Division will use Draft Plan "B" of the Little League Operating Manual. The Junior 13-14, Intermediate 13, Minor AAA 9-11 and Minor AA 7-10 Divisions will use the serpentine method. The Minors A 6-9 Machine Pitch teams will be assigned by the Player Agent after the Minor AA 7-10 draft. NOTE: All candidates who are league age twelve (12) must be drafted to a Little League Major Division team. For draft plan B, the order of draft for ALL Division teams in the first round shall be determined by a draw. The order of draft for each round thereafter shall be the reverse of that followed in the immediately preceding round (i.e., the team with the first pick in round one, picks last in round two, and first again in round three, etc).

SECTION 5B Late Registration Ages 7 to 12: Any player who registers to play after drafts have occurred is considered a late registrant and may be placed on a team based on their age as per section 4D. Late registrants must play two (2) games before becoming eligible for a call-up to a Minor 9-11 Division or Major League team. All late registrants must be approved by the Board of Directors. 12 year olds will be placed on a wait list until an opening occurs in the Majors.

Late Registration - Ages 13 to 14: There will be no late registrations allowed after the Draft without Board Approval

SECTION 5C Age of Players Selected: Seniors Division teams are made up of 14,15, & 16 yr olds, Junior Division teams are made up of 13,14 & 15 yr olds (15 yr olds are allowed to play in the Juniors Division however they are not eligible to pitch or play in all-stars). Intermediate Division is made up of 13 yr olds only, Major Division teams are made up of 10, 11 & 12 year olds. AAA is made up of 8, 10 & 11 year olds. AA is made up of 7, 8, & 9 year olds. A is made up of 5, 6, & 7 year olds.

SECTION 5D: Under no circumstances shall the draft be discussed with either the player or parents prior to or following. Draft positions of each player **MUST** remain confidential at all times. Such actions shall result in disciplinary actions that could result in immediate dismissal from the league.

Article 6. PLAYERS SECTION

SECTION 6A Loss of Player: If a team loses a player for injury, illness, moving, etc. for the remainder of the season, the Manager must notify the Player Agent within 24 hours of the event and the President will send a registered letter to the player releasing him/her. The manager must replace the player through the Player Agent by the fourth game after the player loss or the Player Agent will make the replacement. Note: Failure by the manager to advise the player agent of any player's continued absence, 5 consecutive unexcused absences from team events (practices, games, etc), will result in at least a one game suspension for the manager. An injured player may miss up to six regularly scheduled games. Board Approval is needed to retain players who will miss more than six (6) games due to injury. If the released player is of qualified age he/she will be returned to the draft pool and will be eligible to be drafted by any team at the following year's draft.

SECTION 6B Refusal to be called up: Any Minor Division player who refuses to go to the next level of play will lose their eligibility at the next level for the remainder of the current season. A player refusing to be called up to the Majors will be moved to the team from where the called up player is chosen. No Call-ups from the Minors will be allowed in the last two weeks of the regular season.

Article 7. LOCAL RULES - GENERAL SECTION

SECTION 7A Game Schedules: Game schedules and starting times shall be subject to the Board of Director approval. Rainouts, cancellations, and tied games will be played in the order of their cancellation as related to league schedule. The Board of Directors may allow exceptions. As soon as a manager or coach becomes aware that they cannot field a team for any reason they shall contact the Division Rep, President or Scheduling Coordinator in person or by telephone no later than 24 hours before the upcoming game. A courtesy call should be made to the opposing Manager. A violation of this rule may lead to forfeiture (discretion of the Board of Directors).

SECTION 7B League Champions: Minor 7-9 Division (AA): League Champion shall be determined by a tournament at the end of the season with seeding to be determined by random draw. The tournament format shall be determined by the President and Player Agent of the league.

Minor 8-11 Division (AAA): League Champion shall be determined by a tournament at the end of the season with seeding to be determined by random draw. The tournament format shall be determined by the President and Player Agent of the league.

Major League: League Champion will be determined by a tournament at the end of the season with the seeding to be determined by overall regular season record. Tournament format to be determined by the President and Player Agent.

In the case of a tie, the 1st tie-breaker will be head-to-head record, 2nd will be overall runs allowed.

If an inter-league schedule is adopted; all inter-league games on the schedule count in the standings.

The Major Division champions have the option to represent PALL in the CA District 35 TOC and play in the Petaluma City Championship with the other teams.

A coin flip shall precede any playoff games to determine the home team.

Intermediate Division: The PALL team with the best overall record at the conclusion of the season is the Champion. (see combined rules)

If an inter-league schedule is adopted, all inter-league games on the schedule count in the standings. In the case of a tie, the first tiebreaker will be head to head record. If head to head record is tied, overall runs allowed will be used. Petaluma Combined League: See Combined League Rules

Junior League: The PALL team with the best overall record at the conclusion of the season is the Champion.

If an inter-league schedule is adopted, all inter-league games on the schedule count in the Standings.

In the case of a tie, the first tie breaker will be head to head record. If head to head record is Tied, overall runs allowed will be used.

Petaluma Combined League: See Combined League Rules

SECTION 7C Special game forms: At the beginning of the season, the President will fill out a special game request form and forward it to the California District 35 administrator to start the approval process.

SECTION 7D Managers and Coaches: The President will send out and accept Manager applications. From the applications the President will make the selections and present the selections to board for approval.

SECTION 7E Base Coaches: At all levels, two adults may act as base coach if they wish, but one coach must remain in the dugout at all times. If only two coaches are present at the game, one must remain in the dugout at all times, and a player, wearing a helmet for protection, must act as one of the base coaches. If only one coach is present, he/she will remain in the dugout the entire game, and players will act as each base coach. No more than 1 Manager and 2 coaches will be allowed in the dugout in all levels.

SECTION 7F: Use of Tobacco or Alcohol: Use of tobacco or alcohol will not be tolerated at any PALL facility at any time. Any member of PALL, who observes anyone using tobacco or alcoholic beverages in the grandstand, or on the premises, surrounding area, this includes E-Cigarettes and Vapor pens etc., will require that person to cease, or to leave the premises or area immediately. Any manager or coach who violates this rule will be removed from service immediately.

SECTION 7G Grievance Process: Any individual who has been removed from a game by an umpire for disciplinary reasons will be required to appear before the PALL Grievance Committee (aka. Executive Board) before they will be allowed to return to the playing field. The Grievance Committee shall meet as soon as possible. The individual shall appear before the Grievance Committee with the Player Agent, within 7 days of ejection or be subject to additional suspension. All individuals removed from a game by an umpire for disciplinary reasons will serve a mandatory one-game suspension per Little League baseball rules; however, the Grievance Committee shall have the discretion to impose a more severe sanction based on the severity of the conduct.

Article 8

See Interleague Rules - SENIOR DIVISION SECTION 8A See Combined Rules

Article 9

See Interleague Rules - JUNIOR DIVISION SECTION 9A See Inter-League Rules

Article 10

See Interleague Rules - INTERMEDIATE DIVISION SECTION 10A See Inter-League Rules

Article 11 LOCAL RULES - MAJOR DIVISION SECTION

SECTION 11A: All little league rules will be followed.

SECTION 11B Batting Order: A 9-player batting order shall be use for game play according to Little League Rules Section IV (i).

SECTION 11C Dropped 3rd Strike: A batter is out when (1) a 3rd strike is legally caught by the catcher; (2) a 3rd strike is not caught by the catcher when first base is occupied before two are out.

SECTION 11D Scorekeeping and Pitch Counts: In the absence of an official scorekeeper, the official scorebook for a game will be the Home team scorebook. The official scorekeeper shall be the official pitch counter for each game. Pitch Count Data sheets shall be kept with each team's scorebook and must be completed at the end of each game.

SECTION 11E Clinics: It is Mandatory that at least one representative from each team attends all Rules, Safety and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that teams manager shall be required to serve a (1) one game suspension during the regular season.

SECTION 11F Field Setup/Cleanup: Home Team is responsible for getting the filed ready for the game. Those duties include but not limited to unlocking the gates to the field and dugouts, chalking of base lines and batter's box. Putting up protective pad for backstop. Setting up bases.

The Visiting Team is responsible for field clean up after the game. Those duties include but not limited to raking and dragging the field. Taking out and putting the bases away. Locking the dugouts, gates and equipment box when done.

Article 12. LOCAL RULES – MINOR DIVISION (AAA)

SECTION 12A Instructional League: Minor 9-11 Division (AAA) is intended to introduce competitive play while balancing Instruction and fundamentals. Managers and Coaches should keep this in mind as they develop the skills of all players on their team.

SECTION 12B Defensive Innings Played: Managers and Coaches shall arrange that all players on their teams play at least two consecutive innings in each game and will play a minimum of 3 out of 6 innings.

SECTION 12C Batting Order: A continuous batting order shall be used across games (the batting order starts off where it ended the previous game). Managers can make single full lineup adjustment on April 15th. This will be their continuous lineup for the rest of the regular season. Managers can use a new batting lineup for each playoff game.

SECTION 12D Base Stealing: A base runner may only steal a base on a passed ball that hits the grass behind or to the side of the catcher. The base runner may advance only 1 base on an over throw when stealing a base on a passed ball.

SECTION 12E Length of Game: Weeknight Games – Darkness Rules will apply. No new inning may begin after the game has been in progress for more than two (2) hours on Saturdays (except if it is the last scheduled game on that field). If not a regulation game, it will be rescheduled. The umpire shall announce the starting time to the official scorekeeper which shall be recorded in the official book. When Darkness rules apply: if “Last Inning” was NOT called by the umpire prior to the start of the inning the game will be suspended and will need to be completed during the next scheduled game for those teams.

SECTION 12F Innings: Each inning shall consist of three (3) outs or five (5) runs (except for the last inning); whichever comes first. In last inning if the visiting team is losing by more than 4 runs, they are allowed to catch up to the home team and pass them by (1) one earned run. If the visiting team is leading heading into the designated last inning, they are capped at 5 additional earned runs. The last inning must be announced by the umpire at the top of the inning.

SECTION 12G Scorekeeping and Pitch Counts: In the absence of an official scorekeeper, the official scorebook for a game will be the Home team scorebook. The official scorekeeper shall be the official pitch counter for each game. Pitch Count Data sheets shall be kept with each team’s scorebook

and must be completed at the end of each game. The intentional Walk is NOT allowed in any Minor Baseball Division.

SECTION 12H Clinics: It is Mandatory that at least one representative from each team attends all Rules, Safety and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that teams manager shall be required to serve a (1) one game suspension during the regular season.

SECTION 12I POOL PLAY OPTION: Regulation V(c) •The player agent will create and run the pool. •Managers and Coaches cannot pick players. •Cannot cross divisions •Player must wear own team uniform, cannot pitch, play 9 consecutive outs and bat anywhere in the lineup. •The pool player must play 9 consecutive outs and bat once, before a regular team member can enter the game. A pool player cannot pitch.

Section 12J Field Setup/Cleanup: Home Team is responsible for getting the field ready for the game. Those duties include but not limited to unlocking the gates to the field and dugouts, chalking of base lines and batter's box. Putting up protective pad for backstop. Setting up bases.

The Visiting Team is responsible for field clean up after the game. Those duties include but not limited to raking and dragging the field. Taking out and putting the bases away. Locking the dugouts, gates and equipment box when done.

Article 13. LOCAL RULES - MINOR 7-10 DIVISION (AA) SECTION

SECTION 13A Instructional League: Minor 7-10 Division (AA) is intended to be an instructional league. Managers and Coaches should keep this in mind as they develop the skills of all players on their team.

SECTION 13B Defensive Innings Played: Managers and Coaches shall arrange that all players on their teams play at least two consecutive innings in each game and will play a minimum of 3 out of 6 innings with at least 1 inning in an infield position. Every player needs to sit one complete inning per 6 innings played to keep with the spirit of development and instruction at the AA level.

SECTION 13C Batting: The team's first 4 games of the season will be machine pitch. After the team's first 4 games it will be kid pitch for the remainder of the season. A continuous batting order shall be used across games (the batting order starts off where it ended the previous game). Managers can make single full lineup adjustment between the 5th and 6th game also between the 10th and 11th

games of the season. This will be their continuous lineup for the following 5 game stint. Managers can use a new batting lineup for each playoff game.

SECTION 13D Base Stealing: A base runner may only steal a base on a passed ball that hits the grass behind or to the side of the catcher. Only 1 base may be stolen per baserunner per pitch. Advance from 3rd base to home is only allowed when a play is made. A “play” means that the ball is thrown in an attempt to make a play on a runner at a base. A ball thrown back to the pitcher, a dropped ball by the pitcher, or a fake throw does not constitute a play.

SECTION 13E Bunting: There is No bunting allowed in Minor 7-9 Division (AA).

SECTION 13F Length of Game: Darkness Rules shall apply to all games during the week or weekend. No new inning may begin after the game has been in progress for more than 1 hour and 40 minutes. The umpire shall announce the starting time to the official scorekeeper, which shall be recorded in the official book.

Exception: If the game is tied at the completion of the last at bat. In such case additional innings shall be played to determine the winning team.

SECTION 13G Innings: Each inning shall consist of three (3) outs or five (5) runs (except for the last inning); whichever comes first. In last inning if the visiting team is losing by more than 4 runs, they are allowed to catch up to the home team and pass them by (1) one earned run. If the visiting team is leading heading into the designated last inning, they are capped at 5 additional earned runs. The last inning must be announced by the umpire at the top of the inning.

SECTION 13H Scorekeeping and Pitch Counts: In the absence of an official scorekeeper, the official scorebook for a game will be the Home team scorebook. The official scorekeeper shall be the official pitch counter for each game. Pitch Count Data sheets shall be kept with each team’s scorebook and must be completed at the end of each game. The intentional Walk is NOT allowed in any Minor Baseball Division

SECTION 13I: One Defensive Coach may be on the field of play to assist the players. One coach must always be in the dugout at all times when team is batting or when players are in the dugout.

SECTION 13J Clinics: It is Mandatory that at least one representative from each team attends all Rules, Safety and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that teams manager shall be required to serve a (1) one game suspension during the regular season.

SECTION 13K Field Setup/Cleanup: Home Team is responsible for getting the field ready for the game. Those duties include but not limited to unlocking the gates to the field and dugouts, chalking of base lines and batter's box. Putting up protective pad for backstop. Setting up bases.

The Visiting Team is responsible for field clean up after the game. Those duties include but not limited to raking and dragging the field. Taking out and putting the bases away. Locking the dugouts, gates and equipment box when done. Coaches will umpire their own games.

Article 14. LOCAL RULES – MINI 6-9 DIVISION (A) SECTION

SECTION 14A Objective: Minor 6-9 Division (A) games are an extension of practice--low key and non-competitive. Focus in on Fundamental skills and sportsmanship. Accordingly, game scores and league standings are not maintained.

SECTION 14B Field Setup/Cleanup: Home Team is responsible for getting the field ready for the game. Those duties include but not limited to unlocking the gates to the field and dugouts, chalking of base lines and batter's box. Putting up protective pad for backstop. Setting up bases.

The Visiting Team is responsible for field clean up after the game. Those duties include but not limited to raking and dragging the field. Taking out and putting the bases away. Locking the dugouts, gates and equipment box when done. Coaches will umpire their own games.

SECTION 14C Length of Game: Games will last six innings or 90 minutes whichever occurs first.

SECTION 14D Batting: A Pitching machine will be used during the entire length of a game. The batter may only take four (4) pitches without swinging and will be limited to three (3) swinging strikes. This would then be a seven (7) pitch max per batter. Foul balls will count as swings. In the event the batter hits the pitching machine or the adult feeding the machine the ball is ruled dead and the pitch is redone.

SECTION 14E Bunting: Bunting is not allowed in Minor 5-7 Division (A).

SECTION 14F Bat Safety: Remind all players that after swinging the bat, it is NOT to be thrown. A player (at the discretion of the coach) will sit out the next inning or miss the next at bat if a bat is thrown.

SECTION 14G Pitching: A pitching machine shall be used for this division. Coaches (must be at least 18 years of age and a registered coach or manager) will only be allowed to feed balls to the pitching machine.

SECTION 14H Batting Order: A continuous batting order shall be used across games (the batting order starts off where it ended the previous game). Managers can make single full lineup adjustment between the 5th and 6th game and also between the 10th and 11th games of the season. This will be their continuous lineup for the following 5 game stint. Managers can use a new batting lineup for each playoff game.

SECTION 14I Ball in Play: Play stops when ball is in possession of an infielder or catcher. Runners must return to their base if they have not reached the halfway point of their next base, when the infielder or catcher takes possession of the ball. However, play must continue if runners are forced to advance to next base. For example, with a runner on first, and a ground ball to second, defense must attempt to get the runner out and not hold on to the ball to retain runners at first. (Coach) Umpires will raise their hands and declare when play is over (i.e. "Dead Ball")

SECTION 14J Positions: 10 defensive players will be allowed on the field including a "pitcher" player position, Left field, Left-Centerfield, Right field, and Right Centerfield. (there cannot be 5 infielders, i.e. a fielder on 2nd base). Outfielders should be standing on the outfield grass.

SECTION 14K Substitutions: Defensive substitutions will be made every inning in order to keep the attention of the players. No player shall be out of the game for 2 consecutive defensive innings. Managers are encouraged to develop players at all positions by rotating each game or each inning.

SECTION 14L: Defensive Coaches may be on the field of play to assist their players. One coach must be in the dugout at all times when team is batting.

SECTION 14M Clinics: It is Mandatory that at least one representative from each team attends all Rules, Safety and Umpire Clinics each year. If a team fails to attend one or more of the clinics, that teams manager shall be required to serve a (1) one game suspension during the regular season.

Article 15. ALL-STARS: SENIOR DIVISION (Ages 14-16)

SECTION 15A: See Petaluma Combined Senior League Rules

Article 16. ALL-STARS: JUNIORS, INTERMEDIATE, MAJORS, AAA, & AA Teams (AGES 9-13)

SECTION 16A Manager: Managers and Coaches shall apply for the Junior, Intermediate, 11/12, 10/11, 9/10, AAA, & AA Teams. The Manager Selection committee designated by the board of directors will make recommendations from the pool of applicants to the President. The President will ask the Board of Directors to do a sealed ballot vote to approve the All-Star Manager assignments. The Managers will not be named until after the team is selected. The Board of Directors has the right to refuse the position to any Manager based on his performance/behavior during the regular season.

In the event there is a combined league for any division, manager and coach selection shall be according to Petaluma Combined League Rules.

SECTION 16B Coaches: The designated All-Star Manager recommends their choice of Coaches to the President. The President and the Board of Directors approve the coaches of the All-Star Team.

SECTION 16C Selection Process: Each coach will nominate 6-10 Players from their own team, for majors each coach can nominate 6 players for each age group. If a coach doesn't nominate a player that other coaches feels needs to be nominated that player will be nominated. If more than 10 players have been nominated the managers will vote on a scale of 1-10 with 10 being the highest on the nominated players to form the team. The vote will go in rounds taking the top vote getter in each round until 10 players have been selected. The designated All-Star Manager and Coaches may select up to 5 additional team members to complete the roster. The Junior Team is selected during a meeting with all the Jr. Division Managers, Player Agent and President. The Intermediate Team is selected during a meeting with all the Intermediate Division Managers, Player Agent and President. The 12U, 11U and 10U teams are selected during a meeting with all the Major Division Managers, Player Agent and President.

The AAA & AA Teams are selected during a meeting with all the AAA & AA Division Managers, Player Agent and President.

If there are enough players are available to fill a team in a division/age group no player can move up without the Board of Directors approval.

In the event there is a combined league for any division, manager and coach selection shall be according to Petaluma Combined League Rules.

SECTION 16D Eligibility: All players who have played in 60% of the regularly scheduled season games are eligible for the All-Star team. Special eligibility conditions apply to players who missed scheduled games due to participation in High School baseball. See operating manual for details.

Article 17 FIELD LIGHTING

Section 17A Use: Field lights shall be used exclusively by PALL teams for game play and practices. All other requests for field lighting shall be submitted and approved by the board of directors prior to their use.

Section 17B Curfew: Field Lighting shall be activated at dusk and remain on until either the game or practice has concluded or 10:30pm whichever comes first. No new inning shall begin after 10pm. A mandatory "Lights Out" shall be no later than 10:30 according to the requirements of the City of Petaluma.

Section 17C Lighting Malfunction: If during any game the Field Lighting System malfunctions or shuts down, game play shall be temporarily delayed for 15 minutes and the system reset. If after the 15 minutes the system can not be fully restored then game play shall be suspended and the remaining innings rescheduled.

Article 18

DISBURSEMENTS No league officer, agent, or volunteer shall disburse any PALL funds or enter into any contract in excess of \$250.00 without approval of the Board of Directors. The President shall not disburse any PALL funds in excess of \$500.00 without Board of Directors approval. The Executive Committee may approve the dispersal of funds when a decision on an expenditure or contract is urgent and cannot wait until the next regularly scheduled board meeting.

These by-laws were reviewed and adopted by the Petaluma American Little League Board of Directors on (see board meeting minutes).

President's Name

President's Signature

Date

Chase Parker

1-05-20