

**LEAGUE ID# - 0405-44-19
SUNNYVALE SOUTHERN**

**LOCAL LEAGUE POLICY
AND
PLAYING REGULATIONS**

**SUNNYVALE SOUTHERN LITTLE LEAGUE
A California Nonprofit Public Benefit Corporation**

INTRODUCTION

This document provides a summary of pertinent policies and regulations of Sunnyvale Southern Little League. If a particular policy or regulation is not covered in this document, or if more details are desired, the *Little League Baseball Handbook and Manual* should be consulted.

DOCUMENT HISTORY

First Version	December 1987
Amendment League Policy, article IX, Player Replacements	June 1988
First Revision Document reformatted and edited League Policy, Article IV: Para. D: Move-Out Bonus League Policy, Article V: Player Selection Minor Division League Policy, Article VI: Para. D: Senior Coach's Son/Daughter Option League Policy, Article IX: Player Replacements Playing Regulations, Article IV: Modifications of Rules for Minor Division Playing Regulations, Article VIII Determination of Standings Playing Regulations, Appendix A: Clinic Division Policies and Regulations Playing Regulations, Appendix B: Recommended Season Formats	March 1992
Second Revision Document reformatted and edited League Policy, Article V: Para. C: Age Guidelines League Policy, Article VIII: Para. D: Minor Division Tryouts League Policy, Article XI: Restriction on moving Players to Lower Divisions League Policy, Article XIX: Volunteer Screening Program Playing Regulations, Article IV: Sec. Gg: When a pitched ball is dead Playing Regulations, Appendix B: Sec. III: Format 3: Four Team Playoff	June 1993
Third Revision Document reformatted and edited Fourth Revision	February 1995

Policy and Playing Regulations

Fourth Revision	February 1996
Addition of Appendix B, Selection of All-Star and TOC Managers and Players League Policy, Article 1: Para. C: Annual Managers/Coaches Meeting	
League Policy, Article IV: Para. B1: Change 72 hours to 48 hours	
League Policy, Article IV: Para. B2: Delete reference to 9 year-olds	
League Policy, Article IV: Para. B3: Delete reference to SSSL minimum 12 year-olds and maximum 12 year-olds per team	
League Policy, Article V: Para. B: Hold down policy explanation	
Playing Regulations, Article 1: Para. C: Amendments to Playing Regulations	
Playing Regulations, Article IV: Para. D2: Delete 12 year-old pitching rule; contained in Little League Rule Book	
Playing Regulations, Article IV: Para. D3: Clarifies pitching in Farm Division	
Playing Regulations, Article IV: Para. E: Eliminate, covered in Little League Rule Book	
Playing Regulations, Appendix A: Correct typo	
Playing Regulations, Appendix B: Changes to All-Star managers and players selection addition of softball criteria	
Fifth Revision	April 1996
Reformatted and edited to conform to Little League standards	
Sixth Revision	December 1996
League Policy, Article III and Article IV: Re-draft Major Division each year	
Seventh Revision	November 1997
9/10 All-stars reduced to 12 players; added coach pitch option for Farm and added no stealing of home in Minors during 1st half of season	
Eighth Revision	January 1998
Revised and clarified determination and use of league standings and determination of District 44 TOC representative	
Ninth Revision	January 1999
General Housekeeping and minor semantic changes	
Tenth Revision	January 2000
General Housekeeping and minor semantic changes	
Eleventh Revision	May 2001
Baseball Revisions	
Twelfth Revision	November 2001
9/10 All Star rosters expanded to 12 - 14 players	
Twelfth Revision (continued)	
Clarification of Tie Game continuations	
Clarification of All Star balloting and selection process	

Policy and Playing Regulations

Thirteenth Revision	January 2002
Inclusion of continuous batting order for Major Baseball and Softball	
Change to time limits in Farm Baseball	
Fourteenth Revision	September 2003
Rewording of Volunteer Screening Section	
Fifteenth Revision	October- December 2003
Expansion of Minimum Playing Time Rules	
General housekeeping and minor format changes	
Farm Baseball pitching, inning limits, base coaching changes	
Rewrite of All Star Player/Manager/Coach selection Process	
Sixteenth Revision	November 2004
Addition of Pioneer Baseball Division and associated Policies	
Modifications to Farm Baseball Division due to addition of Pioneer	
Rewrite of All Star Player/Manager/Coach selection Process	
Elimination of Local Softball rules in favor of District 44 Inter-league rules	
Minimum Play (Juniors/Seniors) and Late Sign-up modifications	
Seventeenth Revision	January 2006
Modification of Draft Method, Major Division Baseball	
Eighteenth Revision	December 2006
Addition of Junior All Star Team Selection Process	
Elimination of 3 innings pitched rule for Minors in favor of LL-mandated pitch count	
Raise Junior and Senior team roster limit from 12 to 14 players	
Clarifications on 11-12 All Star player vote rules	
Modifications in 9 year old tournament team selection criteria	
Elimination of softball rules due to elimination of softball program	
Nineteenth Revision	November 2007
Modification of Expansion Method for Major Division Baseball	
Change home side from 1 st base to 3 rd base	
Update to background check criteria to include nationwide search	
Addition of notes regarding coach pitching in Farm	
Change to TOC Tournament Qualification to Double Elimination Tournament Format with Green Book Rules	
Addition of 8 year old Tournament Team Selection Method	
Addition of Seniors size of team and player eligibility All Star criteria	

TABLE OF CONTENTS

LOCAL LEAGUE POLICY

I. Managers and Coaches	1
II. Player Sign-ups	1
III. Player Selection - General	2
IV. Player Selection – Major, Junior and Senior Divisions	2
V. Player Selection - Minor Division	3
VI. Player Selection Options	3
VII. Late Sign-ups	3
VIII. Player Participation	4
IX. Suspension or Termination of Managers, Coaches and Players	6
X. Equipment	6
XI. Official Records	6
XII. Attendance at Meetings	6
XIII. Volunteer Screening Program	7

PLAYING REGULATIONS

I. General Comments	8
II. Field Rules	8
III. Modifications of Field and Playing Rules for Minor Division	9
IV. Schedules	12
V. Official Scorers and Score Book	12
VI. Tie Games	12
VII. Determination and Use of Standings	13
VIII. Determination of District 44 Tournament of Champions (TOC) Representative	14

LOCAL LEAGUE POLICY

I. MANAGERS AND COACHES

1. Selection of Managers and Coaches

A prospective manager or coach must complete a letter stating his or her desire and qualifications to manage or coach a team each year that he or she wishes to manage or coach. This letter shall be submitted to the appropriate Division Director, who will then check references, or to the League President directly and to no other person.

2. Restrictions on Managers and Coaches

A Major, Minor, or Farm baseball Division Director may not manage, or coach in a division that he or she directs. Junior and Senior Division Directors may manage, coach, or umpire in their respective divisions, but may not serve on protest committees for their respective divisions. A manager in any division can only manage one team at a time to include leagues other than Little League (the only exception being Tee Ball or Clinic Division managers).

3. Annual Manager/Coaches Meeting

A meeting of all duly appointed managers, coaches and umpires of all divisions must be held annually ten (10) or more days before opening day. All managers and coaches must make attendance at this meeting a priority. At this meeting, behavior standards for all League personnel shall be set forth by the League President. Additionally, new Little League rules, Little League rules that were misunderstood during the previous season and local league playing regulations shall be reviewed by the Umpire-in-Chief. Each team manager shall be provided with a current copy of the Little League Rule book appropriate to his or her division as well as a copy of SSSL's Policy and Playing Regulations. Attendance at other Safety and Instructional meetings may be made mandatory for managers, coaches and umpires at the discretion of the League President.

II. SIGN-UPS

1. A parent or legal guardian must sign each player's application.

III. PLAYER SELECTION - GENERAL

1. The selection of players for the various teams within a league division shall be in compliance with a draft selection system described in the Little League Operating Manual, except as modified here.

2. All teams in all divisions, except Pioneer, Clinic and Majors, shall redraft their entire rosters at the beginning of each season. Pioneer and Clinic players will be assigned to teams after the other Divisional drafts are complete. Order of selection for the draft shall be determined by draw prior to the Player Draft. Every alternate round shall be in reverse order of the immediately preceding round. Disputes, and/or interpretations concerning player selection matters shall be resolved by the Player Agent(s), who will be the final authority in these matters.
3. Only appropriate Division Directors, Managers (or designated representatives) from each team will be allowed to participate or be present at the Player Selection Meeting. The President and Player Agent shall be present at the meeting as well, as specified in the Little League rule book.
4. Any player who wishes to play in the Farm Division or higher must sign up 48 hours prior to the draft and attend a minimum of one tryout session. Any player who does not meet these requirements is ineligible for the draft and will be placed on the appropriate division waiting list.

IV. PLAYER SELECTION – MAJOR, JUNIOR AND SENIOR DIVISIONS

1. Major teams will drafted per Plan A in the Little League Operating Manual.
2. There is a limit of four (4) 9 & 10 year olds on any Major team.
3. In the event that the Major Division expands in the number of teams, Option One in the Little League Operating Manual will be used.
4. The Junior and Senior Baseball drafts shall select teams of no more than 14 players per team. Manager's options for their sons shall be exercised by the 3rd round for 14 year olds, and the 4th round for 13 year olds. The Junior/Senior Director will work with the Managers on a list of approved pool players.

V. PLAYER SELECTION - MINOR DIVISION

1. Order of Selection

At the conclusion of the Major Division draft, Minor Division teams will draft the remaining registered players not selected by the Major Division. Order of selection for the draft shall be determined by draw prior to the Player Draft. Every alternate round shall be in reverse order of the immediately preceding round. All eligible players age 10 and over that have expressed interest in playing in the Minor division shall be selected in the draft round that will ensure they are placed on Minor teams.

VI. PLAYER SELECTION OPTIONS

1. No replacement shall be made if the roster vacancy occurs during the last two (2) weeks of the season.

VII. LATE SIGN-UPS

1. Junior and Senior Divisions

Roster size will be maximum 14 players per team. If all teams are at the maximum roster size, the Player Agent will assign players who have signed up late to a waiting list.

2. Minor and Major Divisions

Roster size shall be limited to 12 players per team. If all teams have equal and maximum roster sizes, the Player Agent shall assign players who have signed up late to a waiting list. The Player Agent shall consult with the League President and the division managers before making a final decision about placing players from the waiting list into vacant roster spots.

Note - 11 and 12 year old players may be assigned to a Minor team when all Major teams are full, and there is space on the Minor roster, and the player is willing to play in the Minor Division.

VIII. PLAYER PARTICIPATION

It is the policy of the League that every manager plays all players as often as possible, commensurate with the player's enthusiasm, sportsmanship and attendance at games and practices, further minimum playing time rules are explained herein.

The following local league rules are in addition to Little League rules for minimum player participation at games played during the regular season. Regular season games shall be defined as games played after Opening Day, and prior to Tournament of Champions, where TOC is applicable to the division, and if TOC is not applicable, then Closing Day shall be the end of regular season games.

THREE INNING MINIMUM:

All players will play a minimum of 3 complete innings of every game that exceeds 5 innings, or said player(s) will play the entire next game. The 3 inning minimum rule shall not apply if a player does not arrive on time for pre-game warm-ups, or is not available for the entire game. Arrival times will be explained and announced by the manager and/or coaches. A complete inning is defined as three consecutive offensive outs, and three consecutive defensive outs.

Managers and coaches, who do not abide by these rules, shall NOT be eligible to manage or coach in post-season play.

1. Clinic Division

All players should be rotated evenly to the best of the manager's ability between infield and outfield over the season. Every player on the team shall be given the opportunity to play 1st base and pitcher over the season. No team shall have more than one "required attendance" practice per week.

2. Farm and Pioneer Divisions

Players who arrive on time, and are available for the entire game shall play at least 1 inning in the infield, and 1 inning in the outfield. No player shall play only in the outfield, and no player shall play only in the infield at each game. The catcher and pitcher's positions shall be counted as infield positions. No team shall have more than one "required attendance" practice per week.

3. Minor and Major Divisions:

Players who arrive on time, and are available for the entire game shall bat at least once per game, and shall play a minimum of 1 inning in the infield for any 4 of the first 10 games attended. The catcher and pitcher's positions shall be counted as infield positions. If these minimums are not met, the player shall start and play the entire next game. No team shall have more than two "required attendance" practices each week.

Note - Because the Minor Division is instructional, the league **strongly** encourages Minor managers to play all players at least 20 infield innings by the end of the season.

4. Junior, Senior and Big League Divisions:

When playing Inter-League games, minimum play will be determined according to the Little League rulebook.

5. Required Attendance Practices

Players who do not attend required practice sessions, may not be given playing time in the infield. Depending upon the division of play, each team will have one or two required practices, these should be scheduled on non-holidays, and players should be given adequate notice of time and place. Players failing to attend two-thirds of the required practices exempt themselves from consideration for minimum playing time.

6. Problem Resolution

It is the responsibility of the manager to ensure that his/her players achieve minimum participation times. In the event that a player does not receive his/her minimum playing time, the player (or the player's parent/guardian) should address the issue with his/her team manager. If the team manager does not satisfactorily address the issue, it will be the responsibility of the player (or the player's parent/ guardian) to inform the Division Director, Player Agent, or League President.

Minimum playing time issues that are not resolved directly by the manager will be addressed in a meeting of at least 3 of following; the Manager, Division Director, Player Agent and League President. Circumstances, such as safety, player misconduct, tardiness and absences will be considered in the decision. In the event that the issue remains unresolved, it will be forwarded to the Board of Directors. The decision of the Board is final.

IX. SUSPENSION OR TERMINATION OF MANAGERS, COACHES AND PLAYERS

The League President has the power to temporarily suspend any Manager, Coach or Player for conduct he or she deems detrimental to the best interests of the local league or to Little League Baseball, Inc. Upon exercise of such power, the President must convene a special meeting of the Board of Directors within 48 hours, and the Board must vote on whether the suspension should be made permanent. In any case, if the Board does not act upon the temporary suspension within 48 hours, the suspension is dropped without prejudice.

The Board of Directors, by a two thirds vote, can discipline, place on probation, suspend or terminate any Player member of the league when the conduct of that member is considered detrimental to the best interests of the local league or Little League Baseball, Inc. The member involved must be notified in writing by the President of the general nature of the charges, and shall be given the opportunity to appear before the board, prior to any vote, to answer the charges. In the case of a Player member so involved, the board of Directors must give notice to the parents and to the manager of the team of which the Player is a member.

X. EQUIPMENT

It shall be the responsibility of each Division Director to ensure that all equipment is returned to the Equipment Director for inventory by September of each year.

XI. OFFICIAL RECORDS

All official records shall be turned in to the President or to the Secretary at the end of each year for storing in the League Archives.

XII. ATTENDANCE AT MEETINGS

All teams should be represented at all General Membership Meetings by the team manager or his or her designated representative.

XIII. VOLUNTEER SCREENING PROGRAM

The following section is mandated by the official Little League rule book. It is duplicated here in an effort to provide as much visibility and clarity as possible on this topic.

As a condition of service to the league, all managers, coaches, Board of Directors members 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 complete and submit an official "Little League Volunteer Application" to the local league president. Background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to submit a fully completed "Little League Volunteer Application" must result in the immediate dismissal of the individual from the local league.

The League shall conduct background checks on all personnel that are required to complete a "Little League Volunteer Application" prior to the applicant assuming his/her duties for the current season. The league shall not permit any person to participate in any manner, whose background check reveals a conviction for any crime involving, or against, a minor. The league may prohibit any individual from participating as a volunteer or hired worker if the league deems the individual unfit to work with minors. The league will conduct a search of the applicable government operated nationwide sex offender registry.

Additionally, any volunteer who has not been a resident of California for the past five years may be subject to a Federal review, and, any individual who does not consent to a criminal offender record review will be denied volunteer status.

LOCAL PLAYING REGULATIONS

I. GENERAL COMMENTS

1. The playing regulations of the local league must be fully reviewed and explained at the annual Managers' Meeting by the President or his/her designated representative.
2. Local league playing regulations shall in no way conflict with nor broaden the official Little League playing regulations published in the Little League Baseball Official Regulations and Playing Rules unless approved by Little League, Inc.
3. Suggested amendments to the Local league playing regulations may be made in accordance with 1. above. Such amendments are subject to the approval of the Board of Directors.

II. FIELD RULES

1. Home/Visitor Location

The home team occupies the third base side; the visiting team occupies the first base side. The area behind the backstop, directly behind home plate, will be kept clear except for the scorekeeper, announcer, league president, VP acting as league president's representative, tournament director, and league director. A Manager or Coach may only approach this area to communicate lineup changes to the scorekeeper.

2. Field Equipment

The home team is responsible for obtaining and returning all field equipment for evening games. On Saturday, the home team for the first game obtains the equipment and the home team for the last game returns the equipment.

3. Continuous Batting Order

Major Baseball shall employ a continuous batting order, with all players in the offensive lineup. Late arrivals are added to the end of the lineup. For instance if there are 11 players, when the 12th player arrives he/she will be placed in the 12th position. Minimum defensive rules per the Rule Book apply. Sunnyvale Southern interlocks with other leagues and will respect the rules of those other leagues. It is possible this may be a non-interlock rule, or may be a home field rule.

III. MODIFICATIONS OF FIELD AND PLAYING RULES FOR MINOR DIVISION

The Board of Directors has modified the playing rules for the Minor Division in order to enhance the development of baseball skills of Minor players. There will be a Minor Division consisting of players generally in the age range of 9- 11 and a Farm Division consisting of players generally in the age range of 7-9. The following rules shall apply to all Minor players (Minor and Farm) unless otherwise specified.

MINOR BASEBALL

1. Continuous Batting Order

All players present shall bat in order as determined by the manager, even though some players may not be currently playing defense. This batting order shall be maintained throughout the entire game while the team is at bat. Minimum play rules apply.

2. Game/Inning Limitations

The team at bat shall be retired after one of the following events occurs:

- a. Three (3) outs are made.
- b. No more than five runs may be scored per inning.
- c. The ten run rule takes effect.
- d. 1 hour and 45 minute time rule for games is in effect. No new inning shall start after that time and a new inning starts with the called third out of the preceding inning. The umpire shall announce the game start time after the first pitch, and the home scorekeeper shall mark down that start time as the official game start time.

FARM BASEBALL

1. Continuous Batting Order

All players present shall bat in order as determined by the manager, even though some players may not be currently playing defense. This batting order shall be maintained throughout the entire game while the team is at bat. All players must play a minimum of six consecutive defensive outs.

2. Defensive Roster

Ten (10) players are allowed on the field each defensive inning in the following positions: catcher, 1st base, 2nd base, 3rd base, short stop, pitcher, and four (4) outfielders. No other people are allowed in the outfield.

3. Inning Limitations

The team at bat shall be retired after one of the following events occurs:

- a. Three (3) outs are made.
- b. Until 3 outs have occurred, play continues until the end of the play in which the 5th run occurs. No more than five runs may be scored per inning
- c. There is no ten-run rule.

4. Pitching Rotation

The Farm division uses a combination of coach and player pitching. The intent is to give players early training in pitching fundamentals in a low-pressure environment.

- a. The first two innings of each game shall be pitched by a coach pitcher from the batting team. No other adult volunteers or older players may pitch. After two weeks of play, the managers and division director shall meet to discuss the quality of play in the Farm division. If agreed upon by majority vote, the program can be changed such that the first three innings of each game shall be pitched by a coach pitcher. The decision may be reversed by the managers and Division Director as the season progresses.

Note - It is important to keep these rules adaptable. In seasons with a high caliber of overall play, more player pitching should occur. But in seasons with lesser caliber play, player pitching can be detrimental to hitting and defense development.

- b. During the coach pitch portion of the game, there will be no walks. The batter will receive six pitches to either strike out or put the ball in play. Strikes will be called and strikeouts may occur. The at-bat shall not end on a foul ball. The coach pitcher shall **stand** 40 feet from home plate, the same as player pitchers. The coach should attempt to throw a flat pitch. The goal is to match the speed of the pitching that the players will see later in the game.

Note - Slow, arcing pitches may induce less fear in players, but they are counterproductive to good hitting.

Playing Regulations

- c. When a coach is pitching, the defensive player pitcher is positioned to one side of the mound with one foot on the mound.
- d. During the player pitch portion of the game, there will be both walks and strike outs. Once three batters have been walked the coach pitcher will come in and finish the inning under the six pitch rules used in the coach pitch portion of the game.
- e. A given player is subject to the standard pitch count limitations. If a player pitcher hits two batters in a row, or three batters in the course of a game, the pitcher shall be replaced and may no longer pitch in the game.
- f. The player pitcher may not pitch closer than 40 feet from the plate.
- g. In practice, Farm coaches should train all willing players to pitch. In games, only players with a reasonable skill level should pitch.
- h. The strike zone should be generous, 3 – 4 inches off the plate on both sides and from the bottom of the knees to the letters. The object of this is to get the players to swing at anything close, and put the ball in play.

5. One or more umpires are required: one umpire is positioned behind the plate to call balls and strikes; one umpire acts as base umpire. No protests are allowed.

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6. The ball is declared dead if it hits or is caught by the manager or coach pitcher. The batter receives a hit and all runners advance one base.

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7. Bunting is not allowed.

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- 8. The pitched ball is declared dead if it touches the ground before passing the batter. Runners may not advance.
- 9. A 1-hour and 30-minute time limit for games is in effect. No new inning shall start after that time. A new inning starts with the called third out of the preceding inning. Scorekeepers shall mark down the official start time of each game, and verify this time with the umpires
- 10. No stealing will be allowed during any exchange between the battery (pitcher and catcher) during a batters at bat.
- 11. Once the ball is held aloft above the head by an infielder the ball is dead, and any runner that is not half way to the next base, must return to the previous base.
- 12. A manager, coach, or player may coach a base.

IV. SCHEDULES

The Board of Directors shall provide a suitable schedule of games for all divisions.

V. OFFICIAL SCORERS AND SCORE BOOK

The home team shall furnish the official scorekeeper for the game. The official scorer shall be a volunteer parent or a person who has attained the age of thirteen (13) years. Any deviation from this age requirement must be approved by the Board of Directors. At the end of each game, it is the responsibility of the team's manager to inspect and sign the official score book. All players in attendance shall be listed in the score book by name and number. The score book will constitute the official record regardless of whether either manager has signed the score book.

VI. TIE GAMES

1. A rainout or postponed game will be decided per the local league rules and the LL rules. See the LL rule book or ask the local league chief umpire if you are unclear of the correct method to postpone a game. Failure to comply with LL rules may result in a forfeit.
2. If a tie occurs at the end of regulation play, play is continued until a winner is determined, weather and light permitting. If a tie game occurs on a Saturday and there are games scheduled after the game in progress, play may continue a maximum of two (2) innings; if a winner is not determined after these two innings, the teams must return at the conclusion of the last scheduled game on Saturday and continue play.
3. In the case of weekday tie game or any game called or postponed on account of safety the following will apply: Clinic, Farm and Pioneer games will not be re-scheduled and they will be counted as a tie. Minor games will be re-scheduled by both team managers as soon as possible. (Minor teams cannot play a double header as per LL rules). Major games will be re-scheduled to resume play as soon as possible by mutual agreement of the managers. It is recommended that the make-up game be played in the same week as the originally postponed game.
4. The Safety Director and the President have the authority over the managers to cancel games due to weather. The City of Sunnyvale has final authority on cancelling games due to weather or field conditions.

VII. DETERMINATION AND USE OF STANDINGS

1. Standings will be determined in all divisions except Clinic, Pioneer, and Farm by season won/lost percentage records. Final standings in a division serve three purposes for the league:
 - a. Recognition of league champions, runners up and third places at Closing Day Ceremonies. Note - trophies awarded at the completion of the regular season will be participation trophies, sized commensurate with the Division level.
 - b. Determining order of draft pick for the subsequent season (Divisions who retain rosters only).
 - c. Determine seeding of teams where post-season playoffs are used to determine District Tournament of Champions (TOC) representative.
2. In the case of a tie or equal records among teams, a "tie-breaker" formula will be applied to impartially determine the final standings of the involved teams.
 - a. The first tie-breaker will be the tying team's head-to-head records.
 - b. The second tie-breaker will be the tying teams' respective records against the 1st, 2nd, 3rd, etc. place teams.
 - c. The third tie-breaker will be decided by a coin toss.

VIII. DISTRICT 44 TOURNAMENT OF CHAMPIONS (TOC) REPRESENTATIVE

1. TOC SELECTION

The selection of TOC teams is determined by these playing regulations. TOC selection does not apply to the Clinic, Pioneer, or Farm Divisions.

- a. At the end of the completed season, teams will compete in a double elimination tournament to determine the TOC representative. Seeding will be based upon the standings prior to the start of the tournament.
- b. The regular season, including make-up games, will end in sufficient time to allow the teams involved in the playoff equal opportunity to utilize their respective pitching staffs and players; however, all regular season Little League Pitching rules continue in force during the last week of the regular season and throughout the playoffs. Green Book Rules shall be used for the end of season tournament.

2. REGULAR SEASON INTERLOCK

When teams from other District 44 leagues during the regular season, the selection of TOC teams will vary depending on the overall size of the interlock pool. The league shall defer to District 44 in establishing selection criteria.

Note: District 44 TOC decisions are made before the season starts by vote of the Presidents of all leagues within the district. Where the overall number of interlocking teams is small, for any TOC that is conducted, each league is allowed send its team that has the best won/lost record. Where the overall number of teams is relatively large, the District may elect to select TOC teams based on overall standings within the interlock. In this case it might be possible that the league has NO, ONE or TWO representatives in the TOC.

3. TEAM UNAVAILABLE

The managers of all potential TOC teams (whether they are entering the league playoffs or may potentially be selected by District 44) shall determine whether their teams will be available to play the first two potential tournament games, should they be the TOC team, seven calendar days before the TOC is to start. The league President shall be informed as to the availability of each potential TOC team five calendar days before the TOC is to start.

Should a potential TOC team be unavailable for the first two TOC games due to lack of players, the league President shall designate an alternate team three calendar days before TOC is to start. If it is the manager or coaches that are unavailable, the league President shall appoint replacements three calendar days before the TOC is to start to allow the players to participate in the tournament.

APPENDIX A

CLINIC DIVISION POLICIES AND REGULATIONS

1. Player Selection

The Clinic Director will assign players to teams. Requests for assignments to specific teams will be honored to the extent possible. Such requests should be made at the time of registration.

Disputes concerning team assignments will be resolved by the League President, Player Agent, and Division Director. The Board of Directors has final authority to resolve disputes.

There are no tryouts for the Clinic Division.

2. Clinic Objectives

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Managers and coaches should keep in mind at all times that the primary objective of the Clinic Division is for instruction and fun, not to win or lose. Players should be prepared and anxious to go on to the Pioneer Division after one year in Clinic.

The primary objective of the Clinic is to have fun while learning the fundamentals of baseball. The players should be instructed in the following:

1. The nine basic positions.
2. Base running fundamentals.
3. Catching, throwing and fielding the ball.
4. How to make an out.
5. The ability to hit a teed ball.
6. Good sportsmanship and how to have fun playing baseball.

3. Safety

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Proper equipment must be used at all times.

The batter and all base runners must wear batting helmets.

When a team is at bat, all team players must remain in the dugout behind the backstop.

Players are not allowed to coach bases.

4. Special Rules and Time Limits

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All games are a maximum of three (3) innings.

One hour and thirty minutes are allotted for each game, 30 minutes for each team to warm up, and 60 minutes to play. Warm ups should be done on the side of the field, since games are typically scheduled every 60 minutes.

Games will be played on Saturday morning and early afternoon. Each team will play one game a week, unless there is a bye.

During the season, each team may practice a maximum of once a week for one to one and one half hours. Prior to the season, practices may be conducted twice a week at the coach's discretion.

5. Playing Rules

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Each team bats through its roster each inning no matter how many outs are made.

Generally, a maximum of three team coaches may coach their players in the field.

Coaches or parents may be on the field to assist their players.

All players will take the field with a maximum of six (6) players in the infield.

A team manager/coach, or an advanced older player must catch, no clinic player may catch.

For approximately the first half of the season the T will be used exclusively for hitting. For the remainder of the season the team manager or coach will pitch to the players. After a player has had six reasonable opportunities to hit a pitched ball, the T will be used.

There are no strike outs or walks

Only one base is allowed on an overthrow.

No bunting is allowed.

The offensive play for a team's inning is over when the last team member bats and the play stops.

Scores are not kept. Every team is considered a winner and every player should have a positive experience.

6. Field Rules

The first home team of the day shall set up the field and take whatever steps are necessary to see that the field is ready for the day.

The last home team of the day shall secure the field and take whatever steps are necessary to secure the field for the next day.

The home team takes the third base side.

There is no official scorekeeper.

PIONEER DIVISION POLICIES AND REGULATIONS

1. Player Selection

The Player Agent and Division Director will assign players to teams. A team should consist of nine to ten players. A handout describing the Pioneer Division should be distributed to all prospective Pioneer parents at registration. The handout should contain Guidelines to help parents determine if their child is ready to play in the Pioneer division.

Requests for team assignments will be honored to the extent possible. Such requests should be made at the time of registration. Disputes concerning team assignments will be resolved by the League President, Player Agent, and Division Director. The Board of Directors has final authority to resolve disputes.

There are no tryouts for Pioneer.

Throughout the season, players may be allowed to transfer up to Farm and down to T-ball at their parents' request. Such transfers must be supervised by the Player Agent and accomplished according to Little League rules.

2. Pioneer Objectives

Managers and coaches should keep in mind that the primary objective of the Pioneer Division is to increase players' knowledge of the game of baseball and related skills. It is designed for instruction and fun, not to win or lose. Players should be prepared and eager to go to the Farm Division after one or two years in the Pioneer Division.

The primary objective of the division is to have fun while reinforcing the fundamentals of baseball. The players should be instructed and coached in the following:

- a. The nine basic positions.
- b. Base running fundamentals.
- c. Catching, throwing and fielding the ball.

- d. Understanding of strikeouts, fly-outs, force-outs and game situations.
- e. The ability to hit a pitched ball.
- f. Introduction to pitching (in practice.)
- g. Good sportsmanship and how to have fun playing baseball.

This division will also allow for “older” players who are either new to baseball or planning to play baseball at the same time as another sport.

3. Safety

The following rules (as well as all rules documented in the official Little League Rule Book) will be followed in regard to players’ safety.

- a. Proper equipment must be used at all times.
- b. The batter and all base runners must wear batting helmets.
- c. When a team is at bat, all players on the batting team must remain in the dugout behind the fence, or behind the backstop on the T-ball field.
- d. Players are not allowed to coach bases.
- e. “Safety” balls will be used.

4. Special Rules and Time Limits

One hour and forty-five minutes are allotted for each game, 30 minutes for each team to warm-up and one hour and fifteen minutes to play.. Any inning in progress at one hour and fifteen minutes will be played to completion.

Games shall be played either Saturday or during the week after 5:00pm. Each team shall play at least one game per week.

The manager of each team will determine practice length and frequency. Playing time will not be determined based on practice attendance. Each team shall have a minimum of one practice session per week.

5. Playing Rules

A maximum of two team coaches may coach their players in the field.

All players will take the field with a maximum of six players in the infield.

Only one base is allowed on an overthrow.

There are no walks.

No stealing or intentional bunting is allowed.

The ball is dead and runners must not advance once the ball is returned to the pitcher.

A team will bat until there are three outs in an inning or until that team has batted through the line-up once.

For the first half of the season (transition from T-ball) a team coach pitches underhand to the batter. After Spring break (transition to Farm) a team coach pitches overhand to the batter.

In both halves of the season a team coach will pitch until:

- a. The batter puts the ball into play; or,
- b. The batter strikes out (swinging); or,
- c. The batter has received six pitches (unless the last is a foul ball.)

There will be no umpires. A coach from the defensive team will keep track of the pitch count and call outs on the bases.

Score will not be kept.

6. Field Rules

When playing on the T-ball field, the first home team of the day shall set up the field, place benches and take whatever steps are necessary to see that the field is ready for the day (may share this responsibility with the Clinic Division.) The last home team of the day shall secure the field, lock up the benches and take whatever steps are necessary to secure the field for the next day.

When sharing bigger fields, the home team is responsible for setting up and taking down bases and whatever steps are necessary to prepare the field for the next day.

The home team takes the third base side.

APPENDIX B

Selection of All-Star, Tournament, and Showcase Managers and Players

Preliminaries

The Player Agent is responsible for conducting the All Star team selection process.

The Player Agent sets the date that players vote for all the All Star teams.

All Star team selections are confidential until they are announced to all league members.

All details of the selection process, such as, but not limited to, whether a player was selected by players or managers and how many votes a player got, are also confidential. All those involved in counting the players' votes or present at an All Star selection meeting shall afterwards refrain from discussing any information from the meeting. Failure to observe this rule will result in disciplinary action by the Board of Directors. The Player Agent will decide all details of the method of selection not specified here. All voting shall be by secret ballot.

Selection Criteria

The SSSL Board of Directors strongly encourages all managers and players to use the following criteria as a guideline in the selection of the All Star teams:

- The goal of the All Star Selection process is to select players whose performance in hitting, fielding, base running, game knowledge, leadership, and teamwork will create the most competitive All Star team possible.
- Additional criteria that should be considered are:
 - Selection should be based on the performance during the current season only
 - Player should be a good representative of Sunnyvale Southern Little League
 - Player should have the capability and willingness to play multiple positions.

Manager Selection

As in the regular season, the League President is responsible for the selection and nomination of All Star managers, subject to the approval of the Board of Directors. The opportunity to manage the 11/12 All Star team shall be given to the manager of the first place Major team during the regular season. If this manager declines, then the opportunity will be given to the manager of the second place Major team during the regular (and so on). The Board of Directors must give final approval to this selection.

The method to choose the manager of the 11 All Star team (if applicable) will use the same process as the 11/12 All Star manager selection excluding the 11/12 All Star manager (starting again with the first place Major team manager). The Board of Directors must give final approval to this selection.

The opportunity to manage the 9/10 All Star team shall be given to the manager of the first place Minor team during the regular season. If this manager declines, then the opportunity will be given to the manager of the second place Minor team during the regular (and so on). The Board of Directors must give final approval to this selection.

The method to choose the manager of the 9 Tournament team (if applicable) will use the same process as the 9/10 All Star manager selection excluding the 9/10 All Star manager (starting again with the first place Minor team manager). The Board of Directors must give final approval to this selection. The respective managers of the teams will select their coaches and assistants. The Board of Directors must give final approval to all coaches and assistants. Should the pool of eligible Major managers be exhausted before the All Star manager positions are filled, the Board of Directors shall use their own discretion in naming vacant All Star manager positions.

Please note: Although we encourage All Star managers to utilize as many assistants and coaches as they see fit, only one manager and one coach can be on the field during All Star games.

Size of Teams and Player Eligibility

Size of Teams

There will be 12 players selected for the 13/14 All Star team.

There will be 12 players selected for the 11/12 All Star team.

There will be 12 players selected for the 11 All Star team.

There will be 12 players selected for the 9/10 All Star team.

There will be 12 players selected for the 9s Tournament team.

There will be 12 players selected for the 8s Tournament team

There will be 12 players selected for the Minor and Farm Showcase teams.

Eligibility

For a player to be eligible for any All Star team, his parents must assert that:

1. The player will be available for games and practices. This means that the player must be available for all or all but one game through July 31 and all or all but one practice. Exceptions will be handled on a case-by-case basis by the All-Star Eligibility committee, a subcommittee of the Board.
2. They can produce proof of age for the player that meets Little League requirements.
3. They can produce proof of residency for the player that meets Little League requirements.
4. **PLEASE NOTE:** Parents/players will be REQUIRED to provide ORIGINAL proof of age and 3 ORIGINAL proofs of residency AGAIN as part of the All Star registration process. Little League rules and regulations are extremely rigid regarding proof of age documentation and all selected players will be required to provide **ORIGINAL PROOF OF AGE DOCUMENTATION**. Original proof of age documentation is an original birth certificate or passport. The original documents will be collected by the Player Agent and presented to the District Administrator. All originals will be returned; copies will accompany the All Star team. Valid proof of residency are those defined by Little League International.
5. The parents are responsible for the truth of these assertions. If a player is selected and it transpires that he/she cannot meet the requirements above, that player will be removed from the All-Star team.
6. In addition, by Little League rules, to be eligible for 11/12 All Star team, a player must have played as a member of a Majors team for at least one half of the regular season. To be eligible for 9/10

All Star team, a player must have played on a Minors or Majors team for at least one half of the regular season.

7. Disputed questions of eligibility will be referred to the All-Star Eligibility Committee, typically composed of the League President, the Player Agent, and the Major or Minor Division Director, as appropriate.

Senior All Star Selection

In seasons in which there are two or more Senior teams, the Senior Managers select all members of the Senior All Star team.

1. Before the first vote, each manager will have 3 minutes to promote any players from his/her team who merit consideration for Senior All Star team.
2. Each manager will then vote by secret ballot for **4** candidates. Each manager may vote for anyone from the pool of eligible players.
3. The Player Agent or the President shall tally the votes. The top **4** players in this vote are on the Senior All Star team. Only the top 4 vote getters are disclosed. No other players receiving votes should be disclosed.
4. After additional discussion, each manager will then vote by secret ballot for **3** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
5. The Player Agent or the President shall tally the votes. The top **3** players in this vote are on the Senior All Star team. Only the top 3 vote getters are disclosed. No other players receiving votes should be disclosed.
6. After additional discussion, each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
7. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the Senior All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
8. After additional discussion, each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
9. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the Senior All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
10. After additional discussion, each manager will then vote by secret ballot for **1** candidate. Each manager may vote for anyone from the pool of eligible players.
11. The Player Agent or the President shall tally the votes. The top **1** player in this vote is on the Senior All Star team. Only the top vote getter is disclosed. No other players receiving votes should be disclosed.

Note on ties: if in any round there is a tie for the last position, neither player shall be selected, and one more slot shall be added to the following round of voting. For example, if in the first round there is a tie for 4th, then only three players shall be selected in that round, and the second round shall select four players instead of three. If there is a tie in the last round, the President or his/her nominee shall cast a tie-breaking vote.

Replacement Players

Replacement players will be selected in the same manner and under the same guidelines as described for the 11-12 All Star team (see below).

Junior All Star Selection

In seasons in which there are two or more Junior teams, the Junior Managers select all members of the Junior All Star team.

1. Before the first vote, each manager will have 3 minutes to promote any players from his/her team who merit consideration for Junior All Star team.
2. Each manager will then vote by secret ballot for **4** candidates. Each manager may vote for anyone from the pool of eligible players.
3. The Player Agent or the President shall tally the votes. The top **4** players in this vote are on the Junior All Star team. Only the top 4 vote getters are disclosed. No other players receiving votes should be disclosed.
4. After additional discussion, each manager will then vote by secret ballot for **3** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
5. The Player Agent or the President shall tally the votes. The top **3** players in this vote are on the Junior All Star team. Only the top 3 vote getters are disclosed. No other players receiving votes should be disclosed.
6. After additional discussion, each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
7. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the Junior All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
8. After additional discussion, each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
9. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the Junior All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
10. After additional discussion, each manager will then vote by secret ballot for **1** candidate. Each manager may vote for anyone from the pool of eligible players.
11. The Player Agent or the President shall tally the votes. The top **1** player in this vote is on the Junior All Star team. Only the top vote getter is disclosed. No other players receiving votes should be disclosed.

Note on ties: if in any round there is a tie for the last position, neither player shall be selected, and one more slot shall be added to the following round of voting. For example, if in the first round there is a tie for 4th, then only three players shall be selected in that round, and the second round shall select four players instead of three. If there is a tie in the last round, the President or his/her nominee shall cast a tie-breaking vote.

Replacement Players

Replacement players will be selected in the same manner and under the same guidelines as described for the 11-12 All Star team (see below).

11/12 All Star Team Selection

This selection process consists of two steps, a player vote and a manager meeting.

Player Vote

All Majors players will vote on a date set by the Player Agent at or near the end of the regular season, using ballots listing all 11 and 12 year olds in Majors except those known to be ineligible.

1. Each player may vote for up to 10 players. Players may only vote for a certain number of players from their own team, as follows: If the major division has 4 teams, 3 players. If the division has 3 teams, 4 players. If the division has 2 teams, 5 players. Ballots not conforming to these rules are void.
2. The Player Agent and at least one other Board member will meet to count the ballots.
3. The 8 players with the most votes from the player vote will be on the 11-12 All Star team. In the event of a tie vote, the number of players will revert to the level before the tie (i.e., if there is a tie for 8th, only seven players will be assigned to the team roster).

Managers Meeting

1. The Majors Managers will meet to pick the remaining players. The Player Agent and league President will lead this meeting. If the President or Player Agent is not available, they shall appoint other Board members as delegates to lead the meeting. Before this meeting, the Player Agent must resolve any questions about eligibility and determine the pool of eligible players. It is critical to the success of this process that all voting during the managers meeting be done by secret ballot.
2. Before the first vote, each manager will have 3 minutes to promote any players from his/her team who merit consideration for the 11/12 All Star team.
3. Each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of eligible players.
4. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the 11/12 All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
5. After additional discussion, each manager will then vote by secret ballot for **1** candidate. Each manager may vote for anyone from the pool of remaining eligible players.
6. The Player Agent or the President shall tally the votes. The top **1** player in this vote is on the 11/12 All Star team. Only the top vote getter is disclosed. No other players receiving votes should be disclosed.
7. After additional discussion, each manager will then vote by secret ballot for **1** candidate. Each manager may vote for anyone from the pool of eligible players.
8. The Player Agent or the President shall tally the votes. The top **1** player in this vote is on the 11/12 All Star team. Only the top vote getter is disclosed. No other players receiving votes should be disclosed.
9. Note on ties: if in any round there is a tie for the last position, no player shall be selected, and one more slot shall be added to the following round of voting. For example, if in the first round there is a

tie for 2nd, then only one player shall be selected in that round, and the second round shall select two players instead of one. If there is a tie in the last round, the President or his/her nominee shall cast a tie-breaking vote.

10. The Player Agent will decide all other details of the method of selection.

Replacement Players

At the end of the All Star selection process, the Major managers will select a pool of three potential replacement players in the same fashion as the selection of the All Stars. Two rounds of voting shall be used, with 2 players selected in the first round, and the 3rd player selected in the second round. In the event that a player selected for the All Star team cannot participate due to injury, ineligibility or other reason, the All Star manager will select a replacement player from this pool of players. The All Star manager may select any player from this pool as a replacement without regard to order of selection. The manager may also choose not to fill a vacancy. These players will NOT be announced or deemed to be "alternates" for the All Star team. The Majors managers, the Player Agent and League President will keep this information confidential. In the event that none of the players in the Replacement Pool are available when a replacement is necessary, the All Star Manager will confer with the Player Agent to select another player. The All Star manager is not allowed to contact a player regarding selection as a replacement without first conferring with the Player Agent.

9/10 All Star Selection

This selection process consists of two steps, a Major manager meeting and a Minor manager meeting.

The Major managers shall meet and vote (after discussion) as follows: each manager shall have a ballot listing all the 10 year olds in Majors eligible for the 9/10 All Star team, and shall vote for all the 10-year-olds that s/he thinks are qualified to play on the 9/10 All Star team. The manager may vote for all names listed, none of them, or any number in between. All players named on the ballots of more than half of the managers will be on the 9/10 All Star team

The Minor managers shall meet and select eligible Minors players for the remaining slots, following a voting process exactly the same as that used by the Major managers to select the 11/12 All Star team (see above). The Player Agent shall decide the number of rounds, and the number of players to be selected in each round, and any tie-breaking mechanism needed.

Replacement Players

The manager of the 9/10 All Star team, after consultation with the Player Agent, will select any replacement players needed if a selected player turns out to be ineligible or unavailable. The manager may also choose not to fill a vacancy.

10/11 Year Old All Star Selection

At the conclusion of the 11/12 All Star team selection and 9/10 All Star team selection process, the Major Managers select all members of the 10/11 Year Old All Star team. Any 11 year old player who has been selected to the 11/12 All Star team is not eligible for the 10/11 Year Old All Star team.

1. Before the first vote, each manager will have 3 minutes to promote any players from his/her team who merit consideration for 11 Year Old All Star team.
2. Each manager will then vote by secret ballot for **4** candidates. Each manager may vote for anyone from the pool of eligible players.
3. The Player Agent or the President shall tally the votes. The top **4** players in this vote are on the 11 Year Old All Star team. Only the top 4 vote getters are disclosed. No other players receiving votes should be disclosed.
4. After additional discussion, each manager will then vote by secret ballot for **3** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
5. The Player Agent or the President shall tally the votes. The top **3** players in this vote are on the 11 Year Old All Star team. Only the top 3 vote getters are disclosed. No other players receiving votes should be disclosed.
6. After additional discussion, each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
7. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the 11 Year Old All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
8. After additional discussion, each manager will then vote by secret ballot for **2** candidates. Each manager may vote for anyone from the pool of remaining eligible players.
9. The Player Agent or the President shall tally the votes. The top **2** players in this vote are on the 11 Year Old All Star team. Only the top 2 vote getters are disclosed. No other players receiving votes should be disclosed.
10. After additional discussion, each manager will then vote by secret ballot for **1** candidate. Each manager may vote for anyone from the pool of eligible players.
11. The Player Agent or the President shall tally the votes. The top **1** player in this vote is on the 11 Year Old All Star team. Only the top vote getter is disclosed. No other players receiving votes should be disclosed.

Note on ties: if in any round there is a tie for the last position, neither player shall be selected, and one more slot shall be added to the following round of voting. For example, if in the first round there is a tie for 4th, then only three players shall be selected in that round, and the second round shall select four players instead of three. If there is a tie in the last round, the President or his/her nominee shall cast a tie-breaking vote.

Replacement Players

Replacement players will be selected in the same manner and under the same guidelines as described for the 11-12 All Star team.

9 Year Old Tournament Team Selection

At the conclusion of the All Star team selection process, the Minor Managers select all members of the 9 Year Old Tournament team. It is permissible to select 8 year olds to the 9 year old tournament team. The Minor managers shall follow a voting process exactly like the one used by the Major Managers to select the 11 Year Old All Star team (see above).

8 Year Old Tournament Team Selection

At the conclusion of the All Star team selection process, the Minor Managers select all members of the 9 Year Old Tournament team. It is permissible to select 8 year olds to the 9 year old tournament team. The Minor managers shall follow a voting process exactly like the one used by the Major Managers to select the 11 Year Old All Star team (see above)

Minor Showcase Team Selection

The Minor Showcase Game is played by two teams of 12 players each. The two Showcase managers are selected jointly by the President, Division Director, and Player Agent. The Showcase players are selected by player vote. All Minor division players are eligible for selection, regardless of All Star participation. The players on each regular season team vote for up to six representatives from their team. The top vote getters are evenly selected from each team such that a total of 24 players participate in the game. In the event of a tie for the final roster spots, the Showcase team manager will break the tie by selecting one or more of the tied players. The results of the Showcase Team selection are announced as soon as they are known, so that each team has a chance to practice together before they play on Closing Day.

Farm Showcase Team Selection

The Farm Showcase selection process is identical to the Minor Showcase selection process explained above.

Date 19th Revision Changes Ratified by Membership

PRESIDENT Monday, November 19th, 2007
DATE

INFORMATION OFFICER _____
DATE

DIRECTOR _____
DATE

DIRECTOR _____
DATE

DIRECTOR _____
DATE