

Iowa Valley League By-Laws

A. General League Organization

1. The Iowa Valley League, here-in-after designated the League, shall have the following two Officers: President and Secretary. The President will be elected to a one year term, chair League Meetings, vote to break ties, and hold any responsibilities and powers authorized by these by laws. The Secretary will be elected to a one year term and keep: Minutes of meetings, League Records, Bank Statements and hold any responsibilities and powers authorized by these bylaws.
2. Meetings shall be conducted using Robert's Rules of Order, except where altered by these by laws.
3. The President shall appoint no less than five Directors to serve two year renewable terms. Said Directors may propose Motions and Vote on all matters at League Meetings.
4. Each Team shall be allowed one vote at League Meetings and may propose Motions and Vote through their Team Representative. Teams shall send the same representative to League meetings, when possible. Exceptions to this policy that impact league operation can be vetoed by the President
5. These by laws may be amended by a 2/3 majority of the Voting Members present at a League Meeting.
6. A Team not represented at a League Meeting is subject to a \$10 fine, and neither Directors nor a League Officer may cast an absentee vote for such teams.
7. Each new Team joining the League will deposit \$100 with the League Secretary, which shall guarantee that said team will complete the Schedule and abide by the rules of the League.
8. Each Team will be assessed a yearly Fee, set by the League, to cover League expenses.
9. A fine of \$25 may be assessed by the President against a team in the League for any legitimate reason, which specifically includes violations of roster change procedures.
10. The League's Schedule will start on a date to be set by the Voting Members.
11. Home teams will retain all gate receipts, hire and pay umpires, set admission charges and game times.
12. In league double-headers, the host team shall be the home team.

B. Roster Regulations

1. Each Team shall have Player Rosters of not more than 21 players.
2. High school players are eligible to play for any team in the league, but no high school player will count against a team's 21 player roster at any time, nor shall a high school player be held to a team's roster the next year.
3. All Teams shall provide a *Release of Responsibility* signature to the League, from every player.
4. Teams that play an ineligible player may be required to forfeit games in which the player participated, as determined by the League President.
5. The League may set a date, during the season, beyond which roster changes may not be made.
6. The League Secretary must be contacted about any roster changes.
7. A Team that has fewer than nine players at game time may add players by agreement with the competing manager, before the start of the game. Such added players will not become part of a Team's 21 player Roster, unless they are added through the League Secretary under applicable League Rules.
8. A player listed on a team's roster who wants to play for another team in the League, can do so if a written Release is issued by the player's manager and is given to a League Officer. If no Release is given, said player can play for a different team the next season.
9. A player on the final Roster of a League team from the previous season must receive a written Release from that team before being eligible to play with another League team in the new season. A player denied a Release can appeal the denial to the Voting Members of the League.

C. General Game Regulations

1. Games played in the League shall employ the same rules used by the American League of Major League Baseball, except where altered by these Bylaws;
 - 1.1. Games are scheduled for 7 Innings.
 - 1.2. Ten Run rule in effect after 5 Innings.
 - 1.3. No Automatic Intentional Walk.
2. Players and Managers must be in uniform if they participate in the game.
3. Umpires must, at all times, keep the benches and dugouts used by players cleared of everyone except: players, managers, coaches, scorekeepers, batboys or League Officials.
4. Opposing managers, by mutual consent, can move a game site to another location, if this is made necessary by weather or other factors.
5. The home team shall notify the visiting team, and umpires, of a weather cancellation, at least two hours prior to game time. Failure to comply with this provision will result in the forfeiture of the two games in question, and the home team shall pay \$25 to the visiting team. The League may establish a three-hour notification for distant team locations.
6. A delay of game time, due to weather conditions, can be made by competing managers.
7. Rained out games will not be made up or counted in League standings.
8. A Protest must be issued by the Manager before the next pitch, or if the game ends in a protestable play, before the umpires leave the playing field; within 24 hours a written protest must be filed with a League Officials along with a fee of \$75, all but \$25 of this fee will be refunded if the protest is withdrawn within 24 hours but all of the fee will be returned if the protest is upheld. The League President will have sole power to determine the merit of the Protest.
9. Throwing equipment in a flagrant and dangerous manner shall result in an automatic ejection by the umpire crew.
10. A forfeit will occur if a team is 15 minutes late to play the first scheduled game. A second forfeit will occur 30 minutes after the scheduled start time of the first game.
11. No alcohol may be consumed, by anyone, in a dugout or on the playing field. Umpires shall enforce this rule by threat of forfeiture as soon as the violation is brought to their attention, and forfeiture will be made if the warning is ignored. If umpires do not obey and enforce this rule, a complaining Manager shall bring this matter to the attention of the League President.
12. Any player, manager or coach, ejected from a game by an umpire for a serious violation of conduct, will have said conduct reviewed by League Officers and Directors. The League President shall be notified of such serious ejections by the umpires, and League officials will then decide if further disciplinary action will be taken.
13. Two umpires are to be hired to officiate at all games. A home team that provides only 1 umpire may be penalized with up to a \$50 fine by the League Directors, the second and subsequent time this occurs in a season. If the home team in question fails to pay the fine, the penalty applied by the League Directors can be the forfeiture of up to all 4 games in question.
14. A team that is forced to forfeit due to lack of players, shall pay the regular fee for all umpires scheduled for said games. Such payment shall be made to the umpires or the League prior to the next scheduled game of said team. Payment not made will result in said team's suspension from the League and, where appropriate, the bye team will take its place on the remainder of the schedule
15. If a Player is discovered to be ineligible:
 - 15.1.1. Before the Start of Play: the player must be removed from the lineup, except if Rule B-7 applies.
 - 15.1.2. During a Game: the player must be removed from the game, except if rule B-7 applies; the results of the game will be subject to Rule B-4.
 - 15.1.3. After a Game is completed: the opposing Manager will have up to 48 hours to protest the results of the game to the League President or League Secretary; the results of the game will be subject to Rule B-4.