



San Jose American Little League **Bylaws and Local Ground Rules** **2008 Season**



PREAMBLE

These Bylaws and Local Ground Rules (“Local Rules”) establish San Jose American Little League’s (“SJALL”) policies in certain areas where leeway is allowed by the published Official Regulations and Playing Rules of the Little League International at Williamsport, (“Playing Rules”). If any of the below Local Rules conflict with those Playing Rules, then the Playing Rules hold precedent.

These Local Rules are **NOT** considered part of the League’s Constitution. They are two separate documents. If any of the Local Rules conflict with the League’s Constitution, then the Constitution holds precedent. These Local Rules are reviewed, revised (if necessary) and adopted **ANNUALLY** by the Board. The Constitution governs the League’s administrative operation from year to year and can only be amended by a quorum of the League’s Board and the League’s members.

All SJALL team managers are required to sign the last page attached hereto acknowledging receipt of these Local Rules and their agreement to abide by them.

I. TRAINING/ORIENTATION FOR MGRS, COACHES, UMPIRES

A manager and at least one rostered coach from each team are required to attend a coach’s clinic sponsored by the League, district administrator or Little League Baseball Incorporated, prior to the start of opening day. Umpires and managers or coaches with umpiring duties, should also attend an umpire clinic sponsored by the League, district administrator or Little League Baseball Incorporated

II. SELECTION OF MANAGERS

All prospective Managers desiring to manage a Little League team shall submit, in writing to the President via the Coaching Coordinator, their desire to manage in the coming year. All Managers will be appointed by the President with the approval of the Board. The Board shall make these approvals prior to tryouts. All managers and coaches must agree to abide by Little League’s and the San Jose American Little League’s Code of Conduct, and submit a yearly Little League Volunteer Application Form.

III. REMOVAL OF MANAGERS AND COACHES

Any manager or coach may be removed or suspended from said position in any of the following ways:

- By letter of resignation.
- Any manager or coach may be removed or suspended from said position by two thirds (2/3) majority vote of the total number of Board of Directors present at any regular or special Board meeting called for such purpose, provided there is a quorum.

IV. DISCIPLINE OF PLAYERS

The manager shall have the authority to discipline players.

If a player creates a disciplinary concern during a game, the manager may remove the player for the remainder of the game.

Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the Board of Directors. However, the Board of Directors reserves the right to allow such player to remain on the roster.

If a player has failed to show for multiple practices, the manager may bench the player an entire game, but the manager must contact the Player-Agent before the game. The manager shall list the player on the game roster and inform the umpires and the opposing manager that the player is benched.

V. COMPLAINT PROCESS

Any issues or concerns that arise during the course of a season should whenever possible be resolved directly through the relevant team's manager. Any issues or concerns that your unable to resolve directly with the team's manager should be submitted in writing to the Board contemporaneously.

VI. MAKE-UP GAMES

Games that were not played or completed due to darkness, rain, special circumstances, etc. will need to be scheduled for play within 4 weeks of said game (and played before the end of the last regular season game). It will be the responsibility of the managers, in conjunction with the Scheduling Coordinator Officer, to schedule the make-up dates. Priority scheduling will be given first to the Majors, then AAA Minors, then AA Minors, then A Minors.

VII. PLAYOFFS/DIVISION CHAMPIONSHIPS

If there are less than 3 teams in the Major division, there will be a best 3 out of 5 play-off series to determine the Major division champion. Home field advantage shall be awarded to the team with the best head-to-head record. In the event that the head-to-head record is tied, the tie breaker will go to the team with the most runs scored in head-to-head games. The next tie-breaker is a coin toss. Home field advantage will be defined as being the "Home Team" for games 1, 3, and 5.

If there are 3 or more teams in the Major division, there will be a double elimination tournament. Placement of teams will be determined by final regular season standings. If there are an odd number of teams the 1st place team will receive a 1st round bye.

If there are 3 or more teams in the AAA and AA divisions, there will be a double elimination tournament. If there are an odd number of teams the 1st place team will receive a 1st round bye. Seeding is based on the win-loss % of the regular season including Interleague games.

VIII. TRY-OUTS, TEAM FORMATION, & DRAFT

A. Try-Outs

To be eligible for the Major draft, a player must attend a minimum of 50% of the try-outs. Try-outs will be conducted by age groups for all registered players age league age seven (7) and older. Dates and times will be determined by the Player-Agent for each Division. The purpose of the try-out is to provide all managers with a look at each player's level of physical and mental aptitude in the basic fundamentals of baseball such as running, throwing, catching, etc. The Player Agent will appoint an independent evaluation team to assist in the process. The Player Agent has sole authority in all activities and decisions surrounding the tryout process.

B. Team Formation/Ages

1. Number of Minor (AAA)/Major/Junior/Senior Teams

Prior to the draft, the Board of Directors will determine the number of teams to play at the Minor (AAA)/Major/Junior levels. The decision will be based on the number of players signed up and the ability of those players. The Board will consider the recommendations of the managers and other League officials who attended try-outs in making this decision.

2. Number Players on Minor (AAA)/Major/Junior Team Rosters

The number of players in each of these division shall be twelve (12) players. If prior to the draft, the Board of Directors can determine the number of players on the Minor (AAA)/Major/Junior team rosters may be different than twelve (12). The decision will be based on the Board's assessment of the number of players able to play at the respective level. The Board will consider the recommendations of the managers and other League officials who attended try-outs in making this decision.

3. Player Draft Eligibility - Junior Draft

Players eligible for the draft are all players ages 12, 13 and 14 who participated in try-outs. League age 12 players may decline playing at the Junior level.

3. Player Draft Eligibility - Major Draft

Players eligible for the draft are all players league age 10, 11 and 12 who participated in 50% of the try-outs unless granted an exemption by the Player Agent.

4. Player Draft Eligibility - Minor (AAA) Draft

Players eligible for the draft are all players league age 8, 9, 10, and 11 who participated in try-outs and who were not selected to a Major team (league age 10 and 11). All league age 11 who are not drafted in the majors must be drafted to a Minor (AAA) team.

C. Moving Players Up

1. Minors

Any player asked to move up a division (i.e., Minor AA to Minor AAA) is encouraged to do so, however it is not mandatory. If a player refuses to move up that player will not be eligible to move up at a later date during that same season. In order to move up a division, the player must have participated in try-outs.

For a player to move up a division, the Player-Agent and the League President must approve in writing the roster change.

No player can be elevated from any of the Minor Divisions during the last two (2) weeks of the regular season.

2. Majors

Any player asked to move up to Majors after the draft selection is encouraged to do so, however, it is not mandatory. If a player refuses to move up when requested, the player is not eligible to move up at a later date during the same season. In order to be eligible to move onto a Majors team, players must have participated in the evaluation (try-out).

For a player to move up a division, the Player-Agent and the League President must approve in writing the roster change.

No player can be elevated from the Minor (AAA) League program during the last two (2) weeks of the regular season.

If a player refuses to be initially drafted into the Majors he/she cannot move up to a Major's team later in the season.

D. Draft Procedures

1. Draft System Philosophy

The player draft philosophies are as follows:

- To assure that all youths are given an equal opportunity to play at the highest level for which they are capable and eligible.
- To establish and maintain all teams in each division at relatively equal strength.
- To provide an environment in which youth baseball is played for the enjoyment of participating with friends, on an equal basis, in a coordinated team sport where the need to excel as an individual is secondary to the act of sportsmanship and teamwork.

2. Major Draft

- The Major draft will be conducted in accordance with Little League International's Operating Manual under Plan B (a redraft).
- Player-Agent will provide a list to Managers of those players eligible for the draft.
- Player-Agent will review all Little League draft requirements, such as number of players each team is to draft, position in the draft for each team, number of 12 year olds for each team, sibling requirements and manager/coach's children and any special situations.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to the pre-determined roster total, as determined by the Board (including returning players).

3. Minor (AAA) Draft

- Player-Agent will provide a list to Managers of those players eligible for the draft.
- Player-Agent will review all draft requirements, such as number of players each team is to draft, position in the draft for each team, sibling requirements, and manager / coaches.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to a pre-determined roster total, as determined by the Board.

- The Draft position in the Minor (AAA) draft will be determined randomly. A ‘serpentine’ draft order will be used. Serpentine means the order will reverse each round. This procedure will also apply to other Divisions, if a complete re-drafting is being done.

Serpentine draft example: 1-2-3-4-5-6 – 6-5-4-3-2-1 then start again. This selection method will start new on each round.

4. Junior Draft

- The Juniors draft will be conducted in accordance with Little League International’s Operating Manual under Plan B (a redraft).
- Player-Agent will provide a list to Managers of those players eligible for the draft.
- Player-Agent will review all draft requirements, such as number of players each team is to draft, position in the draft for each team and any special situations.
- Protected players are rated and placed in the appropriate draft round by the Player-Agent.
- Managers draft to the pre-determined roster total, as determined by the Board (including returning players).

E. Protected Players – Minors (AAA) Draft Process Only

1. Manager/Coach’s Child – Minors (AAA) Draft Process Only

Only one (1) manager & one (1) coach per team may protect their child in this draft.

If a manager and/or coach wishes to have his own son or daughter play on his/her team, he must make such a request to the Player-Agent in writing. Prior to the draft, the player is rated by the Player-Agent and assigned to the team at the rated place in the draft. The Player-Agent will rate the player by indicating which order they would take that player in the draft. Prior to the draft the players to be optioned will be positioned in the draft based on their ability as determined by the Player-Agent.

Once a manager has designated a coach for the purpose of protecting one of that coaches children, they cannot later substitute another coach for the remainder of the season.

2. Siblings – Minors (AAA) Draft Process Only

Parents shall have the option, before the draft begins, to request that a qualified brother or sister be automatically placed on the same roster. This request must be made by notifying the Player-Agent in writing. These brothers or sisters are assigned to team rosters by the same procedure as for a Manager’s child.

If more than one sibling is eligible for the draft, the parents may request for the siblings to be drafted onto the same team, provided they both get drafted in the same Division. This request must be made to the Player-Agent in writing. Once one sibling is drafted, the Player-Agent will rank the next sibling(s) in the same manner as the Manager’s child. The manager who drafted the first sibling is required to draft the second sibling. The manager will be required to draft the sibling as determined by the Player-Agent.

F. Trades – Minor (AAA) Draft Process Only

Trades are discouraged. Trades will be considered only for compelling reasons, and shall be conducted within the first 48 hours after the draft. Possibilities of any trades will be submitted to the Major or Minor (AAA)

League managers, and their recommendation will be submitted to the Player-Agent, and then to the Board of Directors for approval. The Board shall decide each situation on its own merit. If a trade is not approved, the player remains as previously assigned.

G. Replacement Players

Teams who lose one of their players on their roster during the current season through illness, injury, change of address, or for another justifiable reason, making them unavailable for play, must obtain another player through the Player-Agent to replace the one lost. The playing ability of the player shall not be considered a justifiable reason for replacement. If there is more than one player who the Player-Agent believes is qualified, the Player-Agent may ask the manager to provide his preferences. The Player-Agent will select the best qualified player in the division below. Players that did not go through the draft are not eligible as a replacement to the Major level, unless an exemption is granted by the Board. The player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the spring drafts. Replacements are subject to parent and Board of Directors approval.

H. AA Minors, A Minors & T-Ball Formation

There is no draft at these levels.

The Player-Agent is solely responsible for placing players onto AA Minors, A Minors and T Ball teams. The Player-Agent shall consider parent (guardian) requests in an effort to allow players to play on teams with their friends. However, the Player-Agent must attempt to put together teams in such a way as to make each division as well balanced as possible and may not, therefore, be able to honor all requests. The decision(s) of the Player-Agent are final.

The managers however, are guaranteed to have at least their children and their two (2) coaches children on their team. No other request for specific players can be guaranteed by anyone.

IX. SELECTION OF TOURNAMENT TEAMS & FORMATION

A. General

Little League Sanctioned All Star Teams are formed for competitive purposes. The Player Agent, along with the President, will drive an evaluation of the pool of regular season players with the assistance of the Major and AAA Managers (and the AA Managers if necessary) to determine the number and make up of the All Star Teams that can be competitively resourced with the following exception (B-1). The Player Agent will submit this proposal to the Board for final approval. The first priority for Tournament player selections will go to selecting the Majors Tournament team, followed by the next oldest age group, and down. The teams will be formed prior to the selection of the Tournament Managers.

B. Selection of Tournament Players

1. Majors Tournament Player Selection

The first six players shall be selected by a majority vote of the Major players of the regular season. Each player, by secret ballot, can vote for a total of 6 players, but can vote for no more than 3 players from their own team. The remaining players will be selected based on the recommendation of the Majors and AAA Managers. The Board has the right to add and/or delete up to 3 players selected by the managers.

2. Ten – Eleven Year Old Tournament Player Selection

The players will be selected based on the recommendation of the Majors and AAA Minors managers (and the AA Managers if necessary). 10 and 11 year olds in the Majors not on the Majors Tournament team will be given first consideration for the 10-11 year old Tournament team. The Board has the right to add and/or delete up to 3 players selected by the managers.

3. Nine – Ten Year Old Tournament Player Selection

The players will be selected based on the recommendation of the Majors, AAA Managers (and the AA Managers if necessary). The Board has the right to add and/or delete up to 3 players selected by the managers.

3. Eight-Nine Year Old Tournament Player Selection

The 9-10 year old Tournament Manager will select the players based on the recommendation of the AAA and AA Minor managers. The Board has the right to add and/or delete up to 3 players selected by the managers.

C. Selection of Tournament Managers

1. Majors Tournament Manager

The manager of the Majors Division will be a regular season team manager or coach from the Major Division. The league president shall ask the major managers and coaches to express an interest in managing the Major Division Tournament team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board.

2. Ten - Eleven Year Old Tournament Manager

The 10-11 Tournament manager will be a regular season team manager or coach from the Major or Minor Division. The league president shall ask the Major and Minor managers and coaches to express an interest in managing the 10-11 Tournament team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board.

3. Nine -Ten Year Old Tournament Manager

The Nine-Ten Year Old Tournament manager will be a regular season team manager or coach from the Major or Minor Division. The league president shall ask the Major and Minor managers and coaches to express an interest in managing the 9-10 Tournament team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board.

4. Eight – NineYear Old Tournament Manager

The Eight-Nine Year Old Tournament manager will be a regular season team manager or coach from the Major or Minor Division. The league president shall ask the Major and Minor managers and coaches to express an interest in managing the 8-9 Tournament team. The Coaching Coordinator with the assistance of the President shall direct a conversation among this group to determine who best to manage this team. The President shall present these names for nomination and approval to the Board.

D. Selection of Tournament Coaches

Each Tournament team manager will select their own coaches in accordance with the Little League Playing Rules.

X. DIVISION RULES - MAJORS

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

- Official Rules of Little League Baseball will govern all play except where noted below.
- The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the umpire, scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.
- The home team shall occupy the first base side of the field.
- In accordance with rule 4.10E, the ten (10) run rule will not be enforced.
- In accordance with Section IV - The Players, (I), note 2, SJALL elects not to impose a penalty if a player does not meet minimum play time in a game shortened by darkness, inclement weather, etc.
- The Home team Manager, Coach or team representative shall be responsible for the prep of field before each game.
- The visiting team Manager, Coach or team representative shall be responsible to take down the field after each game. Each team is required to clean their respective dugouts after the game. Visiting teams from interlock leagues are excused from this requirement.
- The defensive team is allowed either a manager or a coach just outside the dugout, as long as they stay within the perimeter end fences of the dugout.

XI. DIVISION RULES – AAA MINORS

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

Official Rules of Little League Baseball will govern all play except where noted below.

The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.

The home team shall occupy the first base side of the field.

In accordance with Rule 4.19(h), the home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.

No new inning will be started after two (2) hours from the official starting time. The umpire in charge will be responsible for game time and the ending of the game as required. Managers can agree to waive this rule during weekday games or the last game on Saturday.

In Accordance with Rule 2.00 definition of an inning, the first five innings a maximum of 5 runs per inning can be scored. There is no limit on the last inning. Start of last inning to be determined by the head Umpire.

In accordance with rule 4.10(e), the ten (10) run rule will not be enforced.

In accordance with Section IV - The Players, (I), note 2, SJALL elects not to impose a penalty if a player does not meet minimum play time in a game shortened by time limit, darkness, inclement weather, etc.

The Home team Manager, Coach or team representative shall be responsible for the prep of field before each game.

The visiting team Manager, Coach or team representative shall be responsible to take down the field after each game. Each team is required to clean their respective dugouts after the game. Visiting teams from interlock leagues are excused from this requirement.

>>>
>>

XII. DIVISION RULES – AA MINORS

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes. Official Rules of Little League Baseball will govern all play except where noted below.

The team manager shall have their players at the designated field not less than thirty (30) minutes prior to the scheduled game time. Lineups shall be presented to the scorekeepers and opposing manager, not less than fifteen (15) minutes prior to the scheduled game time.

The home team shall occupy the first base side of the field.

In accordance with Rule 4.19(h), the home plate umpire will settle all protests and appeals on the field. The decision of the umpire will be final and the game will continue without unreasonable delay. Continued argument or other action creating a delay after the umpire has reached a decision may result in ejection from the game and/or disciplinary action by the Board of Directors.

No new inning will be started after two (2) hours from the official starting time. The umpire in charge will be responsible for game time and the ending of the game as required. Managers can agree to waive this rule during weekday games or the last game on Saturday.

The last inning will be determined by the home plate umpire and communicated to both managers. This determination will take into consideration the game time limits and any safety consideration (i.e. darkness, field conditions, etc.). The determination and communication of the last inning must occur before the first pitch of the top half of the inning.

A maximum of 5 runs per inning can be scored.

Walk Rule: After 3 consecutive walks in any half inning and the fourth batter receives the fourth ball in that a bat the batting team Coach will come out and pitch to the batter about to walk, the count is fresh when the Coach starts pitching. (The player pitching has to be within touching distance of the mound. They cannot play buck short) The intent here is to let the players hit the ball. The Coach cannot walk the batter, nor have the player take a base as a hit batsman, but the player can strike out. The player that was pitching

resumes pitching once that player completes that at bat. A batter hit by a pitch from a player pitcher will be awarded 1st base regardless of the situation.

In accordance with rule 4.10(e), the ten (10) run rule will not be enforced.

In accordance with Section IV - The Players, (I), note 2, SJALL elects not to impose a penalty if a player does not meet minimum play time in a game shortened by time limit, darkness, inclement weather, etc.

All players on the roster will bat in rotation. Any player arriving to the field after the lineups have been given to the scorekeepers must be added to the last position of the batting order.

Bunting is not allowed at anytime.

Runners may steal second and third base only. Stealing home is never allowed. When stealing, base runners may not advance on an overthrow, including throwbacks to the pitcher. Again, the intent here is to give the pitcher some time to work on his pitching; this is the first year for most of the pitchers and catchers. This will allow all of the teams to work on their defensive skills and to give the catcher/pitcher time to focus on pitching and catching instead of worrying about the runners.

The Home team Manager, Coach or team representative shall be responsible for the prep of field before each game.

The visiting team Manager, Coach or team representative shall be responsible to take down the field after each game. Each team is required to clean their respective dugouts after the game. Visiting teams from interlock leagues are excused from this requirement.

XIII. DIVISION RULES – A MINORS (COACH PITCH)

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

Official Rules of Little League Baseball will govern all play except where noted below.

All games will be four (4) complete innings, or one (1) hour and thirty (30) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. There will be no record of the score of the game.

The ball will be a Little League approved Safety “T” ball.

There are no umpires at the A Minor level. Safe and out calls will be made by the coaches on the field.

A. Offense

1. Batting order

Continuous batting order will be used. Each team, regardless of outs, will bat through their entire roster in the first inning. Outs are played and the runners retired if thrown out, but outs do not count toward ending the inning. In the second and subsequent innings the offensive team bats through the entire roster or for three outs, whichever occurs first. It is the responsibility of the manager to ensure that he rotates his batting order each game so that every player has a chance to bat in different parts of the lineup.

2. Batting

The manager or one of the coaches of the team on offense will pitch to their players.

A batter is declared out after 8 pitches are delivered by the coach.

Batter is also out if there are three swinging strikes before the 8th swing or pitch. Batter will not be called out on a foul.

There are no called strikes.

3. Base Runners

Base runners are not permitted to steal and shall remain in contact with the base until the ball is hit.

Tagging on a fly ball is permitted.

No sliding at any time.

Runners may advance one base on an overthrow.

Any player who is batting or running the bases must have a batting helmet on at all times.

4. Defense

There may be four outfielders.

Fielders must be rotated every two innings on defense. No player is to play the same position twice in any game. Every player must play at least one inning in the infield and one inning in the outfield.

There is a limit of 2 coaches on the field with the defensive team at any time. They must stay positioned behind the infielders and may not purposefully interfere with the players or the ball during game play.

XIV. DIVISION RULES - TEE-BALL

The local ground rules and regulations are intended to remain as constant as possible from year to year. Changes are to be made only when required by Official Little League Rules, or in order to improve the quality of playing conditions for the children involved in this program. Board approval is required for any changes.

- Official Rules of Little League Baseball will govern all play except where noted below.
- All games will be three (3) complete innings, or one (1) hour and fifteen (15) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. There will be no record of the score of the game.
- A Little League approved safety "T" ball will be used.
- The "T" is to be placed directly in front of the in-ground home plate for batting. The batter will still line up in the normal batter box position next to the in-ground home plate for batting.
- Batting order – Each team will bat through their entire roster each ½ inning. It is the responsibility of the manager to ensure that he rotates his batting order each game so that every player has a chance to bat in different parts of the lineup. The last batter will touch all of the bases and then the teams will switch sides, regardless if an out is recorded or not.
- No player may have a bat in his/her hand unless batting, including before and after a game.
- Any player who is batting or running the bases must have a batting helmet on at all times.

A. Offense

1. Batting

- Batters get 5 swings to hit the ball. After five swings the batter is retired.
- Bat hitting the tee is a foul ball.

- Batted ball must reach the infield grass to be fair.

2. Base Runners

- Base runners may only advance one base on a ball that stays in the field of play.
- Base runners may not advance on an overthrow.
- No sliding at any time.

3. Defense

- Fielders must be rotated every inning on defense. No player is to play the same position twice in any game. Every player must play at least one inning in the infield and one inning in the outfield.
- There is a limit of 2 coaches on the field with the defensive team at any time. They must stay positioned behind the infielders and may not purposefully interfere with the players or the ball during game play.

~ END OF SJALL BYLAWS & GROUND RULES DOCUMENT ~

**MANAGER'S ACKNOWLEDGEMENT OF RECEIPT
and
AGREEMENT TO ABIDE
by
SAN JOSE AMERICAN LITTLE LEAGUE ("SJALL")
BYLAWS AND GROUND RULES**

The undersigned SJALL manager hereby acknowledges receipt of the attached 2006 SJALL Bylaws and Ground Rules.

By signing below you are acknowledging receipt and your agreement to abide by all rules contained therein.

Manager's Signature

Print Name

Date

(After signing and dating, please remove this page only from your copy of the SJALL Bylaws and Ground Rules, and immediately forward it to the Board of Directors.)