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## **El Cajon Western Little League**

### **League Rules**

**January 6, 2010**

**Section**

**Topic**

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## **Introduction**

Let us not forget that our main purpose is to provide for the kids. There are millions of kids throughout the world that enjoy playing Little League, yet there are less than 100 employees of Little League in the world. Little League is provided by adult volunteers from within our own communities. It is the motivated men and women, whose main goal is to insure that children are afforded the opportunity to participate in a family friendly activity, with a positive environment.

Every year local leagues hold elections to seat a Board of Directors, along with a President to oversee the programs interests and to provide administration for all its members in the league. It is the responsibility of the President to ensure all local rules and regulations are followed as it relates to administering a local league. The President is also responsible for selecting managers, coaches and league volunteers. The Board of Directors has the duty of approving the Presidents nominations.

The general membership (parents, relatives) play an important role in the success of the league. It is with your support and understanding that the local league enjoys continued success. It is important that you play an active role with volunteer efforts, as well as your undying support for your children, whether they win or lose. The purpose of Little League Baseball is to instill values, team work, understanding, sportsmanship and to provide a positive experience for young men and women, between the ages of 5-12 years old. It is with strong beliefs and adult guidance that our youth will be rewarded with fond memories and success through participating in youth sports.

## **Section 1**

## **Manager & Coach Requirements & Responsibilities**

### **A. Manager and Coach Selections**

1. Presidents' Option: The President of ECWLL may consider the following characteristics when selecting baseball Manager Candidates.
  - Baseball knowledge
  - Knowledge of Little League rules
  - Ability to communicate with players and teach baseball
  - League involvement
  - Current and Past conduct on & off the field
  - Interaction with players & parents
  - Participation in the league offered Coach's clinic

***Note: All Manager & Coach candidates must have attended a District 41 sanctioned Coach's clinic within last three years, prior to being selected as a Manager/Coach.***

2. The President will appoint and present all Manager choices broken down by division, to the Board of Directors for approval by division, prior to tryouts.
3. Coaches will be presented to the President. The President will appoint, and the Board will approve the coaches.

### **B. Manager and Coach Recruiting Responsibilities**

1. Managers are required to recruit team parents for the following duties:
  - 2 Coaches
  - 1 Team Parent
  - Snack bar volunteer's
  - Scorekeepers
  - Umpires

### **C. Team Equipment and Uniforms**

1. Equipment, Keys and Uniforms will be distributed and returned as followed:
  - Equipment Manager will build equipment bags for all levels.
  - Uniforms will be distributed on Cap-N-Cake day.
  - Team Managers will checkout equipment and uniforms by signing for it.
  - All equipment, keys and uniforms will be turned in immediately following the TOC Tournament.
  - No ECWLL equipment or uniforms will be allowed to be used for any function not sanctioned by ECWLL or Little League Baseball.
2. Managers failing to return equipment or uniforms will not be allowed to Manage or Coach at ECWLL again. Local laws will be used to gain compliance.

### **D. Managers and Coaches Umpiring Requirements**

1. Managers and Coaches are required to work as Umpires throughout the season. The Chief Umpire will be responsible for the scheduling of Managers and Coaches. NO Manager or Coach will be exempt from umpiring.
2. A parent may substitute for a Manager or Coach provided an approved Volunteer Form is on file with the League President. (Parent must have attended league/district clinic)
3. It is the Manager's or Coach's responsibility to find a substitute for any umpiring assignment that has been scheduled where he/she will be unable to attend.

## Section 2

### Team Selection, Tryouts, Draft Procedures, Lost Players

#### A. Team Selection and Team Name Selection

##### 1. All Divisions

- In order to preserve team balance within the divisions, ECWLL will consider a re-draft every year. Managers will have a blind draw to determine draft order.
  - Draft will be serpentine.
  - The President will assign team names at his/her discretion.

#### B. Tryouts Rules & Procedures

1. Baseball tryouts will have the same tryout rules and procedures. Tryouts will be organized and run exclusively by the respective Player Agent.
2. All players desiring to play in Minor A or Majors are required to tryout. Players who fail to tryout will not be allowed to participate within the Divisions except as noted; If a prospective Major or Minor "A" player is sick or unable to tryout, the Board may waive this requirement. Property Players are not required to try-out.
3. Players of the same age will be grouped together. Each player will be given a tryout #. Prior to each player trying out they will be announced by name and tryout #'s.
  - Tryout: 3 grounders; 3 fly balls; 5 pitches will be delivered to each player for Batting. The player will run through second base on last pitched ball.

#### C. Draft

1. Baseball draft will be run strictly by Little League Format.
2. Drafts will be organized and run exclusively by the Player Agent and monitored by the President.
3. The draft will be completed per the Little League Operating Manual and Player Agents Handbook except as noted:
  - Managers must maintain the secrecy of player draft order.
  - Players shall never be told the position in which they were drafted.
4. **Players unable to attend tryouts:**
  - Players unable to attend tryouts are ineligible to be drafted, unless noted in section B2 of the ECWLL Rules.
  - No team may draft a non-tryout player until all players that participated in tryouts have been drafted.
5. A player's parent must submit a letter to the player agent, requesting not to be placed on one Manager's team, before the draft. Requests such as these will be strongly considered, but not guaranteed.

**Note: The draft cannot be manipulated in anyway**

#### D. Majors Baseball

1. ECWLL uses option **A** as stated in the Little League Operating Manual, unless otherwise noted below:
2. The draft order will be determined by drawing numbers from a hat. All rounds will be Serpentine.

3. There will be no Gentlemen's agreements.
4. The maximum number of players allowed on a Major team should be 12.
5. All team rosters will be decided by a draft, based on try-outs.
6. When there is an addition or subtraction of teams, the President will choose the appropriate option as stated in the Little League Operations Manual.
7. The remainder of the draft and all other options will be handled according to the Little League Operating Manual.

#### **E. Minors "A"**

1. ECWLL uses option as stated in the Little League Operating Manual, unless otherwise noted below:
2. Draw numbers from a hat to determine the draft order. All rounds will be Serpentine.
3. There will be no Gentlemen's agreements.
4. The Minor "A" draft will follow the Major's draft.
5. The maximum number of players allowed on a Minors "A" team should be 12.
6. All team rosters will be decided by a draft, based on try-outs.
7. The remainder of the draft and all other options will be handled according to the Little League Operating Manual.

#### **F. Draft Options**

1. One Coaches option will be permitted per team in Majors and Minor "A". Please refer to *Sons/Daughters of Coach's in Little League Baseball Operating Manual, Page 65*. ECWLL requires Coaches to qualify under BOTH conditions, rather than one.
2. If a sibling option is declared in writing prior to the draft, the draft order must following Little League rules. (*Refer to Brothers/Sisters in the draft, Operating Manual Page 64*).

#### **G. Minors "B"**

1. This division will consist of player ages 7 & 8.
2. The Player Agent will assign players to teams.
3. The maximum number of players allowed on a Minor B team should be 12.
4. Managers will select Coaches after team is formed.

#### **H. Tee- Ball**

1. This division will consist of player's ages 5 & 6.
2. The maximum number of players allowed on a Tee Ball team should be 12.
3. The Player Agent will assign players to teams.
4. School, car-pooling and like schedules should be considered when determining team assignments.

#### **I. Late Sign-Ups**

1. All late sign-ups (i.e., after the draft) will be put on a live list and distributed to the teams by the direction of the Player Agent.
2. It is at the discretion of the Player Agent as to which team the players are distributed to. The Player Agent will use a systematic approach when assigning players, so as to assign each player in the same manner.
3. After the teams within ECWLL have been formed, the addition of a new team to any ECWLL Division will require approval by the Board of Directors.

4. No new team can be formed after league play commences.
5. The cutoff for sign-ups will be April 15th of the playing year in question.

#### **J. Lost or Dropped Players**

1. When a team loses a player, Managers are to notify the Player Agent immediately.
2. The Player Agent will contact Minor A and B player's parents and compile a list of players agreeing to move up one division.
3. The Manager will select from the list provided by the Player Agent.
4. At no time are the Managers allowed to contact those players or players' parents.
5. Players who refuse to move up will be ineligible to move up in the same calendar year.
6. Failure to notify the Player Agent of a lost player or to follow these procedures will cost the Manager the right to make a selection. The Manager could be subject to disciplinary action by the ECWLL Board of Directors.
7. The Player Agent has final authority on player movement in ALL Divisions to ensure the safety of the players and the balancing of team rosters.
8. No player can be elevated to a Major Team's roster within 15 days of the regular end of season.

**Note: Major and Minor A teams will not be able to call a player up unless their roster drops below 11 players.**

### **Section 3**

#### **Field Assignments**

##### **A. Practice Field Scheduling**

1. Practice schedules will be completed by the Division Representative and distributed at Cap-N-Cake Day.
2. Tuttle and Cuyamaca are the ONLY authorized practice fields for ECWLL.
3. To avoid conflicts, ALL practice fields will be assigned, NOT first come first serve.
4. Late arrival does not cancel the scheduled team's right to practice on their field.
5. The ECWLL President and or Board of must approve any deviation to the practice schedule
6. Makeup games will have priority over practice.

### **Section 4**

#### **Game Policies and Procedures**

##### **A. Pre and Post Game Field Maintenance**

1. All Managers and Coaches are required to work on the fields prior to scheduled games.
  - The home team is responsible for set up the game field. This includes chalking and wetting down the field, putting in the bases and opening the bathrooms.
  - The visitors are responsible to tear down the game field. This includes putting the bases away, locking the bathrooms, equipment shed and score booth. The visiting

Manager/Coach needs to stand by with snack bar crew until closed.

2. Managers and Coaches in all divisions are responsible for ensuring their fields, bleachers and dugouts are cleaned at the end of their game.

#### **B. Wet Weather Policy**

1. The City reports field conditions every day at 2 PM. Managers, Coaches and parents may call the City hotline for field status. (441-1538) Yellow signs are also posted on 1<sup>st</sup> base side of major's dugout.
2. If a game is to be suspended, the Umpire has sole authority to suspend play due to field and playing conditions, even after the Managers have agreed to play.

#### **C. Game Start Times, Game Time Lengths & Playing Rules**

##### **T-Ball**

1. Teams will play games per the T-Ball Game Schedule.
2. Weekday games will begin at 4:30pm and 5:00pm after the time change and have a 2-hour time limit.
3. Saturday games will begin at 9:00am and 12:00pm. Saturday games have a 2-hour time limit.
4. The home team is either the bottom or the second team listed on the schedule.
5. All players must hit off of a tee prior to spring break. After spring break Coach pitching will be done per Little League Rules for T-Ball.
6. Continuous batting. Every player bats every inning. An inning ends when the last batter hits the ball and circles the bases or is put out at any base, or the catcher and/or opposing defensive player touches home plate with possession of the ball prior to the batter runner reaching home base. Batting order does not change during the game.
7. A T-Ball game is 3 complete innings.
8. Players must rotate positions.
9. There is to be no rolling of the ball to first base.
10. There is no scorekeeping in T-ball. Everyone is a winner.
11. No standings will be kept or posted during the season.

##### **Minors "B"**

1. Teams will play games per the Minors "B" Game Schedule.
2. Weekday games will begin at 4:30pm and 5:00pm after the time change and have a 2-hour time limit. No new inning will begin after the 2-hour time limit is reached.
3. Saturday games will begin at 9:00 am and 12:00 pm. Saturday games have a 2.5-hour time limit, so no new inning will begin after the 2.5-hour time limit is reached.
4. The home team is either the bottom or the second team listed on the schedule.
5. Both teams shall have a scorekeeper present 15 minutes prior to the game.
6. No player shall leave the dugout other than to use the restroom and must have the umpire's permission.
7. All teams will adhere to a continuous batting order that will not change throughout the game.
8. There is a five run rule in effect. A team's at bat is over when they have either scored five runs or the defensive team has made three outs.

9. No 10 run rule is in effect.
10. Play ends when the ball is thrown to the pitcher. The intent of the fielder to throw the ball to the pitcher will be the determining factor. Example: If the fielder attempts to throw the ball to the pitcher and overthrows him, the play will be considered over based on the umpire's decision.
11. The Minor B Division may steal bases, but cannot lead off. No additional bases may be taken on an overthrow.
12. Little League Pitch Count Rules will be followed for pitcher eligibility and number of pitches allowed. Pitchers will pitch to each batter for the duration of a player's at bat. There will be no coach pitch in Minor B.
13. Substitute players do not have to fulfill the six (6) outs and one (1) at bat before the starter can re-enter the game. This rule is only in effect until Daylight Savings Time begins.
14. All teams will participate in an end of year tournament. Hat draw will determine tournament play.
15. No standings will be kept or posted during the season.

#### **Minors "A"**

1. Teams will play games per the Minors "A" Game Schedule.
2. Weekday games will begin at 4:30 pm; 5:00pm after the time change and have a 2-hour time limit, so no new inning will begin after the 2-hour time limit is reached.
3. Saturday games will begin at 10:00 am and 1:00pm. Saturday games have a 2.5-hour time limit, so no new inning will begin after the 2.5-hour time limit is reached.
4. The home team is either the bottom or the second team listed on the schedule.
5. Both teams shall have a scorekeeper present 15 minutes prior to the game.
6. No player shall leave the dugout other than to use the restroom and must have the umpire's permission.
7. There is a five run rule in effect. A team's at bat is over when they have either scored five runs or the defensive team has made three outs. During the sixth inning, there is no run limit.
8. There is not a 10 run rule in effect.
9. All teams will adhere to a continuous batting order that will not change throughout the game.
10. Substitute players do not have to fulfill the six (6) outs and one (1) at bat before the starter can re-enter the game; this rule is only in effect until Daylight Savings Time begins.
11. All teams will participate in an end of year tournament. Hat draw will determine tournament play.
12. No standings will be kept or posted during the season.

#### **Majors**

1. Weekday games will start at 6:30 PM; weekend games will start at 11:00 AM, 2:00 PM and 5:00 PM. There is not time limit on these games.
2. If ECWLL schedules doubleheaders on Friday night, the 1<sup>st</sup> game will start at 5:00 PM; the 2<sup>nd</sup> game will start 10 minutes after the 1<sup>st</sup> game ends. In the 1<sup>st</sup> game, no new inning may start after 7:15 PM.
3. Both teams shall have a scorekeeper present 15 minutes prior to the game.
4. No player shall leave the dugout other than to use the restroom or bullpen. Players must have the umpire's permission.
5. All teams will participate in an end of year tournament. Standings maintained during the regular season will dictate the tournament seeding.

6. There is neither a 10 run rule nor continuous batting.
7. The home team is either the bottom or the second team listed on the schedule. Home team occupies the first base dugout.

#### **D. Practice and Game Balls**

1. Managers will be given enough game and practice balls to last the entire season. Managers may be issued a game bucket w/ seat.
  - All balls and buckets are to be returned to the league at the end of the little league season.
2. Re-Issuance of additional game balls MUST go through the League Purchasing Agent.

#### **E. Holiday scheduling**

1. ECWLL will schedule games around all major holidays. (Spring Break, Easter, etc...)

#### **F. Rain Out Policy, Makeup Games, and Incomplete Games**

1. If your game is canceled due to rain, the President or designee will schedule a makeup date as soon as possible.
2. If your game is suspended or shortened due to weather, light, etc. The President or designee will schedule a makeup date as soon as possible.
3. Both Managers will be consulted prior to scheduling of make-up games.

#### **G. Season Standings - Tie Breakers**

1. Head to Head record during regular season play.
2. If ECWLL participates in inter-league games, those records count towards regular season standings. First tie-breaker is an ECWLL team's inter- league record during regular season play. Second tie-breaker is head-to-head play against ECWLL teams.
3. The 3rd and final tiebreaker is which team allowed the fewest TOTAL (both earned and unearned) runs over the season.
4. If still a tie, a coin toss will be used to determine seeding.

#### **H. Regular Season TOC Format and Procedures**

1. Team standings will be kept in Majors only.
2. The regular season standings will be used to seed the teams for the ECWLL TOC
3. The ECWLL TOC will be a double elimination tournament.
4. The winner of the ECWLL TOC will represent ECWLL in the District 41 TOC tournament.
5. In ECWLL TOC only, the higher seeded team has the option of being home or visitor.
6. Little League SEASONAL Rules apply for all ECWLL TOC games.
7. Tee-Ball, Minors "A" and "B" TOC seedings will be determined by a hat draw.
8. There will be no protests; all protest able actions will be decided at the field with the final decision to come from the U.I.C.

**Note: TOC Minimum play requirements are same as regular season rules.**

## Section 5

### I. ALL-STAR SELECTIONS

#### A. All-Star Voting and Procedures

1. All-Star voting will be the same for all age bracketed all star teams
2. All players of legal age and who have met play requirements will be included on the All-Star ballot.
3. The Player Agent will conduct All-Star voting on the first week of the ECWLL TOC.
4. All players may vote for up to (10) All-Star candidates. Player voting will NOT decide who makes the All-Star Team. Voting results will be used as a barometer when decision is made.
5. Managers from Majors and Minor "A" will meet with League President and Player Agent prior to June 15<sup>th</sup> to vote and assemble the All-Star Teams.
6. All players who are selected as All-Stars will present their original birth certificate and proof of residence to the ECWLL Player Agent.
7. There will not be any honorary or alternate All-Stars selected.
8. The All Star Committee will be responsible for counting the ballots.
9. All ECWLL Teams will be represented by a minimum of 12 players. An All-Star Manager may elect to select a 13<sup>th</sup> player.

**Note: All Waiver players (2D's and Hardship) must have official letter from LL Headquarters to qualify for Tournament play.**

#### B. All-Stars Managers & Coaches

1. The ECWLL President will appoint all All-Star Managers. The Board will vote to approve the President's selections.
2. Managers will only be selected for an All-Star Team from within their own division of play.
3. Managers may select their All-Star Coaches, but will be subject to President and Board of Directors approval.
4. Managers will be able to select one Coach if 12 or fewer players are on All-Star roster. If Manager elects to select 13 or more players, the Manager may select (2) Coaches.

**Note: Managers who have not completed an official D41 clinic in last (3) years do not qualified for All-Stars.**

## Section 6

### J. UMPIRES AND SCOREKEEPERS

#### A. Umpire Selections

1. The ECWLL U.I.C. will recruit volunteers to act as League Umpires. Volunteers are subject to President's approval. Junior Umpires from the ages of 11-17 may be recruited.
2. The U.I.C. will schedule Umpires for all games. Schedules will be sent via email and posted in the snack bar, and score keeper's booth. It is recommended that the Information Officer post schedules on the League Web Site as well.
3. During the ECWLL TOC, the U.I.C. will use discretion in assigning Umpiring Teams for the different divisions.

4. The U.I.C. should make every attempt to have District 41 Umpires assist throughout the year.

**Note: Per the Operating Manual and Little League Rulebook (Green Book); Player Agents may not Umpire within the division(s) of their responsibility.**

#### **B. Umpire Training**

1. The U.I.C. will arrange for local training classes for recruits. The classes may be taught by returning qualified umpires or the U.I.C. (Attendance is mandatory)
2. The U.I.C. will also set up a class to be taught by the District 41 U.I.C. (Attendance is mandatory)
3. The level of play each Umpire is assigned will be at the discretion of the President and Umpire in Chief.

#### **C. Manager and Coach Umpiring Requirements**

1. Managers and Coaches will be required to work as Umpires throughout the season. NO Manager or Coach will be exempt.
2. Managers and Coaches may be scheduled to work outside their respective divisions.
3. Once assigned, Managers and Coaches are responsible for those umpiring assignments they have been allocated. Should they not be able to make one of their umpiring assignments, it is *their* responsibility to find a QUALIFIED replacement.

**Note: All ECWLL Umpiring equipment is to be returned to storage upon completion of game. Equipment is not to be kept or taken home.**

#### **D. Score Keepers & Announcers**

1. Score Keepers will be recruited at registration sign-ups and throughout the year.
2. If possible, (2) "lead" Score Keepers will be recruited by the Vice President and approved by the Board of Directors.
3. "Lead" Score Keepers will score keep, train and recruit new volunteer score keepers.
4. "Lead" Score Keepers will put on (2) local training classes for volunteers.
5. All ECWLL Score Keepers will attend the District 41 class.
6. Each Majors and Minors team will be required to have a minimum of 2 scorekeepers.
7. The home team's scorekeeper (or League Scorekeeper) will keep the official book.
9. Remind your scorekeepers that when they are doing the official book that they must clearly mark all substitutions and pitching changes in the inning the substitution occurred.
10. Pitchers name and number of pitches thrown must be filled in at the bottom of the score page in ink.
11. Score Books are to remain in the score booth at all times! Managers may refer to them, but under no circumstances will they make changes or lobby for changes.
12. No coaching, rooting or talking to players from the score booth.
13. Information Officer will review scorebooks and post scores for Majors on ECWLL website.
14. Information Officer will post "over the fence" home run list on website.
15. Auxiliary Presidents will post home runs next to snack bar.

#### **E. Game Announcers**

1. A Game Announcer will be used if ECWLL decides to announce games on the Major Field during the regular season.
2. The Game Announcer should be a Board Member. A designee may be appointed to announce games.
3. League Sponsors will be mentioned during announcement of game. A prepared statement may be provided for each sponsor. The Vice President or designee will be responsible for sponsor statements.

## Section 7

### K. League Fees, Fundraisers and Snack Bar Duty

#### A. Registration Fees

1. ECWLL registration fees for the 2010 season will be \$85.00 (Early Bird \$70).
2. No player may be placed on a team roster without paying league fee and completing registration process.
  - There are exceptions; see note below.
  - Fees pay for uniforms, fields, city fees, district fees, headquarter fees, accident insurance, playing equipment and gear, opening ceremonies, closing ceremonies, utilities, snack bar expense, etc...

**Note: ECWLL has a hardship policy for families who cannot afford all or part of registration fees. See a Board member for details.**

#### B. Fundraisers

1. ECWLL will have many fundraisers throughout the year to keep registration fees to a minimum.
  - Candy sales are **mandatory by each player!** Parents may elect at registration to *buy out* at \$30.00.
  - Cap-N-Cake day is an auction style fundraiser. The purchase of goods is voluntary. Parent participation is desired.
  - 50/50 and merchandise raffles are voluntary. Proceeds go directly to and for the betterment of the league.
  - Professional Baseball clinics benefit both the player and the league. ECWLL receives \$10 for every participant.

**Note: Fundraisers are for the costs not covered by league fees and sponsorships. Fundraisers are not meant to pressure members from their money. They help the league maintain services for our youth.**

#### C. Snack Bar Duties

1. Board Members and parent volunteers run the snack bar.
2. Each player parent is required to volunteer a minimum of (2) tours in the snack bar. Parents who elect may pay a \$20 buy-out per tour. The fee goes toward paying a junior volunteer to replace the parent.
3. The Auxiliary Presidents will make-up a snack bar duty schedule with the assistance of Team Moms. Team Moms will be given copies to distribute to player parents. Copies will also be posted in snack bar and on League Web Site.
4. The Auxiliary Presidents will ensure schedules are up to date and being complied with.

#### D. Snack Bar Rules

1. There will be a Board Member in the snack bar at all times! Board Members will operate the cash register.
2. Player parent/junior volunteers will not work the cash register. Junior Volunteers MUST be 16 or older.
3. Cash register money will be counted by two people, (one being a Board Member) at the beginning of the night and at the end of the night. A cash log will be maintained next to the register and will be initialed twice a shift.
4. All safe cash drops will be conducted by (2) Board Members. The initials of both will be required on the drop slip(s).
5. The President and League Treasurer will collect funds from the safe together.

6. A safe log will be maintained. Log will include persons making drop, drop amount and date. Log will also track persons opening safe, amount withdrawn and date.
7. Snack bar keys will be produced as minimally as possible. (8) sets of keys will be maintained by; President, Vice President, Auxiliary Presidents, Purchasing Agent and Treasurer.

**Note: *Snack bar rules are not meant to belittle or make volunteers feel unappreciated. Rules are there to protect the volunteers and make the Board Members and League responsible for their duties.***

## **Section 8**

### **L. Purchases for ECWLL**

#### **A. Playing Equipment, Uniforms, Etc...**

1. The Purchasing Agent will be required to obtain a purchase order for any and all goods.
2. The Board of Directors will vote to approve purchase and purchase amount.
3. If a situation arises and an emergency purchase must be completed. The President and or Vice President will be notified and Treasurer will be notified to supply either petty cash or a signed check.

#### **B. Snack Bar**

1. The President or Treasurer will purchase a Smart and Final gift card in the amount of \$500 in advance.
2. Auxiliary President (s) will return all receipts to Treasurer after each purchase.
3. The Treasurer will maintain a log on all gift cards for proper accounting purposes.
4. The purchase of new snack bar equipment will go through the Purchasing Agent and purchase order process.

By \_\_\_\_\_ Date \_\_\_\_\_  
Jayson Kamoss, President ECWLL