

Merrimack Men's Slo-Pitch Softball League By-Laws

Last updated: 04/23/2025

1. GOVERNING RULES: The current official USSSA Slow Pitch Softball Rulebook shall govern games. In case of a conflict between the rules and these By-Laws, the By-Laws shall take precedence.

2. The name of this organization shall be the Merrimack Men's Slo-Pitch Softball League.

3. The object shall be to promote amateur softball in the town of Merrimack and provide a league each year and the surrounding communities.

4. MANAGEMENT: An Executive Board consisting of a President, 1st Vice-President, 2nd Vice-President, 3rd Vice-President, 4th Vice-President, 5th Vice President, 6th Vice President, Secretary, and Finance Officer shall govern the organization.

President:	Jim O'Connor
1 st Vice President:	Todd Anderson
2 nd Vice President:	Ben Kaul
3 rd Vice President:	Colby Boulay
4 th Vice President:	Jim Vanti
5 th Vice President:	Jason Rowe
6 th Vice President:	Mich Boisvert
Finance Officer:	Todd Anderson

4.1. RESIGNATION CLAUSE: If any officer should resign, a special election shall be held as soon as possible to determine a new board member(s).

4.1.a SPECIAL REMOVAL FROM OFFICE: Any board member, including the President, may be removed from their role for presented cause and obtaining a 2/3 vote of current board members, after an initial discussion of a performance discussion with the President. That board member does not have a vote but all other voting board members, including the President, do. If all board positions are filled, 6 votes would be needed to have that Director removed with cause.

4.1.b -Executive Board Voting: First vote on re-elections. The second vote will vote on open positions. President gets a vote on all board position elections.

4.2. TERMS: The officers of the Executive Board shall be elected for three years from the board membership by a simple majority of the Executive Board.

4.2.1. TERM DATES: Dates in which positions will come up for reelection.

President:	January 2027
1 st Vice President:	January 2027
2 nd Vice President:	January 2028
3 rd Vice President:	January 2026
4 th Vice President:	January 2028
5 th Vice President:	January 2026
6 th Vice President:	January 2027
Finance Officer:	January 2027

4.3. COACHES BOARD: Each team will be represented on the Coach's Board. After the draft, each team will identify one (1) representative for the coach's board. The Coach's board representative may be an executive board member.

5. VOTING: Voting on issues will be limited to one (1) vote per board member. The League President shall cast the deciding vote in the event of a tie. If the team(s) of a board member(s) is/are directly involved in the issue, that board member will not participate in the vote.

5.1. Issues voted on by the Coaches Board will be limited to one (1) per team. Teams directly involved in the issue will not participate in the vote. In the event of a tie, the issue will be voted on by the Executive Board.

5.2. In the event of unusual circumstances that require an on the spot decision an emergency meeting may be called by the Executive Board and voted upon. This may be done via email.

6. AMENDMENTS: The By-Laws may be amended by a majority vote of the Executive Board at a scheduled League and/or Executive Board meeting.

7. ELIGIBILITY OF PLAYERS: Any resident, property owner, or employee of a company in Merrimack who is at least 18 years of age and is not attending a high school, whether public or private, shall be guaranteed eligible for membership for the season. All players who participated in the previous year are automatically eligible the following year (Serious injury notwithstanding or for extenuating circumstances that need to be brought to the Executive Board's attention). Out of town players may be eligible upon board decision.

7.1 DISQUALIFICATION OF PLAYER: Any player, including board members, may be removed from their role for presented cause and obtaining a 2/3 vote of current board members. You are allowed to apply for reinstatement after a probationary period of the year you are removed plus one (1) season.

8. ELIGIBILITY OF TEAMS: Any team participating in the league shall be comprised of players that meet the eligibility requirements of Article 7.

8.1. Draft Teams: Teams, which are formed through the annual draft.

8.2. Corporate Teams: Teams comprised of players from a Merrimack business.

8.2.a. All players shall be a current employee of the company's Merrimack facility. Rosters of corporate teams must be verified with a company representative by the Executive Board prior to the annual draft.

8.2.b. Corporate teams will be approved on an annual basis by the Executive Board.

8.2.c. Corporate teams will be considered for participation by the Executive Board if needed.

9. DRAFT: The League will operate as a draft league, meaning it is mandatory for all new players who wish to get on a team roster for the beginning of the season to attend a League scheduled "New Player Tryout" The purpose of the tryout is to allow the league coaches to get familiar with the new players coming into the league for purposes of the draft. The draft, which is aimed at maintaining competitive balance among the teams in the league, operates under the following rules as of the present time. Such rules are subject to review and possible modification by the Executive Board on an annual basis:

- For 2024 through 2026, all teams are allowed to protect up to 4 players from the team's prior year's roster
- The Executive Board will vote on the amount of protections every three years
- Players must consent to be protected by their prior year team. Any player who does not wish to be protected must inform the League President in writing and must be put into the returning player draft. Note: this does not prevent the prior year's team from drafting that player if available at the time of their selection.
- Prior to the draft, the Executive Board will discuss each team owner to determine which round they should be slotted in. All owners will be slotted in a round prior to the draft. Owners can be slotted in an appropriate round voted on by the Executive Board. See Example 1
- The remaining returning players from the prior year are put into a draft pool
- There will be one draft comprised of new and returning players. This rule will be revisited in 2026 with the Keeper Vote.
- The draft is completed as a snake draft
- Teams protecting less than 4 players are allowed extra picks in the initial rounds of the draft before every team begins to participate in Round 5.
- All returning players are guaranteed a spot.
- If you do not try out, you can't play. Exceptions can be approved by the Executive Board.

9.1. Draft Order: To maintain fairness and drive competition throughout the season the draft order, starting with the 2019 draft, will be decided by the average of the previous regular season and postseason standings. If team "A" finished the regular season in 8th place and finished the postseason in 2nd, their draft position will be based on the average of the 2 finishes. $8 + 2 = 10$. Meaning the average finish would be 5. Team "A" would be slotted in the 5th draft spot as opposed to the 2nd spot. In the event of a tie in average standings the team with the higher post season finish will move down a spot in the draft order. Playoff seedings finish as 9, 5, 3, 2, 1.

10. ROSTERS: The roster shall consist of the name (typed), phone number (typed), and email address of each player.

10.2. Corporate Teams must have their final rosters submitted for approval prior to the season. Any changes to submitted rosters must be approved by the Executive Board.

10.3 Trade Deadline: The trade deadline is before the start of the 15th game of the season. All trades must be submitted to the Executive Board and approved by the Executive Board. For a player to be eligible to be kept the following year the player must have made 50% of the games they were eligible for to that point in the season.

11. FEES: The Executive Board shall agree on the number of teams in the League prior to the start of the season and shall set an entry fee for each team to provide for anticipated expenditures.

11.1.a The league will spend up to \$350 for championship gear to winning team. If team wants gear over that amount, they cover difference. Team can't take the \$350.

11.1.b The player fee for all players is \$20.

11.2. A deposit will be determined in advance of the season. Half of the fee is due at the draft with the remaining fee due before the start of the 10th game.

12. DEBTS: Any team indebted to the League for payment of league/player fees or other items must make full payment prior to the start of the season, or they will be declared ineligible. Any team which has not satisfied all its debts to the League shall not be eligible for future competition until the debt is paid.

13. OFFICIAL BALL: The official ball shall be agreed upon by the league Executive Board prior to the start of each season. A game ball will be furnished by each participating team to the plate umpire prior to the start of each game. The League will supply the balls, paid for from the entry fee.

13.1 Official Game Balls will be held in a bucket behind home plate, stamped, 1 new game ball per game, teams retrieving balls.

14. UNIFORMS: Each team should be in a matching colored jersey, uniform top, or similar shirt when playing League games. If a player does not meet the above requirements but does produce a similar colored garment, then the coaches must both agree to allow that player to play in said league game. If no agreement, player is ineligible and does not game a game played. In the playoffs, player must be in uniform. Same color if approved by other coach. Can not wear same color as other team under any circumstance. Coaches/owners should get extra jerseys to ensure uniformity of the team.

15. BALLS & STRIKES: A batter will walk on 3 balls and will be out after 2 strikes (no matter if the strike results from a foul ball or a called or swinging strike). The arc allowance on pitches will be controlled by the governing umpire's association rules. Additionally, there will be no batter's box. Players will be called out for being "out of the batter's box" if they step on the plate or have both feet in front of home plate when striking the ball. Umpires will determine when a batter has assumed the batting position prior to allowing a pitch to be delivered. Any ball pitched which meets the arc requirements, and also makes contact with any part of the plate (the black portion is not considered the plate) will be considered a ball.

16. SHOES: Games shall be played in rubber or plastic cleats. **NO** metal cleats will be allowed.

17. BATS: All bats must be marked "Official Softball." No bat may exceed the 1.20 BPF rule, and must be marked so. Starting in 2014, all bats must meet current USSSA Certifications and be marked with the current USSSA stamp. All bats must also be bat tested by a league officer or designated representative using the Executive Board approved testing standards. Bats used in league play are also subject to random testing by an authorized USSSA representative or Executive Board member not involved in the game, using their own testing standards. To be eligible for use in league play, a bat must pass both the League's mandatory testing and any random USSSA testing that may be ordered by an umpire, the Umpire-in-Chief, or the State Director. The League will have 3 different bat testing dates established each year that all bats will need to be tested at using the Executive Board approved standards. A sticker will be put on the bats that pass the bat testing and only those bats with the most current sticker can be used. If a player is injured, the coach can ask for the bat to be tested. If the bat fails, the bat is removed from the league. If bat has no sticker and fails, the player is subject to suspension, dependent upon the board vote.

17.1. Any bat used during a game that is deemed illegal by our league bat testing rules shall be removed from the playing area and the owner of the bat will face a 3-game minimum suspension, and the Executive Board reserves the right to increase the suspension based on Executive Board review. Any team may question the legality of a bat at any point during a game. In the case where the legality of a bat cannot be resolved, the Executive Board will decide. The executive board has the ability to increase or decrease the suspension.

17.1.A: PLAYER BAT TESTING: Players are allowed to test 3 bats per round. Round 1b and Round 2b are allowed for players that have yet to hit their allotment or missed round 1 or round 2.

17.2. If any player is suspected and caught using a bat on League controlled fields during League controlled time that has been structurally modified, that player will be suspended for three years from the start of the current season if proven guilty. If any player, spectator or umpire is injured with said bat, the bat will be confiscated and turned over to the proper authorities for further examination, checked for said alterations, possibly by the manufacturer. Any expenses incurred by the League to prove that the bat has been altered, may be recovered from the offending party. Additionally the League may attempt to recover monies from the offending party if the League is required to defend itself in a civil action as a result of damages caused by the altered bat. All other rules not covered here are governed by the USSSA national By-Laws.

17.3. If any player refuses to allow an Executive Board member to examine a bat for modifications upon request, the player will be immediately suspended until said bat is allowed to be examined. If any damages occur to said bat while in the possession of the league, the Executive Board will authorize the repair or replacement of said bat if it is deemed to be legal.

NOTE: The playing field shall be defined as the diamond area, the dugouts, and the parking lot for that field. A player's bag in the dugout or parking lot is considered part of the playing field. The recommendation is the illegal bat be removed and placed in the owner's vehicle. If the owner of the bat does not own or have a vehicle present, another vehicle shall be selected.

17.4. Starting in the 2025 season, only 240 stamped bats that pass league bat testing will be allowed for league play.

17.5. The Executive Board reserves the right to deem any "Official Softball" bat-banned, overriding Article 16. *The following list of USSSA "Official Softball" bats with a BPF of 1.20 are deemed banned:*
None at this time

18. All pitchers are required to wear a mask as soon as they step on the mound. This is a mandatory league rule.

19. MAKE-UP GAMES: The first four rained out games will be added to the end of the regular season schedule to be made up. Starting with the 5th rainout of the year, any other games rained out will be made up on the Thursday of the following week.

20. TIME AND PLACE OF GAMES: All games will be played on fields designated on the League schedule. All games shall start at 6:30 PM. At game time, a fifteen (15) minute grace period will be granted to a

team with less than nine (9) defensive players before a forfeit is declared. During play-offs, games at Twardosky and Legion will start at 6:15pm due to limited light.

21. FULL TEAM: No game shall start with less than or finish with less than nine (9) regular players on either team. The vacant tenth (10) spot in the batting order is not an out. Teams starting with only ten (10) players may add an 11th player during the first rotation of batters. An 11th player cannot be added to a lineup after the first batting position in the lineup has batted twice. Teams starting with nine players can add a tenth player at any time without penalty.+

21.1. If a player shows up to a game and is available to play that day he will be afforded a minimum of 2 plate appearances as EH or 1 plate appearance plus 1 defensive inning. A warning will be issued for the 1st offense and a loss will be issued for each additional offense. Please note: This rule is NOT applicable to playoff games or games where the mercy rule is applied.

21.2 If a player shows up to a game and wishes to not play that day, he will not be required to enter the game. The opposing team must be informed prior to the first pitch of the game that the player does not wish to play in that game. Once a player has elected to not play in a game, he can not be used in that game for any reason. Please note: This will not count as a game played for that player for playoff eligibility purposes.

21.3. There will be a "double re-entry" rule permitted. This will apply to the 2 players batting the same slot in the lineup only. Example: Player "A" will start the game in the 9 spot in the lineup, player "B" will be permitted to bat for player "A" in the 9 spot. Player "A" will be eligible to re-enter the game in the 9 spot in which he started in. Player "B" will be eligible to re-enter again (double re-entry). The intent of this rule is to allow flexibility to coaches to accommodate the minimum at bat rule. Please note: The "double re-entry" only applies to the regular season and can not be used in the playoffs.

21.4. If there is an injury during the game and the team drops to 9 players, with no available substitution, the injured slot becomes an out. If team starts with 9 and an injury occurs and the team only has 8, the game will result in a loss. All players at the field will receive a GP credit in that instance.

22. COURTESY RUNNER: As of 2024, the League has decided to adopt the current USSSA rule regarding Courtesy Runners, which states:

"2024 USSSA courtesy runner rule for softball allows any eligible player on the official line-up to be used as a courtesy runner, including substitutes. The courtesy runner can be used once per inning"

In addition, during the regular season only, after a team has already used its Courtesy Runner for that inning, if another player suffers a new injury during the course of running the bases, the team manager can request an additional Courtesy Runner for that inning. If the opposing manager agrees, the runner used in that instance will be the last recorded out that is not already occupying a base. In such cases this runner will be allowed for that inning only. During the playoffs, the USSSA rule for Courtesy Runners will be used, and no additional Courtesy Runners will be allowed. If someone suffers an injury and can't run the bases after the Courtesy Runner for that inning has already been used in a playoff game, the team will have to use a substitution to replace an injured runner.

22.1 COURTESY RUNNER FOR THE PITCHER: 2024 Pitchers are allowed to receive a courtesy runner. This is in addition to the previously stated courtesy runner rule. The pitcher does not have to take the runner.

23. POSTPONEMENT OF GAMES: The teams must be ready to play at game time. If agreement can't be reached between coaches, the umpire will decide if the game is to be played. Once the game has started, the umpire will decide if it should be halted due to inclement weather. If a game is suspended and you've completed 4 ½ innings for the visiting team & 5 for home, the game is complete. All games that do not complete 4 ½ & 5 full innings will start where they left off at a rescheduled date. Games cancelled due to inclement weather prior to start time will be decided by the board. It is the responsibility of the team representatives to contact their players. For playoffs, they will be completed in full.

24. 15-RUN RULE: The game will be declared over if after the completion of any inning after the fifth, the losing team has been to bat in that inning and is fifteen (15) or more runs behind. The League does not wish to institute the USSSA flip-flop rule or 3rd and 4th inning mercy rules. This rule applies to both the regular season and the playoffs.

25. PROTESTS: Protests must be brought to the attention of the plate umpire and the opposing manager at the time of the infraction, and before the next pitch is delivered. The protest must then be filed in writing with the President within twenty four (24) hours. The umpires involved in the protest must file their report with the President. All protests must be handled by officers of the League and head umpires. Their decision is final. Umpires and team managers involved will be present at the protest meeting.

NOTE: It is the responsibility of the manager filing a protest to know who the umpires were for that particular game.

26. SUSPENSIONS: A player will receive a minimum 1-game suspension for being ejected from a game. NOTE: This includes ejections for arguing balls and strikes. The Executive Board also reserves the right to increase the suspension if deemed necessary by a majority vote of the Executive Board. A player can

appeal their suspension by written notification within 24 hours after the ejection to the Executive Board. The President will consult with the USSSA Umpire-in-Chief and then a vote will be held by the Executive Board. The Executive Board has the right to call all interested parties involved to a meeting to resolve any suspensions if deemed necessary. This meeting must be held before the start of the next game. The Executive Board's decision will be FINAL.

The League is committed to doing everything possible to ensure the safety of all its players, coaches and spectators. Intentionally trying to injure another player, coach or spectator by any means (including trying to hit someone with a thrown or batted ball) will not be tolerated. For that reason, the Executive Board has adopted a "Zero Tolerance" policy to players believed to have intentionally tried to injure anyone during the course of a game or for anyone who threatens to intentionally injure someone at any time on or around the field of play either before, during or after any game. If any General Board member witnesses what they believe to be someone intentionally trying to injure someone or threatening to do so, they can call an emergency meeting of the Executive Board to determine whether the player in question should be suspended. The length of any suspensions deemed appropriate by the majority of the Executive Board shall be determined on a case-by-case basis depending on the severity of the incident in question and any history of prior offenses by the player. The Executive Board has the right, but not the obligation, to call all interested parties involved to a meeting to resolve any suspensions if deemed necessary. This meeting must be held before the start of the next game. The Executive Board's decision will be FINAL and is not subject to any appeal.

A player drinking alcoholic beverages during the game in which the player participates, is subject to immediate suspension by the League. This suspension will be decided upon by the Executive Board on a case by case basis. Does not need to be in the dugout. Smoking applies too.

Any manager or player who strikes an umpire before, during or after a game will be automatically suspended for one (1) year from the date of the offense.

Fighting on the field will result in a three (3) game suspension for the players involved in the first infraction (whether or not blows are actually struck). Players involved in a second offense will be suspended for one (1) year from the date of the infraction.

27. LEAGUE SCHEDULE: A schedule of League play shall be established by the Executive Board each season. Play will consist of games each Monday and Wednesday. The home team will be as set forth in the schedule for the first two-thirds of the season. When teams play each other for the third time during the season, the home team will be determined by coin flip. The team winning the coin flip will have the option of being the home or away team. Following the conclusion of the regular schedule, there shall be playoffs.

27.1. All teams will make the playoffs. A player must play in at least half plus one of the team's games that they are eligible to play in. For players not added during the season or not placed on the DL during the season, 16 games is the minimum required for playoff eligibility. A supplemental player must make a minimum of half plus one of the team's remaining games after being added to a team roster in order to be eligible to participate in the playoffs. Any supplemental player added after the 18th game will not be eligible to play in the playoffs. Players placed on the DL will be required to make half plus one of the team's games excluding the games during which they were on the DL. If you come off the DL early you will not get the benefit of the DL GP reduction.

27.1.a Exceptions to the playoff eligibility requirements need to be presented to the Executive Board and would need a majority vote to pass.

27.1.b. There will be a playoff roster meeting before the start of the playoffs, at which time a playoff roster will be submitted and can be challenged. Once these rosters are agreed upon, they are final and cannot be contested at a later date.

27.1.c. Teams will be provided with a scorebook and must make their best efforts to keep an accurate book. Send in the final scoresheets at the completion of each game.

27.2. Playoff formats and schedules will be determined on an annual basis, based on the number of teams in the league.

Round 1 matchups will be determined by the regular season standings. The top four seeds will get to choose which team they will play in the first round from the bottom 4 remaining seeds. Teams will choose in the order in which they finished in the regular season. (The top seeded team will get to choose who they play in round one, then the 2nd seeded team will choose from the remaining teams, etc.)

Round 2 will not reseed the four remaining teams by highest Seed from the previous round and will consist of the same best of 3 format. In the event of a tie in seed, the head to head record from the regular season will be used to break the tie. The higher seeded team will be the home team for games 1 and 3(if necessary).

Finals will be a best of 5 series between two remaining teams from round 2. Head to Head record will be used to break any tie in seed, with the higher seeded team being the home team in games 1, 3, and 5(if

necessary).

Final Playoff standings will also use the head to head tiebreaker to determine the final standings based on overall finish in playoffs.

27.3. Tie-Breaker for regular season standings are:

Two Teams

1. Head-to-Head record (best won-lost record between the two teams)
2. Head-to-Head run differential in the games played between the two teams
3. Coin Toss

Three (or more) Teams

(Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to the "Two Team" tiebreak procedure).

1. Head-to-Head (best won-lost record among the clubs that are tied).

Ex. 3 way tie:

Team A's record in games against the other two clubs is 4-2

Team B's record in games against the other two clubs is 3-3

Team C's record in games against the other two clubs is 2-4

Team A wins the tiebreaker. The tiebreak for Team B and Team C reverts back to the "Two Team" tiebreak procedure.

2. Best won-lost record in games played against other league members.

Ex. 3 teams remain tied after head-to-head tiebreak:

Team A's record in games against the remaining clubs is 15-6

Team B's record in games against the remaining clubs is 17-4

Team C's record in games against the remaining clubs is 14-7

Team B wins the tiebreaker. The tiebreak for Team A and Team C reverts back to the "Two Team" tiebreak procedure.

3. Coin Toss

28. FINANCIAL REPORT: The Finance Officer will be responsible for having financial reports current and available for review or meetings at all times.

29. HOME RUN RULE: 3 and OUT - Once a team has reached five home runs, any more home runs by that team will result in an out. A ball that is touched by a defensive player first before going over the fence is considered a four base award and will not count against the batting team's home run limit.

On any touched or untouched ball that is hit over the fence during live play and considered a Home Run, the batter does not have to touch first base. All players on base and the batter may proceed directly to the dugout. No appeal or protest will be allowed on this rule.

29.1 Designated Home Run Hitter (DHH): Prior to the start of all games you must declare your teams DHH. The DHH's HRs do not count towards the teams total of 3 HRs per game. If the DHH is walked the team has a free HR to use until the DHH returns to take their next at-bat. This free HR does not count towards the team's total. If your team starts with 9 players and declare no DHH remaining with 3 HRs, or you can declare a DHH and take an out in the 10th hole. Once the 10th player shows up they can then take the 10th spot in your lineup and the penalty is now removed.

30. QUIT RULE: If any player decides to quit or not play for a team for any reason other than a legitimate one, that player will be ineligible for two full seasons after the one he has quit. In writing, a legitimate reason must be given to the Executive Board immediately following his leave. If the player does not do so in writing, he will automatically be ineligible for 2 seasons. The Executive Board will discuss the situation with the coach/manager and make an executive ruling based on all the facts.

31. SUPPLEMENTAL PLAYER PICKUP PROCEDURE: A designated Executive Board Member will keep a confidential list of all available supplemental players available for pickup. There will be a random drawing to pick-up supplemental players after the 6th, 12th and 18th games for teams that put in a player request(s). Requests must be submitted electronically to the Executive Board for review and be for a legitimate reason to prevent forfeiting of games: examples include players who have moved, quit, are no longer able to make games, or have been injured. A team may also submit a request for a Supplemental

Player in the event that its roster of available players has fallen to or below 13 players as a result of players quitting, moving or getting injured.

The Executive Board must approve the team's requests for Supplemental Players based on a review of the facts and circumstances. In addition, for a Supplemental Draft to be held, there does not have to be two or more teams with approved Supplemental Player claims, but in the event that there is only one team with an approved request for a Supplemental Player there have to be more Supplemental Players available to be picked at the random drawing than there are approved positions to be filled. A random drawing will take place at Martel before the nights of the 7th, 13th and 19th game, but only in the event that at least one team has been approved to add a Supplemental Player and all other requirements have been met. If a Supplemental Draft cannot be held because there are not enough players available for selection, the draft will be deferred and held as soon as practical after enough players have been added to the list to meet the requirements set forth above. Supplemental players assigned to teams in a random drawing will be eligible to play right away that night or for the next scheduled game.

On the night of supplemental drawing, only the corresponding number of players needed will be put in a hat to be drawn. (ex. if 3 players are needed, only the first 3 players on the list are put in the hat)

31.1. If a team has a player that is injured and places that player on the 6-game disabled list, their roster size will decrease by one for purposes of the supplemental player pickup procedure.

31.2. If a player is picked up from the supplemental list after the draft, that player cannot be protected in the following year's draft.

32. TEAM OWNERSHIP: In order to clear up any confusion and prevent conflicts over who controls a particular team's spot in the league, each draft team will have a single individual who will be deemed the "Owner" of their spot in the league. The owner must be a coach, player or sponsor, and can only be one individual. That person who is considered the Owner of the team's spot in the league will be entitled to a spot in the following league season, provided they have fulfilled all financial obligations to the league, unless they forfeit or abandon such spot. At the first meeting of the year, each Owner will be required to declare whether or not they are returning to the league for the upcoming season. If an Owner has not declared their intention to return to the league by March 15th, their spot will be deemed to be abandoned.

If a Team Owner decides to give up or abandons his spot in the league, it will be up to the Executive Board of the league to develop a list of possible replacement Owners and evaluate any interested parties on the basis of, among other things, their ability to field a competitive team, secure sponsorship money,

and manage a team roster in a manner that will best serve to benefit the league as a whole. In the event there are multiple ownership positions available, the executive board will first vote on the number of ownership spots from the list. Then once those new owners are determined, the new owners will pick from a hat for which existing team they will take over ownership. For example how this works, 1 spot.... 2 spots...

If the Owner of a league team is a coach and/or player, then they are entitled to change sponsorship from year to year, based on their own assessment of what is best for the league and their team. The list of owners will be added as an addendum to these By-Laws.

The board has the right to remove an owner with due cause.

ADDENDUM A - TEAM OWNERSHIP LISTING

Pursuant to Article 32 of these By-Laws, the team ownership designees for the 2025 Season are as follows:

TEAM	OWNER
A&D Plumbing	Colby Boulay
Petersen Painting	Kyle Talbot
Buckley Disposal	Jim O'Connor
Holt's Autosport	Todd Anderson
Los Primos	Mich Boisvert
Nucoat	Craig Longhi
Watt Family Painting	Andrew Watt
Lions Den	Brett Bellerose