

PERFORMANCE BOND POLICY VMMSL

THE BOND

An account will be set up for each team that reflects the initial \$100 each has paid. Fines and credits will be applied to this bond. Should a team bond reach \$0, the team will be notified and be required to return their bond level to \$100 before they can resume play. A grace period of one game will be allowed by which time the payment must be made. If a team is unable to play games because they haven't topped up their bond, it is liable for an additional fine of \$25 per game to be credited to the team they were scheduled to play.

Each team will be required to start each new season with \$100 in their account. Surpluses and deficits will be added or subtracted to their next year's dues.

LEAGUE MEETINGS

Any team not represented at a called League meeting will be assessed a fine of \$50 to be paid into the League general account.

MISSED GAMES

1. A team failing to notify the other team that they will be unable to play a scheduled game will be fined \$50. This money will be divided equally between the League and the other team.
2. A team persistently failing to play other teams will be fined \$25 per game to be credited to the other team's bond account.
3. A team notifying the other team that they will not be able to play a scheduled game must, at that time, schedule a make-up game.
4. A team that arrives at the field to play but are unable to field a minimum of nine (9) players will forfeit the game but NOT be subject to the fine. Teams are encouraged to play the game anyways.
5. The Division Representative must be notified when a violation has occurred. They will make a ruling and then inform the Treasurer and the Secretary if a fine and credit will be assessed. Both teams will be informed of the action taken.
6. **Division Reps:** Competitive Division Rep is Tom Fristoe
Recreational Division Rep is Alec McBeath

YEAR END TOURNAMENT

Each team not providing people to assist in the operation of the tournament will be assessed a fine of \$50. A sign-up sheet outlining required tasks will be available.

SPARE SIGN-UP LIST

It is the obligation of each team to play all of their scheduled games. It is understood that sometimes teams will be short-handed but they are encouraged to recruit extra players to fill their line-up by game time. Teams are required to field a minimum of nine (9) players to avoid forfeit. Players who wish to play additional games are encouraged to add their names to the sign-up list with contact information on the web site. There will be no requirement to recruit players from the Spares list although actively utilizing the list will encourage more players to sign up. As well, teams should be respectful of their recruits so that it becomes a positive experience for everyone.

There are a few rules:

1. Competitive teams can recruit players from **both** the Competitive Division **and** from the Recreation Division.
2. Recreation Division teams can **only** recruit players from the Recreation Division.
3. Teams can recruit a maximum of two players for a game.
4. **ALL** players recruited **MUST** be registered with the League and SPN.