

**BABE RUTH BASEBALL
LEAGUE COMMISSIONER
JOB DESCRIPTION**

There are nine (9) League Commissioner positions, one for each league age division. These positions shall be appointed for a one year term by the Board of Directors at a regular meeting of the Board. Duties of these positions will consist of administering all league activities through the Board of Directors, and any duties assigned by the League President.

League Commissioners are responsible for receiving all grievances and personnel concerns connected with local teams from parents, players and coaches. The commissioners will then forward these questions and/or concerns to the appropriate Board of Directors' committee. If there is a formal complaint of an infraction by a manager/coach, player or any persons associated with Fargo Babe Ruth, it is the responsibility of the Grievance or Discipline Committee to investigate and gather information regarding the complaint. It is not the responsibility of the League Commissioner to solve or answer each question or concern.

Additionally, the League Commissioners are responsible for gathering game results after each game day from all league coaches (Fargo-Moorhead-West Fargo). They will record these results on the Fargo Babe Ruth League web site. The web-site should be updated two times each week. Each Commissioner must have access to e-mail.

League Commissioners will also distribute tournament and other information from the Board of Directors to the Fargo league team Parent Coordinators or coaches.

Attendance at all Fargo Babe Ruth League Board of Director meetings is strongly encouraged.

- Understand the grievance process
- Attend Board of Directors meetings
- Communicate any necessary information with coaches and parent coordinators in your league
- Report game results on the web-site
- Serve as the head of the calling tree for your league
- Collect league score books from league coaches for the league president when needed to verify player participation for State team players or determine equitable playing time