

IEBU/SBU Board Meeting Minutes

Sunday, January 19, 2025

(Approved 02-23-2025)

6:00 Call to Order (Kevin W.)

Attending:

Kevin Wellington
Clark Cosby
Gary Teale
Matt Miethe
Bob Francis

Unable to Attend

Kerry Kelly
Rich Hobson
Larry Randall
Frank Wintersteen
Kevin Gawenit

Approval of Board meeting minutes for December 15, 2024.

Minutes approved unanimously (Quorum present)

Agenda Items/Old Business:

- Debrief General Meeting on January 9th and Training Meeting on January 16th.
 - Rules discussion on the 9th was slightly disorganized
 - Some technical issues, some of the coach (video) statements needed to be corrected
 - Make sure that presenters are prepared
 - Quiz questions were helpful
 - Trainers meet with new guys at the end of each meeting
 - Recommend that veterans sit next to the new guys
- Ethics/Professionalism Concerns/Draft of letters (Gary)
 - Process: Complaints -> Coach-> League -> Assignors -> Board (Include this procedure in the SBU disciplinary process.)
 - Discussion around 3 problematic umpires (action to be taken tabled until next meeting)
- Records Retention Policy and Process
 - 1099's (7 years)
 - Members Service Agreements (ongoing)
 - Evaluations (3 years)
 - Contracts with leagues
 - Feedback from website (2 years)
 - Disciplinary actions
 - Further discussion needed at next meeting
- Update on Game Fee negotiations (tabled until next meeting)
- Fee for evaluators
 - Larry asked for a \$30.00 fee per game for evaluators (tabled until next meeting)

- Selection of post-season playoff umpires
 - As per the IEBU By-Laws post-season selection is done by a sub-committee of the board chaired by the Vice President
- Updating Rankings in Arbiter
 - Bob & Gary will update rankings in Arbiter

New Business

- Kevin W. suggested having monogrammed polo shirts for umpires going to state, or who have a long history with the organization. Also possibly having polo shirts for sale to the general membership.

7::00 Adjourn

Next Meeting: Sunday, February 23rd, 4:00 PM, Teale residence