

their version of events in a timely manner relative to the date of the incident. It is the responsibility of the Board to maintain a spirit of objectivity, and a willingness to consider any new information carefully. Poor sportsmanship, code of conduct violations, and/or other transgressions, may necessitate a disciplinary hearing. Rules violations, handicap manipulation, personal and or team disputes, may necessitate a grievance hearing.

### **BOARD MEETING:**

The purpose of Board meetings is to resolve any emergent matter by way of vote, and at the discretion of active board members. A minimum of 3 KPL Board members need to have a say on the matter but it is best if everyone can be present. This meeting does not have to be in person. Other means as in group phone calls, video conferences, group text, etc... are acceptable. The format needs to be in an unbiased manner, with an open mindedness of both sides of the story. How the voting will go is, If the board is operating with an even number of members the President does not get a vote. If the board has an odd amount then the president will be the tie breaker. Any fines which are assessed will be deducted from that team's winnings and split among the other teams playing in that session. The KPL Board will have final say on any remedial action required. All KPL Board decisions are final. The event and ruling will be articulated to all captains for transparency, by way of team representatives.

### **CAPTAINS' MEETING:**

The KPL Board is required to have a captains' meeting before the session starts, 4-5 weeks after the session starts, and after the session has ended. If starting a new session after the end of the other, a meeting is not required to start the next session. New KPL Board members are voted on in the first meeting of the session, and no more than 2 members will be voted on at a time. In these meetings the President typically will hold the order of the meeting. The format of the meeting will be Robert's Rules of Order. The formal steps in handling a motion are the