

Larchmont Mamaroneck Little League  
Softball Local Rules  
(last updated Spring 2021)

**Introduction**

The Softball program promotes full and equal participation of all team members, development of sportsmanship and fun and challenging competition for age eligible softball players who reside in the school districts of Larchmont, Mamaroneck and Rye Neck. Games are scheduled on weeknights and weekends. Coaches are required to hold a weekly team practice at which attendance is expected.

Information about this program, including these rules, team schedules and league standings will be maintained on the league website and app.

The Larchmont-Mamaroneck Little League (“LMLL” or “the League”) has adopted and utilizes the official Little League rules promulgated by Little League headquarters in Williamsport, PA (the “Official Little League Rules”). In limited areas, the LMLL has amended and supplemented the Official Little League Rules with its own local rules (the “Local Rules”). The Official Little League Rules govern except where clearly overruled, modified or contradicted herein.

All LMLL coaches are required to read and know both the Official Little League Rules and the LMLL Local Rules that govern their team. **Coaches may not suspend the applicability of any of these rules.** Understanding the Official Little League Rules and the LMLL Local Rules is mandatory; doing so will minimize any potential disagreements with opposing coaches and the umpire and will also further the primary goals of safe and enjoyable play.

The Official Little League Rules will be made available to each team before the start of the season. The LMLL Softball Local Rules are as follows:

## **1 Participation**

- 1.1 Registration. To be eligible to participate, players must register with the LMLL, pay the registration fee, and provide proof of residency and age.
- 1.2 Skills Evaluation. After registration, all players must attend an LMLL sponsored Skills Evaluation at which they will be rated by League officials, coaches and/or independent evaluators. Registered players will be notified of the Skills Evaluation dates.
- 1.3 Draft. The League will conduct a draft session for each division at which team rosters will be determined. All registered players will be selected to a team in the appropriate division. Trades will be permitted until the draft is concluded; no trades will be permitted without the approval of the Division Commissioner at the draft. Once the draft is concluded, no coach or parent may opt for a change in a team roster.
- 1.4 All players present at a game must play. Except in circumstances of injury, ejection or early departure, no player present at a game may play more than one inning more than any other player on that team. Thus, no player shall sit out (i.e., not play a position in the field) two or more innings, unless and until all players at the game have sat out one inning (except in circumstances of injury, ejection or early departure). However, if a player unexpectedly arrives at a game after failing to timely report that she would attend, the coaches shall not be strictly bound by this rule, but shall make best efforts to distribute playing time in the spirit of the rule.
- 1.5 Coaches must try to ensure that every girl has opportunities in the infield and outfield during the season. In the GREEN and BLUE DIVISIONS, every player attending at least three (3) full innings of any game must play at least one (1) inning in the infield for each full three (3) innings played in any game. Provided that they comply with the requirements of the previous sentence, coaches have discretion over who plays each position - particularly first base, pitcher and catcher. This is due to safety reasons (at first base and catcher) and the need to provide a reasonably competitive playing experience while advancing the game at a reasonable pace (pitching and catching). Coaches in the MAJORS DIVISION should attempt to honor the spirit of this rule.

## **2 Number of Players**

- 2.1 Each team must provide a written line-up to the opposing team and must make available its own line-up for its players to review before the start of the game. Players added to the lineup after the lineups are shared are added

at the bottom of the order. Players listed in a team's lineup who have not arrived by the time the player is to bat will be moved to the bottom of the order.

2.2 Maximum. If present and eligible to play (i.e., not sitting out due to injury or ejection), in the GREEN and BLUE DIVISIONS, ten fielders must play the field at all times, and in the MAJORS DIVISION, nine fielders must play the field at all times. A maximum of 4 players (excluding the pitcher and catcher) may play in the infield (and all outfielders shall be positioned at least ten (10) feet beyond the outside boundaries of the base paths) prior to the ball crossing the plate, unless the visiting team is trying to prevent the winning run from scoring.

2.3 Minimum to Avoid Forfeiture. A team may play with less than nine players, but must have 7 players at all times to play an official game. There is 15-minute grace period before a forfeit is called. No team may waive this rule. If a team plays with less than nine players, the 9<sup>th</sup> spot (and 8<sup>th</sup>, if applicable) in the batting order will be an automatic out when the spot(s) in the batting order is (are) reached. These outs must be taken and may not be waived by any coach. If additional player(s) arrive late for the game, the player(s) shall be placed at the end of the batting lineup and, if at least 9 players are then present, no automatic out will be taken from that point onward. Similarly, if a player has to leave a game and the team roster drops below 9 players, an automatic out will be taken from that point forward when the batting position of the departing player(s) is (are) reached. Again, these outs must be taken and may not be waived by any coach.

2.4 Callups. To promote the development of the League's athletes and to ensure that games are played with a full complement of players, coaches are permitted (and expected) to call up individual players from the next lower division during the season (including the playoffs) if a coach believes, in good faith, that the extra player(s) are necessary to have 9 players for the game. Callups are subject to the following rules:

(a) Priority for a call up shall be given to oldest players enrolled in the next lower division. The Division Commissioner will distribute a list of the eligible players in the next lower division at the start of the season; players may opt off this list.

(b) The player being called up shall not pitch for the requesting team. Rule 1.4 applies to playing time for players called up, even if a sufficient number of the team's regular players are present.

(c) A player being called up may not place her own team in jeopardy of forfeiture by her absence. If the call-up game is in conflict with the player's regularly scheduled game, the player may not play in the higher division's game.

(d) In all cases, the player, or her parent(s), must alert her regular team's coach about her call-up plans who, in turn, must apprise the Division Commissioner. The decision to accept a call-up rests exclusively with the parent of the player being called up. The coach of the requesting team must inform the parents of the different rules in the higher division and, before consenting to have their daughter play in the higher division game, the parents shall discuss any possible issues concerning the higher level of play with their daughter and/or the coach.

(e) To promote the goals of fair play and equal opportunity for all qualified athletes, a player may only be called up once per season (excluding the playoffs) per team (with advance approval of the Division Commissioner of the higher division). For purposes of this limitation, a player must have played in the field of an "official" game (which shall include suspended games that are concluded with or without the called up player); a call up shall not be deemed to have occurred if the game is forfeited by either team or if the game is rained out.

(f) Callups for playoff games are subject to League discretion and approval.

### **3 Equipment**

3.1 All players who participate in a game must wear their official team uniform, including a shirt, long pants (or shorts with a sliding pad) and rubber cleats. Metal cleats are not permitted. Players who desire to wear additional layers of clothing are encouraged (but not required) to wear them beneath (rather than on top of) their uniforms.

3.2 All players must wear LMLL-approved batting helmets with a strap and faceguard while batting, running the bases, in the on-deck circle, in the coaches' boxes or anywhere in-bounds.

3.3 Fielders are to be encouraged to use a glove that is appropriate to their position and their level of play.

3.4 A player is required to wear a protective fielder's mask while pitching. All infielders, especially the first baseman and third baseman, are strongly encouraged to wear protective masks.

3.5 Any player catching for a pitcher – including in practice off the field - must wear a mask with throat protector, a chest protector and shin guards.

3.6 Players must wear their hair back and must remove all jewelry before taking the field.

3.7 A pitcher may not wear batting gloves or a yellow, long sleeve shirt under her uniform while pitching.

3.8 All bats must meet Little League specifications. Coaches will inspect all their players' bats prior to each game (or in the case of a player arriving late, before her bat is used) followed by the umpire. A bat passing inspection may still be deemed invalid at a later time. Equipment violations shall not result in an "automatic out" or

otherwise affect any current or preceding play (i.e., LL Rule 6.06(d) is waived), but the offending equipment shall be immediately remedied or removed from play. Egregious or repeat offenses may be subject to disciplinary action.

#### **4 Starting and Ending the Game: Time Limit – Length of Game**

4.1 Teams **MUST** be on the field and ready to start play 10 minutes before game time. During the game, coaches are strongly encouraged to have their defensive players in position within 2 minutes of the end of their team's at bat.

4.2 A complete game is 6 innings; extra innings are permitted on weeknight games if, in the umpire's discretion, lighting permits safe play (subject to the time limit in 4.3 below). If darkness, weather or time shall otherwise require a game to be stopped: (1) in the GREEN DIVISION, 3 innings constitutes an official game, provided that the losing team bats at least 3 times (making three outs in its final inning), and (2) in the BLUE and MAJORS DIVISIONS, 4 innings constitutes an official game, provided that the losing team bats at least 4 times (making three outs in its final inning). If a game is stopped for any reason before it becomes official, the umpire shall suspend the game, and the game shall resume from that point forward at a later date (with pitching and other restrictions carrying over and remaining in effect).

4.3 In the GREEN DIVISION, the first new inning that begins after the 1:15 mark (one hour and 15 minutes from the start of the game) shall be declared the final inning. In the BLUE and MAJORS DIVISIONS, the first new inning that begins after the 1:30 mark (one hour and 30 minutes from the start of the game) shall be declared the final inning.

4.3.1 If the game is tied at the end of that declared final inning, the game will end in a tie.

4.3.2 If a game is called for any reason before the home team has completed its at bat in an inning, the score shall revert to the last completed inning, unless it is the bottom of an inning and the home team has improved its score relative to the visitor's score (i.e. narrowed a loss, tied from a loss, or taken or increased a lead) compared to the prior completed inning, in which case the score at the time the game is called shall stand. The official game requirements of Section 4.2 above shall continue to apply.

4.4 The batting team should have its catcher for the next inning ready to play with catcher's gear on when there are two outs unless she is the on deck batter. If the catcher is on base with two outs, a courtesy runner **MUST** enter for the catcher. The courtesy runner is the player who made the last out, unless it is the pitcher, in which case the batting team may use the player who made the second-to-last out. The player removed for a courtesy runner

pursuant to this rule must start the next inning as catcher and play the position for at least one player's plate appearance.

4.5 Pitchers should take only 5 warm-up pitches between innings. Additional warm-up pitches should be taken off the field of play before the beginning of the half inning.

## **5 Putting the Ball In Play: Fielding**

5.1 End of a Play/Dead Ball. When a batter puts a pitch in play, the play ends when the pitcher has control of the ball while she is in the immediate vicinity of the pitcher's rubber (i.e., inside the pitching "circle"), and the umpire shall call time. In the GREEN DIVISION, the play ends either (1) when the pitcher has control of the ball as previously stated, or (2) when a player on the infield makes a deliberate attempt to throw the ball to the pitcher in the immediate vicinity of the pitcher's rubber.

5.1.1 Any subsequent attempt by a pitcher in the pitcher's circle to place the ball back into play will not resume the play. Upon such an attempt to place the ball back into play, runners may not advance and are not at risk of being put out; they shall be returned to the bases they occupied when the umpire called time.

5.1.2 If a ball is put in play and fielded by the pitcher while in the pitcher's circle (e.g., ground ball, pop up, or line drive), the ball shall be a live ball and playable.

5.1.3 The ball is live and runners may continue to advance until the umpire calls time out.

5.1.4 If at the time a play is deemed over, the umpire determines that a runner has advanced at least halfway to the next base, the runner shall be awarded that next base. If the umpire determines that the runner is less than halfway to the next base, the runner shall be returned to the preceding base.

5.2 The first base player must use the white base when making a play. The safety base (usually an orange base) should not be used to make a putout at first base, even on an errant throw.

5.3 The "infield fly rule" is not in effect in the GREEN or BLUE DIVISIONS. The "infield fly rule" is in effect in the MAJORS DIVISION.

## 6 The Batter: Hitting and Bunting

6.1 Roster batting is in effect. All players in the lineup bat whether or not they are playing the field at the time.

6.2 A batter is out if her foot touches home plate while the bat makes contact with the ball (including if the ball is fouled off).

6.3 Hit Batsman. The League follows the Official Little League Rules for hit batsmen. In sum, a batter who is hit by a pitch, including a pitch that bounces in the dirt before striking the batter, is a hit batsman and is awarded first base, unless the batter, in the umpire's discretion, made no attempt to avoid being hit. A batter who swings at a pitch that hits her is not a hit batsman. A hit batsman may not decline the base.

6.4 Catcher's Interference. The League follows the Official Little League Rules for catcher's interference. In sum, if the catcher's glove touches a bat being swung by the batter attempting to hit the ball (regardless of whether the batter hits the ball), the batter is awarded first base; however, if the ball is put in play, the offensive team may elect the results of the play.

6.5 Run Limit Per Inning. In the GREEN DIVISION, there shall be a limit of four (4) runs per inning, other than in the sixth inning, any earlier inning that is the "final" inning and any extra inning. In the BLUE and MAJORS DIVISIONS, there shall be a limit of five (5) runs per inning, other than in the sixth inning, any earlier inning that is the "final" inning and any extra inning.

6.5.1 If in any inning in which this run limit rule is in effect, more than the limited number of runs are scored, the play will be completed in the ordinary course, but only the limited number of runs will count. Play should continue until its normal completion, but only the limited number of runs will be recorded for that inning and the batting team will then take the field.

6.5.2 GREEN DIVISION ONLY – 9 Batter Rule.

6.5.2(a) In the sixth inning or any extra innings or declared last inning, 3 outs will end such an inning (unless the home team takes the lead during the inning, in which case the game will end at that point). If 3 outs are not recorded, a maximum of 9 batters (including automatic outs due to empty batting positions if a team has fewer than 9 players) may go to the plate. After the ninth batter's at-bat, the inning ends.

6.5.2(b) An announcement of the 'final' inning shall take place before the top of the inning. No such announcement is needed for the 6<sup>th</sup> inning or for any extra inning; the 9 batter rule shall apply in all such innings. If "final inning" shall not be announced timely, for any reason, including inadvertence, inclement weather or a good

faith delay which prevents the commencement of a new inning, the unlimited batter rule shall not be in effect for that game; provided, however, if the game is suspended and continued at a later date under Rule 4.2, this rule shall apply accordingly.

6.6 Players may bat twice in an inning if this does not conflict with any other rule.

6.7 No Swinging of bats. No player except the batter may swing a bat. The on-deck batter is not allowed to take practice swings until she is in the immediate vicinity of the batter's box. No other player may hold a bat.

6.8 No throwing of bats. If in the umpire's judgment, a batter throws the bat, the umpire shall call the batter out and any runners shall return to their bases. For the first instance of a thrown bat in a game, the umpire shall instead warn the batter and both teams and coaches after the play, except that if the umpire deems the throw to have been intentional or dangerous to a participant, he may in his discretion call the batter out.

6.9 Bunting is permitted in all divisions.

6.10 Slash bunting. Any player who attempts to slash-bunt (i.e., the batter fakes a bunt to draw in the infielder and then swings away) shall be called out, regardless of the result of the play.

6.11 Due to roster batting, if a batter is injured or has left the field, she will be skipped over in the batting order. Subject to the restrictions of Rule 2.3 (automatic outs), no out will be charged. If the player returns, she will be treated as a new player to be added at the end of the line-up. Any use of this rule for strategic reasons is considered unsportsmanlike and is strongly discouraged, and any coach who improperly uses this rule shall be subject to discipline.

6.12 Dropped Third Strike.

6.12.1 GREEN DIVISION: If the third strike is not caught, the batter shall nonetheless be out.

6.12.2 BLUE DIVISION: If the third strike is not caught, the batter shall nonetheless be out; however, the ball remains "live" and the base runners may advance if permitted in accordance with the applicable stealing rules.

6.12.3 MAJORS DIVISION:

6.12.3(a) Unless specifically designated by the Division Commissioner to the contrary, if the third strike is not caught, the batter shall nonetheless be out; however, the ball remains "live" and the base runners may advance if permitted in accordance with the stealing rules of the division.

6.12.3(b) If the "Dropped Third Strike" rule shall be specifically designated as in effect by the Division Commissioner, the batter becomes a runner when the third strike is not caught, provided (1) first base is

unoccupied, or (2) there are two outs. However, a batter forfeits the opportunity to advance to first base when she enters the dugout or other dead ball area.

6.13 At Mamaroneck Avenue School, a batted ball which reaches the blacktop in fair territory shall be declared dead; in the GREEN DIVISION, the batter shall be awarded a home run, and in the BLUE and MAJORS DIVISIONS, the batter shall be awarded a double.

## **7 The Runner: Base Running**

7.1 Bases are spaced 60 feet apart.

7.2 Players running to first base and running through the base attempting to beat a throw must use the safety base (usually an orange base to the right of first base), unless the safety base is inadvertently used by the first base player in an effort to catch an errantly thrown ball. A player rounding first on her way to second on an extra-base hit may touch either the fielder's or the safety base at first.

7.3 Sliding. Players should be encouraged to learn how to slide correctly and to slide into all bases (other than first base) where a play is being made. A base runner approaching a base other than first base at which a play is being made (i.e., the defensive player has the ball or is about to receive the ball) must either (a) slide, (b) give herself up, or (c) otherwise actively avoid contact. The umpire may call out any player who, in the umpire's judgment, does not slide or actively avoid contact.

7.3.1 If a base runner makes contact with a fielder making a play at a base, or creates a potentially dangerous situation (in the umpire's discretion), in each case without sliding she will be called out. If the umpire deems the runner's action to be malicious, she may be ejected from the game.

7.3.2 A runner may not slide headfirst when she is advancing, but she may do so when she is retreating. That is, no player may slide head first into a base, but a player may return to a base head first (i.e., if a fielder catches a line drive or pop up and throws to a base for an attempted double play). A runner who slides headfirst impermissibly shall be called out.

7.4 Leading.

7.4.1 In the GREEN DIVISION, base runners may not leave the base unless and until a pitch is put into play by the batter (i.e., "on contact").

7.4.2 In the BLUE DIVISION, base runners may not leave the base until the pitched ball reaches home plate. Base runners leaving early may be called out in the discretion of the umpire either with or without a warning.

7.4.3 In the MAJORS DIVISION, the Official Little League Rules govern. In sum, base runners shall not leave their bases until the pitched ball has been released by the pitcher.

## 7.5 Stealing.

7.5.1 There is no stealing in the GREEN DIVISION.

7.5.2 In the BLUE DIVISION, the offensive team is allowed only four successful steals per inning (including advancing on passed balls and wild pitches, which shall be considered steals). A base runner may not steal home. A base runner may only steal one base per pitch (i.e., a runner may not advance additional bases on an overthrow during a steal attempt; however, other runners who have not stolen on that pitch, may advance on an overthrow if they would otherwise have been permitted to steal). A runner who overruns a base or improperly attempts to advance is at risk of being tagged out. If a runner improperly advances, once the play is called dead, the umpire shall return the runner to the appropriate base without penalty. To clarify, the Official Little League Rules governing passed balls and wild pitches are suspended to the extent that they are inconsistent with this rule; runners may advance on these pitches only in accordance with the division's rule(s) on stealing.

7.5.3 In the MAJORS DIVISION, the offensive team is allowed only four successful steals per inning (including advancing on passed balls and wild pitches, which shall be considered steals), one of which may be of home. A base runner may only steal one base per pitch (i.e., a runner may not advance additional bases on an overthrow during a steal attempt; however, other runners who have not stolen on that pitch, may advance on an overthrow if they would otherwise have been permitted to steal). A runner who overruns a base or improperly attempts to advance is at risk of being tagged out. If a runner improperly advances, once the play is called dead, the umpire shall return the runner to the appropriate base without penalty. To clarify, the Official Little League Rules governing passed balls and wild pitches are suspended to the extent that they are inconsistent with this rule; runners may advance on these pitches only in accordance with the division's rule(s) on stealing.

7.6 Pick-Off Attempts. A pitcher may not attempt a pickoff throw.

7.7 GREEN DIVISION ONLY: Through May 15 (or May 14, if May 15 falls on a Saturday), the defensive team may station a coach between the pitcher and second base. The coach may not disrupt and actively direct play but is allowed to quietly position and encourage fielders BEFORE the play; during the play the coach shall remain silent. The umpire shall have the discretion to remove the coach for the rest of the game who disrupts or actively directs

play (provided that another coach may become the field coach). The coach will also have the responsibility to prevent over-throws from the catcher. A coach may not be stationed on the field after May 15 (or May 14, if May 15 falls on a Saturday).

7.8 **GREEN DIVISION ONLY:** At Mamaroneck Avenue School, a coach or other adult may stand at the back of the back stop in order to retrieve balls that get by the catcher. This coach or other adult may not otherwise interfere with the game or make any verbal comments other than quietly cheering the players. The umpire shall have the discretion to remove from the game any such coach who disrupts or actively directs play.

7.9 Obstruction & Interference. These are governed by the Official Little League Rules.

7.10 Appeals. These are governed by the Official Little League Rules.

## **8 The Pitcher: Pitching**

8.1 Coaches are encouraged to make sure that pitchers have consistent practice time outside of a game before attempting to pitch in a game.

8.2 For each game, the umpire shall set the pitching plate at a distance of 30 feet in the GREEN DIVISION, 35 feet in the BLUE DIVISION, and 40 feet in the MAJORS DIVISION. This distance is measured from the back of home plate.

8.3 Pitchers use an 11 inch ball in the GREEN and BLUE DIVISIONS, and a 12 inch ball in the MAJORS DIVISION. 4 pitches outside the strike zone results in a base on balls.

8.4 One pitched ball is considered an inning pitched.

8.5 A pitcher may not start consecutive games; this restriction will “reset” at the start of the playoffs (i.e., a pitcher may start the last regular season game and the first playoff game).

8.6 In the GREEN and BLUE DIVISION, a pitcher may pitch a maximum of 3 innings per game, but no more than 2 innings before the 5th inning; in the MAJORS DIVISION, a pitcher may pitch a maximum of 4 innings per game, but no more than 3 innings before the 5th inning. The starting pitcher, once she has been removed, may “re-enter” once per game in a subsequent inning (subject to all other innings limitations and restrictions). Only the starting pitcher is eligible to return to pitch after being removed; no relief pitcher is eligible to return to pitch after she has been removed from the game as pitcher.

8.7 A coach is allowed two trips to the mound per pitcher without making a pitcher substitution (other than for an injury). On the third trip, the pitcher shall be removed.

8.8 The strike zone will be called at the umpire's discretion. Although coaches may politely ask for clarification of where a pitch crossed the plate (e.g. high, inside, etc.), arguing balls and strikes in any manner is absolutely impermissible and grounds for ejection.

8.9 Balks will not be called.

8.10 In the GREEN DIVISION ONLY, once a pitcher has put four consecutive batters on base either by walk, hit by pitch or a combination thereof, that pitcher shall be removed from the game. She can either be replaced by a new pitcher or by a coach of the team at bat. In the event she is replaced by a coach:

8.10.a That coach shall finish the inning.

8.10.b The pitcher who had been removed will remain in the pitcher's circle and will field the position. The coach shall not make any plays in the field or offer any direction/guidance during play, and must attempt to avoid contact with any ball hit or thrown in his/her direction. Any throws back to the mound at the conclusion of the play must be taken by the player, not the coach-pitcher.

8.10.c If the coach is struck by the ball, play is immediately dead. If contact was made on a batted ball, play is called immediately, the batter is awarded first base and all runners forced to advance will be given the appropriate base. (If runners are not forced to advance, they remain on the base they possessed prior to the start of the play). If the coach is struck by a thrown ball, the play is dead and all runners are safe at the base they possess at that moment. If a baserunner was attempting to advance and was at least halfway to the next base at the moment the coach made contact with the ball, the umpire shall award her the base she was advancing to (if she was less than halfway, she will be returned to the previous base, unless forced to advance by advancing runners behind her).

8.10.d No batter may reach base as the result of a walk or HBP by the coach-pitcher. The umpire will continue to call strikes, as the batter still may strike out and must put the ball in play before a third strike (either swinging or called by the umpire).

8.10.e The pitcher who had been removed from the game is eligible to return the next inning or later in the game, provided she is eligible based on her innings count as specified in rule 8.6.

## 9 Other Items

- 9.1 No game may be played, in whole or in part, without an LMLL umpire. Any such game will be voided and replayed from the beginning.
- 9.2 There is no mercy rule other than the limit on runs scored per inning (4 in the GREEN DIVISION, and 5 in the BLUE and MAJORS DIVISIONS).
- 9.3 Reporting Scores – A coach from the winning team is required to report game results on the day the game is played on the League’s website or app.
- 9.4 Registered coaches are the only adults who are allowed in the dugout with the team.
- 9.5 Inclement Weather. Teams should strive to play all games when scheduled since rainouts can cause rescheduling problems for the League and the umpire, as well as the players, parents and coaches of both teams. Consequently, all games will be played unless notice of a postponement is given by the Division Commissioner or another appropriate League official, or if postponement of the game has been posted on the LMLL website or app.
- 9.5.1 The umpire has absolute authority to suspend or call off a game in progress if the weather or field conditions are deemed to be dangerous.
- 9.5.2 In the event of any thunder or lightning during a game that is in progress, all players and coaches must leave the field for a period of not less than 30 minutes from the last thunder heard or lightning seen. Play may resume, if at all, only after there has been no thunder or lightning for 30 minutes.
- 9.6 In the event a player is injured during a play, any umpire has discretion to call an immediate time-out if he or she believes it necessary to aid the player. In such event, the head umpire shall have discretion to declare the results of the play he or she believes would have been most likely, or if unable to make such determination to replay the at-bat starting with a fresh count.

## 10 Discipline

- 10.1 Ejections/Disciplinary Actions. Coaches shall be subject to oversight by the LMLL Board of Directors. It is the duty of league officials (coaches, umpires and LMLL Board members) to bring any coaching misconduct to the attention of an appropriate Commissioner or League official. The Discipline Committee of the Board has the responsibility to investigate all such matters and has the authority to suspend coaching privileges if the circumstances

shall so warrant. Authority to remove a coach and ban that coach permanently from coaching in the LMLL is vested in the Executive Committee of the LMLL Board.

10.2 Players, coaches and spectators may not direct any negative comments toward any teammate, opponent, umpire, coach or spectator. Without limitation, jeering or booing of the other team is strictly forbidden. The umpire may eject any offender from the game or from the grounds. The umpire must report all such occurrences to the Division Commissioner or other appropriate League official, who may take further action if he or she deems it appropriate.

10.3 Any player or coach throwing or abusing equipment (e.g., bats, helmets, catcher's equipment or balls not in play) shall be ejected from the game by the umpire. No warning is required before an ejection. The umpire must report all such ejections to the Division Commissioner or appropriate League official, who may take further action if appropriate.

10.4 Coaches, players and spectators cannot argue balls and strikes with the umpire. In the discretion of the umpires, the umpire may eject a coach, player and/or spectator for such conduct.

10.5 When a coach is ejected from the game, that coach shall leave the field immediately and take no further part in the game. If the coach is alone, that coach must turn the coaching duties over to a parent and leave the playing area. If no parent is available, the team forfeits the game. In addition, a coach who is ejected from a game shall be suspended for a game and may not coach in the team's next scheduled game. If such suspension would result in a team not having an LMLL registered coach for that game, the Division Commissioner or other appropriate League official may direct the offending coach to sit out a different game or assign an LMLL registered coach to coach the game. If a coach is ejected from a second game, that coach may not participate in a game or practice again until that coach appears before the League's Discipline Committee.

10.6 If the ejected individual is a player, she must sit on her team's bench and refrain from any negative comments or behavior, which could warrant further disciplinary action.

10.7 If fans become loud and unruly, the umpire must first warn the coach of the team whose fans have become unruly. Thereafter, in the umpire's judgment, the umpire may then eject those fans that are unruly from the field area. Failure of ejected fans to leave the field area may result in a forfeit by that fan's team.

10.8 A coach may have coaching privileges suspended or revoked if the coach's conduct is found to be inappropriate. Inappropriate conduct includes, but is not limited to, cursing, yelling at players, verbally and/or physically abusive conduct with other coaches, umpires, parents and/or spectators and vocal, extended or disruptive disagreements with umpires or league officials. The coach may also have his or her coaching privileges revoked if the coach engages in

conduct which the Division Commissioner or other League official feels is not appropriate toward other coaches, umpires, the children in his/her charge or their parents. Any such coach must appear before the Discipline Committee. Coaches may not disrupt or delay games to argue or discuss rulings by the umpire on the field.

10.9 For disciplinary reasons, a coach may hold a player out of a game. In this instance, coaches are encouraged to first consult with the Division Commissioner, if feasible. Before holding that same player out of a second game for disciplinary reasons, the coach shall first consult with the Division Commissioner. If a player is being removed from the game for disciplinary reasons, her coach must notify the umpire and the opposing coach of the reasons for such action, either before the game or at the time of the incident; minimum player rules continue to apply. This instance shall also be reported to the Division Commissioner before the next game is played.