

2021 LMLL Senior Division Rules

LMLL Senior Division will adhere to the **National Federation High School 2021** Baseball rulebook, with the following local adaptations and clarifications.

Rule 1.00 Players, Field & Equipment

1-1-1 & 1-1-2 (LMLL) – does not require the naming of a team captain, nor the exchange of lineup cards with the home plate umpire. Teams should exchange lineup cards with one another however. This is to be done prior to the start of the game. Roster batting is required for all teams in LMLL at all levels.

1-2-9 (LMLL) There is no use of the double first base in the seniors division.

1-3-1 Baseballs shall be furnished to teams by LMLL, and may or may not contain NFHS markings or NOCSAE compliance. Only league issued baseballs should be used during game play.

1-4-3 & 1-4-4 LMLL shall provide game jerseys and hats to all teams in the division. All other uniform requirements are waived (except that all players must wear baseball pants)

1-5-4 The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). A throat protector, which is either a part of or attached to the catcher's mask, is mandatory. A throat protector shall adequately cover the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multi-piece design. While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup.

1-5-12 Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible.

Rule 2.00 Playing terms & Definitions

2-4-3 An intentional base on balls may be given by the defensive team by having its catcher or head coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

2-21-4 Follow through interference is when the bat hits the catcher after the batter has swung at the pitch and hinders action at home plate or the catcher's attempt to make a play on a runner.

2-21-5 Backswing interference is when the batter contacts the catcher or his equipment prior to the time of the pitch.

2-22-2 ...A fake tag is always considered obstruction.

2-32-1 ...If a runner slides, he must slide within reach of the base with either a hand or a foot.

2-32-2 A slide is illegal if:

- a. the runner uses a rolling, cross body, or pop-up slide into the fielder or
- b. the runner's raised leg is higher than the fielder's knee while the fielder is standing; or
- c. except at home plate, the runner goes beyond the base and then makes contact with or alters the play of the fielder. At home plate, it is permissible for the slider's momentum to carry him through the plate in a straight line (baseline extended); or
- d. the runner slashes or kicks the fielder with either leg; or
- e. the runner tries to injure the fielder; or
- f. the runner, on a force play, does not slide on the ground in a direct line between the two bases.

Rule 3.00 Substitutions, Coaching, Game preliminaries

3-1-1 (LMLL) Roster batting nullifies substitution and high school re-entry rules.

(LMLL) – A team may participate with a minimum of 8 players. Any players arriving late shall be added to the bottom of the lineup, unless that player arrives before their first time due to bat. If they are not present at this time, an out will be charged (only the first time at bat), and when they arrive, they must be moved to the bottom of the line-up. If a missing player is officially scratched from the order prior to the start of the game, then an out will not be charged if they miss their first at bat, they will simply be added to the end of the lineup upon arrival.

Other than the conditions described above, there shall not be an "automatic out" if a team falls below 9 (but not less than 8) players during a game. The 9th position will simply be skipped each time it comes up. EXCEPTION: If a player is ejected causing a team to fall below 9 players (but not less than 8), then an automatic out will occur each time that player's position in the batting order is due up.

For the purposes of meeting minimum batters faced pitching requirements, an automatic out, shall not count as a batter faced by the current pitcher of record,

unless the automatic out is the 3rd out of the inning, thus fulfilling the pitchers requirement in **3-1-2**.

LMLL – requires that no player sit out for two (2) consecutive innings on defense
LMLL - If a team has less than 8 players at the official game time, a 20 minute grace period will be allowed for a team to reach the minimum required 8 players to begin the game. After such time period, the team with less than 8 players shall forfeit the contest. If both teams have less than 8 players, then both teams shall receive a forfeit. If under these circumstance of a forfeit, teams agree to “scrimmage”, the results will not be counted in the official LMLL league standings, and the umpires will require payment, but are not required to officiate the scrimmage.

3-1-2 If a pitcher is replaced while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made. To ensure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conference that will violate the rule. If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored. A player may be removed as pitcher and returned as pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule. If the pitcher, because of an injury or being incapacitated, is replaced as pitcher and the above rule is not satisfied, or if his replacement requires more warm-up throws than permitted in 6-2-2 Exception, he cannot return to the game as a pitcher.

3-1-2 LMLL NOTE: In no instance shall any of circumstances in Rule 3-1-2 cause any pitcher to throw pitches beyond the recommended daily/weekly Pitch Smart guidelines referenced at the end of these playing rules.

3-1-3 & 3-1-4 Rules regarding re-entry, and Designated Hitter, do not apply in LMLL due to roster batting rules. NOTE: The team at bat, may, with 2 outs, utilize a so-called “courtesy runner” for the pitcher and catcher of record. This is optional as a speed up rule, and is NOT required for the offensive coach to utilize such runner. Runner MUST be the offensive team’s last out.

3-2-4 LMLL – Due to the use of co-coaches in LMLL, the coach that attends the home plate meeting with the umpires during the pre-game conference, shall be considered the head coach of the team (for that game) and all applicable ‘head coach’ designations shall apply to that individual. If it is the case, or assumed to be the case that a team has an actual “head coach” then that coach must be the one that attends the pre-game meeting.

All of rule 3-3-1 is included below, to reiterate LMLL’s expectations of coach, player, manager, etc. behavior.

3-3-1 A coach, player, substitute, attendant or other bench personnel shall not:

- a. leave the dugout during a live ball for an unauthorized purpose;
- b. fake a tag without the ball;
- c. carelessly throw a bat;
- d. wear jewelry (players participating in the game) or wear bandannas;
- e. hit the ball to players on defense after the game has started;

PENALTY: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected, except for **(f)**, where the coach shall be ejected. In **(b)**, it is also obstruction (8-3-2).

- f. commit any unsportsmanlike act to include, but not limited to,
 1. use of words or actions to incite or attempt to incite spectators demonstrations,
 2. use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting. The NFHS disapproves of any form of taunting.
 3. use of any language intended to intimidate,
 4. behavior in any manner not in accordance with the spirit of fair play;
 5. being in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game.
 6. **LMLL** – The head coach may ask for time, and professionally request to discuss a rules interpretation with the ruling umpire. However confronting forcefully or directing unsportsmanlike conduct to the umpires during the contest is not permitted. A head coach shall be the coach that attends the pre-game meeting at home plate for the pre-game meeting with the umpires. An assistant or co-coach that leaves their position to argue a call will be restricted to the bench/dugout for the remainder of the game.
 7. Confronting or directing unsportsmanlike conduct to the umpires after the game has concluded and until the umpires have departed the game site.
- g. enter the area behind the catcher while the opposing pitcher and catcher are in their positions;
- h. use of any object in the coach's box other than a stopwatch, rule book (hard copy), scorebook; **(LMLL)** permits use of a mobile device for the purpose of scorekeeping (ex: Game Changer)
- i. be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the nine players on defense;
- j. charge an umpire;
- k. use amplifiers or bullhorns for coaching purposes during the course of the game;

PENALTY: The umpire shall warn the offender unless the offense is judged to be major, in which case an ejection shall occur. LMLL will not utilize the NFHS written warning system. Any issued warning will be verbal. An umpire may issue (along with a verbal warning) an offender to be restricted to the bench/dugout for the remainder of the game. If a coach has previously received a verbal warning and/or restricted to the bench/dugout, he shall be ejected for any subsequent offense. Any offense judged to be major in nature shall result in an immediate ejection.

For coaches who violate **f (1-5)**, **g**, **h**, **i**, **j**, or **k**, the umpire may **(1)** issue a verbal warning to the offender, **(2)** restrict an offender to the bench/dugout for the remainder of the game, or **(3)** eject the offender for a major offense. For violation of **f(6)**, both the head coach and the offending coach shall receive a warning and be restricted to the dugout for the remainder of the game unless the offense is so severe the umpire may eject the offender and restrict or eject the head coach. A coach may leave the bench/dugout to attend to a player who becomes ill or injured. In **f (7)**, the LMLL Discipline Committee shall determine appropriate action.

3-4-1 Each team, when on defense, may be granted not more than three charged conferences during a seven-inning game, without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty. The number of charged conferences permitted is not cumulative. A request for time for this purpose shall be made by a coach, player, substitute or an attendant. Time granted for an obviously incapacitated player shall not constitute a charged conference. Prior to accumulating three charged conferences in seven innings or less, a conference is not charged if the pitcher is removed as pitcher.

PENALTY: After three charged conferences in a seven-inning game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for duration of the game.

3-4-3 A defensive charged conference is concluded when the coach or non-playing representative crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach or non-playing representative initially starts to return to the dugout/bench area.

LMLL – The home team’s scorebook is the official scorebook for the game, and for settling any disputes over score, outs, count on the batter, batting out of order, etc. As a best practice, the two team’s scorers should confer regularly throughout the game. Umpires are not scorekeepers and should not be involved in disputes over scores or lineups, other than to facilitate the discussion with the home scorekeeper and the opposing team.

RULE 4.00 STARTING AND ENDING THE GAME

4-1-1 LMLL officials will be in charge of weather and field conditions prior to the arrival of the umpires. Once the umpires are present on the field, the umpire in chief will make all decisions on weather, darkness, field conditions, etc.

4-2-1 A regulation game consists of seven innings (turns at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team needs none of its half of the seventh or only a fraction of it; or because of weather, or darkness. Each team must have at least 8 players in its lineup throughout the game, otherwise, the game will be forfeited. A forfeited game is regulation, regardless of innings played.

4-2-2 ... Any game that is tied at the end of 4-1/2 or at least five full innings when the game is called shall be a tie game. If a tie game is called during an incomplete inning (after 4 ½ innings), the score shall revert to score at the end of the previous inning (which may result in a tie).

The game shall end when the visiting team is behind 10 or more runs after 4-1/2 innings, or after the fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat.

LMLL – No new inning should begin after 2:00 hours from the designated start time. All games shall have a “drop dead” time limit of 2:30 minutes, at which point the game is terminated and subject to all rules governing a called game.

4-2-3 If weather, darkness, time limit, or other interferes with play so that the game is called (ended) by the umpire, it is a regulation game:

1. if five full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns at bat; or
2. if play has gone beyond five full innings.
3. If the time limit is reached (regardless of number of innings completed)

If the game is called when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.

4-2-2 By adoption, LMLL Seniors Division games shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the fifth inning, if either team is 10 runs behind, and both teams have had an equal number of times at bat.

RULE 5.00 DEAD BALL & SUSPENSION OF PLAY

All rules in section 5.00 of the NFHS rule book are relevant and applicable as written to the LMLL Seniors division.

RULE 6.00 PITCHING

6-1-6 LMLL follows the MLB/USA Baseball Pitch Smart Guidelines in determining pitching limits per day and week, and predetermining rest periods between pitching outings.



AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A

Additionally, no pitcher may pitch three consecutive days in a row, regardless of pitch count. It's important for coaches to take into consideration, not only LMLL rec pitching, but also bullpen/side work, travel teams, school teams, etc. that may be in addition to LMLL rec league. It's also suggested that any player that pitches in a game, should not catch in the same game when possible.

6-2-4 Additional Note: A fake pickoff attempt to 3rd base is legal in NFHS rules, as is the "third to first" pickoff attempt.

RULE 7.00 BATTING

7-4-1 g. does not apply. Please see rule 3.00 above for situations in which a team has less than the 9 batters in the lineup.

RULE 8.00 BASE RUNNING

8-3-3 Base running awards

d. one base when (with less than two outs) a fielder with the ball leaves the field of play by stepping with BOTH feet into dead ball territory, or falls into dead ball territory while in possession of the ball.

8-4-2 A runner is out when he (or she)...

b. does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases; or

1. A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.

2. Runners are never required to slide, *but if a runner elects to slide, the slide must be legal.* (2-32-1, 2-32-2). Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

PENALTY: The runner is out. Interference is called and the ball is dead immediately. On a force-play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runners shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out.

c. does not legally attempt to avoid a fielder in the immediate act of making a play on him (or her); or

PENALTY: The runner is out, the ball remains live unless interference is called.

d. dives over a fielder; or

PENALTY: The runner is out, the ball remains live unless interference occurs and is declared.

(LMLL) NOTE: While there is no such mandatory slide rule, the above rules provide that a baserunner must EITHER slide (legally), actively avoid contact with a fielder, or **(LMLL addition)** give themselves up or retreat.

Malicious contact initiated by a runner shall be an immediate dead ball, result in the runner being called out (unless he/she has already scored) and player is ejected from the game. Malicious contact always supersedes obstruction.