

LMLL BASEBALL 2021 LOCAL RULES

Larchmont-Mamaroneck Little League utilizes the official national Little League rules set by Little League headquarters in Williamsport, PA. These rules are amended by various LMLL local rules, which are found here for Baseball **Green**, **Blue**, **Majors**, and **Majors Plus**. (Majors Plus is an Intermediate (50/70) division for these purposes). Coaches and players are required to heed all applicable national and local rules, which exist for the safety, well-being, education and enjoyment of the players and the fairness of the game.

Coaches may not agree to deviate from any of the rules, even by mutual agreement of both teams, nor shall a coach of either team request the other team's coaches to agree to a deviation. Rules highlighted in gray, signify a rule change for the 2021 season.

The online version of this document, published at www.lmlittleleague.org shall be considered the most current, updated, and binding version of LMLL playing rules. Rules may be printed or otherwise available in other forums (such as in scorebooks or other printed form), but the current posted online version is to be considered the most current and final rules document.

RULE 1.00 – Objectives of the Game

1.01 – **Green & **Blue** Divisions:** 10 players are required in the field (roster/ attendance permitting) including 4 outfielders, stationed evenly around the outfield (no “short-center” or other staggered positioning). Outfielders shall be positioned at least 10 feet beyond the outer edge of the infield.

1.04 – Field Dimensions: The infield shall be a 60-foot square for **Green**, **Blue** and **Majors** divisions, and a 70-foot square for **Majors Plus**.

1.06 – NOTE 2: Use of the “Double First Base” is permissible at the **Green** & **Blue** Division only.

1.07 – The pitching distance for each division shall measure; 40ft for **Green** Division, 46ft for **Blue** & **Majors** Divisions, and 50ft for **Majors Plus** Division; and shall be measured from the front edge of the pitchers plate “rubber” to the rear point of home plate.

1.08 – Teams at bat must remain on the bench. There is NO “On-Deck” batter allowed. Only registered coaches and 1 non-player are allowed on the bench/dugout. Coaches are not permitted to use any tobacco, tobacco-like products (including vaping pens or other vaping apparatus) or alcohol during the game or practice session. No one is allowed behind the backstop during a game. There MUST be at least one adult on the bench/dugout at all times when players are present.

1.10 - The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth round stick, and made of wood or material and color tested and proved acceptable by USA Baseball Bat standard. Bats must bear the USA Baseball logo. Width shall not exceed 2 5/8 inches. **Majors Plus** Division may use approved USA Baseball Bat standard bats and/or BBCOR (-3) standard bats. BBCOR bats are not approved in **Green**, **Blue** or **Majors** Divisions. Wood bats are legal at all divisions and need not bear a USA or BBCOR approved stamp. [A.R. – If the certification mark(s) on a bat are not legible, that bat cannot be used and shall be removed from the game]

1.11(a) (1) – All players on a team shall wear numbered uniforms identical in color, trim and style.

(a) (3) – Any part of the pitchers undershirt or T-Shirt exposed to view shall be of a solid color. The pitchers undershirt sleeves, if exposed shall NOT be white or gray. A pitcher may not wear batting gloves, wrist/sweatbands, or any other item on hands, wrists or arms which may be distracting to the batter, except that in cold weather the pitcher can wear a batting glove under his mitt as long as it is not deemed distracting to the batter in the judgment of the umpire.

(b)- League will provide each player with a team jersey (shirt) and hat. All players should wear the teams shirt and hat to participate in a game (if not possible,

then as close of a substitute as possible). During inclement weather, an umpire may approve players to wear a jacket, sweater or other item on the outside of their team jersey.

(h)- Metal spikes/cleats are NOT permitted

(j) - Players may not wear casts, watches, bracelets, necklaces, rings, pins, jewelry or any other decorative items, regardless of composition and regardless of whether secured under clothing, except medical alert tags.

(k) - Coaches and non-participating players wearing casts, using crutches or otherwise not fully mobile must remain in the dugout, and may not go on the field to base-coach or otherwise.

(LMLL) – All players must wear long pants to participate. **Majors** and **Majors Plus** players must wear baseball pants

(LMLL) - Players may wear sunglasses, but the pitcher shall not wear sunglasses with reflective lenses which could cause sun glare or flash to the batter. If a batter or offensive manager complains about a pitchers sunglasses, they must be removed.

1.12 – Catchers must wear a catcher’s mitt (not a first baseman’s mitt or fielders glove) of any shape, size, or weight consistent with protecting the hand.

1.14 – Each defensive player (other than the catcher) may wear a first baseman’s glove.

1.15 - The pitcher's glove and its stitching do not have to be the same color. A multi-tone glove is permitted; however, it may not be white or gray in color.

1.16 - All batters, base runners, catchers and player base coaches must wear approved Little League helmets BOTH IN GAMES AND PRACTICE. This includes batting practice, base running drills, run-down drills, sliding/tagging drills, etc. – whenever a ball might be thrown anywhere in their vicinity and they are acting as a batter, runner, catcher or base coach.

1.17 - All catchers must wear an approved catcher's mask (with throat protector) the long type chest protector, shin guards, plastic cup (required for boys only can be worn outside the uniform), and an approved helmet during games, practices, warming up pitchers, or any other time that a player is receiving pitching in a crouch. All boys are strongly encouraged to wear plastic cups at all times.

RULE 2.00 – Definition of Terms

Base Coach – is a team member in uniform or an adult manager and/or coach who is stationed in base coach’s box at first and/or third base to direct the batter and runners. In the **Green Division** two (2) adult base coaches are permitted (no players/youth base coaches); all other competitive divisions are allowed (2) adult manager/coaches, (1) adult and (1) player, or (2) players. In all cases this rule is superseded by Rule 4.05(b) – which requires a minimum of (1) adult coach/manager to remain on the bench/dugout at all times.

Bunt – is a batted ball not swung at, but intentionally met with the bat and tapped slowly... “Slash Bunting” is the acting of squaring around or “showing” bunt then pulling the bat back and then taking a half or full swing at the pitch. The slash bunt is **NOT PERMITTED** in any LMLL 46/60 or 50/70 division games. Penalty for slash bunt (or attempted slash bunt): Ball is dead, batter is out, and all runners return to their base at the time of the pitch. Repeated offenses may result in ejection of the batter and/or manager.

Infield Fly – see Rule 2.00 for full infield fly definition and conditions. **Green** – There shall be NO INFIELD FLY RULE in effect at any point during a game.

Obstruction – see Rule 2.00 for full obstruction definition **NOTE:** A “fake tag” shall be considered Obstruction

(LMLL) – A fake tag by any player will constitute a warning issued to both teams regarding this unsporting act. The next offending player on either team will be ejected. In all cases, the base runner will be awarded at least one (1) additional base.

RULE 3.00 – Game Preliminaries

3.01 (b) (c) (d) (e) – Umpires are not responsible for insuring fields are properly chalked. Baseballs are provided throughout the game by each team.

3.03 – (LMLL) 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. **[4.01(d) Note 2]** A batting order shall always consist of 9 or more positions. If a team commences play with fewer than 9 players, the order shall contain empty positions at the end to have a 9- player batting order and when the empty positions are reached they shall result in automatic outs. LMLL uses “roster batting” at all 46/60 and 50/70 divisions.

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. NO SUBSTITUTIONS OR PINCH HITTING IN THE BATTING ORDER ARE ALLOWED. All players present at the game, bat in the same spot in the batting order the whole game, even if not in the field that inning.

(LMLL): Each team must have a minimum of 6 players to play. If at any time a team has fewer than 6 players, an automatic forfeit shall be declared. If neither team has 6 players, the game shall be counted as a forfeit loss for both teams.

If a team has fewer than 9 players at the scheduled start time, and is expecting additional players to arrive, the coach may elect to begin play or delay the start up to a maximum of 15 minutes after the scheduled start time for additional players to arrive. If at any time during such 15- minute period both teams have 9 players, play shall immediately commence. If after such 15-minute period a team still has fewer than 6 players, an automatic forfeit shall be declared.

If a team has only 6, 7 or 8 players after such 15-minute period, that team’s coach must choose to play or forfeit. In no event may the coaches and/or umpire agree to delay the start for longer than 15 minutes after the scheduled start time due to missing players.

3.03 (c) – Pitchers once removed from the mound may not return as a pitcher.

3.03 NOTE 3: - If a player leaves the game for any reason, including illness or injury, and is unable to bat when his/her position in the batting order is next reached, the player shall be treated as having left the game and the position shall thereafter be skipped, except that if at the time of or as a result of the departure the team has fewer than 9 live batters in the order that player’s position shall result in an automatic out when reached. If such a player subsequently returns, he/she will be reinserted in his/her original spot in the batting order. Any late arriving additional players shall be added to the end of the batting order. If a player leaves the lineup for any reason, and a team still maintains 9 (or more) players in their batting order, the position in the order of the player that left the game is merely “skipped” and the next batter in the lineup shall be the proper legal batter.

3.04 – When there are two outs in a half inning, the offensive team may utilize a so-called “courtesy runner” to run the bases in the place of their current catcher and/or pitcher of record. The courtesy runner must be the player in the batting order who made the last out. A courtesy runner must be reported to the home plate umpire, who must then notify the defensive team of such courtesy runner. NOTE: Courtesy Runner is optional by the offense, and it is NOT required of them to utilize such runner.

3.05 – The pitcher named in the starting lineup must pitch to the first batter or substitute batter until such batter is either put out or reaches first base. When a player walks to the pitcher’s rubber prior to the start of an inning and delivers 1 warm-up pitch, this player now becomes the pitcher and must pitch to at least 1 batter (unless injured or determined ineligible).

3.06 - The batting team's coach shall promptly advise the other team's coaches of any change in the batting order.

3.09 – (LMLL) Coaches should warm up pitchers before an inning starts to move the game along.

3.10(a) - Rain/Field Conditions: The game is on unless you hear from the Division Commissioner (or a designated member of the LMLL Board) that the game has been cancelled. However, the umpires have the complete and total authority to suspend or call off a game at the field if they determine the conditions to be dangerous or unplayable. In the event of thunder or lightning all players must leave the field and seek shelter in cars or other safe locations for a period of no less than 30 minutes. Once there is no thunder or lightning after 30 minutes play may resume. Any additional instances of thunder or lightning, cause the 30 minute count to begin anew.

(LMLL) - **Green Division Only** Until May 14, 2021, the defensive team may station a coach in short center field in a position usually occupied by the umpire. 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 outfield coach shall remain silent. The umpire shall have the discretion to remove an outfield coach for the rest of the game who disrupts or actively directs play (provided that another coach may become outfield coach). No outfield coaches are permitted after May 14th.

RULE 4.00 – Starting and Ending the Game

4.01(d) – LMLL Umpires are in charge of the playing field as soon as they arrive at the field, and from that moment shall have sole authority to determine when a game shall be called, halted, or resumed on account of weather or conditions of the playing field, darkness, curfew, or other factors.

4.03(c) – Except the pitcher and the catcher, any fielder may be stationed anywhere in FAIR territory. **(LMLL)** – **Green & Blue** Divisions shall have 4 outfielders that must be positioned evenly in the outfield, and at least 10 feet behind the edge of the infield.

4.04 NOTE 2: When a continuous batting order is used (as it is in LMLL play) when a player is injured, becomes ill, or has to leave the game site AFTER THE START of the game, the team will SKIP over him/her in the lineup when his/her time at bat comes – WITHOUT PENALTY (unless this absence drops the teams lineup below 9 players in which case rule **3.03 NOTE 3** above shall be enacted). If the injured, ill, or absent player returns he/she is inserted back into their original spot in the batting order and the game continues.

4.06 – No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere –

(a) incite, or try to incite, by word or sign, a demonstration by spectators

(b) use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators

(c) make any move calculated to cause the pitcher to commit an illegal pitch (Majors Plus: BALK)

PENALTY: The umpire may first warn the player, coach, and/or manager. If continued remove the player, coach, and/or manager from the game or bench. When a player, coach, or spectator is ejected from a game, the ejecting umpire should notify the division commissioner as soon as possible at the completion of the game

4.07 - When a coach is ejected from the game, he or she shall leave the field immediately and take no further part in the game.

(LMLL) - If the coach is by him or herself they must turn the coaching duties over to a parent and leave the playing area and the surrounding spectator areas. If the ejected individual is a player, he or she must sit on his or her bench and refrain from any negative comments or behavior, which could warrant further disciplinary action. A coach who is ejected from a game, in addition to leaving the playing field during that game, may not coach in the team's next game. If such suspension would result in a team not having an LMLL registered coach for that game, the Division Commissioner may direct the offending coach to sit out a different game. If a coach is ejected from a second game, that coach may not coach again until he appears before the Coaches Discipline Committee.

4.08 (LMLL) - Any player or coach throwing or abusing equipment (such as, but not limited to, bats, helmets, catcher's equipment or balls not in play) shall be ejected from the game. The umpire must report all such ejections to the Division Commissioner, who may take further action if appropriate. Jeering or booing of the other team, or seeking to distract the opposing team's pitcher or batter, is strictly forbidden.

If fans become unruly the umpire must first warn the coach of the team whose fans have become unruly and then the umpire may eject those fans, who in the umpire's judgment are unruly, from the field area.

A coach may have his coaching privileges suspended or revoked if his conduct is deemed inappropriate. Inappropriate means cursing, yelling at players, a pattern of fights with other coaches and disagreements with umpires or league officials. The coach may also have his coaching privileges revoked if the coach continually engages in conduct which the Division Commissioner feels is not appropriate toward himself, the children in his charge or their parents. Any such coach must appear before the Discipline Committee.

NOTE: It is the duty of the LMLL Board of Directors to protect the children in their charge. To this end, the coaches who have volunteered their service to LMLL shall be subject to scrutiny by the LMLL Board of Directors. It is the duty of league officials (coaches, umpires and LMLL Board members) to bring any violations of coaching misconduct to the attention of the respective LMLL Division Commissioner. The Discipline Committee of the Board has the responsibility to investigate all such matters and has the authority to suspend the coaching privileges of any serious or repeat offenders. Authority to remove a coach permanently from LMLL rests with the Executive Committee of the LMLL Board.

4.10(a) – A regulation game shall consist of 6 innings.

(b) - If after six completed innings, a game is tied; if there is still time remaining (under the games time limit), and all other conditions are met, one extra inning shall be played in an attempt to determine a winner. A game may end in a tie.

(c) – If a game is called due to weather, darkness, or other conditions [excluding time limits: see below] it's a regulation game if:

- 1.) 4 innings have been completed
- 2.) If the home team has scored more runs in 3 ½ innings, than the visiting team has scored in 4 completed innings.
- 3.) The home team has scored one (1) or more runs in its half of the fourth inning to tie the score.

4.10(e) – LMLL does not utilize any mercy rule / run rules. However, once a team has taken a 10-run lead or otherwise established clear dominance in a game, that team's coaches are expected to exercise all appropriate measures to make the game more competitive and enjoyable for both teams, including rotating lesser-skilled players into infield positions, giving new or less-experienced pitchers opportunities to pitch, refraining from taking "extra bases" except on clear extra-base hits, curtailing stealing (in Blue/Majors/Majors Plus), etc. Final scores with significant differentials may be investigated by the Division Commissioner to confirm appropriate action was taken

4.11(a) – The game ends when the visiting team completes its half of the sixth inning if the home team is ahead.

(b) – The game ends when the sixth inning is completed and the visiting team is ahead.

(c) – If the home team scores the winning run in its half of the sixth inning or it's half of any extra inning.

(d) - If a game is called during an incomplete inning (after the 4th inning), the game ends at the end of the last previous completed inning in each of the following situations:

- 1.) The visiting team scores one or more runs in their half of the inning to tie the score, and the home team does not score in the incomplete inning.
- 2.) The visiting team scores one or more runs in their half of the inning to take the lead, and the home team does not score or retake the lead in the incomplete inning.

(LMLL) - Games called before 1 inning has been completed shall be replayed in their entirety.

(LMLL) - Games suspended before regulation length but after 1 inning has been completed shall be resumed exactly where they left off, including score, outs, runners on base, batting orders (see Roster rules), player fielding time, batting count, etc. to the greatest extent possible. Pitching rules are re-set as of the day of resumption, subject to normal calendar rest requirements, with the exception that, pitchers who were removed earlier in the game are not eligible to pitch again; the pitcher of record at the time of suspension may (subject to normal calendar rest requirements) pitch in the resumption (pitch count is reset) but only if he/she is the first pitcher for his/her team in the resumption.

(LMLL) – The following time limit regulations shall be enforced in a regular season game, in which:

- a.) That game is the only game on that field, on that day, (typically **Monday through Friday**) or;
 - b.) Is the final game of the day on that field, with no subsequent game* (typically Saturday / Sunday), then
1. No new inning may begin after 2 hours from the games start time, **Green** 1:30
 2. Any inning in progress when the 2-hour time limit expires shall be completed (if weather and daylight permit) but shall be considered the final inning of the game. [**Green** 1:30]

(LMLL) – The following time limits shall be enforced in a regular season game in which:

- a.) There are back-to-back, or multiple games on that field that day [Excluding the final game of the day], (typically **Saturday/Sunday**) or;
 - b.) Any other reasons deemed necessary by the league, then
1. Any inning in progress 1 hour and 45 minutes after the actual game start time, **Green** 1:15 (INCLUDING weather delays) shall be declared the final inning and the game shall end:
 - a.) after that inning is completed, or;
 - b.) Immediately when 2 hour “drop dead” time limit is reached. **Green:** 1:30NOTE: Whichever comes first

If the time limit is reached and there have been no weather delays during the game, it shall be considered a regulation game and will not be resumed, even if fewer than 4 innings have been played and/or the game is tied.

(LMLL) - Exception to Time Limit with Weather Delays: If the time limit is reached and there have been weather delays during the game and four innings (or three and a half innings if the home team is leading) have not been completed, and there is no subsequent game* on that field on that day and the field is otherwise available and conditions permit, the game shall continue until four innings (or three and a half innings if the home team is leading) have been completed, at which time the game will end and will be considered a regulation game even if tied. If the game continues but is later suspended will be subject to the regulations of a suspended game.

(LMLL) * “Subsequent Game” in all cases refers to either an LMLL Recreational or LMLL Travel Game. Ex: 2pm Travel game would constitute a subsequent game to the 11:30am rec game on that field. Subsequent game can also refer to a non-LMLL event (example: Lacrosse / Soccer, etc., who’s permits start at a specific time)

(LMLL) - Special Time Limits: It is possible that due to field availability or other circumstances, the league will need to impose special time limits for a game that are different from the regular time limits. If a special time limit is required for a particular game, the Division Commissioner or another member of the LMLL Board will notify umpires and both teams’ coaches before the start of the game.

4.16 – (9 player requirement to start a game) does NOT APPLY in LMLL division play.

4.17 – (9 player requirement to continue a game) does NOT APPLY in LMLL division play.

RULE 5.00 – Putting the Ball in Play – Live Ball

5.07 – (LMLL) – Green Division Only: 3 outs will end an inning. 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 for a team in any given inning. After the ninth batter's at-bat, the inning ends. On the ninth batter (or the last live batter, if the 9th “batter” will be an empty position automatic out), the batting team’s coach may, prior to the first pitch, announce to the umpire that the batter declines a walk/hit by pitch, in which case the defensive team shall pitch to the batter until the ball is put in play or an out is made (all pitches will count towards the pitcher’s pitch count).

5.10(a) – (h) (LMLL) - Green Division Only: A play is ruled dead either when (1) **a player in the infield** makes a deliberate attempt to throw the ball to the pitcher in the vicinity of the mound, or (2) the pitcher otherwise gains control of the ball on the mound (unless he is fielding a batted ball and immediately attempts to make a play). In the event of (1), the play is dead as soon as the ball leaves the infielder’s hand, even if the pitcher does not catch the ball or the throw is wild. Runners in between bases when the play is ruled dead can advance to the base they were running to if they are forced or if they were more than halfway to the base when the play ended. Otherwise, the runner shall return to the previous base. Note: This rule exists to prevent excessive base running beyond what is reasonable in a ‘real’ baseball game and in light of the fact that many Green players are not especially adept at throwing, catching and tagging. Placing runners (to the next or previous bases) will be based solely on umpire judgement as it relates to this rule.

RULE 6.00 – The Batter

6.06 - A batter is out for illegal action when:

(a) (LMLL) - his or her foot touches home plate or is entirely outside the batter’s box while the bat makes contact with the ball.

(d) **Majors Plus** Stepping into the batter’s box with one or more feet entirely on the ground with and illegal bat, or is discovered that he used an illegal bat prior to the next batter entering the batter’s box. Ball is dead, and runners must return if they advanced on the play. The defensive manager may opt for the result of the play that occurred with the illegal bat. Furthermore, the head coach of the violating team shall be issued a warning, that any subsequent illegal bat violation into the game will result in the automatic removal of the head coach from the game.

NOTE: At the **Majors Plus** level, it is prudent for umpires to inspect bats prior to the start of game play to insure they are legal, including clearly baring the USAbat or BBCOR sticker, and are free from dents, damage, or any other illegalities. Both teams should comply with this request, and act in a way that make it safe and easy for umpires to inspect bats. If an umpire misses an illegal bat during inspection, this does not absolve a team from being subject to penalty of an illegal bat.

On the second violation, by the same team, of a batter using an illegal bat, the penalty for the illegal bat shall be enforced, and additionally, the head coach shall be ejected from the game. This second violation and subsequent ejection do not necessarily need to coincide with a batter being called out for the use of the illegal bat. In other words, even if it is discovered after the actions of the batter become legalized by the next batter utilizing a proper bat, and then the second illegal bat usage is discovered, the coach shall still be ejected. NOTE: If at any time, a team is unable to have one (1) adult coach in the dugout, the game shall be forfeited in favor of the opposing team.

Green, Blue, and **Majors** division, there is no penalty for the discovery of use of an illegal bat, however the bat must be immediately and permanently removed from the game. Egregious or repeated offenses will be subject to league discipline.

6.08(a) (2) – In all competitive divisions, prior to or any time during the at-bat, the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The ball is dead, and no other runners may advance unless forced. 4 pitches will be added to the pitchers total pitch count for the game.

(LMLL) - 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.

6.09 - The batter becomes a runner when:

(b) **Majors Plus ONLY:** the third strike is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs. NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area. See also [6.05(b)(1)(2)]

RULE 7.00 – The Runner

7.05(h) Each runner shall advance one base if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitchers plate to a base to catch a runner, goes into the stands or a bench, or over or through or lodges in a field fence or backstop. The ball is dead. *** Umpires must enforce this rule as it is written. Umpires / coaches may not unilaterally enforce the commonly referred to “no cheap run rule” meaning if a ball is stuck or lodges or goes out of play as described in 7.05(h), the ball shall become dead, and all runners will advance one base from the time of the pitch. Whether or not the runner from 3rd base was “attempting to steal” or not, shall have no bearing on the decision (and all other runners advance one base without the liability to be put out). Umpires deciding to self-impose a “no cheap run rule” is not an acceptable practice for umpires***

7.06 (a) When a play is being made on an obstructed runner, or obstruction occurs against the batter-runner before touching first base – the ball is dead immediately.

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call ‘time’ and impose such awards and penalties (if any) as to nullify the act of obstruction

NOTE: This is a difference from NFHS rules in which obstruction is always a delayed dead ball (as in 7.06b)

7.08 – Any runner is out when:

(a)(3) the runner does not slide or attempt to get around a fielder WHO HAS THE BALL and is WAITING to make the tag [A.R. – there is NO “must slide rule”]

(LMLL) - A base runner approaching a base (other than 1B) at which a play is being made must *either slide, give him or herself up, retreat,* or otherwise **actively avoid contact**. A runner who makes any contact with a fielder covering a base, or creates a potentially dangerous situation (in the umpire’s discretion), in each case without sliding at a base at which a play is being made (other than 1B) will be called out. Any runner who deliberately instigates a collision with a fielder covering a base, at the discretion of the umpire, may be ejected from the game.

7.08– Any runner is out when:

(a)(4) **Green, Blue, Majors** the runner slides head first while advancing. (LMLL) No player may slide head first into a base, but a player may return to a base head first. A runner who slides head first impermissibly will be called out. 50/70 **Majors Plus** runners are permitted to slide head first at any time.

7.13 – **Majors Division –** When a pitcher is in contact with the pitchers plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (i.e. – no leading off)

7.13 – **Blue Division** - When a pitcher is in contact with the pitchers plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (i.e. – no leading off)

(LMLL) – **Blue Division** –

(a) Each offensive team is permitted up to (but not more than) two successful steals (including advancing on passed balls and wild pitches that remain in play) per inning. There is no stealing of home and no double steals (runners on 1B and 2B: only 2B runner may attempt steal). If a base runner attempts a steal when not permitted, the umpire shall return the runner to the original base. No base runner may advance an additional base on a steal including if the ball is overthrown during a steal attempt; if a stealing runner overruns a base and is tagged before returning to the base, the runner will be called out. A steal attempt

may not be commenced once the catcher has, in the judgment of the umpire, initiated a return throw to the pitcher, i.e. no delayed steals (except upon a pick-off attempt by the defensive catcher, see below), nor may a base runner entitled to advance on a walk or hit by pitch (including the batter) steal an additional base on that play.

(b) Pick-Offs. The defensive catcher may attempt to pick-off any leading base runner. No base runners may attempt to advance on a pick-off attempt, including on an overthrown ball, unless otherwise entitled to steal that next base in accordance with rule h above. If a leading base runner is not entitled to steal, his/her only option is to return to the original base safely before being tagged.

7.13 – PENALTY: **Majors** & **Blue** Divisions: In addition to the national Little League rules on leaving bases early [7.13], the umpire has the discretion to call a runner leaving a base early out a) if the umpire determines that calling the runner out is appropriate to ensure that the violating team does not benefit from the violation of the rule (e.g. runner leaving early beats a force-out or tag), or b) in the event of blatant disregard for the rules or repeat offending after the issuance of a warning.

7.13 – Green Division – No leading or stealing. Base runners must stay in contact with the base until the ball is hit, or unless otherwise forced to advance because of a base on balls or on a dead ball caused by action resulting from when the ball was live (ex: hit by pitch)

7.15 Green and Blue only: A batter-runner approaching 1B may utilize the orange “double base” (in all other instances, including tag-ups, returning to 1B, and leaving 1B on a new play, the runner must use only the white 1B), and must use only the orange base if a fielder is attempting to make a play at 1B. If a batter-runner approaching 1B touches the white base and makes contact with a fielder attempting to make a play using the white base the batter-runner will be called out. The fielder must use the white base at all times, and may not make an out using only the orange base. If a fielder touches the orange base and makes contact with a batter-runner using the orange base, the runner will be called safe unless in the judgment of the umpire the fielder touched the orange base in the course of attempting to field a ball, receive a throw, or make a tag on the batter-runner. If no play is being made at 1B, the batter-runner may utilize the white base including to “round” 1B and proceed towards 2B, provided that a runner using the white base shall use all reasonable attempts to avoid a collision with a fielder standing on or near the white base (who may be called for obstruction). Use of the orange “double base” does not change any other rule concerning interference or obstruction at 1B.

RULE 8.00 – The Pitcher

8.03– A new pitcher is allowed up to 8 warm-up pitches before he/she will be directed by the umpire to pitch to a batter.

(LMLL) - Existing pitchers are allowed up to 5 warm-up pitches between innings. Time between innings shall not exceed one (1) minute.

A player who has pitched in a game may not be removed as a pitcher and then allowed to pitch again in that same game.

8.04 – When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call “ball”

8.05 – With a runner or runners on base, it is a balk when: (see rule 8.05 in LL Rulebook for a complete list of balk violations)

(LMLL) – Balks shall not be called at any time in **Green**, **Blue**, or **Majors** Divisions.

(LMLL) – **Majors Plus Division** balks shall be enforced as follows:

1.) UNTIL MAY 1: Balks shall be called by the umpire but shall result in a dead ball and all runners being returned safely to the bases they last occupied; no runners shall advance or be called out on a balk and the pitch shall not count in any circumstance. NOTE: Any pitch delivered on a balk shall be included in the official pitch count even if it does not count as a ball or strike.

2.) MAY 1 and AFTER: Each new pitcher entering the game shall be given 1 balk warning when violating any portion of rule 8.05. Thereafter a balk will

result in all runners advancing a single base per LL Rules. **Once a balk is called the ball is dead and the result of a pitched ball will not count in any circumstance.** However, any pitch delivered on a balk shall be included in the official pitch count for that pitcher.

8.05(a) - **NOTE ON BALKS – The LL Official rule book does NOT include commentary that stipulates a pitchers non-pivot foot (free foot) crossing entirely behind the back edge of the pitchers plate requires the pitcher to either (a) deliver a pitch to the batter or (b) make a throw or attempted throw to make play on a runner at 2nd base. However since this IS included in NFHS (High School rules) 6-2-4-f as well as OBR 6.02(a)(1)(Official Baseball Rules i.e. Pro), this act shall be considered a balk at the **Majors Plus Division** of LMLL.

8.05 PENALTY: - Penalty for Balk: The ball is **dead immediately**, and each runner shall advance one base without liability to be put out.

(LMLL) - Pitchers may not, during the course of the regular recreational season and the playoffs, throw a curve ball or slider. If, in the judgment of the umpire, the pitcher delivers a pitch that is not consistent with his or her natural delivery, the umpire shall issue a warning to the offender. The coach of the offensive team shall have the option of nullifying or accepting the results of each illegal pitch. Upon the third such violation by an individual pitcher, that pitcher must be removed from the mound (but not necessarily from the game).

(LMLL) – **Green Division: *The following pitching rule shall apply until May 14, 2021:***

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 inning and be replaced by a coach of the team at bat. That coach shall finish the inning.

The pitcher who had been removed will remain in the vicinity of the pitcher's mound and will field the position. The coach shall not make any plays in the field 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.

If the coach pitcher is struck by the ball, play is immediately dead. If contact was made on a batted ball, time 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 more than halfway to the next base at the moment the coach made contact with the ball, the umpire shall award the runner the base he was advancing to (if the runner was less than halfway, he/she will be returned to the previous base, unless forced to advance by advancing runners behind him/her). 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). The removed pitcher is eligible to pitch at the start of the next inning, provided he/she has not reached his/her pitch count limit. If a different pitcher starts the next inning, then the removed pitcher is not eligible to pitch for the remainder of the game.

8.06 – (LMLL) - Coaches may not cross the foul lines for any reason during a game except to assist an injured player (or to serve as outfield coach as permitted in Green rules). Pitcher/defensive conferences shall take place only at the foul line with the pitcher, infield defensive players and the coach.

APPENDIX 1: ELIGIBILITY

All age eligible boys and girls who reside in the towns of Mamaroneck or Larchmont, including the Rye Neck school district, are eligible to participate in the Larchmont Mamaroneck Little League program. All participants must register with LMLL prior to their playing. New registrants must provide proof of residency as well as age during the registration process. Upon registration, and as appropriate, he or she will be notified of the tryout dates for competitive divisions, unless tryouts are not held at the leagues discretion for any reason.

- Once the tryouts have taken place for competitive divisions the Division Commissioners will conduct a draft session beginning with the Baseball Majors Plus Division and ending with the Baseball Green Division. Note: There may be instances in which the league does not hold a pre-season tryout session.
- Once a child is placed on a team either by draft (Baseball Majors Plus, Majors, Blue, Green) or Commissioner designation (Baseball Gold, Baseball T-Ball, T-Ball Minors) the child must attend at least 3 practice sessions or games before deciding that the particular Division is competitively correct for his

or her level of talent.

- If the child in consultation with the parent feels that this particular Division is too competitive, then the parent may petition the Commissioner to have his or her child placed in the Division below. There is no guarantee that such placement in a lower Division will be possible and, if the child is reassigned, the parent and player will not have any say in the team placement of the player in the lower division.
- The parent may not opt for a change in teams in the same Division regardless of the circumstances.
- Trades will only be permitted in exceptional circumstances, and only with the consent of both the President and the applicable Division Commissioner.
- Eligible Baseball Majors, Blue, Green or Gold players can be permanently reassigned to the Division above their placement if an opening arises in the senior league and no players are on the waiting list to play in that Division. No lower level competitive team (Baseball Majors, Blue or Green) may lose a second player to a permanent upward assignment until all teams in that Division have lost one such player.
- Eligible players may be called up to a higher Division for a single game, subject to Division Rules, if anticipated to be needed to prevent the higher Division team from failing to field a full lineup. Any player called up for a game must play to the same extent as any other regular player is required to play in that Division even if the team's regular players are all present. This policy holds true for all levels of play.
- For disciplinary reasons, a coach may hold a player out of a game. When a player is being removed from the game for disciplinary reasons, his coach must notify the umpire and the opposing coach of the reasons for such action, either prior to the game or at the time of the incident, as well as the player's parent, if present (if not present, the coach shall contact the player's parent after the game). All disciplinary removals or hold-outs must also be reported promptly to the Division Commissioner. Before holding that player out of a second game, the coach must receive the prior consent of the Division Commissioner.

Coaches MAY NOT INVOLVE UMPIRES in pitcher/player eligibility disagreements. Ideally, the opposing coaches should mutually resolve these matters. If this proves to be impossible, the Commissioner of that Division will resolve the matters after the game.

APPENDIX 2: Pitching Guidelines/Safety

LMLL is not concerned with the number of innings pitched by any player, but rather with the number of pitches thrown during each outing. As the spirit of these rules preserve the safety of our players and their arms, LMLL will not tolerate coaches who take advantage of these rules to gain a strategic advantage in game play. Coaches who violate the spirit of these rules will be severely disciplined by the league. For the same reasons, coaches who are aware that the other team is about to violate the pitching rules, whether intentionally or inadvertently, are expected to bring the pending infraction to the other team's coaches' attention BEFORE the violation has occurred or as soon as possible thereafter, rather than staying quiet and seeking to claim an advantage. LMLL is aware that these rules have the potential to slow regular game play. It is incumbent upon coaches to have replacement pitchers warmed up and ready to pitch upon mid-inning replacements and to not abuse the system with repeated mid-inning pitching changes which will slow the progress of a game. Penalties can result in disciplinary action including but not limited to, forfeiture of games in which violations occur, suspension of coaches in violation of pitching rest / max pitch violations (intentional or inadvertent), up to removal of a coach from further participation in LMLL.

MAXIMUM PITCHES PER DAY. Each pitcher may throw not more than the following number of pitches in a game per day, depending on the pitcher's official Little League age and division. Age is the pitcher's Little League age, which stays the same through the entire season. If a pitcher reaches the applicable maximum while facing a batter, he may continue to pitch to the batter until the at-bat is completed, however all pitches thrown shall be counted to determine required calendar days of rest as described below (i.e. the Exception to LL Rule VI(d) shall not be applied):

Pitcher's LL Age	Division	Maximum Game Pitches per Day
7 or 8	Green, Blue	50
9 or 10	Green	60 in March and April; 65 in May and June
9, 10 or 11	Blue	60 in March and April; 75 in May and June
9 or 10	Majors	60 in March and April; 75 in May and June
11, 12 or 13	Majors, Majors Plus	70 in March and April; 85 in May and June

REST REQUIREMENTS FOR ALL DIVISIONS: Note: These rules supersede the pitch limits in Regulation VI of the national Little League rules.

- If a pitcher pitches 61 or more pitches in a day, he/she requires 4 calendar days of rest
- If a pitcher pitches 41 to 60 pitches in a day, he/she requires 3 calendar days of rest.
- If a pitcher pitches 21 to 40 pitches in a day, he/she requires 2 calendar days of rest.
- If a pitcher pitches 1 to 20 pitches in a day, he/she may pitch the next calendar day.
- Under no circumstance, shall a player pitch in three (3) consecutive days.

Examples:

21-40 pitches thrown on:	can pitch again on:	41-60 pitches thrown on:	can pitch again on:	Over 60 pitches thrown on:	can pitch again on:
Monday	Thursday	Monday	Friday	Monday	Saturday
Tuesday	Friday	Tuesday	Saturday	Tuesday	Sunday
Wednesday	Saturday	Wednesday	Sunday	Wednesday	Monday
Thursday	Sunday	Thursday	Monday	Thursday	Tuesday
Friday	Monday	Friday	Tuesday	Friday	Wednesday
Saturday	Tuesday	Saturday	Wednesday	Saturday	Thursday
Sunday	Wednesday	Sunday	Thursday	Sunday	Friday

Note: While the rest rules technically apply only to official LMLL games, they exist to protect players' arms and health. Players should be advised not to pitch or throw significantly on their own or in practice during their rest period, especially in the earlier part of the rest period. If a player pitches on another baseball team, the LMLL coaches are strongly encouraged to do their best to apply these same rest rules to that player's recent non-LMLL pitching in determining whether to permit that player to pitch in an LMLL game. Special rest rules may also apply to players who also play for LMLL Spring Travel teams. These rules will be provided by the Division Commissioner.

Furthermore:

- Players who do not attend the tryouts, if held, (unless waived by the LMLL if extenuating circumstances for the player not trying out exist) and single-game call-ups from a lower Division cannot pitch.
- Any player who has pitched over 40 pitches (or pitched over 20 pitches after playing the position of catcher for three or fewer innings) may not become the catcher for the remainder of that day
- Any player who has played catcher in four or more innings (partial or complete) may not pitch for the remainder of that day.

APPENDIX 3: Pitch Count Tabulation & Record Keeping

- To administer the Pitch Count rule, the home team's head coach at each game will be in charge of designating the Official Counter of pitches (the "OC") for the game. The OC shall be an adult. It is strongly recommended that the home team coach appoint one of the non-coaching parents from either team or another willing, responsible adult spectator as the OC. The coaches can discuss the selection of the OC before the game, but the choice is made by the home team head coach. It is the home team's responsibility to make sure the OC understands the OC duties.
- An LMLL pitch count template will be distributed to the coaches, which they will provide to the designated OC before each game. Coaches must also use the Pitch Count Tracking Form included with their official scorebook to track the total number of pitches thrown by all their pitchers during the season.
- Prior to the start of the game, coaches from each team shall meet and compare their official Pitch Count Tracking Form in their official scorebook, demonstrating which of their players are eligible to pitch in that game.
- The home team head coach will make known the OC to the umpire(s). The umpires will be instructed not to begin a game until an OC is selected.
- Each time a pitcher enters the game, whether at the start of the game or at the start of or during an inning, the coach of the pitching team shall inform the

- OC and the opposing team's coaches of the pitcher's name, number and LL age, and the maximum pitches the pitcher is entitled to per the table above. The coach of the opposing team shall also be entitled to ask the date the pitcher last pitched and the number of pitches thrown to confirm eligibility.
- f. The OC shall record each official pitch thrown by each pitcher during the game (excluding warm-up pitches).
 - g. At the end of each half inning, the OC will inform each team of the pitch count for the pitchers in the game. In the event of any discrepancy, the OC's count shall prevail for BOTH team's pitch counts.
 - h. Once a pitcher has reached the maximum number of pitches that he may throw in a game, the OC shall inform the coaches and umpire. The umpire shall inform the coach that the pitcher must be removed. In accordance with the national Pitch count rule, if a pitcher reaches the applicable maximum while facing a batter, he may continue to pitch to the batter until the at bat is completed, however all pitches thrown shall be counted to determine required calendar days of rest.
 - i. The failure of the OC to notify the umpire and/or coaches of the pitch count at any point or that a pitch limit has been reached, and/or the failure of the umpire to notify the coach that the pitch limit has been reached, shall not relieve the coach of his responsibility to remove the pitcher when he is no longer eligible or otherwise affect the official pitch count. However, as noted above, if an opposing coach believes a pitching violation is about to occur, he should make that known immediately rather than remain quiet and seek to protest later.
 - j. If a coach intentionally refuses to remove his pitcher after the umpire informs him that the pitcher is no longer eligible (taking into account that the pitcher may complete the at bat during which the limit is reached), the umpire shall eject the coach. As a result of the ejection, the coach will be suspended from the next game, and may be subject to further disciplinary action. NOTE: This is intended to prevent a coach whose team is losing by many runs from refusing to follow the pitch count rule on the ground that the game is already lost and why not save his other pitchers for the next day's game.
 - k. Either coach may ask for an update of the current pitcher's pitch count from the OC during a break in play during an inning.
 - l. At the end of the game, the OC and a coach from each team must meet to go over the official pitch count. Each coach must record the official OC pitch count of each of his pitchers in the Official LMLL Spring Pitch Tracking Google Spreadsheet at the end of each game. The link for this google sheet shall be provided to the coaches prior to the start of the season.

APPENDIX 4: LMLL Game Administration / Game Completion Guidelines:

If a coach expects to forfeit a game, he should let the Division Commissioner know in advance and all available coaches and players on BOTH teams must still show up for the game unless otherwise instructed by the Division Commissioner. Teams are only excused from appearing if the Division Commissioner declares a forfeit in advance and so instructs the teams. Absent such a declaration, a team shall not be eligible to receive credit for a forfeit win, and itself will incur a forfeit loss, if it does not appear at the field with at least 6 players and a coach, dby or within 15 minutes of the scheduled start time.

If a team expects to have fewer players than needed for a particular game, they can seek to "call up" players from the eligible list in the division below them. A team may not call up the same player more than once during the regular season. All called-up players must be reported IN ADVANCE to the Division Commissioner. If a called-up player agrees to play, he or she must play in the game for which called up, even if the team has enough regular players, to at least the same extent as any other regular player is required to play. Called up players are not eligible to pitch. Called up players should borrow and wear a team uniform shirt, or if not available then a similarly colored shirt, and in any case a shirt differently colored from the opposing team, to the greatest extent possible.

If a game is resumed after a rain-out or other suspension, any players not available for the resumption shall be treated as having left the game (unless they arrive in time for their originally scheduled positions in the batting order), and any new players who have not already played shall be treated as arriving subsequently and added to the batting order accordingly.

No player shall play in a game with an injury or illness that is expected to prevent him or her from safely participating in all aspects of the game (i.e. batting, base running, fielding a position).

We should strive to play all games. Rain outs can cause serious rescheduling problems and should be avoided, as long as playing conditions permit starting/continuing the game in question.

APPENDIX 5: LMLL Minimum Play Rules:

Majors Plus & Majors: No player shall sit out (i.e. not play in the field) more than 2 innings in any regulation game, or 3 innings total if the game goes into extra innings. No player shall sit more than 2 consecutive innings at any time. NOTE: These are MINIMUM per game playing requirements only. Coaches are expected to give all of their players opportunities to play and to develop in different positions over the course of the season, and to balance playing time as best as possible consistent with maintaining a competitive team.

Blue Division: Defensive playing time in a game shall be kept as even as possible: No player shall sit out (i.e. not play in the field) more than one inning more than any other player. In other words, all players must sit out one entire inning before any player shall sit out a second inning, etc. The starting pitcher is exempt from this requirement so long as he or she remains the pitcher; once removed as pitcher, if any other player is sitting a second inning, the removed pitcher shall be required to sit the remainder of that inning and any such other player shall be reinserted.

Green Division: Defensive playing time in a game shall be kept as even as possible: No player shall sit out (i.e. not play in the field) more than one inning more than any other player. In other words, all players must sit out one entire inning before any player shall sit out a second inning, etc. There is no exception for pitchers. Every player on a Green level team in attendance at the start of the game must play at least 1 full inning in the infield each game, without exception (including single-game call-ups, unless they are unwilling). The infield comprises pitcher, catcher, 1B, 2B, SS and 3B.

For purposes of playing time requirements in each of the Divisions above, where a player sits out only part of an inning as a direct result of a mid-inning pitching change or injury, the player shall be considered to have sat out an inning if he or she has not been in the field for at least three batters. Any inning in which a player is not in attendance or is unable to play due to injury shall be considered a “sitting” inning but will not result in a violation of the playing time requirements.

APPENDIX 6: LMLL Divisional Quick Reference:

DIVISION	FIELD	INN	FIELDERS	BATS (wood-all)	LEAD OFF	STEALS	DIVISION ONLY
GREEN	40 / 60 (safety base)	6	10	USA	n/a	n/a	See 5.07 & 5.10 above
BLUE	46 / 60 (safety base)	6	10	USA	After ball crosses plate	2x Inning (no home)	See 7.13 LMLL above
MAJORS	46 / 60	6	9	USA	After ball crosses plate	Unlimited	No Dropped 3 rd Strike
MAJORS+	50 / 70	6	9	USA / BBCOR	Anytime ball is live	Unlimited	Balks / Dropped 3 rd Live