

LMLL BASEBALL 2024 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 any coach of either team request the other team's coaches to agree to a deviation. Rules highlighted in gray signify a rule change or clarification for the 2024 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. The official Little League Rules Book app is available for free wherever you get your apps (search "Little League Rulebook").

Any questions regarding LMLL playing rules may be sent to Rules@lmlittleleague.org

2024 LMLL Points of Emphasis:

- 1.) Coaches MAY NOT agree to deviate from these rules in any manner—even by mutual agreement. Coaches should not even suggest (or try to pressure) an opposing coach into mutual agreement of anything contrary to these rules.
- 2.) Each team must have 7 players to start or continue in a game (has previously been 6)
- 3.) 7-run max per inning limit in Blue Division (new)
- 4.) Call up players MUST be reported to Division Commissioners – and the same call up player may only be used ONCE per team UNLESS that call up has played for every other team in the division—only then can he or she be called up a second time by the same team.

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 40 ft for **Green** Division, 46 ft for **Blue** & **Majors** Divisions, and 50 ft for **Majors Plus** Division and shall be measured from the front edge of the pitcher's 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 of material, 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. [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 pitcher's undershirt or T-Shirt exposed to view shall be of a solid color. The pitcher's 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 that may be distracting to the batter, except in cold weather when the pitcher can wear a batting glove under the mitt as long as it is not deemed distracting to the batter in the judgment of the umpire.

(b)- The League will provide each player with a team jersey (shirt) and hat. All players should wear the team's 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 even if 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 engage in other on-field activities.

(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 that could cause sun glare or flash to the batter. If a batter or offensive manager complains about a pitcher's 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. – i.e., 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 of 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 a plastic cup 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 the 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 act 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 40/60, 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) – LMLL 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 lineup to the opposing team and must make available its own lineup 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 **SEVEN (7)** players to play. If at any time during the game a team has fewer than **SEVEN (7)** players, an automatic forfeit shall be declared. If neither team has **SEVEN (7)** 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 to allow 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 **SEVEN (7)** players, an automatic forfeit shall be declared.

If a team has only **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 if at the time of or as a result of the departure the team has fewer than 9 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. 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 - 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 Through May 10, 2024, 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 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 10TH, 2024.**

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 who 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) and 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, any umpire, or spectators

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

PENALTY: The umpire may first warn the player, coach, and/or manager. If continued, the umpire may 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 or she 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 or her coaching privileges suspended or revoked if his or her conduct is deemed inappropriate. Inappropriate means cursing, yelling at players, a pattern of fights with other coaches, or disagreements with umpires or league officials. The coach may also have his or her coaching privileges revoked if the coach continually engages in conduct which the Division Commissioner feels is not appropriate toward himself or herself, the children in his or her charge, or the team's 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 is 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 generally utilize any mercy rule / run rules (**Except Baseball Blue Division see note below**). 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.

4.10(e) LMLL NOTE: Baseball teams will be limited to scoring a maximum of 7 runs per inning, in all innings but the declared or undeclared FINAL inning of the game. A team may record only 7 runs in the inning, even if an inning-ending play results in more than 7 runs crossing the plate (ex: With 6 runs already scored, the batter hits a 2-run homerun, even though 8 runs technically crossed the plate on the home, only the first 7 runs

would be counted in the scorebook).

This runs per inning cap will be removed for both teams during the final inning of the game. The final inning of the game will either be the 6th inning, or any prior inning so deemed by the home plate umpire as the final inning, due to time limit, weather, or any other reason. The max run per inning rule shall not be in effect for NL/AL Championship games or the Division championship game.

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 its 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 all regular season games:

1. No new inning may begin after 2 hours from the game's 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]**

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, it 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: 2 p.m. Travel game would constitute a subsequent game to the 11:30 a.m. rec game on that field. Subsequent game can also refer to a non-LMLL event (example: Lacrosse / Soccer, etc., whose 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. Teams must have at least 7 to start.

4.17 – (9 player requirement to continue a game) does NOT APPLY in LMLL division play. Teams must have at least 7 to continue.

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. *(see note below) 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. When the "no walk/hit by pitch" declaration is made by the offensive coach on the final batter of an inning, and the count on the batter reaches 4 balls (regardless of number of strikes), an adult coach of the team at bat shall come in to pitch to the batter. When this happens, any number of strikes on the batter shall be maintained up to and including a possible strikeout. ***This rule remains intact all regular season and during playoffs and does not end on May 10th when the 4 consecutive hit/walked batter rule expires.***

5.07 – (LMLL) NOTE: The inning shall not end when the 9th batter of the inning hits **UNTIL THE ENTIRE PLAY ENDS AND THE UMPIRE DECLARES THE BALL DEAD**. There are instances when a play is made on the 9th batter in which that batter is ruled out or safe on a play, while other runners continue to run bases and/or score. This is legal as the ball and the play is still LIVE until the play stops completely at the conclusion of all live playing action.

Example 1: Runner on 3rd base, 1 out. The 9th batter of the inning hits a fly ball to right field which is caught (for out #2), the play is still live and the runner on 3rd base is still entitled to retouch third base and attempt to score. The run would count if the runner legally tagged up and crossed home plate safely.

Example 2: Runner on 3rd base, 1 out. The 9th batter of the inning hits a ground ball to the shortstop who fields and throws to first base to retire the 9th batter. Meanwhile the runner from 3rd base touches home plate. The run scores. This was only the second out of the inning, and the inning is over by result of 9 batters having batted, not due to a 3rd out being made at first base (or anywhere). Therefore, the run would count.

Example 3: Runner on 2nd base, 1 out. The 9th batter of the inning hits a ground ball to the shortstop who fields and throws to first base where the 9th batter is ruled safe. Meanwhile the runner from 2nd continues to advance legally to home plate. The play is not over just because the 9th (last) batter safely reached first base—the play is still live and thus the runner from 2nd legally scores.

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 an illegal bat or it is discovered that he or she 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 in 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 bearing the USA bat 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.

In **Green**, **Blue**, and **Majors** divisions, 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. Four pitches will be added to the pitcher's total pitch count for the game. As of 2023 per Little League official rules, a player may only be intentionally walked verbally one time during the course of a game. This does not restrict a team from throwing four (4) balls outside the strike zone to this batter at another time during the game (One verbal intentional walk per batter, per game – after that, pitches must be thrown to the batter that was previously verbally intentionally walked).

(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—however, if the umpire deems the throw to have been intentional or dangerous to a participant, he or she may, in his or her 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) which awards one base to each runner if a pitched ball or a ball thrown out of play while the pitcher is touching the pitcher's plate, is NOT used in **Green** or **Blue** divisions. Green and Blue have limitations on steals attempts, double steals, stealing of home, etc. which cause LL Rule 7.05 (h) to not be applicable to those divisions. If in **Blue**, a team has remaining steals available, and in the umpire's judgement a runner was already stealing on the pitch before the ball went out of play, then umpires shall allow that steal to take place (assuming the steal otherwise meets all requirements to be legal in Blue). This is an umpire's judgement call and is not to be argued. The runner in this case can in no way be put out. NOTE: 7.05(h) will still apply in **Majors** and **Majors Plus**.

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

7.13 – Blue Majors: When a pitcher is in contact with the pitcher's 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 – NOTE: Unless “TIME” is called by an umpire, the ball is alive and in play until which time the pitcher is in contact with the pitcher's plate and the catcher is in the catcher's box ready to receive delivery of the ball <pitch> (as stated in rule 7.13). Simply throwing the ball to the pitcher on the mound 'area' does not in and of itself constitute a dead ball or stoppage or end of the current play. The common play of a runner attempting to advance to 2nd base after receiving a base on balls is live and legal—and not considered a “steal” unless the pitcher has possession of the ball while in contact with the pitcher's plate, and the catcher is ready to receive the next pitch. That is what “closes” the bases.

(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.

(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 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)

7.14 – LMLL does not use the “Special Pinch Runner” rule due to the use of the continuous batting order rule.

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

*** See Appendix 1 below for pitching regulations involving pitch counts, rest rules, reporting, etc.**

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 pitcher’s non-pivot foot (free foot) crossing entirely behind the back edge of the pitcher’s 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 through May 10, 2024:*

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) – As of 2023 season LMLL no longer requires a defensive meeting to be held outside the foul lines. A coach may cross the foul line and proceed to the mound or another spot on the infield.

APPENDIX 1: Eligibility

All eligible boys and girls who either reside or attend school in the Mamaroneck Union Free School District or Rye Neck School District, which includes the zip codes 10538, 10543, and the portion of 10580 within the Rye Neck School District, are eligible to participate in the Larchmont Mamaroneck Little League. All participants must register with LMLL prior to their playing. Upon registration, and as appropriate, the player will be notified of the tryout dates for competitive divisions, unless tryouts are not held at the league's 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.

Once a player is placed on a team either by draft or draft result/commissioner designation, the child must attend 3 practice sessions or games before deciding that the particular division is competitively incorrect for his or her level of talent.

If the player in consultation with the parents feels that this particular division is too competitive, then the parent may petition the commissioner to have their player placed in the division below if eligible.

There is no guarantee that such placement in a lower division will be possible and if the player is reassigned, the parent and player will not have any input 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 or VP/Baseball and the applicable Division Commissioner.

Eligible Baseball Majors, Blue, Green, or Gold players who so request after attending at least 3 practice sessions or games can be permanently reassigned to the division above their placement if an opening arises in the higher division and deemed appropriate by the Division Commissioners and VP/Baseball, including taking into account any players 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.

CALL-UPS: 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 provided the player called up does not have a scheduled game with his primary division team that conflicts with the call up game. 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. Called up players shall not enter the game as a pitcher in the higher division. This policy holds true for all levels of play.

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. 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. **LMLL FOLLOWS THE PITCH COUNT LIMITS AND REST REQUIREMENTS TO THE UNIVERSALLY ACCEPTED "PITCH SMART" STANDARD.** This standard was developed by doctors and an expert advisory board of USA Baseball and Major League Baseball. LMLL will continue to use augmented daily per day maximums for the early part of our season (March and April) to allow arms to get back in shape early season.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
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
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

**** Any pitcher aged 7/8 that goes over 50 pitches due to completing a final batter (which is permitted by these rules) must observe 3 days rest**

A player may not pitch on 3 consecutive calendar days in any scenario.

Note: While the rest rules technically apply only to official LMLL games (**Rec Or Travel**), 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's 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.
- d. The home team's 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.
 - e. 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 teams' 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 pitch count rules, 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, or the inning ends; 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 in an effort to save the team's 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.
 - m. **ALL PITCH COUNTS MUST BE ENTERED AS SOON AS POSSIBLE IMMEDIATELY FOLLOWING THE GAME. Due to LMLL travel, coaches need to plan for pitchers and know who is available to pitch (or not); it is vitally important that pitch counts be made available IMMEDIATELY after games end on Saturdays/Sundays, and by no later than 10 p.m. for weeknight games. No game scores should be entered until the pitch counts have been entered by both teams. Failure to comply with these safety measures can cause undue risk to our athletes and their arms. Please do your part to help protect our athletes.**

APPENDIX 4: LMLL Game Administration / Game Completion Guidelines:

If a coach expects to forfeit a game, he or she should let the Division Commissioner know in advance; 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 7 players and a coach, by 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).

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 or her 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, or before holding a player out of any portion of a game for disciplinary reasons arising before the scheduled 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.

We should strive to play all games. Rainouts 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	FIELDBERS	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)	7 run max per inning
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

