

Lake Murray Little League By-Laws

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Version 6.0

2021 LAKE MURRAY LITTLE LEAGUE RULES

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1.0 - The Player

1.1 - Players Draft

The draft is conducted in a serpentine format (1,2,3,4-4,3,2,1-etc). The order of picking in the draft is determined by the Managers drawing for numbers just before the draft. The team with the last choice in the draft will have the first choice of uniforms. All other uniforms will be picked in reverse order from the numbers drawn. The first draft pick will get the last choice of uniform.

If there is a waiver in place for a 12 year to play down in Minors, they must be selected prior to any league age 8 year old. A league age 12 year must be selected to a minor team if a waiver is in place for them to play in Minors division.

If a child of a manager is playing up a division they must be the first pick for that manager once all proper league age players have been selected.

1.2 - Majors, Minors and Caps Draft – Children of Managers

Because of the small size of LAKE MURRAY LITTLE LEAGUE, we do not retain property players. All eligible players are to be placed in the draft. Managers may request an option to have their child(ren) assigned to their team prior to the beginning of the draft. For purposes of this rule, the word "child" is defined as child, grandchild, nephew, niece, sibling, or have a verified close relationship to the Manager (i.e. stepparent, fiancée of the child's parent, guardian or other provider/protector of the child). This relationship should be ascertained and submitted in writing by the manager and be approved by the President

All managers in the affected division will need to agree prior to draft when each protected player will be selected, if there is a disagreement the Player Agent and President, using their evaluation of players, will determine which round each individual manager is to select his or her child(ren). These predetermined rounds would be designated before the draft begins. The President has final say regarding which round each Manager will select his child(ren).

Each manager is only allowed to protect 2 players, via the Children of Managers rules or by selecting a coach.

Each manager is only allowed to select a single coach for purposes of protecting a player.

Example A: Manager has single child, selects a coach that has a single child, this would count as 2 protected players.

Example B: Manger has 2 children in household that are protected under the Children of Manager rule. This manager would not be allowed to protect a coach's child.

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1.3 - Parent Requests

A Parent may request that their child not be placed on any one (1) team. This request must be made in writing (email accepted) and submitted to the President or Player Agent **no later than 7 days prior to the draft for evaluation**. The player(s) must have previously played under that Manager (Regular Season, All-Stars or Fall Ball Season in Lake Murray LL). The President or Player Agent will then notify the affected managers of such requests in a private manner prior to the beginning of the draft. These requests are not binding, but it is recommended that they are honored by the manager.

1.4 - Players that are Siblings

If the player's parent(s) have requested that siblings be placed on the same team, and no waiver has been obtained, although it is not a requirement, once the first child is drafted, the Manager is strongly encouraged to draft the outstanding sibling(s) with their remaining pick(s).

If the parent(s) ask that the siblings not be placed on the same team, then no action will be taken. However, the possibility still exists that the siblings could be drafted to the same team. Siblings are defined as brothers, sisters, or brother and sister living in the same household. This rule will also apply to stepbrothers and stepsisters living in the same household. Verification of residency will be required.

1.5 - Player Trades

Player trades are only allowed within 24 hours after the end of the draft. All player trades are to be kept confidential. Player trades need to be approved by the President and Player agent.

1.6 - Roster Sizes

The below information does not apply to the Challenger Division

Each Major team must have no less or no more than 12 players on the roster, unless the Player Agent and President determine additional players should be added to ensure fairness between team rosters. If a major team will have less than 12 players on a team the President will need to obtain waiver from Little League to allow less players.

The maximum number of players on a team in the Minors division will be 12 unless the Player Agent and President determine additional players should be added to ensure fairness between team rosters.

The maximum number of players on a CAPS division or T-Ball division team will be 13 players.

In any case, the maximum number of players on a team will be 13.

Players not drafted during the first 12 rounds of the Majors draft will be moved down to the Minors draft pool. Players not drafted during the first 12 rounds in the Minors draft will be moved down to the Caps draft pool. Players not drafted in the Caps division draft will be dropped down to T-Ball.

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T-Ball and **Challenger** players will be assigned to teams by the Player Agent. There will not be assessments or a draft for this level.

1.7 - Age Restrictions

The following are the league ages of players eligible to play in each division, based upon the current Little League Age chart. Exceptions to the following must be approved by the President and Player Agent and waivers may need to be obtained from Little League

Majors: 9-12 yrs old. (12 year olds cannot be moved down to the lower division without a waiver granted by Little League International)

Minors: 8- 11 yrs old. (10 and 11 year olds cannot be moved down to the lower division.)

Caps: 7-9 yrs old. (8 and 9 year olds cannot be moved down to the lower division.) Participants who are league age 6 are permitted to advance to Caps Division after participation in Tee Ball for one year. Players must be assessed by the league as capable of participation at that level.

T-Ball (A): 4-7 yrs old.

Challenger Division: 6-16 yrs old (The Board of Directors can change age limits each season)

Section 1.8 – Replacement Players

If a Major or Minor team number of players should drop to 10 or below, that team may need to get replacement player(s) in order to avoid the possibility of forfeiting games. A player from a lower division that is of eligible age and is not determined to be a safety issue will be moved up to fill the roster of the team with the shortage. The affected team in the higher division will have their choice of available players from the lower division. This rule will only be in effect during the first half of the season. After that time, all roster moves will be decided upon by the League President and Player Agent.

A Replacement Player Pool will be available for borrowing players within the same division. The Replacement Player Pool is a pool of players from existing regular season teams willing to participate in extra games during the regular season when teams face a temporary shortage of roster players in their respective division. This pool will be managed by the League Player Agent. The following are the Replacement Player Pool Guidelines:

1. Players may not be borrowed from an opponent team. All replacement players are to be assigned by the Player Agent.
2. Players will be used on a rotating basis with permission from the borrowed player's regular team Manager and approval of the Player Agent.
3. Managers and Coaches will not have the right to randomly pick players from the pool. Pool players will be used on a rotating basis.
4. Pool players are not permitted to pitch in games when they are a borrowed player.

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1.9 - Assessments

All players ages 7-12 are required to participate in assessments. However, if a player misses their assigned assessment time, and he has played in our league the prior season, his skills can be assessed by the President and Player Agent who are familiar with the player's skills. This impartial assessment will then be provided to all Managers in the division prior to the draft.

1.10 - Late Sign-Ups

All late sign ups that have not played in Lake Murray Little League prior to the current season will have their skills assessed prior to being placed on a team. If one team in the appropriate division for this player has an opening, that team will be awarded the player. If every team has a full roster, then the player will be put in a waiting list. If there are multiple teams in the division that have room for a player (less than 12 players currently on the roster) then the player will have their team name placed in a hat and then drawn out by the President or Player Agent from the league. A Manager or Coach from each team in the affected division must be present at the time of this drawing.

2.0 – Manager and Coaches

2.1 - Manager and Coach Selection

All Managers and coaches must be nominated by the League President and acting Coach Coordinator (including All-Star Managers). The nomination will only be made after a prospective manager and coach have interviewed for the position, been placed on an eligibility list and submitted all necessary paperwork, to be determined by the board the fall prior to spring season. (See [Addendum D](#) for Manager and Coaches required documents)

These nominations must then be ratified by a simple majority of the Executive Board. The Manager is allowed to select his or her coaches from the eligibility list, the President and the Executive Board must still approve them.

If a Manager wishes to work with a specific Coach (T-Ball only), that Manager must notify the Player Agent during the sign-up period. The Player Agent will strive to accommodate this pairing, but there are no guarantees.

All Managers and Coaches are required to attend one safety clinic and one skills clinic every three years. Additionally, every team is required to have at least one coach or manager that has attended a safety and skills clinic during the current season. Please note that teams will not be allowed to participate in the District 33 Tournaments if the above requirements are not met.

2.2 - Manager and Coach Discipline

The LMLL Board will review any and all complaints received regarding the conduct of managers and coaches. Complaints concerning failure to comply with these rules will be reviewed to

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determine if a complaint is founded and what, if any, disciplinary or remedial action is to be taken.

- Upon determination of a first violation or failure to comply with any of these rules or the Code of Conduct, the manager / coach will receive a verbal reprimand.
- Upon determination of a second violation, the manager / coach will receive a written reprimand.
- Upon determination of a third violation, the manager / coach shall be suspended.
- A manager's / coach's prior complaint and offense history may be considered in the review of any future requests to volunteer in that capacity.

Note: If a violation is determined by the board to be of a serious nature, the board reserves the right to supersede the above process and suspend the coach or manager without warning.

2.3 - Suspended Coaches

Suspended coaches will be required to complete the online "double-goal coach" certification offered by Positive Coaching Alliance. The \$25 fee will be reimbursed by the league upon presentation of the Certificate of Completion of the online course. (www.positivecoach.org)

3.0 – The Game

3.1 - Continuous Batting

Majors and Minors

In both the Major and the Minor Divisions, teams will bat their entire line-up throughout the season (including playoffs and TOC).

**** Note that the District 33 TOC will also use continuous batting.

Minors

For the minors division a player may not sit for two consecutive innings on the bench, nor sit for three innings on the bench until all players have sat one inning

3.2 - Official Games

(Major and Minor Division)

Regular Season:

Games not completed during the regular season, *can* be finished prior to the next scheduled game between the two teams at the discretion of both managers.

Tournament:

An official game is one where the losing team has batted six times. If a game is not official, it will be finished before the next scheduled game between the two teams.

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3.3 - Time Limits

(Majors and Minor Division)

Weekday Games - There is no time limit on games played Monday through Friday. The games will be played until they are completed. This could mean extra innings if the game is tied after 6 innings. Games may only be halted prior to their completion by darkness or inclement weather. Darkness will be determined by the published sunset time in that day's newspaper and strictly enforced by the umpire. The President, Safety Officer, or Plate Umpire reserve the right to call the game earlier (but not later) than the published newspaper time should they feel that the field has become unsafe due to darkness.

Weekend Games - There are no time limits for Major games. There are time limits for Saturday and Sunday (Make-up) games played by the Minors and CAPS divisions. The official start time of a game will be when the umpire calls for the first pitch to be thrown. No inning can begin after 1 hour and 45 minutes of a Minor game. Once the inning starts it must be completed. The next inning is considered to start as soon as the 3rd out of the previous inning has been recorded. (Example: Minor game begins at 8:00 and it is in the bottom of the 5th inning. Once the 3rd out is made the umpire looks at his watch and it is 9:45, THE GAME IS OVER. If it is 9:44 on his watch, a new inning must be started and completed).

Challenger Division games have a one hour and 15 minute time limit from the scheduled start time of the game.

3.4 - Rain Outs

All rainout games can be made up on Sunday of that same week. Weekday games that need to be made up on Sunday will start at the following times: 1st rainout will be scheduled for 1:30pm, 2nd will be scheduled at 4:00pm, 3rd will be scheduled at 11:00am and the 4th will be scheduled at 8:30am. If all the games on a Saturday are rained out, they will then be played on Sunday using original scheduled times for those Saturday games.

3.5 - Mercy Rule

(Major and Minor Division)

There is no 10 run mercy rule in either division. Games will be completed regardless of the score. It is recommended that the scoreboard be shut off in games that become too one-sided.

3.6 - Five Run Rule

Major Division Only: There is no five run rule in the Major division. NO inning is complete until 3 outs have been recorded.

Minor Division Only: There is a 5 run or once through the batting order rule in the Minor division for all innings for all games. The Five Run Rule will be as follows: a team can only score five

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runs per inning except on a home run hit over the fence. The homerun hit over the fence will score all the runs even if it puts that inning over the five run limit.

During the regular season, there will be an 8 run limit in the last inning of the game as declared by the umpire.

During the LMLL Minor Tournament of Champions there will be a 5 run limit for the first 4 innings. However, the game will be concluded if the home team is leading by 10 or more runs after the 4th inning.

3.7 - Playoff Format

(Major and Minor Division)

The Majors and Minors will play a double elimination tournament. The seeding will be determined by a blind draw. The President, with at least a Manager or a Coach present for each team, will have them draw a seed number out of a hat. The number will then be the team's seed number. If there are four teams in the division then seed 1 would play seed 4, and seed 2 would face seed 3. In case of 3 teams, the team that draws the number 1 seed would have a bye in the first round only. Home team will be decided by a coin flip at least one hour prior to each playoff game.

For Championship games only, the team with the best record winner's bracket will have the first choice of being either home or visitors for said game. If the result of that game cause the teams remain tied win-loss record), a coin flip will be used to determine home and visitors for the additional tie-breaking game.

3.8 – The Batter and Batter's Box

(Major and Minor Division)

The Majors and Minors will follow all rules stated in the current Little League Rule Book under rule 6.02 – The Batter - (c); relating to batters maintaining at least one foot in the batter's box at all times.

Please refer to current Little League rule book for all exceptions and penalties that will/should apply.

****NOTE:** All District 33 and Little League (All-Stars) Tournaments will also follow the stated rule book on 6.02 – (c) - The Batter

3.9 – Stealing Signs

(Major and Minor Division)

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The Majors and Minors will follow all rules stated in the current Little League Rule Book under rule 9.01 – The Umpire – (d) NOTE; relating to all incidents of stealing and relaying of signs to alert the batter of pitch selection and/or location is considered unsportsmanlike conduct. If, in the judgment of the umpire, this behavior is occurring, both the player and manager may be ejected from the game.

3.10 – Field Availability

Field availability will be based on division seniority. Ex. If there is a problem at Sunset 1, the Majors teams scheduled to play there would be bumped to Sunset 2, the Minors team would be bumped to Jackson, etc. Long term issues requiring several changes will be evaluate as to not disrupt any one division repeatedly.

Bumping of teams should be a last resort and be the decision of the League President or his/her designee.

3.11 – Minimum Players on the lineup

All players must be listed on the lineup card, even if they are absent. Players must be listed on the lineup card in this format: last name, first name or initial, and uniform number. Games may start and play games with eight (8) players on each team. If used, team(s) Will Be charged an out for the ninth (9th) position. Minors division will not be charged an out.

4.0 – All-Stars

Section 4.1 – All Stars Selection

The minimum number of players to be selected for the 8-10 and 10-12 year old All Star Teams will be 12. The maximum will be 14. Each year the Board of Directors will determine if a 10-11 year old All Star Team will be compiled. If one is, the minimum number of players will be 11 with the maximum number of 14.

All eligible players ages 8-12 that have completed and returned all required All Star documents in each division will have their names placed on the All Star ballot. Each player, age 8-12 in the division will get to vote for 10 players that they feel should represent the league as All Stars. The players can select themselves as one of their votes. Each player's vote counts as a single vote. One Manager and 2 Coaches from each team will receive the same ballot and will get to select their top 10 candidates. Manager's votes will be counted as six. Coach's votes will be counted as three.

The President and Player Agent will tally the ballots.

If a 10 year old plays at the Majors level (10-12) during the regular season, that player will automatically be added to the 8-10 All Star Ballot.

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Section 4.2 – Team Placement

It is a requirement that the 8-10 and 10-12 All Star teams have at least one representative from each team in that division. It is the Manager's responsibility to use his/her selections to insure that this requirement is satisfied.

10-12 All Star Team

The top 10 vote getters ages 10-12 will be placed on the All Star team. The All Star Manager will then select either three or four players to fill in the remaining spots on the team.

8-10 All Star Team

The top 10 vote getters age 8-10 will be placed on the All Star team. The All Star Manager will then select either three or four players to fill the remaining spots on the team.

10-11 All Star Team

If a team is assembled, the roster will be formed using the remaining top vote getters ages 10-11 from the All Star voting process.

Section 4.3 – All Star Manager Selection

The League President, with the ratification of the Executive Board, selects the All Star Manager using the completed All Star Commitment Form turned in by All Star Manager candidates. Consideration for the Manager of the 8-10 year old All Star team shall come from the Minors division Managers first and consideration for the Manager for the 10-12 year old All Star team shall come from the Majors division. Current Managers in good standing shall be considered before coaches from any division.

The Manager can select the coaching staff. However, the coaches must still be approved by the Board. The Manager can only designate two coaches to be in the dugout. The dugout coaches can consist of no more than a single coach from the Manager's regular season team, with the second coach coming from one of the other teams.

5.0 – Safety

Section 5.1 – On Field Safety

All gum will be prohibited from the field of play and dugouts for all players and coaches. This is for safety and cleanliness. A waiver may be completed for any players needing to chew gum for medical reasons.

6.0 – Financial Guidelines

Section 6.1 – Procedures for Spending

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Purchases under \$250 must be approved by the Executive Committee

Purchases over \$500 must be approved by $\frac{2}{3}$ vote of approval from the Board of Directors

Budget categories can be approved by the board and purchases made within a category must follow the following procedure:

Board Members must email the Executive Committee their purchase request.

If it is within their budget, the President will make the purchase.

If it is not within their budget, but under \$250 the Executive Committee can approve the purchase.

If it is over \$250, the purchase must be sent to the Board of Directors for approval by $\frac{2}{3}$ vote.

Any time the league debit card or a check is written, the President shall email/text the Executive

Committee notifying them of the purchase within 24 hours. If approval is needed based on the approval guidelines listed above, they must receive majority approval before making the purchase.

Receipts must be emailed, or paper copies given to the Treasurer no later than the 5th of the month for all purchases in the previous month even if previously approved.

Reimbursements: Must have receipt and write in memo of check and on receipt what it's for.

For the protection of the league, married board members may not both have financial access.

Snackbar purchases should be made by instacart or similar company or go in person with a league purchaser. Coordinator shall also have a prepaid card to buy last minute essentials.

Snackbar will offer purchases through Venmo unless it is an Event Day (i.e. Opening Day, Game Day, Hit-a-thon)

Note: All other rules not covered in the Lake Murray Little League rules are covered by the Official Little League Baseball Rulebook.

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Addendum A – CAPS Division

Cap Division Rules

- 1) There will be 10 defensive players at all times (4 outfielders)
- 2) Teams must bat their entire roster and play free substitution on defense.
- 3) There will be no stealing, sliding, or walks.
- 4) There will be a maximum of 5 runs per inning that each team can score. This number is not for scorekeeping purposes. **THERE IS NO SCORE KEPT IN CAPS DIVISION GAMES.** This number is only kept to keep the flow of the game going.
- 5) Runners cannot attempt to advance once the defense has the ball under control in the infield.
- 6) There is a one hour 45 minute limit from the designated start time on ALL games (weekend and weeknight). An inning cannot begin after this limit has been reached.
- 7) Anytime there is an overthrow, a player will only be allowed to advance one base.

Caps Division Pitching Rules

Innings 1-3

The first three (3) innings of each game will be played with the pitching machine only. Batters will receive 6 pitches from the machine. There is no “3 strike rule.” The batter can swing freely in an attempt to put the ball in play.

If batter is not successful in putting the ball into play during the 6 pitches, it will be considered an out. If player makes contact putting ball into foul territory on 6th pitch batter will get another pitch. This can continue if player continues to make contact placing ball into foul territory.

Innings 4 - 6

Innings 4 - 6 will be played with live pitching only. Each pitcher can only pitch one inning per game. Pitching a full inning or any part of an inning will be counted as that pitcher’s full inning pitched. The offensive team’s coach stands directly behind the pitcher and calls balls and strikes. The pitcher will pitch to a batter until one of the following occurs:

- a) The batter puts the ball in play
- b) The batter strikes out
- c) The batter receives 4 balls out of the strike zone. At this point the offensive team’s coach takes over for the pitcher and the batter assumes the strike count only. If any combination of the player and coach pitches adds up to three strikes, then the batter will be out. There are no walks. However, if a live pitch from the pitcher hits a player, he will be awarded first base.

Players cannot pitch in consecutive games. One game of rest is required.

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Addendum B – T-Ball Division

T-Ball Division Rules

- 1) Teams bat their entire roster each inning. All players may hit off of the tee and the bases will be cleared after 3 outs.
- 2) All players that are called out must return to the dugout.
- 3) Game 11 will begin with the coach pitching. The coach will throw three pitches to a hitter. If the hitter does not hit the ball by the 3rd pitch, he will then hit off the tee.
- 4) There will be no walks, stealing or sliding or scorekeeping.
- 5) Teams play their entire roster on defense each inning. It is acceptable to have more than 4 infielders.
- 6) The next batter (on deck batter) may not leave the dugout until the prior play is complete and the ball has been placed on the tee by the coach.
- 7) During the first 10 games, base runners will move "station to station." Beginning with the 11th game, the runners will be taught to take one extra base on both overthrows and balls hit to the outfield.
- 8) There is a 90 minute time limit from the designated start time on all games.

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Addendum C – Challenger Division

Challenger Division

- 1) **When possible, each player shall be assigned a “Buddy” to assist them during the game. The buddy is to protect the player from injury, and to help the player field balls, throw, bat, and run bases.**
- 2) **There will be no walks, stealing, sliding, or scorekeeping.**
- 3) **Teams will bat their entire roster each inning.**
- 4) **Depending on the player’s skill level, the coach may pitch (6 pitches max) to a player, or a hitting tee can be used.**
- 5) **All players that are called out will continue to run the bases.**
- 6) **The next batter (on deck batter) may not leave the dugout until the prior play is completed.**
- 7) **No player will hold a bat until they are at the plate and ready to hit.**
- 8) **Teams play their entire roster on defense.**
- 9) **No defensive player will be positioned inside the baseline prior to the batter putting the ball into play.**
- 10) **The game will end once each team has batted twice or the hour and 15 minute time limit is reached.**
- 11) **Games will be played the second and fourth Saturdays of the month at Sunset Park.**
- 12) **Teams may play other Little League Challenger teams within San Diego if needed.**

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Addendum D – Manager & Coach Requirements/Documents*

1. Volunteer Background Check
2. Signed Coach of Conduct Form
3. Concussion Training
4. Skills Clinic
5. Safety Training
6. Coach Interview
7. Abuse Awareness Training
8. Sudden Cardiac Arrest Training
9. Adult, Child, and Infant CPR with AED

*Managers and Coaches (those who intend to be on the field during games) are expected to wear a LMLL provided ID badge during practices and all games signifying they have completed all the above. Any other person on the field during game time, such as a Team Parent or Board Member, will also be expected to wear an ID badge.

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8.0 - League Umpiring Rules

Proposal (1): All volunteer umpires must attend LMLL Umpire Training prior to the commencement of the baseball season

Proposal (2): All volunteer umpires must attend the District Umpire Meeting prior to the season.

Proposal (3): In order to become a volunteer manager and/or coach from (T-Ball to Majors), you will be **required** to volunteer as an umpire games during the regular baseball season, excluding ALL-STARS. For TOC, you may be required to umpire games not only at LMLL, but District 33 games, as applicable.

Proposal (4): All LMLL volunteer umpires are not required, but encouraged to attend the 8-hour weekend Little League Baseball District Umpire Clinic.

Proposal (5): Specifically for Major and Minor coaches, No Major league manager or coach shall umpire major division games. No minor league manager or coach shall umpire minor league games.

Proposal (6): If teams are chosen to umpire for a specific game and the manager/coach has prior obligations, it is the manager/coach's responsibility to obtain volunteers to cover umpiring for that game.