

2023 LMK Rule Interpretations – State Tournament

ZERO TOLERANCE:

As discussed at various LMKII Corporation Meetings, the conduct of some coaches, players, officials and spectators has become increasingly unruly. Too many instances occurred at all levels of play from PeeWee/Rookie to Teenage at various leagues throughout the regular season. It is the resolve of the LMK Board of Directors that there be a **ZERO TOLERANCE** policy regarding this type of behavior and as such, any coaches, players, officials and/or spectators exhibiting this behavior during the 2023 tournament will be subject to immediate ejection from the game, premises and/or tournament in its entirety.

This notice, being provided to LMK, District and League leadership will serve as the initial warning and no further warning may be provided.

Rule 3.04 There shall be no more than four certified coaches per team, with at least two being female coaches. *If a team elects to name only three coaches, at least one must be a female and if they have a scorekeeper, this person will not be allowed on the field during timeouts (except for line up related issues).*

Rule 5.23 Only four coaches, or three coaches and one scorekeeper and the players currently on the team are allowed in the dugout.

These rules were modified on a temporary basis by a majority vote of the current LMK Board for continued trial implementation during the 2023 LMK State Tournament. The All Star Roster form has been updated to allow for the identification of a 4th coach or scorekeeper. As always, these rosters will be maintained by LMK to resolve any protests challenging a person's right to be in the dugout or on the field, however this will not help with the game time management of the roster.

Therefore, it will be required that each team identify **on the game line up form** (the one given to the official scorekeeper and the opposing team) if they are using a 4th coach or not. This is an effort to minimize protests over this and allow the girls to decide the game outcome as it is meant to be – on the field.

Rule 15.02 All-star teams shall consist of no more than fifteen players and three alternates.

A. If alternates are in the dugout and in uniform, they must be identified as an alternate on the team's lineup. (Rule 5.11) They will not be allowed on the playing field during the game unless they replace a player. See Rule 15.02B. Alternates are allowed on the playing field during time outs **and for homerun celebrations with teammates.**

Rule 15.02 defines the allowed composition of an all-star team, but limits (15.02 A) which players are allowed to go on the field during a game. Everyone understands the sacrifice and level of commitment players and coaches make to participate in the All-Star Tournament, this applies equally if not more to the alternates. Since the alternate role by design is a “player in waiting,” allowing them to come on to the field for time outs to better understand the approach to a particular situation makes sense. **We want the alternates to be a part of the team in every aspect except playing in the game, therefore alternate players will be allowed, without penalty, to join on the field for home run celebrations with their teammates.**

15.09 Use of mobile phones or other communications devices are not permitted by anyone involved in the game (except for umpires who need it to call for the protest committee).

EFFECT: Violators may force their team to be charged a timeout or potentially forfeit the game in which the violation occurs.

Initially, this rule was established to ensure that no one in the score box was communicating inappropriately with members of a coaching staff during a game. The implementation has been expanded to include players and coaches in the dugout as well.

The key words in this rule are “**USE OF**” which is not the same as having a device in one’s possession. While it is preferred that no cell phones or electronic communications devices be in the dugout, the advancement of these devices as a potential medical device makes it nearly impossible to rule them out completely, therefore, during the state tournament, teams will be encouraged to keep these devices out of the dugout but may only be penalized if there is unauthorized active use of them during the game. If a coach or player must have the device with them throughout the game for medical reasons, inform the Umpire-in-Chief of this situation at the start of the game.

No cell phones or other electronic communications devices will be allowed in the scorebox during the game except by LMK and/or Host League officials. If you have a volunteer who would like to keep the scorebook or work the scoreboard but cannot do so without the communications device on their person, it is recommended that another volunteer be selected.

15.10 All-Star Game Lineup. All-Star Game Lineups should be exchanged at the time of the coin flip prior to the game. Failure to do so will result in the offending team losing the coin flip option. If both teams fail to exchange lineups, the coin flip will occur as usual. Failure to exchange lineups by game time will result in a forfeit in favor of the non-offending team.

As we have done in the past few years, game Lineups are to be exchanged at the time of the coin flip. If a team is not prepared to do so, **NO COIN FLIP will occur** and the other team will have the choice of **HOME or VISITOR**. If neither team is ready, the coin flip will occur as usual. Both teams must exchange lineups by game time or risk forfeiture.

Again, the intent of this rule is to help keep games running on schedule during the tournament. It is imperative that coaches be prepared to exchange lineups at the coin flip so that the games can start on time.
