



LANDAU LAWYERS LEAGUE

2019 Spring/Summer Slow-Pitch Softball Rules

TABLE OF CONTENTS

Points of Emphasis.....	2
Code of Conduct.....	3
Eligibility of Participants.....	4-5
- Membership List	- Free Agents
- Teams	- Employees
- Attorneys	
General Rules.....	5
Game Rules & Catcher Rule.....	6
Tie Breaker.....	7
Pitchers/Batters.....	7
Runners.....	8
-Lead Offs	- Loose Bag Rule
- Double Bag Rule	- Courtesy Runners
Official, Legal, Sanctioned, & Team Games.....	9
Standings.....	10
Forfeits.....	10
Playoffs.....	11
-Dates	
-Eligibility	
-Team Selection	
Trophies/Awards.....	11
COED RULES.....	12-13
-Legal Games	-Batting Rotation
- Walks	-Courtesy Runners

POINTS OF EMPHASIS

1. **Membership Lists** must be kept **CURRENT** and brought to **EACH GAME**.
2. Fields cannot be used without an official present.
3. **GAME TIME IS FORFEIT TIME...**there is **NO GRACE PERIOD**. **Umpire's time is "official" game time!**
4. For safety purposes, **closed toe shoes must be worn** and **Metal cleats are prohibited**. Rubber Spikes are preferred.
5. **ABSOLUTELY NO ALCOHOL IS PERMITTED ON SITE** BEFORE, DURING, & AFTER GAMES.
6. Players must print their Full Names legibly when signing in on the League Sign-In Sheets to save time.
7. Before the start of each game, captains must verify their players on the sign-in sheet.
8. The LLL Player Code of Conduct, on page 3, is in effect **BEFORE, DURING & AFTER** all games.
9. Bats must comply to all eligibility criteria & be clearly marked "Official Softball Bat".
10. **LEGAL GAMES** for the **MEN'S LEAGUE**: A Legal game may start with each team having at least **five (5)** players, **one (1)** of which must be an attorney. **By the beginning of the 2nd Inning**, both teams must have **six (6)** players, **three (3)** of which must be attorneys. Otherwise, the game will revert to a "Sanctioned" Game and will continue to be officiated. **COED DIVISION: Refer to LLL's "COED" Rules for "Legal Game" application.**
11. **Runners must slide or avoid collision** in close plays at 2nd, 3rd or Home to **AVOID CONTACT** with Defensive Players. Runners are "Out" if, in Umpire's judgments, contact with Defensive Players could have been avoided.
12. Runners in All Divisions including COED:
 - A) may **Lead off** when the Pitcher releases the ball, but **must return** to the base if the ball **is not hit**.
Runner risks the chance of being thrown out by the Catcher.
 - B) **CANNOT steal bases.**
 - C) **MUST** return to the base without liability when the Umpire declares a "**Dead Ball**"
 - D) must **retouch** the base, if they lead off, before advancing at risk if a ball is overthrown at any base
 - E) can be tagged "OUT", if off any base.
13. A "Dead Ball" is a pitched ball that touches the ground before crossing home plate.
EXCEPTION is the Catcher has the right to make a play on a Runner.
14. **REVISED PENALTY** for COED Defense Rule: "Delayed Dead Ball": the ball remains live until the conclusion of the play. Batter will be awarded first base unless he/she reaches any base safely.
15. To participate in playoffs, the minimum number of games each player must play in for each team advancing is
10 game schedule = min of 3 games, 9 game schedule = min of 3 games, 8 game schedule = min of 2 games
16. "Participation" is verified from sign-in sheets. Signing In is mandatory, even in "Sanctioned" games, "Team" games & "Forfeits on the Field". **ONLY** players who have signed in and have played in a game including "Team" games or at least signed in at a game where the other side 'forfeits' on the field' for at least one game prior to a "forfeiture" by an opponent will receive one (1) game's worth of "credit" toward the Playoffs for that and each subsequent forfeit.

LANDAU LAWYERS LEAGUE PLAYERS CODE OF CONDUCT

REVISED: MARCH 1, 2018

THE LANDAU LAWYERS LEAGUE RESERVES THE RIGHT TO REFUSE PARTICIPATION TO ANY PLAYER OR TEAM, AT THE DISCRETION OF THE LEAGUE COMMISSIONER AND/OR BOARD OF DIRECTORS, RECOGNIZING IT IS THE RESPONSIBILITY OF THE TEAM CAPTAINS TO HELP ENFORCE THE FOLLOWING RULES:

OFFICIALS' DECISIONS ON PLAYERS/SPECTATORS ACTIONS ARE FINAL-CANNOT BE PROTESTED!

1. **NO PLAYER SHALL:** Refuse to abide by officials' decision. Only the Captain may discuss rules with the official.
2. **NO PLAYER SHALL:** Use profane, obscene, vulgar language or verbally attack another player, official, director or spectator.
3. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor, upon any player, official, director or spectator. Anyone intentionally striking another person shall be banned from the League permanently.
4. **NO PLAYER SHALL:** Be guilty of objectionable behavior such as throwing balls, bats, gloves or other forceful action such as kicking walls or balls.
5. **NO PLAYER SHALL:** Appear on the court/field of play at any time in an intoxicated condition or smelling of alcohol. Neither shall they bring alcoholic beverages to premises nor drink on grounds/parking lots. **DRUGS ARE FORBIDDEN ON SITES**. Infractions will be permanently banned from the League.
6. **NO PLAYER SHALL:** Exhibit unreasonably aggressive play, including any behavior that could result or does result in injury to others.

NOTE: The term "PLAYER" shall apply to ALL TEAM PERSONNEL, such as game participants, team captains, scorekeepers, etc. The term "OFFICIAL" shall apply to REFEREES, TIMERS/SCORERS AND UMPIRES receiving payment from the League. The term "SPECTATOR" shall apply to ALL INTERESTED PARTIES who watch and have a relationship with your team. The term "DIRECTOR" shall apply to SCHOOL/PARK REPRESENTATIVES AT THE SITE.

CAPTAIN'S RESPONSIBILITY - ALL CAPTAINS ARE RESPONSIBLE FOR MAINTAINING THEIR TEAMS'/SPECTATORS' BEHAVIOR AS WELL AS SUPPORTING OFFICIALS' DECISIONS AT THE GAME. CAPTAINS IN VIOLATION OF RULES 1-5 ABOVE CAN NO LONGER HOLD THEIR CAPTAINCY POSITION.

PENALTIES - THE OFFICIAL AT THE GAME DETERMINES PENALTIES FOR AN INFRACTION OF RULES 1- 5 ABOVE.

EJECTIONS – THE OFFICIAL HAS THE AUTHORITY TO EJECT A PLAYER, WITHOUT WARNING, FOR UNSPORTSMANSHIPLIKE CONDUCT OR FAILURE TO ABIDE BY THE OFFICIAL'S DECISION. THE EJECTED PLAYER MUST IMMEDIATELY LEAVE THE PREMISES AND IS SUSPENDED AS BELOW:

SUSPENSION – AN EJECTED PLAYER IS **AUTOMATICALLY SUSPENDED** FOR **TWO GAMES** AND MAY NOT SHOW UP FOR THE NEXT 2 GAMES THAT HIS/HER TEAM (S) ACTUALLY PLAYS IN ALL SPORTS. SUSPENDED PLAYERS ARE AUTOMATICALLY PLACED ON PROBATION FOR THE REMAINDER OF THAT SEASON. PLAYERS ARE **AUTOMATICALLY OUT FOR THE SEASON OR PERMANENTLY FOR STARTING A PHYSICAL CONFRONTATION**, DEPENDING ON THE DECISION OF THE COMMISSIONER, BOARD OF DIRECTORS, AND/OR THE COMMITTEE ON CONDUCT.

SECOND EJECTION RULE – PLAYERS EJECTED **TWICE** IN ONE SEASON, REGARDLESS OF LEAGUE, DIVISION OR SPORT, WILL BE SUSPENDED FROM PARTICIPATION FOR THE REMAINDER OF THAT SEASON. THEIR REINSTATEMENT IS NOT AUTOMATIC. SEE BELOW:

SEASON SUSPENSIONS – PLAYERS SUSPENDED FOR ONE SEASON MUST SUBMIT A **WRITTEN REQUEST** TO THE LEAGUE COMMISSIONER FOR PERMISSION TO PLAY IN THE LEAGUE THE FOLLOWING SEASON. THE REQUEST WILL BE CONSIDERED AND A WRITTEN DECISION, FROM THE COMMISSIONER, WILL BE MAILED TO HIM/HER.

REINSTATEMENT OF TWICE EJECTED PLAYERS – THE CAPTAIN OF SUCH EJECTED PLAYERS MUST CALL THE LEAGUE COMMISSIONER TO REVIEW THE STATUS OF SUCH PLAYER AND FIND OUT WHEN HE/SHE WILL BE REINSTATED. THE LEAGUE COMMISSIONER, UPON THE ADVISE OF THE BOARD OF DIRECTORS &/OR COMMITTEE ON CONDUCT, DETERMINES THE TERMS OF THE SUSPENSION AND REINSTATEMENT OF SUSPENDED PLAYERS. THE SUSPENDED PLAYER MAY NOT PARTICIPATE UNTIL THE LEAGUE COMMISSIONER HAS APPROVED REINSTATEMENT.

AUTOMATIC "POOR" SPORTSMANSHIP FORFEIT" – THE OFFICIAL HAS THE AUTHORITY TO CALL A GAME "FORFEITED", **AT ANY TIME**, FOR UNSPORTSMANSHIPLIKE BEHAVIOR OF A PLAYER (S), TEAM OR SPECTATOR (S).

ALL INDIVIDUALS WHO PARTICIPATE IN THE LANDAU LAWYERS LEAGUE MUST FOLLOW THE ABOVE STANDARDS. THE PURPOSE OF THE LEAGUE IS TO PROVIDE AN ENVIRONMENT OF FUN AND RECREATION FOR EVERYONE.

THE LANDAU LAWYERS LEAGUE HAS FINAL SAY IN ALL DISCIPLINARY MATTERS.

ELIGIBILITY OF PARTICIPANTS

No player (including Free Agents) may play for more than one team in the same League.

Otherwise, the second game the player participates in will automatically be considered a “Sanctioned” Game

ATTORNEYS

Attorneys, members of a Bar in any State, are eligible to play according to their ability level.

“Attorney Status” is also granted to:

- A) Law School Graduates
- B) Currently enrolled Law School Students

FREE AGENTS

Attorneys, current Law School Students, or Law School Graduates may register as “Free Agents”.

EMPLOYEES

Paid employees, **18 years or older**, may only play with the **firm for which they work**. (Firm Sponsored Team)

Upon leaving a firm, employees may continue to play with their previous employer for the remainder of the current season. Once the season ends, they may only play with their **new** firm and must complete a **NEW** Waiver.

Staff employed by a law firm, other than the Firm Sponsored Team, may play “**under the umbrella**” of an attorney from their own firm **IF**: 1) The attorneys’ and employees’ names appear on their Team’s Membership List.

2) Attorneys must play in at least **2 games** to validate their employee’s eligibility this season.

TEAMS

Two or more firms may combine as a “**CO-SPONSORED**” Team, if eligibility rules are followed.

Teams are ineligible to play until all fees are **PAID IN FULL**. League fees are non-refundable.

ABILITY LEVELS

The League reserves the right to evaluate the ability of teams/players at any point during the season.

To maintain the registered Ability Level in each league, **only one player per game** may “**Play Down**” **one Division**.

Ex: **ONLY 1** “A” player may play on a “B” team, but **not** on a “C” team; Only 1 “B” player may play on a “C” team.

Note: “C” players may play in any ability level.

PENALTY OF ELIGIBILITY REQUIREMENTS

A player in violation of any eligibility requirement will cause their team to **FORFEIT ALL GAMES** played with this player. The team will be placed on **probation for one year**, due to the use of this illegal player. The team will be ineligible for any awards and may **NOT** participate in any Playoffs for that season.

MEMBERSHIP LIST ELIGIBILITY

Membership Lists **MUST** be kept CURRENT and brought to EACH GAME.

TEAM MEMBERSHIP LISTS: consist of players with a completed **waiver dated 09/04/14** on file in the League Office. **ONLY** players on a Membership List **IN THE POSSESSION OF YOUR UMPIRE** are eligible to participate. Players not so listed are ineligible and will be **DENIED participation** on site – **NO EXCEPTIONS**.

TO ADD A PLAYER: a *completed* waiver dated 09/04/14 must be submitted to the League Office by **12 NOON ON FRIDAY** with all required documents and signatures (including Witness). The League will add the new player(s) and e-mail an updated list to the captains.

WAIVERS MUST BE: 1) read & signed 2) witnessed 3) attached with legible copies & signatures of these documents:
ATTORNEYS: A) Submit Driver's License AND **B) VERIFICATION:** Submit State Bar Card
EMPLOYEES: A) Submit Driver's License AND **B) VERIFICATION BY HR DIRECTOR** (bottom of waiver)
LAW SCHOOL STUDENTS: A) Submit Driver's License AND **B) VERIFICATION:** Submit Law School ID

IMPORTANT: *Completed waivers and photos should be E-MAILED to: LandauLawyersLeague@gmail.com*

GENERAL RULES

1. Either the Captain or the Co-Captain of a team **MUST** be an attorney and one of the Captains must attend each game. Otherwise, a substitute Captain should be appointed for that game.
2. Teams are ineligible to play until all fees are **PAID IN FULL**. League Fees are non-refundable.
3. Team requests to change schedules **CANNOT** be honored after receipt of the league schedule.
4. Players must print their Full Names **legibly** when signing in on the League Sign-In Sheets.
5. **"Blood Rule"**: Players will be denied participation until blood has stopped and any signs of blood are covered. Captains must bring ice packs and first aid kits to every game.
6. Smoking, alcoholic consumption, and drugs are **PROHIBITED** at every facility—**including** parking lots.
7. Because the permit is time sensitive, teams must pick up any debris and leave the premises **immediately** following their game.
8. The LLL Player Code of Conduct, listed on page 3, is in effect **BEFORE, DURING & AFTER** all games.
9. **Ejected players** must leave all areas of the premises immediately! Ejected players will be automatically **suspended** for a **minimum of the next two (2) games** – SEE LLL CODE OF CONDUCT for complete details of penalties.
10. **After 5 innings of play**, if a regulation game cannot be completed, the League Office will make the final decision as to whether or not the score will stand or if the game will be continued at a later time.
11. Problems with school/parks will be handled by **OFFICIALS** - not Captains nor players.
12. Only **CAPTAINS** may consult the Umpires to discuss rules, to lodge a complaint or to protest. Players should voice any concerns through their Captains. **REMINDER: Judgment calls cannot be protested!**

GAME RULES

The following standards of the Landau Lawyers League **supplement** the regular Slow-Pitch Softball Rules of Play authorized by **S.C.M.A.F (Southern California Municipal Athletic Foundation)**. In cases of conflict, these rules take precedence over S.C.M.A.F. Slow-Pitch Rules.

1. **Prior** to the first “at-bat”, Captains must sign the MEMBERSHIP VERIFICATION on the sign-in sheet for all players present. Captains must verify **Late** players by the end of the game.
2. The “**Visiting**” team, listed on the **left** side of the schedule, shall supply a **NEW** ball as the **game ball**. The “**Home**” team shall bring a NEW ball, **as back up**, to each game.
3. **ONLY** Softballs distributed by the League Office may be used.
4. All bats **MUST** be marked “**Official Softball Bat**” and meet eligibility criteria as indicated. The most up to date Banned Bat List can be found on LLL’s website.
7. **Donut bat weights are not permitted on site.**
8. For safety purposes, metal spikes on cleats are not allowed. Rubber spikes are **HIGHLY RECOMMENDED**.
9. Uniforms are not required, but recommended.
8. **No jewelry**, including wedding rings, can be worn.
9. **GAME TIME IS FORFEIT TIME.** There is **NO GRACE PERIOD**. Umpire’s time is “official” game time! All players must be signed in **BEFORE** the scheduled game time and be ready to play when the Umpire announces the start of game. A “Delay of Game” will result in the Umpire assessing an “OUT”, on the team in violation, at their first “at bat”. **Once declared a “Forfeit” – it so remains.**

During regular season play, no inning may start **AFTER 1 hour and 5 minutes** from the announced start of the game. A game shall last for **7 innings or 1 hour & 5 minutes** – whichever occurs first. If an inning **starts** before 1 hour and 5 minutes playing time has elapsed, that inning shall be completed. In playoffs & Championship games, no inning may start after 1 hour & 15 minutes.
10. If an **Umpire fails to appear** for any League Game, the game will be rescheduled and all players must leave the field immediately. Captains should contact the League Office the following morning (Monday) with a list of players who showed up to the Field so they may receive participation “credit” toward Playoffs.
11. No more than **10 players on the field at one time.**
12. Substitutions are permitted at any time. Late players will be added to the bottom of the batting order.
13. **MERCY RULE:** The game is called after 5 innings if a team is behind by **15 runs**. If the Umpire decides a team deliberately does not score the 15th run, they will be forced to score that run and the game will be called.

CATCHER RULE

A player from the fielding team **must** play the catcher’s position if the team has 9-10 players.

If the fielding team has 6-8 players, one of the following must occur:

- 1) The captain of the fielding team may request **to the umpire** to use a player from the opposing team, the umpire will then ask the captain of the opposing team if any player from that team would like to catch.
- 2) The umpire **may** choose to catch, without effect on the game.

Participation from options 1 & 2 shall be limited to returning the ball to the pitcher/mound after the ball is **not in play**.

- 3) If no one from options 1 or 2 choose to catch, a player from the fielding team **must** play the catcher’s position.

TIE-BREAKER

The following rule will be used to break ties “on the field”

- A. ONE additional “tie-breaker” inning will be played.
- B. Captain chooses: a Base Runner for 2nd base, **Three Players** to bat.
- C. The other team will do the same, when they are up to bat.
- D. The inning is over when:
 1. The 3rd Batter has **scored**
 2. The 3rd Batter is **Out**.
 3. **All** Runners are unable to Advance and Time is called.

The team that scores the **most runs** breaks the “tie” & wins the game. If after the Tiebreaker, the teams are still tied with the same number of runs, the team who **advances** their player(s) the most bases breaks the tie and wins the game. **If no runs are scored, the team whose players advance the most bases, breaks the tie & wins the game.**

NOTE: 1) NO INTENTIONAL WALKS (3 pitched balls and no pitched Strike) are allowed.
Penalty: Batter will be awarded Second Base, if he/she is intentionally walked.

2) NO TIME-OUTS are allowed.

See COED Tie Breaker rule on pg 13.

PITCHERS/BATTERS

1. The pitcher may pitch from the pitcher's plate or from the pitcher's box. The pitcher's box is an area the width of the pitcher's plate (mound) and up to 12 feet behind the pitcher's plate (mound).
2. Pitchers are allowed only **3 “warm-up” pitches** at the **start of game** and **NONE** are between innings. More warm-ups are allowed on the side when your team is at bat. There is a **30-second time limit** between innings. Pitchers must deliver the ball to the Batter at a moderate speed. Each pitch must reach a height **greater than the Batter’s head** at the high point of its’ arc, which is unlimited, and hit the plate/extension to be considered a “Strike”. The Umpire will declare a “Ball” if a ball is pitched too fast or at an improper arc. If the Batter tries to hit such a ball, the Pitched Ball is deemed a **“legal pitch”**.
3. Each player starts his/her turn at bat with a **“One & One”** count- **1 BALL & 1 STRIKE**. With **two** more Strikes, the Batter is **“Out”**. A total of 1 Strike and 2 Foul balls or 3 Foul balls during any one turn at bat is an “Out”.
4. **“BUNTING”** or **“CHOP HITS”** are **not allowed**. Penalty: Batter is “Out” and all runners must return to bases.
5. Teams may intentionally walk an opposing player by stating to the Umpire that the player is to be walked. **There is a limit of 2 Intentional Walks per team per game.**
6. A “Dead Ball” is a pitched ball that touches the ground before crossing homeplate. **EXCEPTION** is the Catcher has the right to make a play on a Runner.
7. If a batter swings at the ball after it has touched the ground, the batter is “Out”.

RUNNERS

1. Runners in All Divisions including “COED”:

- C) may “**Lead off**” when the Pitcher releases the ball, but **must return** to the base if the ball is **not hit**.
Runner risks the chance of being thrown out by the Catcher.
- D) **CANNOT steal bases.**
- C) **MUST** return to the base without liability when the Umpire declares a “**Dead Ball**”
- D) must **retouch** the base, if they lead off, before advancing at risk if a ball is overthrown at any base
- E) can be tagged “**OUT**” if off any base.

2. **DOUBLE BAG RULE:**

A “Double Bag” will be used at First Base. The **INSIDE HALF (WHITE)** of the base is to be used by the First Baseman and the Runner will use the **OUTSIDE HALF (ORANGE)**.

If the runner touches the white part of the base when a play is being made at First, the runner is automatically out.

Note: If a throw pulls the fielder into foul territory the batter/base runner may, without penalty, use the white portion of the double bag and the fielder may use the orange portion.

This exception is only permissible on the initial play at first base.

3. **LOOSE BAG RULE:**

A Runner sliding into a “Loose Bag” must take the position of where the bag would be, if stationary on the field, and **NOT follow the bag**. If the Runner tries to advance, “their area of safety” is to return to the **ORIGINAL** place of the bag. After the play, the bag must be returned to its proper place.

4. “**Forced Play**” is always in affect and legal at any base.

5. **Runners must slide or avoid collision** in close plays at 2nd, 3rd or Home to **AVOID CONTACT** with Defensive Players. Runners are “Out”, if in the Umpire’s judgement, contact with Defensive Players could have been avoided. Runners in a Double or Triple Play must either slide into their base or move out of the way of the Defensive player trying to throw for the 2nd or 3rd out. Runners who do not comply with this rule shall be called “**Out**”, if the Umpire rules that the fielder **could have completed a Double Play**. This call **cannot be protested**

6. **Base Runners**, who in the opinion of the Umpire, **deliberately and obviously charge** a Defensive Player, resulting in bodily contact, may be **ejected from the game & field** and cannot be protested. They **will be out 2** games.

7. **Courtesy Runners:** There is no limit of Courtesy Runners/team. A team who elects a Courtesy Runner **must use last batter called “Out”** as the Courtesy Runner. An injured player may return to the lineup once the Courtesy Runner has completed running the bases or the side has been retired. Once an injured player runs for themselves, they can no longer have a Courtesy Runner.

8. If a Runner is hit by a fair ball before it touches a Defensive Player, the Runner is automatically “**OUT**”.

9. “**Lines**” & **bases** belong to Runners. **Fielders must stay off bases & baselines** unless making a play with ball.

OFFICIAL GAMES

Legal, Sanctioned and Team games are “Official” games and are fully officiated by the Umpire.
As a regulation game, the Players Code of Conduct must be followed by all the players.

Teams may ONLY use a field (under LLL’s permit) for Official Games. Forfeited Games are not played!

NOTE: “COED” Teams should refer to separate, attached “COED” Rules.

LEGAL GAMES

A Legal game may start with each team having at least **five (5)** players, one (1) of which must be an attorney.

By the beginning of the 2nd Inning, both teams must have six (6) players, three (3) of which must be attorneys. Otherwise, the game will revert to a "Sanctioned" Game and will continue to be officiated.

SANCTIONED GAMES

SANCTIONED GAMES ARE OFFICIAL GAMES WITH NO Points Deducted

SANCTIONED GAMES will be played when either team meets **ANY** of the conditions listed below at GAME TIME:

1. has **less than five players** on the Field
2. has **no attorneys** on the Field
3. uses players from the **opposing team or another LLL team that has already played that day in the same League**

BENEFITS : No points are deducted from Standings and both teams enjoy a recreational workout.

LLL “TEAM” GAMES

Team games are played amongst players from the same team when their opponent isn’t available for a scheduled game. Only players on a Team’s current Membership List are eligible to participate in a Team Game. A league umpire must be present during a Team Game and all players must be signed in.

LEAGUE STANDINGS BASED ON A POINT SYSTEM

WIN = 2 POINTS AWARDED

LOSS = 0 POINT AWARDED

SANCTIONED GAME = 0 POINT AWARDED

“FORFEIT ON THE FIELD” = -2 POINT DEDUCTED

“FORFEIT IN ADVANCE” = -1 POINTS DEDUCTED

“NO CALL & NO SHOW” = -4 POINTS DEDUCTED

STANDINGS FOR “BYE” LEAGUES

Records are compared in each League after ALL teams have played the MAXIMUM number of EQUAL games. If the number of games played is NOT EQUAL, then the LAST SCHEDULED game played (not rescheduled games) by the team who has the “extra” game will be DROPPED in comparing Records for the League Champion. Scores of rescheduled games are recorded on the original date scheduled to be played.

Ex.: Team #2 is scheduled to play 10 games while Team #7 is scheduled to play 9 games.

Only the FIRST 9 games scheduled will count toward final standings for all teams in that league.

FORFEITS (Points Deducted)

A team will be dropped from the League without refund, upon the 3rd forfeit..

FORFEIT ON THE FIELD: TWO POINTS (-2) DEDUCTED FROM TEAM’S STANDINGS

FORFEIT-IN-ADVANCE: ONE POINTS (-1) DEDUCTED FROM TEAM’S STANDINGS

Call made to the Office and to Opponent BY 4:30 PM Friday before game.

NO SHOW FORFEIT: FOUR POINTS (-4) DEDUCTED FROM TEAM’S STANDINGS

NO CALL is made to Office &/or Opponent.

ANY type of Forfeit disqualifies a team from receiving the “Phil Landau Sportsmanship Award”.

“FORFEITED” games are NOT played as teams cannot use a Field under LLL’s permit without an Official.

To Avoid Forfeits:

- 1) Contact ATTORNEYS from the “FREE AGENTS” LIST (Legal Game)
- 2) Contact the LEAGUE OFFICE for more players or for help with a “Sanctioned Game” so points will not be lost.

WEEKLY POSTING OF STANDINGS

The standings are posted on the LLL website (www.LandauLawyersLeague.com) on Monday afternoons and printed in the Daily Journal on Fridays, including Standings, MVPs, Home Run Hitters.

PLAYOFFS

Semi-Finals games will be played on August 11th. Championship games will be played August 18th.

PLAYER ELIGIBILITY FOR PLAYOFFS

Players must compete in a minimum number of games in **this season for each team** playing in the Championship Game:

10 game schedule = AT LEAST 3 GAMES

9 game schedule = AT LEAST 3 GAMES

8 game schedule = AT LEAST 2 GAMES

“Participation” is verified from sign-in sheets. **“Signing In” is mandatory, even in “Sanctioned” games, “Team” games and “Forfeits on the Field”.**

Note: Players who have participated in at least one game prior to a “forfeiture” by an opponent will receive one game’s “credit” from the forfeiture toward their eligibility.

Note: ONLY players who have signed in and have played in a game including “Team” games or at least signed when their opponent “forfeits on the field” for at least one game prior to a “forfeiture” by an opponent will receive one (1) game’s worth of “credit” toward the Playoffs for that and each subsequent forfeit.

TEAM SELECTION FOR PLAYOFFS

1) “First Place” teams, based on highest number of points in Standings, from each League will advance.

1A) Ties for “First Place” Teams in the same League will be broken in this order:

1. Win Loss Records will be compared - highest percentage of wins will advance
2. Head to Head
3. Records against “Common Foes”
4. A “Draw from a hat”

2) **“Wildcards”** from the same league tied in **percentage of wins** will be compared using steps 2-3 stated above.

A. When the highest percentage of wins are tied in different leagues, there is a “Draw from a Hat”.

TROPHIES/AWARDS

A Championship Trophy will be awarded to the League and Division Champions.

An award will be presented to the MVP of each Championship Team.

“Phil Landau Sportsmanship” Plaques will be awarded to the team in each League that is most deserving.

COED SOFTBALL RULES

Regular SCMAF Slow Pitch Softball and LLL Special Slow Pitch Softball Rules to be enforced.

TEAMS ON THE FIELD

There is a limit of 10 Players on the field. In Coed Softball, there is **no limit** to the number of **female players** that may participate at any time during the game, but not to exceed the total of 10 players.

LIMIT: THREE MALE PLAYERS MORE THAN FEMALE PLAYERS on the playing field at any time.

Examples of Players on the Field: 3 Women-6 Men; 4 Women-6 men; 5 Women-5 Men

LEGAL GAMES

A **LEGAL GAME** may start with each team having **at least FIVE (5) players, ONE (1) of which must be an attorney AND ONE (1) which must be a female player.**

By the beginning of the 2nd Inning, both teams must have SIX (6) players, THREE (3) of which must be attorneys AND THREE (3) of which must be female players. Otherwise, the game will revert to a "Sanctioned" Game and continued to be officiated.

NOTE: If teams start with one or two female players, during the 1st inning, an "Out" will be declared each time the "missing" female player(s) would be at bat. Thereafter, if a "Sanctioned" Game is declared, the alternating gender batting rotation does not apply.

If one of the THREE (3) required women is **injured** during the game, the team proceeds to play without her. When the **injured** woman's position comes up to bat, an **automatic "Out"** will be declared per SCMAF rules, unless she is replaced by another female.

SANCTIONED GAMES ARE OFFICIAL GAMES (NO Points Deducted)

SANCTIONED GAMES are played when either team meets **ANY** of the following conditions at **GAME TIME**:

1. has **less than five players** on the Field.
2. has **no attorneys** on the Field.
3. has **no female players** on the Field.
4. uses players from the **opposing team or another LLL team in the same league.**

COED SOFTBALL RULES CONTINUED

DEFENSE RULE

Prior to the bat contacting the ball, all outfielders (4) must be positioned at a minimum of 160 feet from home plate.

- A) Our umpires will set cone to mark the distance of 160 feet from homeplate as a visual indicator of the “restriction line” to the Outfielders.
- B) Umpires will raise their left hand to indicate a violation of the Defense Rule.
“Delayed Dead Ball”: the ball remains live until the conclusion of the play.
Batter will be awarded first base unless he/she reaches any base safely.

“WALKS”

A male batter who is walked on three consecutive balls with **no strikes** thrown during his time at bat shall be awarded second base.

A male batter who is walked on three balls with at least **one strike** thrown during his time at bat shall be awarded first base.

A female batter who is walked, regardless of the count, shall be awarded first base.

BATTING ROTATION

The Batting Order **MUST** ALTERNATE BETWEEN Men & Women throughout the game, including “Tie Breaker” innings, regardless of:

1. The total number of players batting
2. The respective **NUMBER** of male or female batters
3. Whether or not a continuous line-up is used

Example: A team has 10 men (Numbered 1-10) and 4 Women (Numbered A-D) Batting Rotation will be:
1-A 2-B 3-C 4-D 5-A 6-B 7-C 8-D 9-A 10-B 1-C.....etc.

COURTESY RUNNERS

A Courtesy Runner is defined in the enclosed Slow Pitch Softball Rules. This runner must be of the **SAME GENDER** as the player for whom they are running, whenever physically possible per Umpire’s discretion.

LANDAU LAWYERS LEAGUE TIEBREAKER – see TIEBREAKER on page 7

Coed teams must alternate gender: If a FEMALE is placed at 2nd Base, the Batting Order is M-F-M
If a MALE is placed at 2nd Base, the Batting Order is F-M-F.