



2015 Taxi Squad Rules and Regulations

The purpose of the Lower Merion Little League (“LMLL”) taxi squad system is to provide teams with the opportunity to “call up” lower division players to field a team and minimize forfeits due to missing or injured players. The taxi squad system has not been created to provide teams with a competitive advantage, but, instead, the opportunity to “call up” a player of comparable skill.

The taxi system works as follows:

1. **Appointment of “Czar”** –divisions A through Intermediate will identify an individual who will serve as “Taxi Squad Czar” for that division. That person will be responsible for coordinating all taxi squad moves, resolving any disputes, and for keeping an accurate count of the number of times a player has been called up.
2. **Rules**
 - A coach may only call up players if he anticipates 8 or fewer players attending a game, or if he is going to have players who will be late or leaving early that would leave a team fewer than 9 players. The coach may call up as many players as necessary to get his/her roster to 9 players. A coach should contact his division’s Taxi Squad Czar as soon as possible to give adequate time to arrange for players.
 - If a player drafted in rounds 1-4 from his division draft is unable to play, a team may call up a player from the next division down drafted from rounds 1-3 of that division’s draft. Similarly, if a desired player drafted in rounds 5-12 from his/her division draft is unable to play, then a team may call up a player from the next division down drafted in rounds 4-6 of that division’s draft. It is the responsibility of the Taxi Squad Czar to identify an appropriate player based on their approximate draft order.
 - When multiple players are unable to play, use the average for the players to determine which level player should be called up. For example: If Joe, who was drafted in round 3, David, who was drafted in round 11, and Jack, who was drafted in round 7, are all unable to play, take the average of the three players, (7) to determine the call-up. In this example, a call-up from the lower division would be from draft in rounds 4-6.
 - During playoffs only, no taxi squad player may play in favor of an attending regular team member. If a regular team member is scheduled to arrive after the game begins to give the team 9 players, either the team should not call up a taxi squad player, or the taxi squad player must immediately leave the game to make room for the regular player, even if the taxi squad player has played less than the minimum. The fact that the player may only be playing for an inning or two and must be fully communicated to the parents and player. The decision to play a limited time in this playoff game is then the decision of the parents.

- Taxi squad players are never permitted to pitch. During the regular season all called up players are to be used and treated just like any other player on the team with the only exception being that the player is not permitted to pitch. If a player is called up and regular players show up with the team now having more than 9 players, the called up player must be played as if he/she were a member of the team. A called up player is never to be sent home from a regular season game if team suddenly has more than 9 players.
- At no time may a player play down.
- Players may be called up 4 times during the regular season and twice in the post season (if it is for an equivalent level player). Teams losing player(s) to injury, quitting LMLL or consistently missing games due to other activities may request additional call ups from their respective "Taxi Czar" who will determine if a player should be allowed to be called up more than 4 times in the regular season.
- The same player may be called up for two consecutive games.
- Players always have priority with their primary team and should not be called up if their primary team is playing a game at the same time as the call up team.
- Any wrongdoings or abuse of the system will result in the forfeiture of the game in question.