

Minor Softball Bylaws

Marine Corps Community Services (MCCS) softball will be played in accordance with the NFHS Softball Rulebook and by the exceptions defined in these bylaws.

Umpires: The umpire's presence is to control the game, enforce rules, and assist in explaining the rules. There will be two (2) umpires used during all games and playoffs.

Championship games will use two (2) or three (3) umpires per game, depending on the availability of the association.

- 1) Games will be limited to **ninety (90) minutes** or **six (6) innings**, whichever comes first.
 - If the game has been played for **eighty (80) minutes, no new inning shall be started.**
 - There will be a five (5) run limit per half inning. After the batting team scores the fifth (5th) run, the teams will change regardless of the number of outs.
 - Any inning started before the time limit expires will be completed.
 - **If an inning is still on-going after the official ninety (90) minutes, the game will continue until the inning has been completed.**
 - **If the home team has the lead at the end of the visiting team's at-bats, the game will end.**
 - **If the home team is still losing, they will have the opportunity to finish the inning or score the winning run before completing the inning.**
 - During regular season play, a tie game will remain a tie.
 - During playoffs, teams will play extra innings to break a tie regardless of the official time limit.
- 2) Game time is forfeit time.
- 3) The score will be kept and recorded in this division by an assigned scorekeeper.
 - The umpire and scorekeeper shall not direct the attention of any person to the presence in the batter's box of an improper batter.
- 4) **Pre-Game Umpire/ Coaches meeting:**
 - Coaches will confirm their players are properly equipped.
 - All equipment is in regulation (e.g. catchers gear, bats, helmets etc.).
 - Players may not have accessories on the body, hard objects (beaded hair, jewelry, etc.), or hard cast.
 - The head coach will be restricted to the bench if any of the items above are found on a player.
- 5) A team may start and/or end a game with **eight (8) players**. There is no penalty for the ninth (9th) batting slot. If a player arrives late, they will be added to the end of the lineup. No exceptions.
- 6) If a player leaves a game early, their spot will be skipped in the batting order for the remainder of that game. The coach shall inform the umpire, scorekeeper, and opposing coach. No penalty.
- 7) No on-deck batter. The only exception is the Courtney Bowl.

8) **Season Play:**

- For the entire season, there will be NO WALKS. (Except for a hit batter).
- The count will begin with 1 ball and 1 strike.
- Once the batter reaches ball 4, their coach will pitch the number of pitches left to get a 3rd strike.
- **Coach Pitch:**
 - The coach may stand in or in front of the circle.
 - The pitcher must have one (1) foot in the circle.
 - Balls not swung at are strikes.
 - A hit batter will not count as a pitch. The batter will receive one more pitch.
 - Foul balls will continue until hit fair or 3rd strike occurs.
 - There will be no stealing (when the coach is pitching).
 - The coach's pitch will not count if it is over 12 inches above the head. Based on the umpire's judgment.
- No drop 3rd strike.

9) **Stealing:**

- The base runner may not leave the base until the pitched ball crosses home plate.
- For the first four (4) games, they will receive one (1) warning before being ruled out.
- Game five (5) they will be out without a warning.
- A runner may steal one base on a wild pitch, a passed ball, overthrow to the pitcher, and **if the pitch is caught**.
- The runner on third base can steal home.

10) **A Continuous Batting Order:**

- Required for all teams.
- To ensure equitable at-bats, the coach will list all available players on the lineup card.
- The coach's responsibility is to ensure all players meet the minimum playing time (half the game: **45 minutes**).

11) **Run Rule:**

- **15 Run Rule:** After three (3) innings, if one team has a lead of fifteen (15) runs or more, the team's coach with the least runs shall concede the victory to the opponent.
- **10 Run Rule:** After four (4) innings, if one team has a lead of ten (10) runs or more, the team's coach with the least runs shall concede the victory to the opponent. The umpire will call the game.

12) **Courtesy runner(s):**

- May be used for a catcher on base with two outs or any injured player.
- The runner must be the player that made the last out.
- A courtesy runner will not be granted for pre-existing injuries.

13) **Sliding Restrictions:**

- Sliding into any anchored base (i.e., first base) is prohibited.
- When a fielder plays towards home plate, the runner must slide if the ball is within a reasonable distance. Based on the umpire's judgment.
- If the catcher has to leave the plate area to retrieve the ball, the runner does not have to slide. Based on the umpire's judgment.
- NO head-first sliding or diving back.
- The penalty for these actions will be automatic out.

14) **Pitcher “Hit by Pitch” Restrictions:**

- If a pitcher hits two (2) batters in the same inning. He/she will be reassigned to another position for the remainder of the inning.
- If a pitcher hits four (4) batters in the same game, he/she will be reassigned to another position for the remainder of the game.

15) **Batter “ Hit by Pitch: Restrictions:**

- If hit in the strike zone, it will be a strike.
- A ball that bounces or rolls into the batter's box, it will not be a hit by pitch.

16) **Throwing a bat:**

- For the first four (4) games, they will receive one (1) warning before being ruled out.
- Game five (5) they will be out without a warning. Based on the umpire’s judgement.

17) **Catchers:**

- Must wear a facemask, throat guard, chest protector, and leg/shin guards.
- Catchers must use a catcher’s mitt.

18) Coaches are permitted to warm up the pitcher without any protective equipment. If a player warms up the pitcher, they must wear the proper equipment.

19) Players may not stand on their base and obstruct the runner.

20) **Players may not stand** in the opening of the dugout unless they are batting next and have a helmet on.

21) Players don't need to wear a hat on the field. If hats are worn, they must match.

22) A player may use personally purchased equipment that meets all NFHS Rulebook mandated specifications and markings. Non-approved equipment is prohibited.

23) The use of metal cleats is **prohibited**.

24) The head coach and two assistant coaches registered with the SFYS Program Office, and registered players are the only authorized personnel in the dugout/team bench area. Those not permitted in the dugout/team bench area are parents, siblings, and spectators.

25) Marine Corps Community Services (MCCS) supplies numbered jerseys, pants, and hats.

- The MCCS uniforms are the only uniform authorized during games.
 - MCCS Youth Sports representatives must approve any customization of uniforms (hat, pants, or shirts).
- Teams may not modify them in color or texture.
- Team equipment will be provided and is the responsibility of the coach.