

## T-ball Bylaws

Marine Corps Community Services (MCCS) Baseball will be played in accordance with the Little League Baseball 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 one (1) umpire used during all games. If an official is not available, coaches on both teams will control the game. Coaches will also be responsible to start and end the game on time.

- 1) Games will be limited to **sixty (60) minutes**.
  - No new half-inning may begin after fifty (50) minutes.
  - Any inning started before the time limit expires will be completed unless coaches agree to end at the seventy-five (75) minute time limit.
- 2) **No forfeits:**
  - There will be no forfeits.
  - A team may start and finish with 8 players
  - Players may be borrowed from the opposing team.
  - No score is kept.
- 3) **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.).
- 4) **Coach's responsibility:**
  - Ensure all players meet the minimum playing time (half the game: **30 minutes**).
  - **Required** to rotate players through the field positions.
  - No player will play only one position during any game.
  - All players will play an infield position more than once during the season.
- 5) **Players on the field:**
  - A team will consist of ten (10) field players.
  - Six (6) infield and four (4) outfield.
  - Keep the infielders back to at least the base line.
  - An outfielder may not encroach into the infield area.
- 6) **The "pitcher"**
  - Must keep both feet in the pitching circle until the ball has been hit.
- 7) **The catcher**
  - Will stand behind the coach managing the Tee.
  - Must wear a batting or catcher's helmet at all times.
  - Full gear is not required.
- 8) **At bat:**
  - Half innings are over after the entire team has batted.
  - Each batter is entitled to five (5) swings. (no bunts or half swings)
  - The coach may assist after three (3) attempts to hit the ball on their own.
  - The batter is out if the fifth (5<sup>th</sup>) ball is not hit or hit foul.
  - All balls hit beyond the ten (10) foot arc in front of home plate are live.
  - There are no balls or strikes.
  - Coaches tee up the ball.
  - The offensive coach will remove the tee and bat after each hit.

9) **Base Running:**

- The three (3) out rule is not in effect.
- The fielder cannot tag the batter while running to first base. Instead, the fielder must throw the ball.
- Lead offs, stealing and sliding are not permitted.
- Balls overthrown in the infield allow the runner to advance one base only.
- When the last batter hits the ball, all runners will advance to home including the batter.
- When a ball is hit, a player must retrieve the ball and make a play to one of the bases before time can be called to stop the play.
- Players may not retrieve the ball and immediately hold it over their head to stop a play, unless it is a Ground Rule Double.

10) **Ground-Rule Double:**

When there is no outfield fence at the proper distance, a line will be drawn.

- When the batted ball crosses the outfield line. The defensive player must retrieve the ball and hold it over their head to signal the ball crossed the line.
- The umpire will stop the play and advance the runner accordingly, with the batter ending on second base.

11) **Defensive Coaches:**

- On-field coaches will make the safe and out calls.
- Allow only one (1) over-throw before stopping the play.
- No more than three coaches on the field at one time.
- Two (2) infield and one (1) outfield.
- Infield coaches should stand behind the infielders and not obstruct the view of the outfielders.

12) **Offensive Coaches:**

- One coach at home plate managing the Tee.
- Two (2) coaches may be on the field to instruct runners.
- Runners are only allowed one base on an overthrow.
- Infield coaches should stand behind the infielders and not obstruct the view of the outfielders.

13) The head coach and three (3) 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.

- Marine Corps Community Services (MCCS) supplies numbered jerseys, pants, and hats.
- The MCCS uniforms are the only uniform authorized during games.
- Teams may not modify them in color or texture.
- Team equipment will be provided and is the responsibility of the coach.