

Junior Division Baseball Bylaws

Marine Corps Community Services (MCCS) Baseball will be played in accordance with the **2019 Little League Baseball Rulebook (LLRB)** and by the amendments defined in these bylaws. Items 1-19 below.

Umpires: The umpire's presence is to control the game, enforce rules, and assist in explaining the rules to game situations. 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 umpire association.

Bylaws / Amendments to LLRB:

- 1) Junior Division baseball will be defined by players aged 12 to 15 years old.
- 2) A team may start and/or end a game with eight (8) players. There is no penalty for the ninth (9th) player batting slot.
- 3) If a player arrives late, they will be added to the end of the lineup in the scorebook and enter the game immediately. No exceptions.
- 4) If a player leaves the game early, their spot will be skipped in the batting order for the remainder of the game. The coach shall inform the umpire, scorekeeper, and opposing coach. No penalty for a missed batter will be imposed on these subsequent at-bats.
- 5) Games will be limited to **two (2) hours** or **seven (7) innings**, whichever comes first.
 - If the game has been played for **1 hour and 50 minutes, no new inning shall be started.**
 - There will be a seven (7) run limit per half inning. After the batting team scores the seventh (7th) run, 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 ongoing after the official two (2) hours, the game will continue until the inning has been completed.
 - The game will end if the home team has the lead at the end of the visiting team's at-bats.
 - 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 games, a tie game will remain a tie.
 - During playoffs, teams will play extra innings to break a tie regardless of the official time limit.
- 6) The score will be kept and recorded by an assigned scorekeeper.
- 7) The pitch count for this division is **eighty-five (85) pitches**. Mandatory rest periods will be per LL Regulation VI.
 - Coaches are ultimately responsible for tracking pitch counts and making appropriate substitutions in order to meet pitch limits.
 - Scorekeepers will confirm current "official" pitch counts in between innings only.

8) **Pre-Game Umpire / Coaches meeting** will be conducted at Home Plate 5 minutes prior to game time. A Head Coach is required and up to 2 Player Captains are recommended/optional.

- Head Coaches will confirm that their players are legally and properly equipped.
- And that all equipment is in LLRB regulation (e.g. catchers gear, bats, helmets etc.).
- Catchers are wearing a cup.
- Catchers coming in the game without a cup will result in:
 - The first offense, the Head Coach will be restricted to the bench.
 - An ejection will occur for all other offenses.
 - If needed, a parent may step in to help.
- 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 items above are found on a player.

9) The **On-Deck Batter Circle** / batter warm-up position will be a marked circle beyond each 1st and 3rd Base Coaches box next to the fence line. The Base Coach will assist the on-deck batter with watching for live balls and insure the on-deck batter is paying attention to the live action on the field.

10) **Continuous Batting Order** is required for all teams for all games.

- This ensures that every eligible and available player is given an equitable number of at-bats in each game and throughout the season.
- The Head Coach will list all available players in the batting order on the official lineup card.
- The Head Coach's additional responsibility is to ensure all eligible and available players meet the minimum defensive playing time requirement of half the game (60 minutes). The only exception is for players who arrive late or leave early. In these cases, the Head Coach will make his/her best effort to fulfill an equitable defensive playing time for each.

11) **Courtesy runner(s):**

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

12) **Sliding Restrictions:**

- Sliding into any anchored base (i.e., first base) is prohibited.
- To avoid a running collision, when a fielder throws towards home plate in attempt to retire the runner, the runner must slide if the ball is within a reasonable distance **as judged by the umpire**.
- Any runner who has been **judged by the umpire** to have slid with malicious intent will be thrown out and the coach will be restricted to the bench.
- If the catcher has to leave the plate area to retrieve the ball, the runner does not have to slide.
- Headfirst sliding while advancing or running the bases is not permitted.

- The penalty for this action will be an automatic out.
 - Diving back to a base while leading off is permitted. It is not considered a base running headfirst slide.
- 13) All base running will be in accordance with the Junior Division LLBR.
- 14) For Junior level baseball and above, **illegal pitches and/or balks** will be called and the appropriate penalties imposed.
- 15) **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 **three (3) batters** in the same game, he/she will be reassigned to another position for the remainder of the game.
- 16) In order to expedite the game, Coaches are permitted to warm up the pitcher. If an extra player warms up the pitcher, he/she must wear the proper equipment.
- 17) For Safety purposes, **Players may not stand** in the opening of the dugout.
- 18) 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. The only exception is when a parent must fill in for an ejected or missing coach.
- 19) 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.
 - Teams may not modify them in color or texture.
 - Team equipment will be provided by MCCS and is the responsibility of the Head Coach.