



MINOR SOFTBALL DIVISION BY-LAWS

Marine Corps Community Services (MCCS) Softball will follow the NFHS RULEBOOK, and the amendments defined in these bylaws—items 1-29 below.

Umpires: The umpire's presence is to control the game, enforce rules, and assist in explaining them. Two umpires will be present during all games. Championship games will use two or three umpires per game. Depending on the availability of the umpire association.

BYLAWS / AMENDMENTS to NFHS RB

1) Minor Softball Division will be players ages 9-11.

2) Game Time

- 90 Minutes or 6 Innings, whichever comes first.
- No new inning will start after 80 minutes of play.
- Games will be considered complete after three full innings if unforeseen circumstances occur.
- Any inning started before the time limit expires will be completed.
- If an inning is ongoing after the official 90 minutes, 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 can finish the inning or score the winning run before completing the inning.

3) Pre-Game Umpire/Coaches meeting

- Will be conducted at Home Plate 5 minutes before game time. A Head Coach is required, and up to 2 Captains are recommended/optional.
- Head Coaches will confirm that their players are properly equipped.
- All equipment is in NFHS RB regulation (e.g., catcher's gear, bats, helmets, etc.).
- Players may not have accessories on the body, hard objects (beaded hair, jewelry, etc.), or hard cast.
 - If any of these items are found on a player, the Head Coach will be restricted to the bench, at the umpire's discretion.
- If a player wears medical alert jewelry and/or religious medallions, they must be taped.

4) Coach's responsibilities:

- Ensure all players meet the minimum defensive playing time half the game 45 minutes.
- Minimum playing time may only be waived if:
 - Players that arrive late or leave the game early.
 - A player is continuously late without a good reason.
 - Younger than the required age for the division (i.e., moved up a division).



- Has missed both scheduled practices in the week.
 - Arrive a minimum of 30 minutes before game time.
 - Notify your parents if you are running late.
- 5) Teams may NOT use the infield for warmups before game time.
- 6) Line-up sheets are to be given to the scorekeeper 15 minutes prior to game time. No exceptions.
- If a player is late, they will be added to the bottom of the line-up.
- 7) **Regulars Season Play:**
- The score will be kept and recorded by an assigned scorekeeper.
 - If no scorekeeper is available, the home team is responsible for keeping score.
 - In the case of a tie, it will remain a tie.
 - There is a 5-run limit per half-inning. After the batting team scores the 5th run, teams will change regardless of the number of outs.
 - A team may start and end a game with eight players and there is no penalty for the ninth player batting slot.
 - 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.
 - 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.
- 8) **Season Play:**
- 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 remaining pitches until a hit or 3rd strike.
 - Coach Pitch:
 - The coach must pitch from behind the pitching rubber.
 - The pitcher must have 1 foot in the circle.
 - Balls not swung at are strike.
 - A hit batter will not count as a pitch. The batter will receive one more pitch.
 - Foul balls will continue until hit fair or a 3rd strike occurs.
 - No stealing is allowed 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 judgement.
 - No drop 3rd strike.
- 9) Pitching distance is 35 feet.
- 10) Distance between bases is 60 feet.



11) Base Running:

- Runners may not leave the base until after the ball crosses home plate.
- For the first two games, runners will receive one warning before being ruled out.
- Starting in game three, runners will be called out for leaving early.

12) Stealing:

- Runners may steal only one base at a time. (i.e., if there is an overthrow to put the runner out, the runner may not advance any further, etc.)
- However, on a hit ball, runners are permitted to run home regardless of any overthrows that may occur.

13) Playoff/Championship Game:

- Equitable seeding and single elimination.
- Teams will play extra innings to break a tie regardless of the official time limit. International rules will apply during all extra innings in a tie game. Meaning the last batter of the previous inning will start on second base.

14) To expedite the game, coaches are permitted to warm up the pitcher, however, if a player warms up the pitcher, they must wear the proper equipment.

15) Pitcher “Hit by Pitch” Restrictions:

- If a pitcher hits 2 batters in the same inning, they will be reassigned to another position for the remainder of the inning.
- If a pitcher hits 3 batters in the same game, they will be reassigned to another position for the remainder of the game.

16) On – Deck Batter Circle:

- The batter’s 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 in watching for live balls and ensure the on-deck batter pays attention to the live action on the field.
- The Courtney Bowl circle will be behind the backstop on both sides.
- If a batter intentionally delays the game by refusing or failing to enter the batter's box after a reasonable amount of time (about 10 seconds), the umpire will issue a warning. For any subsequent delay or refusal for the duration of the game, the umpire will call a strike without the pitcher needing to throw a pitch.
 - Delay call will be based on umpire’s discretion
 - Reference NFHS - Rule 7.03.01

17) Continuous Batting Order

- Required for all teams for all games.
- This ensures that every eligible and available player is given a fair 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.

18) Throwing A Bat:

- For the first two games, players will receive one warning before being called out for a thrown bat violation.
- Starting in game three the player will be called out for throwing a bat.
 - It is up to the umpire's discretion if a bat is considered thrown.

19) 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.

20) Batters:

- Batters are required to keep one foot in the batter's box throughout their at-bat. If the batter leaves the batter's box or delays play, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Individual warnings do not carry over from previous at-bats.
- A batter must leave the batter's box entirely when a runner is advancing towards home. If the batter does not clear the batter's box, the penalties will be as follows:
 - With fewer than 2 outs: The runner is called out, the ball declared a dead ball and all other runners will return to their time-of-pitch bases.
 - With 2 outs: The batter is out and the run does not count
 - It is up to the umpire's discretion if the batter is clear of the batter's box.

21) Sliding Restrictions:

- Sliding into any anchored base (i.e., first base) is prohibited.
- To avoid a collision: When a fielder throws the ball toward home plate to retire the runner, the runner must slide if the ball is within a reasonable distance, as judged by the umpire.
- If a runner is judged by the umpire to have slid with malicious intent, they will be ejected, and the coach will be restricted to the bench.
- If the catcher leaves the plate area to retrieve the ball, the runner does not have to slide.
- No headfirst sliding while advancing and no diving back to the bag.
 - The penalty for these actions will be an automatic out.

22) Heat Stress Mitigations

- There will be two designated water breaks per game and can be requested by coaches and umpires.
 - Water breaks will be encouraged during daytime games.
 - Extra water breaks may be granted as needed.
 - Water breaks will be limited to two minutes.
- Catchers can have their personal water by the backstop.
- Ice water will be provided in each dugout.



- Ice packs and ice coolers will be provided at each field.
- Minimum one Red Cross certified staff member will be assigned to each field.
- Canopies will be provided for teams at fields without enclosed dugouts.
- No team (defense) will remain on the field for longer than 35 Minutes.

23) Coaches:

- The Head Coach, two assistant coaches registered with the SFYS Program Office, and registered players are the only authorized personnel in the bench area.
 - (Exception: when a parent must fill in for an ejected or absent coach)
- Do not interfere with the other team's coach or bench.

24) MCCS Provides Numbered Jerseys, Pants, and a Hat.

- 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.
- MCCS provides the team equipment, which is the Head Coach's responsibility.

25) For safety purposes, players may not stand in the opening of the dugout.

26) The use of metal cleats is prohibited.

27) No pets are allowed on the field or surrounding areas at any Youth Sports event.

28) Team sizes will be limited to fifteen players. Adding players to a team will be left to the Youth Sports Coordinator's discretion.

29) Rules based on number of games played shall be enforced using the team with the least number of games played.

- i.e. If a team has played 5 games and the other team has played 4 games, the rules will be applied as if both teams have played 4 games.