



## **MAJOR SOFTBALL DIVISION BY-LAWS**

Marine Corps Community Services (MCCS) Baseball will follow the NFHS Rulebook, and the amendments defined in these bylaws—items 1-24 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 LLRB**

1. Major Softball Division will be players ages 12-14.

#### **2. Game Time**

- 90 Minutes or 6 Innings, whichever comes first.
- No new inning shall be started if the game has been played for 80 minutes.
- 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).
- 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 7-run limit per half-inning. After the batting team scores the 7th 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) Pitching distance is 40 feet.

9) Distance between bases is 60 feet.

**10) 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.

11) 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.

12) **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.

13) **On – Deck Batter Circle:**

- The batter’s warm-up position will be a marked circle beyond each 1<sup>st</sup> and 3<sup>rd</sup> 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.

14) **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.

15) **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.

16) **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.

17) **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.
- Diving back to a base while leading off is permitted. It is not considered a base running headfirst slide.

- 18) For safety purposes, players may not stand in the opening of the dugout.
- 19) The use of metal cleats is prohibited.
- 20) No pets allowed on the field or surrounding areas at any Youth Sports event.
- 21) **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 day-time games.
    - Extra water breaks may be granted as needed.
    - Water breaks will be limited to three 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.
- 22) **Coaches:**
- The Head Coach, three 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.
- 23) **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.
- 24) Team sizes will be limited to fifteen players. Adding players to a team will be left to the Youth Sports Coordinator's discretion.