

### Coach Pitch 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 **seventy (75) minutes**.

- No new half-inning may begin after sixty-five (65) minutes.
- Any inning started before the time limit expires will be completed unless coaches agree to stop the game.

2) **No forfeits:**

- There will be no forfeits.
- A team may start and finish with eight (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.).
- Players may not have accessories on the body, hard objects (beaded hair, jewelry, etc.), or hard cast.
- A player must tape medical alert jewelry and/or religious medallions.

4) **Coach's responsibility:**

- Ensure all players meet the minimum playing time (half the game: **37 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) **Pitcher/Coach Pitcher:**

- The "pitcher" must keep one (1) foot in the pitching circle until the ball has been hit.
- While pitching, the coach must keep one (1) foot in the circle.
- The coach's pitch will not count if it is over 12 inches above the head. They will receive one more pitch. Based on the umpire's judgment.

7) **Catchers:**

- Must wear a facemask, throat guard, chest protector, and leg/shin guards.
- The catcher may receive the pitch in the catcher's box in a normal baseball manner or they can stand.

8) **At bat:**

- Coaches will pitch to their team.
- Half innings are over after the entire team has batted.
- Each batter is entitled to five (5) balls. (no bunts or half swings)
- The batter will bat until the ball is hit, strikes out, or receives all five (5) balls.
- The batter is out if the fifth (5<sup>th</sup>) ball is not hit or a foul ball.
- All balls hit beyond the ten (10) foot arc in front of home plate are live.

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.
- When the last batter hits the ball, all runners will advance to home including the batter.
- Runners may only advance one (1) base on an overthrow.
- 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.
- Lead offs, stealing and sliding are not permitted.
- 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) 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.

12) 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.