



MCCS SEMPER FIT
OKINAWA • JAPAN

T-BALL BYLAWS

Marine Corps Community Services (MCCS) Baseball will follow the Little League Rulebook (LLRB) and the amendments defined in these bylaws—items 1-21 below.

Umpires: The umpire's presence is to control the game, enforce rules, and assist in explaining them. One umpire will be present during all games. Depending on the availability of the umpire association.

Coaches: If an umpire is unavailable, coaches will take over these responsibilities and be responsible for starting and ending the game on time.

BYLAWS / AMENDMENTS to LLRB

1) T-ball division will be players ages 5-6.

2) **Game Time**

- 60 minutes
- No new half-inning may begin after 50 minutes.
- An inning started before the time limit expires will be completed unless coaches agree to end the game.

3) **No Forfeits**

- There will be no forfeits.
- A team may start and finish with 8 players.
- Players will be borrowed from the opposing team, if necessary.
- No score is kept, and the emphasis will be on maximum participation.

4) **Pre-Game Umpire/Coaches Meeting.**

- Conducted at Home Plate 5 minutes before game time.
- Coaches will confirm their players are properly equipped.
- All equipment is in regulation (e.g., bats, helmets, etc.).
- Players may not have accessories on the body, hard objects (beaded hair, jewelry, etc.), or hard cast.
- If a player wears medical alert jewelry and/or religious medallions, they must be taped.

5) **Coach's Responsibilities**

- Ensure all players meet the minimum playing time half the game 30 minutes.
- Arrive a minimum of 15 minutes before game time.
- Notify your parents if you are running late.
- 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.



6) Defensive Coaches

- Field coaches will make the safe and out calls when an umpire is not present.
- Allow only 1 over-throw before stopping the play.
- Two coaches may be on the field to instruct players (no contact).
- Also, you may not interfere with any plays. (e.g., stop a ball from rolling)
- Infield coaches should stand behind the infielders and not obstruct the view of the outfielders.

7) Offensive Coaches

- One coach at home plate manages the Tee – (tee up the ball and remove the tee and bat after each hit.)
- Two coaches may be on the field to instruct the players running (no contact).
- Also, you may not interfere with any plays. (e.g., stop a ball from rolling.)
- Runners are only allowed one base on an overthrow.
- Infield coaches should stand behind the infielders and not obstruct the view of the outfielders.

8) The “Pitcher”

- The “pitcher” must keep both feet in the pitching circle until the ball is hit.
- If the pitcher is out of the circle at the time of contact, the umpire/coach will call “dead ball.”
 - a. If the batter is out before 1st base, they will hit again.
 - b. If the batter is safe, no violation will be called.

9) Catchers

- They will stand behind the coach.
- They must always wear a batting or catcher’s helmet.
- Full gear is not required.
- They may not stand on the plate waiting for the ball for safety reasons.

10) Players on the Field

- A team will consist of ten field players.
- Six infielders and four outfielders.
- Keep the infielders at or close to the baseline.
- An outfielder may not encroach into the infield area.
- The fielder cannot tag the batter while running to first base. Instead, the fielder must throw the ball.
- 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 only retrieve the ball and immediately hold it over their head to stop a play if it is a ground rule double.

**11) Ground-Rule Double**

- A line will be drawn when there is no outfield fence at the proper distance.
- When the batted ball crosses the outfield line, the defensive player must retrieve it and hold it over their head to signal that it has crossed the line.
- The umpire/coach will stop the play and advance the runner accordingly, with the batter ending on second base.

12) At Bat

- Half innings are over after the entire team has batted.
- Each batter is entitled to 5 balls.
- The batter will bat until they hit the ball or receive all 5 balls. (No strikeouts.)
- One more ball if it is hit foul or does not go past the 10-foot arc on the 5th ball.
- All balls hit beyond the 10-foot arc in front of home plate are live.

13) Base Running

- The three-out rule is not in effect.
- If put out, the runner may continue to run bases.
- Runners will stay in contact with the base until the ball is hit.
- Leading off, stealing, sliding into 1st base, headfirst sliding, and diving back are not permitted.
- Runners may advance on an overthrow that remains in play, but not more than one base.
- When the last batter hits the ball, all runners, including the batter, will run to home.

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

15) The use of metal cleats is prohibited.

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

17) Heat Stress Mitigations

- Water breaks are unlimited and can be requested by coaches and umpires.
 - Water breaks will be limited to three minutes.
- 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 25 minutes.



18) Coaches

- The Head Coach, three assistant coaches, a bench parent registered with the SFYS Program Office, and registered players are the only authorized personnel in the bench area.
 - Exception is when a parent must fill in for an ejected or absent coach.

19) Bench Parent

- A team may have one registered bench parent during games.
- Bench parents must complete the application process.

20) 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.

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