



***MCCS Semper Fit, Youth Sports
Baseball Bylaws 7-8 Age Group
Local Rules – Amended 8 May 2023***

0. DEFINITIONS AND GUIDELINES

0.01 MCCS Semper Fit, Youth Sports adheres to the National Alliance for Youth Sports (NAYS) guidance and the Marine Corps Youth Sports directive.

0.02 The 7-8 age group refers to children ages 7 and 8 years old or children turning the specified age on or before the first game of the season.

0.03 “Local Rules” refers to these rules.

0.04 “Playing Rules” refers to the playing rules stated in the Semper Fit, Youth Sports Bylaws that follow Little League Baseball Rules and Regulations with amendments to meet the conditions of the Marine Corps Youth Sports Manual, the MCAS Iwakuni community and to ensure the safety of each individual child participating in the Youth Sports program.

0.05 “Regulations” refers to the regulations of NAYS and the Little League Baseball Rules and Regulations with the amendments made in these bylaws to accommodate the MCAS Iwakuni Youth League.

1. PLAYER PARTICIPATION

1.01 This league is open to all youth dependents of active duty, retired military personnel, DOD, civilian employees and Japanese Nationals. The eligible participants must fall under the age requirements set forth by MCCS Semper Fit, Youth Sports rules and regulations.

1.02 A player assigned to a team will not be permitted to play until he or she has made at least one (1) practice and is on the official roster. Players not on the official team roster may not play or practice with the team.

1.03 Coaches will not allow a player to play or practice with a team unless the coach has a copy of the players Sports Registration Form with the signature of the player's parent or legal guardian. Failure to do so invalidates the coaches National Youth Sports Coaches Association (NYSCA) liability insurance. Coaches will be personally liable for any injuries or incidents involving any player for whom they do not have a properly signed Sports Registration Form.



2. PLAYER'S EQUIPMENT

2.01 Uniforms will be issued to the participants of each team accordingly.

2.02 The following equipment shall be considered illegal and will not be worn by any player:

- Knee, head or hip pads containing sole leather, fiber, metal or any dangerous material
- A cast of any type
- No Jewlrey
- Beaded or jeweled hair fasteners/designs will not be worn if they impend with proper fit of protective headgear.
- A knee brace may be worn, but shall be wrapped and must be approved by the umpire prior to the start of the game.
- Players wearing prescription glasses must wear a head strap.
- **All batters and base runners to include the on deck batter must wear protective headgear.**

2.03 Players will use rubber cleats. Metal cleats are **NOT** permitted.

2.04 Players may use personal equipment. The use of bats must fall under the guidelines as specified

- shall not be more than thirty (33) inches in length
- no more than two and five-eighths (2 5/8) inches in diameter
- non-wood bats shall be labeled with a BPF (bat performance factor) of 1.16 or less
- maximum -4 drop weight

2.05 The umpires will inspect the player's equipment and shoes prior to each game. If the umpire determines that a player is wearing any article prohibited by these bylaws or which may constitute danger to other players, he or she will stop play and order the player off the field to remove the article. The player will not be permitted to play until the article is removed.

3. PRACTICE

3.01 All teams will be given at least one (1), one (1) hour practices per week. Any practices or scrimmages in addition to those scheduled by Youth Sports must be voluntary and be approved by Youth Sports personnel.

3.02 Players must attend at least one (1) practice before a game in order to play. Players will not be penalized for missing additional practices or scrimmages.



3.03 The Youth Sports Coordinator, not the individual teams may cancel or re-schedule practices only. Coaches are not authorized to cancel a practice without approval from the Youth Sports Coordinator.

4. COACHES

4.01 Coaches are responsible for creating opportunities for players to acquire the basic knowledge of baseball skills, to include: Sportsmanship, teamwork, discipline and the value of athletic competition. Coaches are further responsible for the following:

- a. Providing players with quality instruction, matched to the players learning and understanding levels.
- b. Total administration of the team.
- c. Attending the National Youth Sports Coaches Association (NYSCA) training session and become a certified coach.
- d. Be trained in first aid or attend first aid training.
- e. Attend Child Abuse and Neglect Detection, Prevention and Recognition Training.
- f. Ensuring that all league rules and bylaws are complied with by players and spectators.
- g. The conduct of their team participants and spectators. Any derogatory verbalization from anyone towards opposing players or coaches is not allowed. Such lack of control will result in disciplinary action and/or forfeiture of the game in play.

5. DURATION OF THE GAME

5.01 Games will consist of (6) six innings or (60) sixty minutes, whichever comes first.

5.02 In the case of a rain out/black flag heat conditions the game will be cancelled or re-scheduled by the Youth Sports Coordinator if possible.

6. PLAY OF GAME

This is a non-competitive league. At no time will standings and/or scores be kept, published or used to achieve status or outcome.

6.01 A minimum of (8) eight players is required for the game to begin.

6.02 The batting roster shall consist of the entire roster of the players present at the game.

- a) there shall be no more than (9) defensive players on the field during



play

b) each player shall play a minimum of (2) innings of defense.

c) minimum of 8 players are need to play. If a team fails to field eight (8) eligible players or at any point during the game is unable to field eight (8) eligible players, play will be stopped and the opposing team will be granted the victory (1-0).

6.03 Every batter will get six (6) pitches or three (3) strikes to hit the ball, whichever comes first. If the batter fails to hit the ball after 6 attempts a tee will be provided for the batter and will only have one chance to hit the ball in play. If the ball is hit into foul territory off of the tee the player will be out.

6.04 Both the adult and the youth pitcher must keep both feet in the pitcher circle until the ball has been batted.

6.05 The adult pitcher will not pitch until the umpire has signaled for the pitch. – Adult pitchers will throw the ball overhand. A mechanical pitching machine will be optional. The ball will be loaded on to the machine and pitched to the batter. The machine will be already calibrated so the ball will be able to be hit by the batter.

6.06 If the youth pitcher is out of the pitching circle when the ball is batted and the batter is put out prior to reaching first base, the umpire will call dead ball and the batter will be required to bat again. If this occurs and the batter reaches first base safely, there will be no violation called. However, the umpire will warn the defensive coach of the pitcher's position.

6.09 The batter will be called out when the sixth pitch is hit foul, swung on and missed, or not swung at all by the batter.

6.10 When a batted ball fails to travel past the ten-foot arc, it is considered a foul ball.

6.11 One defensive coach will be allowed on the field for instructional purposes only.

6.12 Only players and coaches are allowed in the dugout. Unless there is a team mom or an injured player.

6.13 Home team will occupy the first base dugout.

6.14 If the defensive team does not record the 3rd out after one full rotation of the batting lineup, sides shall change.

*Full rotation = the number of batters of the team with lowest number of players.

6.15 Players are not allowed to steal bases at any time.



6.16 On overthrows to a base, the on-base runner may advance one base. (Example: If an overthrow is made at 1st, the runner may advance to 2nd. If the fielder attempts to make a play and has an overthrow, the runner may advance one base at his/her own risk.)

6.17 Bunting will not be allowed.

6.19 Once the ball returns to the pitching circle, the play is dead.

6.20 The umpire shall call “TIME” when:

- a) There is an injury to a player.
- b) The ball is thrown out of the playing area or touched by a non-player.
- c) The play is over, so that no player may advance, and while the ball is being returned to the coach.
- d) A coach may request one, twenty (20) seconds timeout per inning (This will not stop game time).

6.21 The Youth Sports Coordinator, not the individual teams, will reschedule make up games, if possible.

7. CONDUCT

7.01 All participants in this league will observe the highest level of conduct to include: Sportsmanship, team camaraderie and respect to all involved while playing, watching, coaching or officiating. Disrespect to fellow players, coaches or officials is unacceptable conduct and will not be tolerated by Youth Sports. Youth Sports staff has the option to order any player, coach, official or spectator off the field and out of sight and sound of the game for violation of conduct standards. Once the order of removal has been issued, the game will be stopped until complied with. Should the offender refuse to comply with the order the game will be terminated and PMO will be contacted.

7.02 The intentional commission of any of the below offenses will result in the ejection from the game of the player committing the offense.

- a. Kicking or attempting to kick an opponent
- b. Tripping or attempted tripping with leg or body
- c. Charging an opponent from behind
- d. Striking or attempting to strike an opponent
- e. Holding an opponent
- f. Pushing an opponent with hand or arm
- g. Charging an opponent in a violent manner
- h. Tackling an opponent
- i. Verbal exchanges to opposing players, officials or coaches.
- j. Any unsportsmanlike conduct as decided by the acting officials



7.03 Any player or coach being ejected from the game for poor conduct will be asked to leave the "sight and sound" of the field for the rest of the game and for the next game of the season. Playing a disqualified player is not allowed and is a valid ground for forfeiture.

7.04 A player who provokes a fight with another player will automatically be suspended for his or her next regular season game.

8. ALCOHOL & TOBACCO

8.01 The use of any tobacco products by anyone at any Youth Sports Program activity is strictly prohibited.

- a. No alcohol of any sort will be allowed at any Youth Sports event.
- b. No one will be allowed to observe or participate in any Youth Sports Program while under the influence of alcohol.
- c. No glass containers will be allowed at any sporting event.
- d. Smoking is not permitted at the field or near any play or spectator area.