



***MCCS Semper Fit, Youth Sports
Softball Bylaws 11+ 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 10-12 age group refers to children ages 11, 12, 13, 14, and 15 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 follows Little League Softball 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 the National Alliance of Youth Sports and the Little League Softball Rules and Regulations with the amendments made in these bylaws to accommodate the MCAS Iwakuni Youth League.

0.06 This league is a competitive division with standings kept and published. The purpose of this league is to guide participants in the fundamental skills and knowledge of softball through team play, all introductions of competition and good sportsmanship. The National Alliance of Youth Sports (NAYS) guidelines and the Marine Corps Youth Sports guide must be adhered to by administrators, players, coaches, parents and spectators

1. PLAYER’S 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.

1.03 All players are required to be listed on the official roster ten (10) minutes prior to game time and submitted to the head umpire.

1.04 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

The Youth Sports Coordinator or Athletic Director’s interpretation of the rules will be the final decision. They also reserve the right to change or add additional rules after the start of the season to reconcile sudden or unplanned disputes.



(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 jewelry what so ever.
- 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.
- All batters and base runners to include the on deck batter **must** wear protective headgear.
- Players wearing prescription glasses **must** wear a head strap.
- Softball Pitchers **must** wear protective facemasks when pitching.
- Metal cleats will **NOT** be permitted.

2.03 Players will use rubber cleats and will play with softball bats no longer than 32 inches and 2 1/4 in diameter.

2.04 The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape size or weight consistent with protecting the hand.

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 by-laws 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. The player will not return until the next stoppage of play.

3. PRACTICE

3.01 All teams will be given at least one (1), one (1) hour practice per week. Any practices or scrimmages in addition to those scheduled by Youth Sports must be voluntary and 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. If a player does not attend two (2) or more consecutive practices, he or she may not be allowed to participate in the next game. (This will be at the discretion of the Head Coach and Youth Sports staff).

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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 softball 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 Recongnition Training.
- f. Ensuring that all league rules and bylaws are complied with by players and spectators. Non-compliance of these bylaws will not be tolerated.
- 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 not exceed a max timelimit of seventy-five (75) minutes. A game may be considered complete after (3) full innings of play for the following reason:

- i. An excessive amount of injuries or if the game is compromising the safety of the players
- ii. Inclement weather
- iii. Forfeit by either team power outage (applicable to night games and/or fields with lights)

5.02 In the case of a tie during a regular season game, the game will end in a tie at the seventy-five (75) minute mark. In the case of a tie during playoff games, the last batter of the previous inning will become a runner on second base.

5.03 In case of a rain out/Black Flag Heat Condition the game will be cancelled or re-scheduled by Youth Sports personnel if possible.

5.04 Games will be complete when one of the following scenarios occurs:

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- a) The seventy five-minute (75 min) time limit expires. Exception: The Home team, if losing, will have the opportunity to bat their half of the inning, in order to have a chance to tie, or score enough runs to win.
- b) The ten (10) run mercy rule: This rule will be in effect upon completing the fourth (4th) inning. This means that if one team is leading by ten or more points after the completion of the fourth inning, the umpire will call the game.

The completion of the sixth (6) inning of the game.

6. PLAY OF GAME

6.01 On a dropped strike three the batter will have a chance to take first base (unless first base is occupied), he will be out either by being tagged or if the ball reaches the first baseman before the batter does.

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 (10) defensive players on the field during play
- b) each player shall play a minimum of (2) innings of defense.
- c) A minimum of eight (8) players is required for the game to begin.

6.03 The lineup will consist of the entire roster of the players present at the game.

6.04 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).

6.05 When the team is on defense and is in the field they are allowed to field up to ten players. You may not have more than 10 players on the field at one time but you also may not have less than 8 players on the field at a time.

6.06 Coaches will provide to the official scorekeeper their line-ups ten (10) minutes prior to the start of each game.

6.07 The positions of the players, along with their uniform number must be included in the line-up. Line-ups will also be used to track player participation to ensure that teams meet the player participation rules.

6.08 Coaches should ensure that they fill out their line-ups completely and correctly, otherwise it could result in a violation of the participation and eligibility rules and result in forfeiture of the game.

6.09 Each eligible player on the roster must play two (2) complete innings; this is to include at least one time at bat. It is the coach's responsibility to track player participation.

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6.10 Only players and coaches are allowed in the dugout, unless in the case of a person assisting an injured player or doing the book.

6.11 Home team will occupy the third base dugout. Home and away teams are posted on the schedule.

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

6.13 The conclusion of any game will be decided with the last inning and will be determined by either, time limit (75 min), the ten (10) run mercy rule, or the sixth (6) inning of a game.

- a) Home team, if losing, will have the opportunity to bat their half of the inning, to make three outs, tie, or win the game.

6.14 If the home team reaches the lead limit in the bottom portion of the 3th inning, the game will be stopped.

6.15 Head first sliding is NOT allowed but the runner may dive back to the base head first to avoid being picked off.

6.16 Base runners must stay on their bases until the pitched ball has been batted or crosses the plate. If a runner leaves early the pitch will be ruled as a dead ball/no pitch. On first offence both teams will receive a warning. On second offence the runner will be called out.

6.17 The infield fly rule will be in effect. As long as first and second base or all bases are occupied and a Popfly is hit in which the ball could be easily played (by an in fielder player in fair territory), it is at the umpires' discretion to call an "infield fly" in which the batter would be out. This rule cannot be called if there are two outs in the inning (note: the rule is in effect with less than 2 outs).

6.18 Bunting is allowed. A player can bunt as many times and as often as he or she likes. A fowled third strike from a bunt will result in an automatic out.

6.19 Stealing is allowed for all bases including home on a pass ball. Once the ball crosses the plate, the runner may leave the base.

6.20 Runners will be granted only one base per pass ball by the catcher.

6.21 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.**

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6.22 Catchers must wear all protective gear when catching to include:

- Face Mask
- Chest Protector
- Shin Guards

6.23 Protective equipment may not be altered in any way.

6.24 No throwing of bats will be tolerated. First offense will be a warning, second offense will constitute that the batter will be out.

6.25 Speed up rule: Any time there are two (2) outs; a pinch runner may run for the catcher. This may be any person on the roster or in the line-up that has batted before the catcher. This will not count as a substitution or toward the participation rule.

6.26 The pitching distance is thirty-five (35) feet. This is the distance between the front side of the pitcher's plate and the rear point (apex) of home plate.

6.27 The Mercy Rule: if one team is leading by ten or more points after the completion of the fourth inning, the umpire will call the game.

6.28 At the coach's discretion: even if the home team is losing by more than 5 runs, if time allows, they will have their last at bat until all the players in the line-up have batted or three outs occur. If time expires and the home team is losing, they will have the opportunity to bat their half of the inning to make three outs or score the maximum number of runs in order to win or tie the game. This does not apply during playoff games.

6.29 During regular season play, a tie will remain a tie. However, during playoffs, extra innings will be played to break a tie regardless of the official time. During all extra innings in a tied game, the last batter of the previous inning will become a runner on second base.

7. PITCHING RULES

7.01 Any player on a team roster may pitch.

7.02 Pitchers of league age 10-12 are limited to 85 pitches in a day.

7.03 Rules are in place to protect young players therefore, pitchers will be limited in the number and frequency of innings pitched. The pitching arm/wing of a young player needs more years of development. The arm is not designed to throw excessively until properly developed and conditioned.

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7.04 If the pitcher reaches the limit while facing a batter, the pitcher may continue pitching until that batter is retired or becomes a runner, or the inning ends, whichever comes first and then must be removed.

7.05 A pitcher must observe specific rest periods between pitching appearances, based on the number of pitches thrown the last day the pitcher pitched. A day's rest is a calendar day in which the pitcher does not pitch, rather than a 24-hour period; a pitcher who throws over 20 pitches Tuesday may not pitch at any time on Wednesday. Any time a pitcher is eligible to pitch based on the observance of the stated rest period; the pitcher may pitch to the stated limit. Effective with the 2015 season (in both regular season and tournament play), when a pitcher throws:

66 or more pitches = 4 days' rest required
51 to 65 pitches = 3 days' rest required
36 to 50 pitches = 2 days' rest required
21 to 35 pitches = 1 days' rest required
1 to 20 pitches = Pitcher may pitch the next day

Example: A 12-year-old throws 75 pitches on Tuesday. The pitcher is not eligible Wednesday, Thursday, Friday, or Saturday, but is eligible on Sunday.

7.06 A pitcher once removed from the mound may not return in the same game as the pitcher. A player who has thrown more than 40 pitches on a given day may not be utilized as a catcher for the rest of that day. A player who has been utilized as catcher in four or more innings in a day is ineligible to pitch for the rest of that day (being the catcher for one pitch in an inning constitutes catching in that inning). If a pitcher begins warming up and is found ineligible before throwing a pitch in the game, the ineligible pitcher may be removed without penalty.

7.07 Pitches in suspended or called games count toward pitchers' eligibility for that day. Eligibility in a suspended game is determined strictly by the most recent appearance by that pitcher, except that a pitcher removed from the suspended game may not return. All pitches, including those thrown in games called before one inning is completed (and thereby not resumed), count toward pitchers' eligibility.

7.08 The umpires and score keepers ARE NOT in charge of keeping the pitch count. That job rests solely on the coaches.

8. CONDUCT

8.01 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

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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.

8.02 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. Slide tackling
- d. Charging an opponent from behind
- e. Striking or attempting to strike an opponent
- f. Holding an opponent
- g. Pushing an opponent with hand or arm
- h. Charging an opponent in a violent manner
- i. Tackling an opponent
- j. Verbal exchanges to opposing players, officials or coaches. (harassment)
- k. Any unsportsmanlike conduct as decided by the acting officials

8.03 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.

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

9. ALCOHOL & TOBACCO

9.01 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.