



***MCCS Semper Fit Youth Sports  
Baseball Bylaws 5-6 Age Group  
Local Rules – Amended 2 Mar 2020***

**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 5-6 age group refers to children ages 5 and 6 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.

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. PLAYERS EQUIPMENT**

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

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



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 of any kind
- Beaded or jeweled hair fasteners/designs will not be worn if they impead 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.

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

2.04 Players may use personal equipment. The use of Bats must fall under the guidelines as specified. 4U Instructional Tee Ball & 6U Tee Balls Bats with the following Bat rules:

- Must be stamped with the USSSA 1.15 BPF mark on its taper AND
- Not more than two and one-quarter (2 ¼) inches in diameter AND
- Not more than twenty-eight (28) inches in length
- Must say "Approved for play in Little League".

2.05 The coaches will inspect the player's equipment and shoes prior to each game. If the coach 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 1 (1), one (1) hour practice 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 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:

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



- 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 No scores will be kept in this division. Emphasis is placed on maximum participation.

5.03 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**

**Tee Ball is non-competitive. At no time will standings and/or scores be kept, published or used to achieve status or outcome.**

6.01 Tee ball is played using a baseball tee. Each team coach will receive one (1) **Tee** for the duration of the season.

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

6.03 All players will play defense and offense at least two (1) innings each game.

6.04 All players will field; outfield and infield. No player will play the same defensive position in more than one (1) inning of each game.

6.05 **Each team will bat their entire batting order each inning. The side will retire when all of the batting order has batted.**

6.06 **There is no pitching in tee ball. The batter will be declared out after failing to hit a fair ball after six (6) swings at the ball on the tee.**

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



6.07 Runners must stay in contact with the bases until the ball is hit. One base progression is allowed on an infield hit. The runner may advance as many bases as possible on an outfield hit until the ball reaches the infield.

6.08 Base runners are not permitted to steal or lead off.

6.09 A real playing line is between first base and third base or an arc 40 feet from home plate will be marked by a chalk line.

6.10 In the event of an overthrow by the defense, runners may only advance one base.

6.12 Defensive coaches are allowed on the field for instructional purposes. Coaches are not permitted to touch a live ball but may instruct players.

6.13 Offensive coaches are permitted in the coach's box and one at home plate for instructional purposes.

6.14 Only coaches and players are to be in the team dugout during game time.

## 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.