

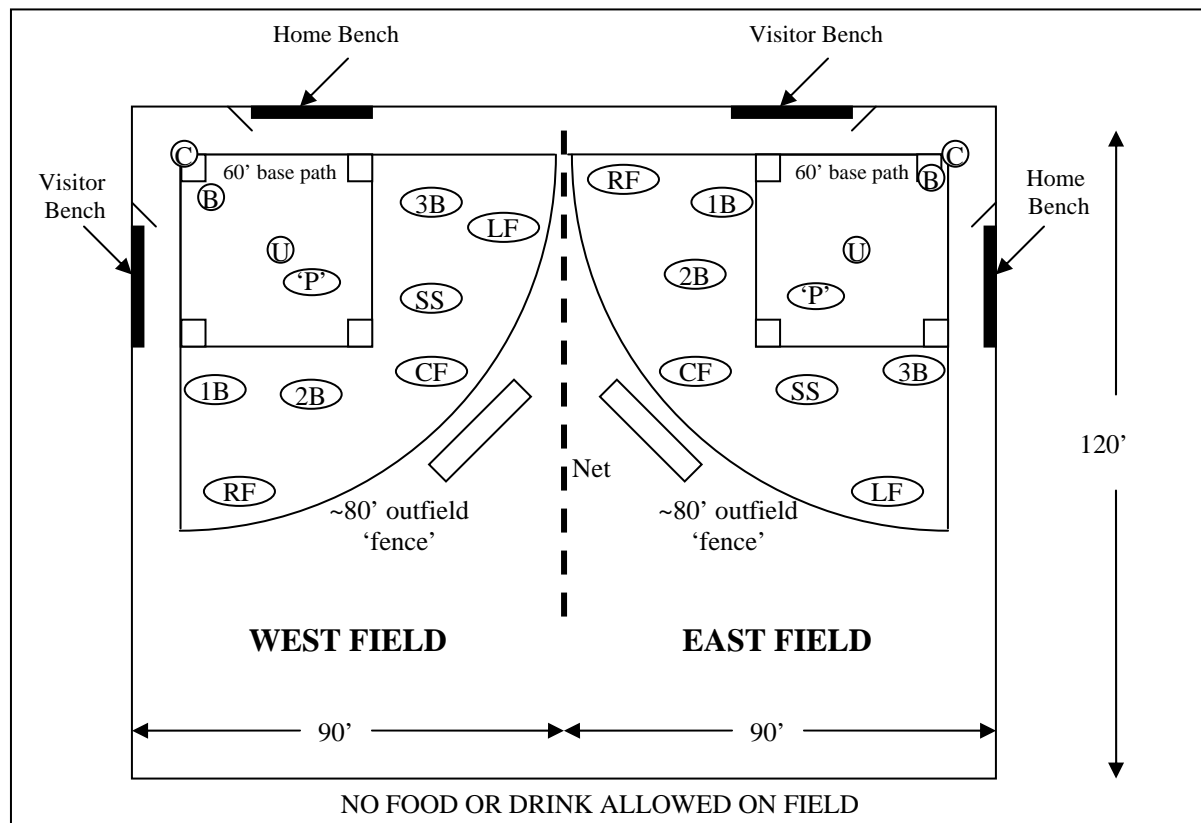
2009 FCBC Indoor Baseball Rules (Grades 1-2/Machine Pitch)

Standard 2009 National Federation of State High School Associations Baseball Rules will be used for FCBC indoor youth baseball at The Edge with the following notes and changes.

[Note: These rules are substantially the same as the FCBC outdoor baseball rules for 7-year olds (Coach Pitch) and 8-year olds (Player/Coach Pitch). They have been modified only to address the unique facility requirements and/or the type of league being played (e.g. machine pitch, a league type which is not used in outdoor FCBC baseball leagues).]

• RULE 1: Players, Field & Equipment

- Players
 - There shall be 9 defensive players on the field at a time, 3 outfielders, 5 infielders, & a catcher (see diagram below).
- The Playing Field



- Synthetic Turf Field - turf looks, feels, and plays like real grass!
- For 1st & 2nd Grade Machine Pitch, there will be two fields set up at the same time on the 180' x 120' Edge Sports Center indoor Field
 - Each field will be 90' x 120'
 - These fields are named West Field & East Field
 - West Field and East Field separated by a net
- Throw down bases set at 60' from home plate
- Pitching machine set 35' from home plate
- 'Outfield Fence' shall be a curved line set at approximately 80' from home plate.
- 30' netted ceiling; walls padded to 8' & netted above that to ceiling

- The HOME team shall sit in the player area by third base and the VISITOR team shall sit in the player area by first base. Both areas are protected from batted balls by an infield screen. The actual recessed player areas on the East Field are NOT used with this format.
 - Equipment
 - No metal cleats will be allowed.
 - Batting helmets and catcher's equipment must be FCBC approved.
 - Catchers must wear a helmet, which includes full ear protection – dual ear flaps. The mask must have a separate, attached throat protector. The chest protector shall have a tail that protects the groin area. All male catchers must wear protective cups.
 - It is strongly recommended that all players wear a protective cup.
 - The official ball shall be a Safe-T-Ball provided by FCBC.
- **RULE 2 - Playing Terms and Definitions**
 - There will be no balks or bases on balls.
 - Bunting is not allowed
 - No infield fly rule
 - A 1/2 inning is over when there are 3 outs or when the number of players in attendance of the larger team have batted. A coach shall announce the last batter prior to their at bat.
 - A batter is out when the umpire, regardless of whether the ball is caught by the catcher or not, calls the third strike.
 - Sliding is allowed. Any slide must be feet first, and should be attempted only after proper training.
 - The strike zone includes the neck and the knees, the width of the plate PLUS 3 inches to either side of the plate. Batters should be swinging. Please be liberal with this.
- **RULE 3: Substituting – Coaching – Bench & Field Conduct – Charge Conferences**
 - **Only one Head Coach and at most TWO Assistant Coaches allowed in the player bench area/dugout, along with the rostered players. Everyone else must sit in the designated spectator areas. NO siblings, non-rostered players, or other parents allowed in the player bench area/dugout or on the playing field.**
 - On defense, free substitution shall be allowed, however, all players shall play at least every other inning.
 - On offense, the batting order shall contain the entire roster of players present.
 - There shall be no penalty for batting out of order. Try to keep the same order in fairness to the players
 - A team may start or end a game with 8 players, and an automatic out will NOT be charged for the missing player. If a team has less than 8 players present at game time, it can borrow the needed players from the other team so long as the opposing team would still have at least 9 players. If the opposing team does not have sufficient number of players, the teams can agree to play a scrimmage with less than the regulation number of players.
 - A player who carelessly or unintentionally throws their bat or helmet shall receive 1 warning. Further infractions by the same player, or a player who intentionally throws their bat or helmet, shall result in the player being called out and in forfeiture of their next turn at bat (automatic out).
 - No protests will be allowed – feedback is welcome and can be sent to the FCBC office about game issues and to The Edge Sports Center about facility issues.

- **RULE 4: Starting and Ending the Game**
 - Games shall start and end on time
 - Game start time is forfeit time
 - 55 minute games – a clock will be used - when 55 minutes are up, the game stops immediately
 - Play as many innings as time allows
 - No '10-run' or similar rule – just keep playing till the clock expires
 - The league will not reschedule games for any reason, including, but not limited to, inability for players to get to The Edge due to winter storms. No refunds will be given for un-played games.
- **RULE 5: Dead Ball – Suspension of Play**
 - For overthrows at first base that go into foul territory, base runners may not advance unless they were attempting to advance before the ball crossed the baseline, in which case base runners shall be awarded the base to which they were advancing.
 - Any ball that passes OUTSIDE the yellow lines located between the foul lines and the walls, whether on the ground or in the air, is 'out of play' and a dead ball. Thus, fly balls in this area may NOT be caught for an out.
- **RULE 6: Pitching**
 - Umpire will feed the baseballs into the JUGS machine
 - If a batted or thrown ball hits the pitching machine, the ball remains live and play continues, unless if a batted ball lodges in the machine's apparatus, the ball is dead, the batter is awarded first base, and all base runners shall advance 1 base.
 - If a batted ball hits the pitching machine & bounces into foul territory without going past first or third base & without being touched by a defensive player, a dead-ball single is awarded the batter and base runners will not advance unless in a force situation.
 - There will be no bases on balls
- **RULE 7: Batting**
 - A team's batting order shall consist of the entire roster of players present at the game.
- **RULE 8: Base running**
 - NO leading off or stealing allowed. Once the umpire has control of the ball, runners must remain in contact with their bases until the ball crosses home plate. The first time a player leaves too soon, a warning shall be issued to the player. The second time the player will be called out. Each player will be issued 1 warning per time on base. Warnings & penalties shall be called immediately, and the ball will be considered dead before the pitch.
 - Runners MAY NOT advance on passed balls
- **RULE 9 – Scoring – Record Keeping**
 - Official game scores and standings shall not be kept
- **RULE 10 – Umpiring**
 - FCBC will provide one (1) paid official for each game. He or she will run the pitching machine. The umpire is responsible for calling all plays at all bases, for enforcing all rules of the game, and keeping the game moving. Under no circumstances will a spectator or other person be permitted to be a second umpire during any game. All coaches are expected to familiarize themselves with the rules regarding conduct of coaches, spectators and players toward paid FCBC officials.

Key Edge Sports Center 'Ground Rules'

- If a batted ball hits anything in foul territory before it is caught, including the ceiling net, wall nets, or wall padding, it is a foul ball.
- If a batted ball hits the ceiling net in fair territory **INSIDE** the yellow tape on the ceiling net, it is treated like a bunt that is batted foul. That is, with less than two strikes on the batter, it is considered a foul ball, and a strike is added to the count. If there are two strikes on the batter, the batter is out.
- Batted balls that hit the ceiling net **BEYOND** the yellow tape, and then drop, are playable but cannot be caught for an out.
- Batted balls that go over the 'outfield fence' in the air will be ruled as a Home Run. Balls that bounce over, or go through in any way, the 'outfield fence,' will be ruled as a double. The player should raise both hands above the head to signal that this has occurred.

Keeping things moving

- Warm-up for Grades 1 & 2 ballplayers will be on the field. Please do not try to warm-up in the lobby and please do not ask to use the batting cages to warm-up in unless you are willing to pay for the additional time.
- Grade 1 & 2 Teams and Coaches should be ready to enter the field 5 minutes prior to the start of their time. As soon as the play clock expires from the previous game (which should be 5 minutes prior to the start of the next session), the team should advance to the field and put their bags outside their player bench area. Once the teams of the previous game have left the dugout, the new teams should store their gear in the dugout and all players should take the
- FCBC-formed teams should organize their team equipment (bats, helmets, catcher gear) and leave it in the dugout/player bench area for the next 1st & 2nd grade team.
 - Exception: If the FCBC team(s) is/are playing in the last 1st & 2nd grade game of the day, they must replace the equipment into the team bags and put it in the storage areas on the east end of the field.
- Teams must clear the field as quickly as possible after each game – **Hold post-game meetings OUTSIDE the playing field in the lobby area**
 - A courtesy runner (last player to make an out) must be used for the catcher