

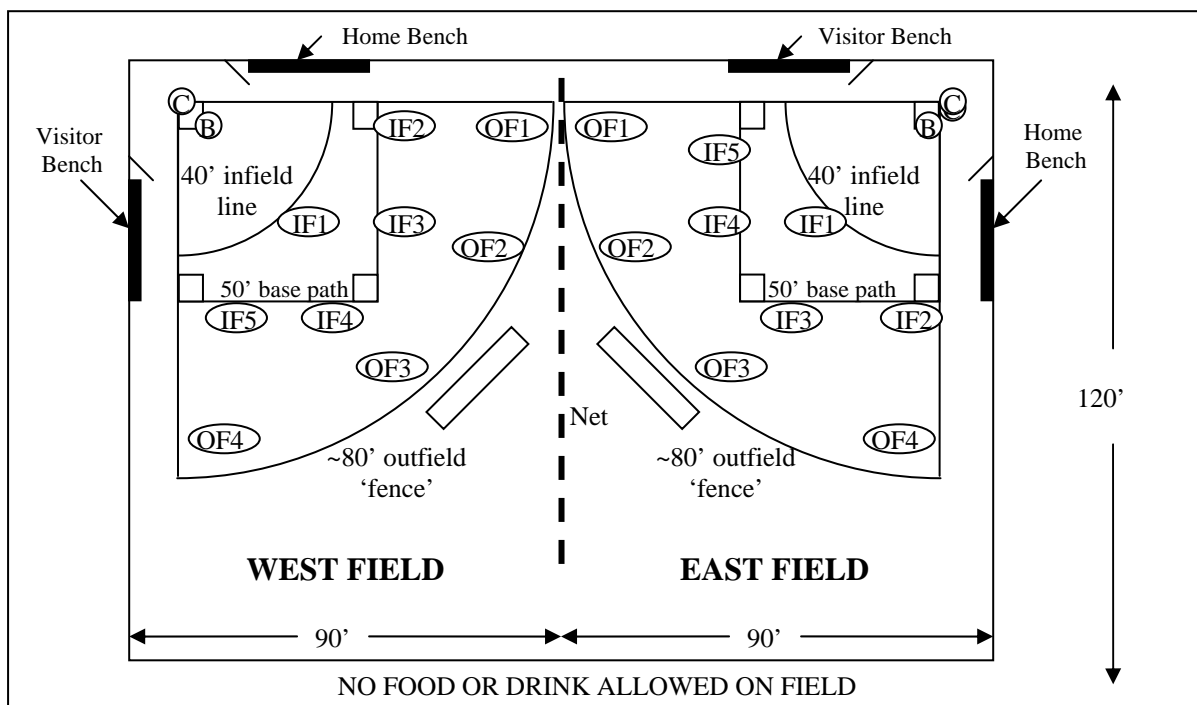
# 2009 FCBC Indoor Baseball Rules (Tee-ball) Kindergarten

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

[Note: These rules are substantially the same as the FCBC outdoor tee-ball rules for 5-year olds and 6-year olds. They have been modified only to address the unique facility requirements and/or the type of league being played (e.g., 55 minute games, which are not used outdoors)]

## • RULE 1: Players, Field & Equipment

- Players: 10 Players on the field in the positions shown in the diagram below
  - Infielders must assume a position similar to traditional baseball, including the 5th infielder, who takes a position similar to a traditional pitcher. All infielders must be at least 40' from home plate
  - Outfielders must assume a position approximately 70' from home plate and must be equally dispersed in the outfield
  - FCBC considers placing players in positions not in accordance with the above guidelines to be a violation of the FCBC Sportsmanship policy.
  - All fielders must stay behind the infield line, & outfielders must stay behind the baseline until the ball is hit. In the event that the infield is not physically drawn on the field, coaches shall keep all players outside such a distance in accordance with the spirit of the rule.
  - All players are to play all positions during the season.



### ○ The Playing Field

- Synthetic Turf Field - turf looks, feels, and plays like real grass!
- For Tee-ball, 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 50' from home plate
- The batting tee shall be located 3 feet behind home plate in line with 2nd base.
- The catcher shall be positioned on the opposite side of the batting tee from the batter.
- An infield line, which is an arc, located at 40 feet from the point of home plate at all points.
- '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.
  - No sliding is allowed.
- **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 area. 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 9 players, and an automatic out will NOT be charged for the missing player. If a team has less than 9 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 10 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**
  - Any batted ball that does not go at least ten feet (10') from the point of home plate shall be treated as a foul ball. If such an arc is not physically drawn on the field, the umpire shall determine if the ball passed such a distance.
  - Play on a batted ball ends when an infielder or the umpire is in control of the ball and base runners are no longer attempting to advance. Play is stopped until the ball is hit off the tee by the next batter.
  - For batted ground balls that stay in play, there is no limit on runner advancement
  - For overthrows that stay in play, there is no limit on runner advancement
  - For overthrows 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**
  - There are no pitched balls in FCBC Indoor Tee-ball
  - A batter who misses the ball on the tee completely on the third strike is out.
- **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. 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.
- **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. 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, 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.

## Keeping things moving

- Warm-up for Tee-ball players 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.
- Tee-ball 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 teams should organized their team equipment (bats, helmets, catcher gear) and leave it in the dugout/player bench area for the next Tee-ball team..
  - Exception: If the FCBC team(s) is/are playing in the last Tee-ball 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