

2009 FCBC Indoor Baseball Rules (Grades 3 - 8)

Recreational Division AND Competitive/Intermediate Division

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.

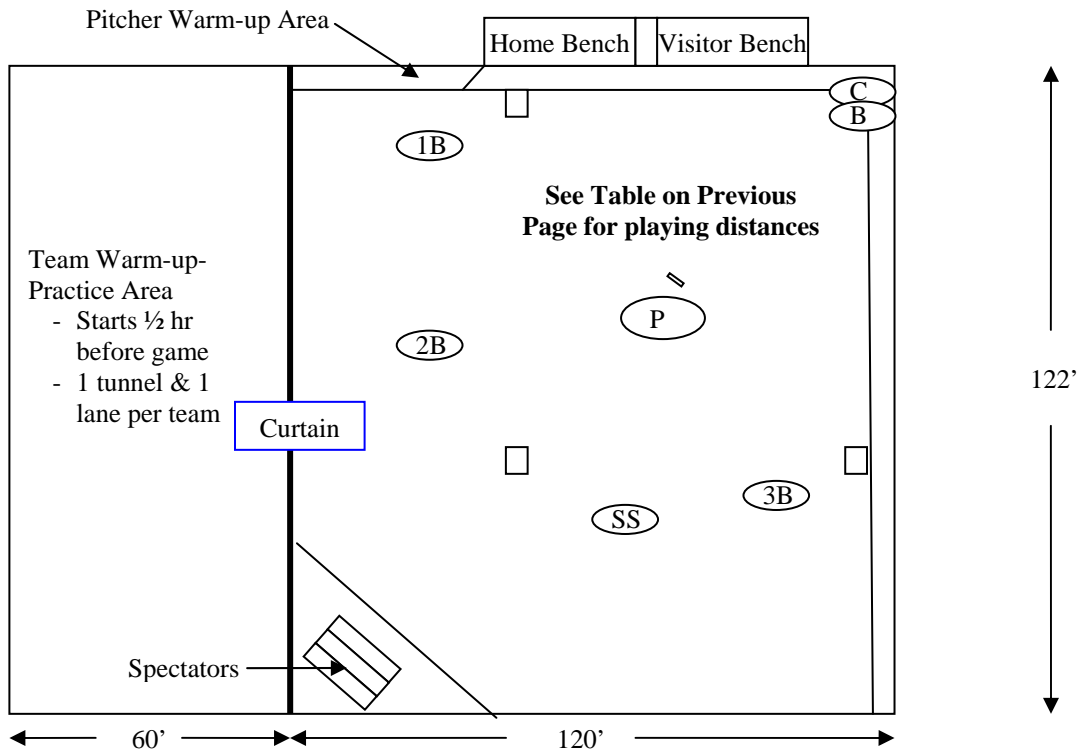
Note: These rules are substantially the same as the FCBC outdoor baseball rules for 9 through 14 year-olds. Note that there are three different sets of outdoor rules: Recreational, Intermediate, and Competitive – these three sets of rules are combined into this ONE document for Indoor Baseball. Differences by division are so noted. They have been modified only to address the unique facility requirements and/or the type of league being played (e.g. 6 defensive players on the field, a league type which is not used in outdoor FCBC baseball leagues).

- **RULE 1: Players, Field, & Equipment**

- **Players**

- For 3rd & 4th Grade CSU Club teams **NOT** Coach Intact Teams there will be **9** players on the field. With all other leagues there shall be 6 defensive players on the field at a time, 4 infielders, a pitcher & a catcher (see diagram below).

- **The Playing Field**



NO FOOD OR DRINK ALLOWED ON FIELD

Playing Distances			
Division	Age Group	Base Length	Pitching Distance
Recreational	Grades 3 & 4	60'	40'
	Grades 5 & 6	70'	46'
	Grades 7 & 8	80'	54'
Competitive/ Intermediate	Grades 3 & 4	65'	46'
	Grades 5 & 6	70'	50'
	Grades 7 & 8	80'	54'

- Synthetic Turf Field - turf looks, feels, and plays like real grass!

- The playing field will be 120 by 122', using the east 2/3 of the 180' x 120' playing surface
 - Standard MLB Bases put in anchors in the ground at the appropriate distance for the age group (see table above).
 - Pitcher plate set at the appropriate distance for the age group (see table above).
 - 30' netted ceiling; walls padded to 8' & netted above that to ceiling
 - The HOME team shall sit in the WEST Player Area behind first base and the VISITING team will sit in the EAST Player Area behind first base. The third base dugout is not used. (see diagram)
- 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 size of glove/mitts is not restricted.
 - Bats do not need to meet the NFHS length to weight ratio or the BESR performance standard. There is NO Bat Weight or Length Restriction.
 - The official ball shall be a Diamond DOL A or B Baseball provided by FCBC.
- **RULE 2 - Playing Terms and Definitions**
 - ***(Recreational Division, Grades 3 & 4 ONLY):*** There will be no balks called. However, every effort shall be made by the coach and the umpire to correct, between innings, any illegal acts committed by the pitcher.
 - 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 '10-run' or similar rule – just keep playing till the clock expires
- **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 field.**
 - On defense, free substitution shall be allowed. However, all players must play at least two innings per game or half of the game.
 - 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 5 players, and an automatic out will NOT be charged for the missing player. If a team has less than 5 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 6 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).

- Pitchers/Catchers that are warming up within the foul area of the ball field MUST do so behind the protective screen set up between them and the home plate area. **THIS WILL BE ENFORCED.**
- 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
 - 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 ball that passes OUTSIDE the yellow lines located on the ground 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**
 - A pitcher will be allowed five pitches or one minute to warm up between innings. The time starts from the time the last out is made on offense. This rule does not apply to new pitchers warming up prior to their first inning appearance. These pitchers shall have eight pitches to warm up.
 - Pitchers may pitch no more than two consecutive innings per game. Each out shall be considered 1/3 of an inning.
 - Once a pitcher has been removed from pitching, they may not pitch again during the same game (exceptions may be approved by the umpire in case of injuries).
- **RULE 7: Batting**
 - A team’s batting order shall consist of the entire roster of players present at the game.
- **RULE 8: Base running**
 - Sliding is allowed. Any slide must be feet first, and should be attempted only after proper training.
 - **Recreational Division, Grades 3 & 4 ONLY**
 - A batter is out when the umpire, regardless of whether the ball is caught by the catcher or not, calls the third strike.
 - 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.
 - Runners MAY NOT advance on passed balls
 - **Recreational Division, Grades 5 & 6 ONLY**
 - A batter is out when the umpire, regardless of whether the ball is caught by the catcher or not, calls the third strike. This does not stop a BASE RUNNER from advancing on a dropped/passed ball.
 - Stealing is allowed. However, leading off is not allowed. Base runners must remain in contact with their base until the ball has CROSSED the plate. Players leaving their base too soon shall be called out, and the ball shall be declared dead immediately.
 - Runners may advance on a passed ball

- **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 may take any position desired. The umpire is responsible for calling all plays at all bases, for calling balls and strikes, and for enforcing all rules of the game. 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 in fair territory **BEYOND** the yellow tape on the ceiling net, and then drop, are playable but cannot be caught for an out.
- Batted balls that hit the ‘Outfield Fence’ ‘on the fly,’ and then drop, are playable but cannot be caught for an out.
 - Definition: ‘Outfield Fence’ includes the blue/white drop-down curtain in right field, the chain link fence in center field, and the padded wall and vertical netting going ‘up’ in left field (to the point where it crosses the cable suspending the ceiling net).
- Batted balls that go over the fence in center field in the air will be ruled as a Home Run. Balls that bounce over, or go through in any way, the fence in center field, will be ruled as a double. The player should raise both hands above the head to signal that this has occurred.

Keeping things moving

- **Teams can practice/warm-up in their designated throwing lane and designated hitting tunnel in the West 1/3 starting 30 minutes prior to game start time – NOT before. Please do not ask to use space prior to the 30 minute warm-up period unless you are willing to pay for the additional time.**
- Teams should position themselves just behind the north end of blue/white curtain 5 minutes prior to game time. As soon as the umpire signals the end of the previous game, 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 the home team should take the field. The 55-minute game clock starts ‘on the hour’ whether the teams are ready or not.
- No time will be allowed for taking ‘infield’
- FCBC-formed teams should organized their team equipment (bats, helmets, catcher gear) and leave it in the dugout/player bench area for the next game in that division/age group.
 - Exception: If the FCBC-formed team(s) is/are playing in the last game of the day for that division/age group, 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
- Protective screens will be placed in foul territory next to beyond 1st base to allow for warming up a new pitcher while the game is going on.