

**KINDERGARTEN
LEVEL I
(Advanced T-Ball & Soft Toss)
LEAGUE RULES**

RULE 1 -Players, Field and Equipment

- There shall be **9** defensive players on the field at a time: **3** outfielders, 5 infielders and a catcher. All players are to play all positions during the season. Place some coaches in the field to assist with coaching instruction and development of players as the game is played.
- All fielders must stay behind the infield line, & outfielders must stay behind the baseline until the ball is hit. The infield line is an arc, 40 feet from the point of home plate at all points. In the event that such a line is not physically drawn on the field, coaches shall keep all players within such a distance in accordance with the spirit of the rule.
- No metal cleats will be allowed.
- The diamond shall be 50 feet between bases.
- The batting tee shall be located 3 feet behind home plate in line with 2nd base.
- There will be no pitcher's rubber or mound.
- The catcher shall be positioned on the opposite side of the batting tee from the batter. The catcher must wear a batting helmet, which includes ear protection at all times.
- Official throw down bases will be furnished by FCBC.
- The official ball to be used is a safety ball furnished by FCBC.

RULE 2 - Player Terms and Definitions

- There will be no balks or base on balls.
- Bunting will not be allowed.
- There are no infield flies.
- **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. THERE WILL BE NO COACH to COACH AGREEMENTS MADE to CHANGE THIS RULE.** A coach shall announce the last batter prior to their at bat.
- No sliding is allowed.

RULE 3 - Substituting - Coaching - Bench & Field Conduct-Charge Conference

- 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.
- A player who carelessly or unintentionally throws their bat or helmet shall receive 1 warning. Further infractions by the same player, or if the player intentionally throws their bat or helmet shall result in the player being called out (if not already out) & in forfeiture of their next turn at bat (with an automatic out).

RULE 4 --Starting and Ending the Game

- A regulation game consists of six innings or 1 hour. No inning shall be started after one hour.
- Ties will not be completed.
- The league will not reschedule rainouts; managers may reschedule un-played games at their option.
- 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 **9** players. If the opposing team does not have sufficient number of players, the team with fewer than **9** shall forfeit.

RULE 5 - Dead Ball - Suspension of Play

- On an overthrown ball that goes into foul territory, base runners shall only be awarded the bases to which they were **attempting to advance** at the time the ball crossed the baseline.
- Play on a batted ball ends when an **infielder is in control of the ball**.

RULE 6 – Pitching

- A one knee under hand soft toss technique will be used in Advanced T-Ball . Pitching over hand is NOT allowed in this league. If the player cannot hit the soft toss after three strikes, the ball will be placed on the tee where the batter will get three more strikes.
- A batter who misses the ball completely on the third strike (off the tee) is out. Please use good judgment on this.
- The coach will soft toss from a **distance of 20 feet**.

RULE 7 – Batting

- All players shall bat continuously without substitution while on offense.
- There shall be no penalty for batting out of order. Try to keep the same order in fairness to the players.
- Any batted ball that does not go at least ten feet 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 home plate umpire shall determine if the ball passed such a distance.

RULE 8- Base running

- Runners must remain in contact with their bases until the ball is hit. 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 will be called immediately, and the ball will be considered dead before the play.

RULE 9 - Scoring - Record Keeping

- Official game scores and team standings shall not be kept

RULE 10 - Umpiring

- Each team shall provide one umpire for each game. The umpires shall trade positions after three innings.
- The Umpire-In-Chief shall make the calls at home & third base, keep track of the count & number of outs & shall adjust the height of the batting tee. The field umpire shall make the calls at first and second base in the Field, & determine that all base runners remain in contact with their bases until the ball is hit.
 - The following diagram is a visual representation of field dimensions and player placement as outlined in Rule 1. The following rules also apply.
 1. Infielders 1-5 must assume a position similar to those used in traditional baseball.
 2. Outfielders 1-3 must assume a position approximately 70 feet away from home plate.
 3. Outfielders 1-3 must be evenly dispersed in the outfield.

The intent of this diagram is to ensure compliance with the player placement rule outline in Rule 1 and to simulate a defensive alignment similar to the alignment use in traditional baseball. FCBC considers placing players in positions not represented in this diagram to be a violation of FCBC Sportsmanship policy. Coaches shall chalk the home plate, foul line to 1st & 3rd, as well as mark off the 40 ft arch.

