

FIRST GRADE (COACH/Player Pitch)
LEVEL I
2010 LEAGUE RULES

RULE 1 - Players, Field and Equipment

- There shall be 9 defensive players on the field at a time, 3 outfielders, 5 infielders & a catcher.
- No metal cleats will be allowed.
- Catchers must wear a helmet, which includes ear protection. 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 diamond shall be 60 feet between bases.
- The pitcher's rubber shall be 35 feet from the point of home plate.
- Throw Down bases will be provided by FCBC.
- The official ball shall be a safe-t-ball provided by FCBC.

RULE 2 - Playing Terms and Definitions

- There will be no balks called.
- Bunting will not be allowed.
- There is 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 & 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

- 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 team may start or end a game with 8 players, and an automatic out will not be charged for the missing players. If a team has fewer than eight players, that team shall borrow players from the other team in order that the game will be played.
- 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 & in forfeiture of their next turn at bat (automatic out).

RULE 4 - Starting and Ending the Game

- Games shall start and end on time.
- A regulation games consists of 6 innings or 1 1/1 hours. No inning shall begin later than 1 1/2 hours after the game's scheduled starting time.
- The league will not reschedule rainouts. Managers may reschedule un-played games at their option.

RULE 5 - Dead Ball - Suspension of Play

- On an overthrown ball to first base that goes 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.

RULE 6 – Pitching: An adult pitcher will pitch to his or her own team.

- The adult pitcher shall be considered a defensive player.
- If a batted or thrown ball hits the adult pitcher, the ball remains live and play continues. If a batted ball lodges in the adult pitcher's clothing or is caught by the adult pitcher, the ball is dead, and the count reverts back to what it was before the pitch was thrown.
- If a batted ball hits the adult pitcher & 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.
- The adult pitcher should be either the coach or manager of the team, and shall pitch to the players of their team. If a coach or manger is unable to pitch, any ADULT may assume the pitching duties.
- The adult pitcher shall pitch to their own team when at bat. There are no restrictions as to how many adult pitchers are used in one game, or on how many times the pitcher may be replaced. If a change is made in the middle of inning, no warm-up pitches shall be permitted.
- Bases on balls are NOT awarded when an adult pitcher is pitching. If an adult pitcher is not able to throw strikes consistently, a new adult pitcher should be brought in.
- Adult pitchers are prohibited from fielding any batted or thrown ball, except in self-defense, other than a return throw from a fielder at the end of playing action. If a batted or thrown ball inadvertently strikes the adult pitcher, refer to the rule above dealing with this issue. If an adult pitcher, in the judgment of either umpire, intentionally fields a batted or thrown ball, **the batter is out and the play ends.**
- **Any combination of three strikes (swinging or looking) and the batter is out**

RULE 8 - Base Running

- Once the pitcher has control of the ball within an 8-foot radius of the pitcher's rubber, runners must remain in contact with their bases until the ball crosses home plate. The first time a runner leaves too soon, a warning shall be issued to the runner. The second time, the runner shall be called out. Each runner shall be issued one warning per time on base. Warnings and penalties shall be called immediately, and the ball will be considered dead before the pitch.

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 and third base, keep track of the count and number of outs, the Field Umpire shall make the calls at first and second base in the field, and determine that all base runners remain in contact with their bases until the ball has crossed the plate.