

# FCBC WINTER INDOOR RULES

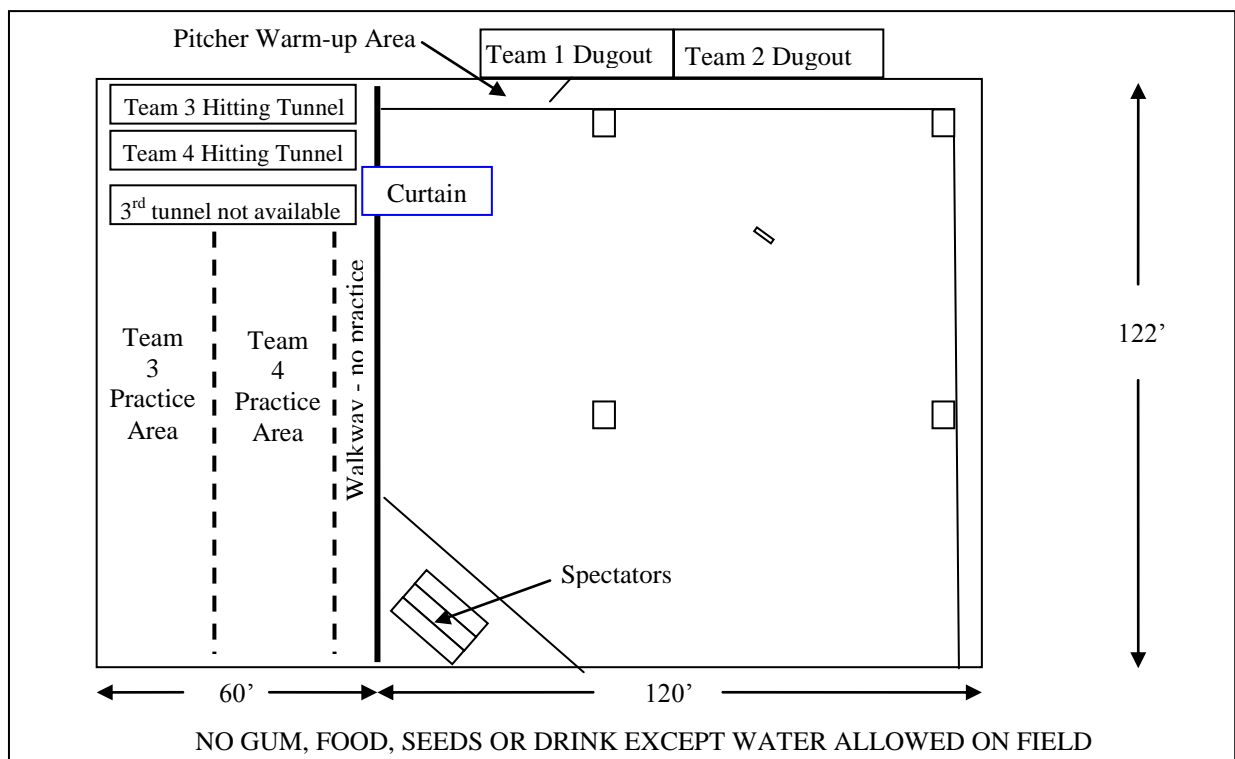
## 3RD & 4TH GRADE LEVEL II

### (Modified Baseball)

**Standard FCBC Rules for Outdoor 3<sup>RD</sup> & 4<sup>TH</sup> GRADE - LEVEL II (Modified Baseball) LEAGUES are used for FCBC Indoor Modified Baseball with the following notes and changes. Modifications have been made only to address the unique facility requirements of baseball played indoors.**

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

- The Playing Field
  - Synthetic Turf Field - turf looks, feels, and plays like real grass!
  - 30' netted ceiling; walls padded to 8' & netted above that to ceiling
  - The playing field will be 120 by 122' using the east 2/3 of the indoor field.
  - Protective screens placed in foul territory behind 1st base allow for new pitcher warm-up.
  - Standard MLB Bases & pitchers plate put in anchors in the ground at age appropriate distance.
  - Teams use the dugouts along the North Wall. The third base dugout is not used.
  - The West 1/3 of the facility is used as the warm-up/practice area for the next two teams.
  - Key Edge Sports Center Indoor Modified Baseball '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 baselines, it is a foul ball.
    - Batted balls that hit the ceiling net in fair territory BEYOND the baselines are playable but cannot be caught for an out.
    - Batted balls that hit the 'Outfield Fence' on the fly are playable but not catchable for an out. Definition: 'Outfield Fence' includes the curtain in right field, the spectator protection in center field, and the wall/vertical netting in left field.
    - Batted balls that go over the spectator protection in center field in the air will be ruled as a Home Run. Balls that bounce over, or go through in any way, any part of the outfield fence will be ruled as a double. The player should raise both hands above the head to signal this.



**RULE 2: Playing Terms and Definitions** - No modifications

**RULE 3: Substituting–Coaching – Bench & Field Conduct – Charge Conferences**

- Only one Head Coach and at most TWO Assistant Coaches are allowed on the playing field, in the dugouts, and in the warm-up/practice areas, along with the rostered players. Everyone else must sit in the designated spectator area or in the lobby.
  - *Why? Indoor space limitations and player/spectator safety*
- 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
- 55 minute games – a clock will be used - when 55 minutes are up, the game stops immediately
  - *Why? Indoor facility time is limited – longer games would mean higher fees.*
- 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 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.
  - *Why – player safety (don’t want them crashing into the walls.)*

**RULE 6: Pitching** - No modifications

**RULE 7: Batting** - No modifications

**RULE 8: Base running** - No modifications.

**RULE 9 – Scoring – Record Keeping** - No modifications

**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.

**Keeping things moving**

- Warm-up & Practice for teams will be in the West 1/3 field area, starting 1 hour BEFORE scheduled game time. 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.
- Teams and Coaches should be ready to move from the Warm-up/Practice Area to the playing field 5 minutes prior to the start of their schedule game time. The Home Team catcher should already be geared up! As soon as the play clock expires from the previous game, teams should advance to the field and put their bags outside a dugout. Once the dugout is clear, put the gear in it. The home team should immediately take the field. No infield warm- up is allowed, just warm-up pitches. The visiting team should immediately send a batter to on deck circle and then step to the plate when the pitcher has completed the designated number of warm-up pitches.
- After each game, coaching staffs must organize their team equipment (bats, helmets, catcher gear) and leave it in the dugout for the next team.
  - Exception: If the teams are playing in the last game for Grades 3 & 4 of the day, they must put the equipment bags in the storage area 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.