

**KINDERGARTEN**  
**LEVEL I: Advanced T-Ball with Soft Toss**  
**LEAGUE RULES**

All coaches are expected to familiarize themselves with the rules regarding conduct of coaches, spectators and players toward paid FCBC Umpires.

Note: Home team wears the royal side of jersey. Dugouts are first-come, first-claimed.

**RULE 1 -Players, Field and Equipment**

- 1-1 There shall be 10 defensive players on the field at a time: 4 outfielders, 5 infielders and a catcher. All players are to play all positions during the season. Place no more than 2 coaches in the field to assist with coaching instruction and development of players as the game is played.
- 1-1-4 The catcher shall be positioned on the opposite side of the batting tee from the batter.
- 1-1-5 All fielders must stay behind the infield line and 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.
- 1-2-1 The diamond shall be 50 feet between bases.
- 1-2-9 Official throw down bases will be furnished by FCBC for game play.
- 1-2-10 When used (after a strikeout), the batting tee shall be located behind home plate in line with 2nd base.
- 1-2-11 There will be no pitching rubber or mound.
- 1-3-1 The official ball shall be a Safe-T-Ball provided by FCBC.
- 1-3-4 Hitting aids: Only bats (including weighted warm-up bats) and items designed to remain part of the bat while warming up may be used for on-field, in-game warm-up.
- In other words, hitting aids – other than bat-weights (donuts, sleeves) – are not allowed for warm-up anywhere on the field (inside the fence in fair or foul territory) during a game. This includes Hurricanes, hitting sticks, Ts, and nets
- 1-3-6 The size of gloves/mitts is not restricted.
- 1-4-1 No metal cleats allowed.
- 1-5-4 The catcher must at all times wear a batting helmet that includes ear protection.
- 1-5-11 Non-traditional playing equipment must be reviewed by the League commissioner(s) before it will be permitted.
- 1-5-12 Jewelry shall not be worn (See 3.3.1d) except for religious or medical medals ... these items must be taped and worn under the uniform.

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**RULE 2 - Player Terms and Definitions**

- 2-8 Bunting is not allowed.
- 2-19 There is no infield fly rule.
- 2-20-2 A half-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. The last batter (and all runners on base) will advance the appropriate number of bases earned by the batted ball (see Rule 5). Do *not* have the runners continue running after the play has completed.

**RULE 3 - Substituting - Coaching - Bench & Field Conduct – Charged Conference**

- 3-1-1 If a team has less than 8 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. On defense, free substitution shall be allowed; *all players shall play at least every other inning.*

- 3-1-4 On offense the batting order shall contain the entire roster of players.

- 3-1-5 Player Removal: If a player is forced to leave the game due to injury or illness, an automatic out will not be charged in the batting order.

If a player is removed from the game due to injury while the team is on offense, the player who made the last out shall be inserted as a courtesy runner.

With any injury that requires the removal of a player from a game, the player must have written permission from a parent (or legal guardian) to resume play.

- 3-3-1c 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) and in forfeiture of their next turn at bat (with an automatic out).

- 3-3-1p Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc.). Offenders shall be ejected immediately upon discovery, and the league may impose additional sanctions.

**RULE 4 --Starting and Ending the Game**

- 4-2-1 **A regulation game consists of 6 innings or 1 hour.** No inning shall be started after one hour.

- 4-2-3 The league will not reschedule rainouts; managers may reschedule un-played games at their option.

**RULE 5 - Dead Ball - Suspension of Play**

- 5-1 Runners may *not* advance on overthrows. Once the defense has control of the ball in the infield, base running must stop. This rule is in place so that the defense is not disadvantaged for attempting to make a play! See also rule 8-1-1a.

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**RULE 6 – Pitching**

- 6-1-1 A one knee under-hand soft toss technique or a one knee overhand throw will be used in Advanced T-Ball. If the batter cannot hit the soft toss or overhand pitch after three strikes, the ball will be placed on the tee where the batter will get 1 swing at the ball. Hitting the tee is a strike and the batter is out. If the batter hits a foul ball, he/she will be allowed to swing again.
- 6-1-1 **The coach will under-hand toss or overhand throw from a distance of 20 feet.**
- 6-1-1-3 There will be no balks, base on balls, or base awards for hit-by-pitch.

**RULE 7 – Batting**

- 7-1 All players shall bat continuously without substitution while on offense. There shall be no penalty for batting out of order ... however, in fairness to the players, teams are expected to maintain the same batting order throughout a game.
- 7-4 If 3 outs are recorded in the inning, the batting order resumes where it left off. The next batter in the lineup will start the inning.
- 7-5 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**

- 8-1-1a Once the defense has control of the ball in the infield, base running must stop. Runners may *not* advance on overthrows.
- 8-2-8 **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 and penalties will be called immediately, and the ball will be considered dead before the play.
- 8-4-1e A batter is out when the umpire, regardless of whether the ball is caught by the catcher or not, calls the third strike. **Any combination of three strikes (swinging or looking) and the batter is out.**
- 8-4-2 No sliding is allowed.

**RULE 9 - Scoring - Record Keeping**

- 9-2-2 Official game scores and team standings will not be kept.

**RULE 10 - Umpiring**

- 10-1-1 Each team will provide one umpire for each game. The umpire must be at least 16 years old. If a team cannot provide an umpire then 2 umpires from the other team will be provided. The umpires shall trade positions after three innings. The Umpire-In-Chief (positioned behind home plate) shall make the calls at home and third base, keep track of the count and number of outs, and shall adjust the height of the batting tee. 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 is hit.

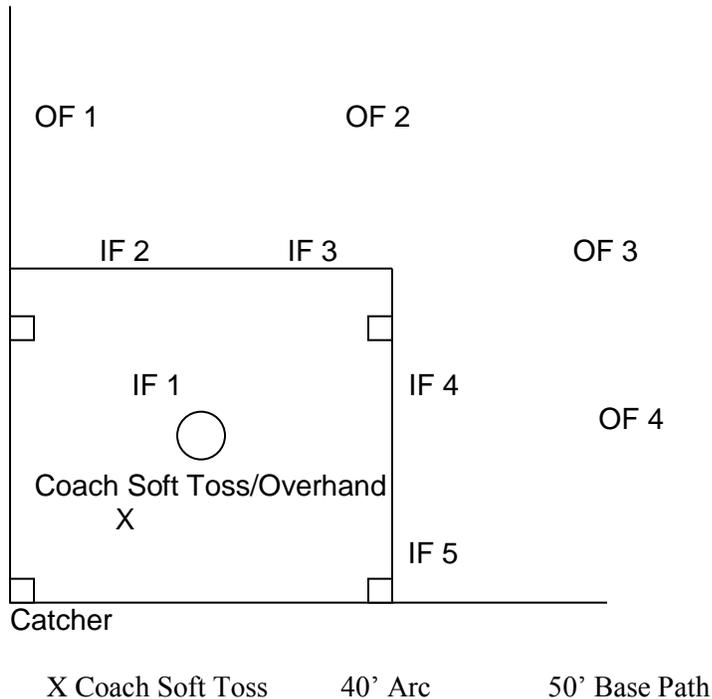
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## Field Diagram

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 1-4 must assume a position approximately 70 feet from home plate.
3. Outfielders 1-4 must be evenly dispersed in the outfield.

The intent of this diagram is to ensure compliance with the player placement rule outlined in Rule 1 and to create a defensive alignment similar to the alignment used in traditional baseball. FCBC considers placing players in positions not represented in this diagram to be a violation of FCBC Sportsmanship policy. Coaches shall mark the 40 ft arc.



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#### FCBC Additional Rules and Protocol

**Non-Game Team Functions:** Any use of alcohol by team personnel – before games, at tournaments, team parties, or any other functions where the players are present – is prohibited

**Suspension and Ejection Policy:** The following league ejection and suspension policies will be in effect for all League games and Tournaments, including the End-of-Season Playoff:

#### **Definition of terms:**

- Ejection: A penalty for un-sportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.
- Suspension: A penalty for un-sportsmanlike or other inappropriate conduct. The League Recreational Committee governs suspensions. A suspension is additional punishment to an ejection. A player, coach, or other person associated with a team may be suspended even if they haven't been previously ejected.

#### **Ejections:**

- Coach Ejections: All coach ejections are governed by the NFHS baseball rules.
- Player Ejections: All player ejections are governed by the NFHS baseball rules.

#### **Suspensions:**

- Coach Suspensions: **A coach, or other person associated with the team, who is ejected from any league game will be suspended for a minimum of one (1) additional game, and is not allowed on site at the game or warm-up. A coach, or other person associated with the team, may be suspended for more than one game.** A coach, or other person associated with the team, may be suspended without having been previously ejected. If both sanctioned coaches are ejected from the same game then the head coach is suspended from the next league game and the manager is suspended from the subsequent league game.
- Player Suspensions: All player ejections will be reviewed by the Competitive Committee to determine if a suspension is necessary.