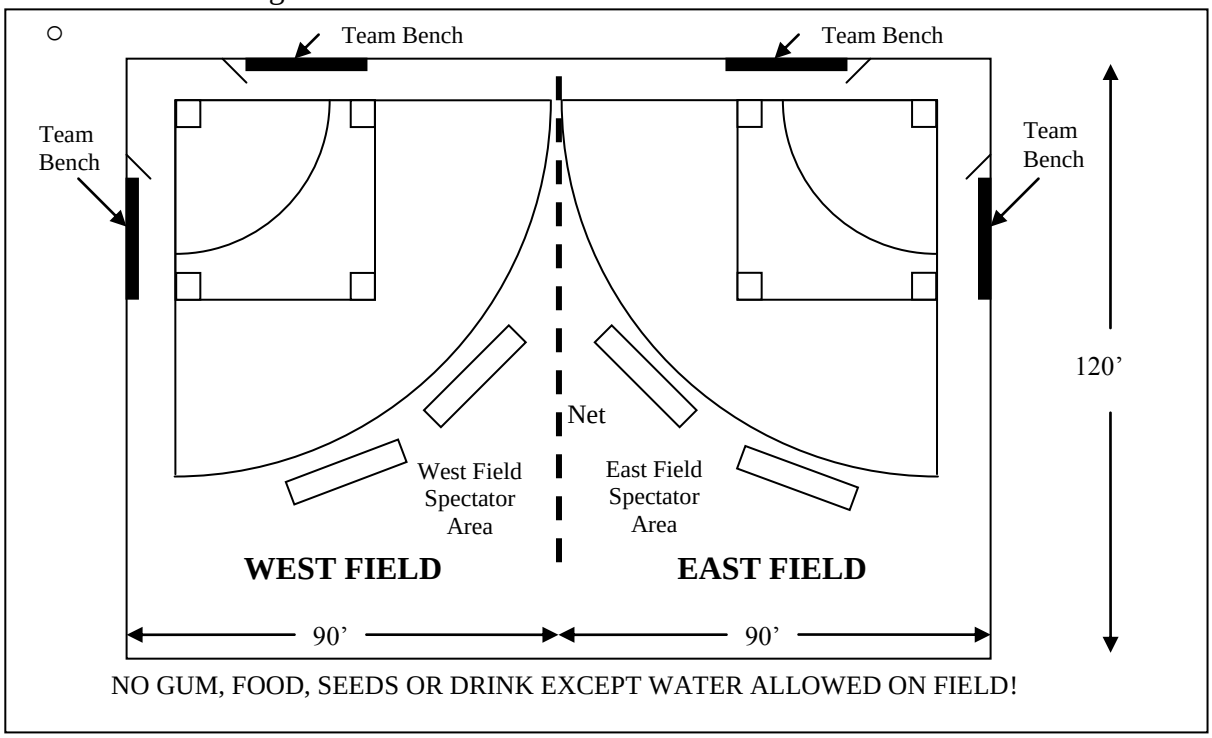
FCBC WINTER INDOOR RULES
KINDERGARTEN LEVEL I
(Advanced T-Ball & Soft Toss)

Standard FCBC Rules for Outdoor KINDERGARTEN - LEVEL I (Advanced T-ball & Soft Toss) LEAGUES are used for FCBC Indoor Tee-ball with the following notes and changes. Modifications have been made only to address the unique facility requirements of Tee-ball 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
  - There will be two standard FCBC Tee-ball fields set up at the same time on the 180’ x 120’ Edge Sports Center indoor Field
  - Each field will be 90’ x 120’
  - These fields are named West Field & East Field
  - West Field and East Field are separated by a net
  - Player Bench areas are located along the walls on the 1st & 3rd baselines of each field. These areas are protected from batted balls by an infield screen. The actual recessed player areas (dugouts) on the East Wall and North Wall are NOT used in Tee-ball leagues.
- Key Edge Sports Center Indoor Tee-ball ‘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.
  - 

RULE 2 - Playing Terms and Definitions - No modifications

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

- Only one Head Coach and at most THREE Assistant Coaches are allowed on the playing field and in the player bench areas, along with the rostered players. Everyone else must sit in the designated spectator area.
    - *Why? Indoor space limitations and player/spectator safety (no on-field fences exist)*
- 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 on the field. Parents, siblings and other spectators must remain in the lobby during this time.
    - *Why? Spectator safety. There are FOUR teams active on the field at the same time! They need as much space as they can get, and there are no on-field fences to protect spectators.*
- 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.
- Tee-ball Teams and Coaches should be ready to enter the field 5 minutes prior to the start of their 1 ½ hour session time. As soon as the play clock expires from the previous game, the next set of teams should advance to the field and put their bags outside their player bench area. Once the teams of the previous game have left the bench area, the new teams should store their gear under the benches and warm up should begin immediately.
- After each game, coaching staffs must organize their team equipment (bats, helmets, catcher gear) and leave it in the player bench area for the next Tee-ball team.
    - Exception: If the teams are playing in the last game of the day, 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