

2010

FAYETTE COUNTY BASEBALL ASSOCIATION

PARK RULES

FCBA IS A MEMBER OF THE NATIONS BASEBALL YOUTH BASEBALL PROGRAM. OUR PARK RULES SUPPLEMENT NATIONS BASEBALL GUIDELINES & REGULATIONS WHICH MAY BE FOUND ON-LINE AT www.nations-baseball.com.

THESE RULES APPLY ONLY TO LEAGUE PLAY WITHIN THE JURISDICTION OF FCBA AND ARE NOT INTENDED FOR USE IN TOURNAMENT PLAY.

TABLE OF CONTENTS

<u>TOPIC</u>	<u>PAGE</u>
A. MEMBERSHIP, REGISTRATION, AND DRAFT	2
B. SELECT CLASS - Post Season Play	2-3
C. PARTICIPATION REQUIREMENTS	3-4
D. GAME LENGTH / OFFICIAL GAMES	4-5
E. GAME SPEED	5
F. SUSPENDED GAME / MAKE-UP GAME	5
G. CURFEW AND EVENT LIMITATION	6
H. PROTEST PROCEDURES	6
I. MANAGER / COACH INFORMATION AND PARTICIPANT CONDUCT	7-8
J. GENERAL INFORMATION	10
K. DRAFT PROCEDURES	9-11
L. RULES OF THE GAME	11-12
M. PRE-T AGE GROUP RULE	12
N. FALL BALL RULES	12

A. MEMBERSHIP, REGISTRATION, AND DRAFT

1. Membership shall be limited to children of Fayette County residents. FCBA By-Laws do not permit non-residents to become members of the association. Only parents or legal guardians may register their child.

EXEMPTION - Any child attending public schools in Fayette County may register as a member with acceptable verification, such as a report card.

2. Membership terminates when a child fails to register for the next spring season. Players, who maintain their membership, though moving from Fayette County, are deemed to have a Grandfathered Membership.
3. FCBA Board shall not charge an impact fee to permit non-residents to play.
4. A copy of the player's birth certificate and an acceptable proof of residency must be provided at registration. A Grandfathered Membership must be verified by the association's president. Acceptable proof of residency includes, but is not limited to a student I.D. card, tax bill, report card, tag receipt, or utility bill.
5. Parent(s) or legal guardians shall indicate on the registration form whether their child is registering to play in the Metro Class (recreational) or one of the Select Classes (competitive). Failure to do so will result in the child being registered for the Metro Class.
6. Registering a child for a Select Class does not guarantee the child a position in this class. All children registering for the Select Class level of play must enter the draft and tryout, unless their parents have previously entered into a player contract (SECTION K) with an approved Select Class team. Any player registering for Select Class not drafted or under contract will automatically be placed in the draft for the Metro Class.
7. All children registered during open registration are guaranteed a position in the Metro Class.
8. Waiting lists will be maintained at the Age Group Coordinators discretion following the FCBA Park Rule K.11. Those registering late are not guaranteed a position in the Metro Class.
9. A registration fee shall not be refunded after the draft takes place.
10. Parental requests not to be drafted by a particular team or manager must be written on the top of the registration form.

B. SELECT CLASS - Post Season Play

1. The Select Class teams with the best FCBA regular season records for their age group will represent Fayette County as playoff teams in their respective age group. In the event any teams have the same record and tournament awards are not available for the same number of teams, the tie breaker will be determined, first by head to head competition and, if necessary, a single playoff game or games if more than 2 teams are involved. The age group coordinator will determine when this game(s) will be played. FCBA pitching rules will apply.

2. There will be a minimum of one day's rest after the regular season ends before any play-off game is played.
3. If FCBA agrees to be a Nations Baseball post season tournament host site, any FCBA team playing at the host site will be required to provide workers for the tournament, unless the FCBA makes other arrangements.
4. Select Class teams NOT willing to compete in post-season play must declare in writing their intent no less than 30 days prior to the end of the regular season. Any team advancing in Nations Baseball post season play will continue through the World Series or until eliminated from play.
 - a. Any team that drops out of post season play, the entire coaching staff will be suspended from FCBA play for ONE YEAR from the date of the infraction.
 - b. Any team that forfeits out of Nations Baseball post season play has 24 hours to notify FCBA President. It will be at the Board of Directors discretion whether the entire coaching staff is suspended.
5. Select Class County Champions will be decided as follows:
 - a. overall regular season team record,
 - b. head-to-head record (regular season games only)
 - c. A single playoff game as described in B.1 above
6. For post season play, the draft order for "picking up" additional players as well as tournament site selection will be determined by:
 - a. overall regular season team record,
 - b. head-to-head record (regular season and playoff games)
 - c. coin toss
 - d. Any player that declines an offer to play in FCBA Post Season play will have his/her name removed from the draft pool for the remainder of post season.

C. PARTICIPATION REQUIREMENTS

1. The playing week is defined as Monday through Sunday
 NOTE: Rules #C.2 - C.6 apply to all teams age 14-and-under.
2. Each player is required to play a minimum of two (2) innings in the field in games lasting four (4) innings. In games lasting six (6) innings a minimum of three (3) innings of play is required.
3. Players arriving before the end of the third inning may be added to the bottom of the batting order and allowed to pick up play at that point.
4. If a manager does not allow a player to participate because of disciplinary reasons, he must notify the official scorekeeper and opposing manager prior to the game, or immediately, if this action takes place during the game. The manager must inform the parents and league coordinator of this action ASAP. Any disciplinary action in excess of one (1) game dealing with sportsmanship must be brought to the attention of the Board of Directors in writing (within 24 hours).

5. Continuous batting order will be used in all age groups.
6. All participants and coordinators are jointly responsible for enforcement of Rules #C.2 - C.5.
7. **PENALTY:** Failure of a team to observe these "minimum play" rules will result in forfeiture of the game and suspension of the manager for a period to be determined by the Board of Directors.
8. Unlimited re-entry/substitution of a player will be allowed, with the exception of the pitcher. **THE BATTING ORDER MUST NOT CHANGE.** Any pitcher can re-enter the game once as the pitcher unless a second charged visit is assessed.
9. Should injury or illness prevent a player from playing, the player will be called out upon his first appearance in the batting order; thereafter, his spot is simply skipped.
10. Each manager will be required to present his complete roster to the opposing manager indicating the status of each player. Players not eligible to play in the game because of illness, absence or other reasons must be specifically identified on the roster. Players not on this roster are ineligible in the event a "suspended game" situation arises.
11. No FCBA Games will be changed or rescheduled for any other league or tournament play.

D. GAME LENGTH / OFFICIAL GAMES

1. Control of the ball game will be turned over to the umpire at the time of the managers' meeting at home plate. The umpire will notify the Home Team scorekeeper of the official "game time". Home Team scorekeeper is the official scorekeeper.
2. For the purpose of filling the minimum roster requirements for the age group, the umpires shall permit a 15-minute grace ONLY for the first scheduled game of the day. No grace period shall be permitted after the first game of the day.
3. An official game is complete when the inning limit has been reached or in the case of time limit when the home team has completed their half of the inning. Should a game need to be suspended due to poor weather or field conditions, the game will be considered a complete after the specified inning limit has been reached.

AGE DIVISION	INNINGS	TIME	WEATHER	FIELD CONDITIONS *
T-BALL	5	1 HOUR 30 MIN.	3.5	4
7/8	6	1 HOUR 30 MIN.	3.5	4
9/10	6	1 HOUR 30 MIN.	3.5	4
11/12	7	1 HOUR 45 MIN.	4.5	4
13/14	7	1 HOUR 50 MIN	4.5	4

* indicates previous half inning when home team leads.

4. No new inning may start after the game time has exceeded the time indicated in Rule #D.3. unless the game is tied.
5. A game called by the time limit is considered an official game regardless of the number of innings completed, unless the score is tied. In 14 and under, a tied game will be continued only through enough complete innings needed to break the tie when the time has expired.
6. No game is to exceed two hours, 15 minutes (2:15) if another game follows.
7. If a game has exceeded the required number of innings to be a complete game and the game is stopped in part of an inning, the game will end in a tie (or actual score if the visiting team has gone ahead) and be resumed utilizing the "Suspended Game" rules. The official scorekeeper is responsible for recording the game situation to be used in resuming the game, including balls, strikes, outs, baserunner locations, and score.
8. Mercy Rule - Refer to C. 13 of Nations Baseball Guidelines & Regulations.

E. GAME SPEED

1. Each team will be allowed one (1) charged conference per inning while on offense.
2. Batter must keep one foot in the batters box between pitches.

F. SUSPENDED GAME / MAKEUP GAME

1. Suspended game: (resuming a suspended game)
 - a. When the game is suspended prior to completion as defined earlier (Section D -"Game Length / Official Games"), this rule will apply for completion of the game when it is resumed. In order for a suspended game to be completed, the line up must be kept as near the same as possible and pitching limitations will apply in the week in which the game is completed.
 - b. Any player participating in a resumed game must keep the same relative spot in the batting order from the suspended game if the player was in the original, suspended game. All other players may be located in the lineup as desired. For age groups observing the continuous batting order, relative batting order must be maintained in the resumed game.
 - c. Any pitcher having pitched in the suspended game will be governed by pitching rules in the week in which the suspended game was started (SEE PITCHING LIMITATIONS).
 - d. Continuation of a suspended game will be governed by the definition of a complete game. (See D. Game Length / Official Games)
2. Makeup games: If a game is called or suspended for any reason, the makeup date will be determined solely by the age group coordinator. Every effort should be made to get this game completed as soon as possible, including Wednesday evenings and Sunday afternoons.
3. Any game stopped before completion will be considered a suspended game.

G. CURFEW AND EVENT LIMITATION

1. The following curfews apply only when school is in session.

<u>AGE DIVISION</u>	<u>MON. - SUN.</u>
T-BALL	10:00 PM
7/8	10:30 PM
9/10	10:30 PM
11/12	10:30 PM
13/14	11:00 PM

2. The number of events (i.e., games, fielding practice, batting practice, etc.) for age groups 6U shall not exceed (4) four per week (Monday through Sunday), and shall not exceed (1) one hour and 30 minutes per day.

H. PROTEST PROCEDURE

1. Protest will be handled as follows:

a) Manager must call "time-out" at time of infraction. Umpire(s) must be notified of infraction. If manager is not satisfied with umpires ruling he must verbally notify umpire that game is under protest. The manager must ensure that umpire properly notes protest in official scorebook (home team scorebook) where the protested infraction took place. Umpire must sign official scorebook. Note: No protest concerning the judgment of officials will be allowed.

b) Protest must be in writing to the league coordinator within 48 hours after the game in question. The coordinator will advise the manager whether he considers the protest valid or invalid. A fee of \$50.00 must accompany each protest. The protest fee is automatically forfeited if the protest is not upheld by the Protest Committee, and will be deposited in the general fund of the Baseball Association.

c) Protest shall be channeled through:

- (1st) Coordinator
- (2nd) Commissioner
- (3rd) Protest Committee

d) If a protest is not withdrawn at the league coordinator level, it will be presented to the Commissioner who will advise as to whether he considers the protest valid.

e) If a protest is not withdrawn at the Commissioner level, it will be submitted to the Protest Committee for their consideration and ruling. The decision of the Protest Committee is final.

f) The protest must be ruled on conclusively within 10 days after its original submission; otherwise, the fee is automatically refunded and the protest is denied.

2. The Protest Committee will be appointed by the President and approved by the FCBA Board of Directors.

I. MANAGER / COACH INFORMATION AND PARTICIPANT CONDUCT

1. All managers and coaches must be approved by the FCBA Board of Directors and submit to county background checks. All managers and coaches applications must be approved as soon as possible. All teams in each age group must have an approved manager before tryouts for that age group is held.
2. All managers must be certified by either Doyle Baseball or NYSCA.
3. Managers are only allowed to manage one team.
4. Once a manager has been awarded a team, he/she must manage that team or withdraw completely for that season. Any exception to this rule must have the approval of the Board of Directors.
5. All managers are required to inform the parents of his/her team of all league rules. The manager is required to have at least one (1) team meeting with the parents prior to the start of the regular season.
6. All managers will turn in all equipment issued by the FCBA. This includes bats, batting helmets, catching equipment, keys and all baseballs. This will be done immediately following their final game of the season at the ball field. Managers not conforming to this rule will forfeit their right to participate in baseball under the auspices of the FCBA. **A post-dated check for the amount of \$200.00 will be required from the manager before equipment is issued.**
7. Managers (and coaches) will not debate judgment calls with anyone whatsoever. A committee from the Board of Directors will investigate any manager, coach, official, parent, fan or player involved in unethical conduct. Anyone involved will be suspended until the Board of Directors takes action. **Managers ONLY are allowed to talk to the umpires.** Any coach that approaches an umpire to discuss any call will be automatically ejected.
8. There will be **NO ALCOHOLIC BEVERAGES** allowed on any recreational grounds in Fayette County. This applies to everyone (managers, coaches, officials, parents, players, and fans).
9. There will be **NO TOBACCO PRODUCTS** allowed in the park. Designated smoking area will be in the paved parking lot **only**. This includes the umpires and applies to games and practices year around.
10. Each team in every league is responsible for the maintenance of the fields and concession area. Everyone is requested to assist in this chore, regardless of the location of the game.
11. No practice session will exceed **two (2) hours per day year around**. All practices must be scheduled through the Age Group Coordinator.
12. Managers and coaches may only manage and coach from their positions on the field; either the coach's box while on offense or the dugout while on defense.
13. Beginning thirty- (30) minutes prior to game time, each participating team will divide warm-up time evenly. Under no circumstances will a team have less than five (5) minutes warm-up. No team is to warm up ONE HOUR prior to scheduled game time. VIOLATION OF THIS RULE WILL RESULT IN ONE GAME FORFIET AND MANAGER SUSPENDED FOR THREE GAMES.

14. Each team will be allowed one (1) manager and three (3) coaches in the dugout at all times.
 - a. Only 2 offensive players allowed on the field between innings.
 - b. No hitting sticks or other training aides allowed once game has started.
 - c. No player will coach bases.
 - d. Soft toss allowed with plastic balls only.
 15. ALL MANAGERS: If an umpire does not show up at a game, the home team manager must notify their age division coordinator. The coordinator must notify the treasurer and/or the umpire in charge of the day and game involved. The game may be played utilizing an amateur umpire(s) with the approval of both managers. These games are official and will be counted in the official standings. No protests will be allowed in these games.
 16. Any time there is an organized workday scheduled by the age division coordinator, it is the responsibility of every team manager to have at least two (2) representatives present. Workers are required to work until dismissed by the coordinator. Penalty: The manager will not be allowed on the field during the first game. **NO TEAM WILL PRACTICE ON THE FIELDS AFTER WORKDAY HAS BEEN COMPLETED ON SPECIFIED WORKDAYS.**
 17. Unnecessary harassment of players by other teams, spectators, bystanders etc. will not be tolerated. The umpire's discretion will determine this infraction. After the first warning, the manager will be ejected. After a second warning, the game will be forfeited.
 18. Fighting during or after a game by players on FCBA property is forbidden. Players involved in fighting will be issued a consecutive 3 game suspension. **ADULTS FIGHTING WILL BE PROSECUTED.**
 19. After any game, no one shall challenge an umpire either verbally or physically.

Penalty for the First Offense, that person will not be allowed into the park for one game.

Penalty for Second Offense, that person will be banned from the park for the rest of the season including post season.
 20. Game Ejections: Two ejections in a season will constitute a one game suspension. The third ejection will constitute a suspension for the remainder of the season. Appeals may be made to the Board.
- ***Rules 17, 18, 19 & 20 apply to all Fayette County Baseball Participants.*****
21. Any Player who attempts to bulldog a player at any base when a play is being made will be ejected.
 22. Fake Bunt: A batter squaring to bunt must either attempt to bunt the ball or take the pitch. A batter who squares to bunt and then attempts to strike the ball from other than a bunting stance (fake bunt) is to be called out immediately.
 23. **Managers are not to make any changes at the home plate meeting prior to a game.**

J. GENERAL INFORMATION

1. Any team not participating in opening day ceremonies (if held) will forfeit their first official game. THIS RULE DOES NOT APPLY TO AGE 11/12 and older. The parade is optional for these older ages' groups.
2. The FCBA baseball season is not over until ALL tournaments are over. Volunteer help is important during the regular season and during tournaments.
3. No glass containers are permitted in the dugouts.
4. Each team is responsible for policing the dugout and the stand area at the completion of the game and disposing of trash appropriately.
5. No player from the waiting list is to be added to a team after the deadline for rosters has been given to the State Director of the age group.
6. Uniforms not provided by FCBA can be worn; however, a player will not be forced to purchase a 2nd uniform.
7. No form of advertisement, including but not limited to logos, will be allowed on uniforms or equipment used by players or coaches within fenced playing area during FCBA sponsored events. Violation shall result in forfeiture of game. Sponsors are permitted to advertise within the park by purchasing signs that will be placed on the outfield fencing of the desired playing field.
8. The fields will close to any and all activities when games have been cancelled due to the weather. STAY OFF FIELDS

K. DRAFT PROCEDURES

Player contracts will be considered binding only after the date the age group coordinator officially gives them to all qualified coaches.

Team rosters will be official and must be turned in by the end of registration.

Should a situation occur beyond a contracted player's control, he can be released from that contract and can sign with another team, manager or he can be returned to the hat. These circumstances include but are not limited to not enough players to field a competitive team or a manager leaves the association or decides not to manage or coach.

1. There will be NO trades. This includes during the draft.
2. The Draft is to be conducted by the coordinator of the age group.
3. Those present for the draft will include **only** a team manager and one (1) coach from each team.
4. A manager's child must count as a freeze. If he/she has more than one child (twins, triplets, etc.), each one must count as one (1) freeze. This child (ren) cannot be exposed to the general draft.
5. The sibling(s) of a frozen player will be automatically assigned to the same team, unless otherwise indicated by the player's parent. Each sibling will be counted as a freeze for the team.

6. TEAM FREEZE LIMITS

<u>AGE DIVISION</u>	<u>SELECT CLASS</u>	<u>METRO CLASS</u>
T-BALL	12	4
7/8	12	4
9/10	12	4
11/12	12	4
13/14	12	4

7. There will be a maximum of 12 players per team. Players in excess of 12 will require age division coordinator approval.

8. DRAFT PROCEDURES WHEN "SPLIT" SEASON IS IN EFFECT

In the event any age group has insufficient players and/or teams to support a Metro Class, all teams will follow the Metro Class draft procedures (See #K.10)

9. **SELECT CLASS DRAFT PROCEDURES**

- a) Select Class teams are encouraged to freeze the maximum number of players permitted to be assured a team in this league. Select Class League must have 6 freezes to reserve a team. Teams with less than 6 freezes will be on an as needed basis.
- b) There must be at least enough players in the tryout pool to allow each team to have a minimum of eleven (11) players. In the event the number of players in the tryout pool is insufficient to support this, any team, freezing fewer than the maximum allowed will not be permitted to exhaust the pool for the purpose of equalization.
- c) The Select Class will have a true equalization draft.
- d) The draft will be conducted on an up and down basis as declared by FCBA and the teams will draw for the draft order.
- e) Any player not "frozen" by a team prior to tryouts and who does not participate in tryouts will be placed in the hat. Any team has the option to go to the hat at anytime during the draft.
- f) If the number of teams participating in the Select Class does not exhaust the Select Class tryout pool, and all Select Class teams have the required number of players, any excess players in the tryout pool will be added to the Metro Class master draft roster.

10. **METRO CLASS DRAFT PROCEDURES**

- a) True equalization will be enforced for the Metro Class.
- b) In the Metro Class, equalization and draft will be chosen from the master draft roster. Equalization will occur by age group.
- c) The draft will be conducted on an up and down basis as declared by FCBA and the teams will draw for the draft order.

- d) Any player not "frozen" by a team prior to tryouts and who does not participate in tryouts will be drafted by name or will have their name placed in the hat to be drawn.
11. The Age Group Coordinator will assign players from a waiting list in accordance with the following guidelines:
- a) To establish as much as possible an equalization of teams by player number, if a player shortage is caused by injury, illness or the departure of a player away from the league area of jurisdiction. If a team shortage is caused by the resignation of a player, then the Board of Directors will decide the assignment of the new player.
 - b) Move-ins and late sign-ups will be on a first-come basis, and will go on a team that falls below the maximum number of players. The coordinator will be responsible for assigning players to a team. It will be the responsibility of the manager to notify the age division coordinator if a player leaves a team.
12. Returning team in the same age group has Team Name priority. All other team names are picked by managing seniority.

I. RULES OF THE GAME

Section IX. Rules of The Game, Nations Baseball Guidelines & Regulations will be followed where applicable at all times unless superseded by FCBA Park Rules above or listed below as suspended or modified.

Suspended Nations Baseball Guidelines & Regulations:

- 1. Section IX. E. 8U Player Pitch Guidelines and Regulations
- 2. Section IX. G. 6U, 7U, & 8U Machine Pitch Rules and Regulations
- 3. Section IX. I. 9U Modified Stealing Rules and Regulations (Optional)
- 4. Section IIX Guidelines for Protest

Modified Nations Baseball Guidelines & Regulations:

- 1. Section IX. F. 6U, 7U, & 8U Coach Pitch Rules and Regulations will apply only to ages 7U and 8U.
- 2. Section IX. H. 4U, 5U, & 6U T-Ball Rules & Regulations will apply only to ages 5U and 6U.
- 3. Section IX. H.1. is modified as follows:

There are six infielders: first base, second base, shortstop, third base, catcher, and middle infielder (pitcher's position in most games). The middle infielder must be in the pitching circle. All remaining roster players will play in the outfield area.

- 4. Section IX. H.6. is modified as follows:

All teams must roster bat for all games and field all players. Teams must begin a game with nine players, but one player must be a pitcher. Late arrivals shall be added to the bottom of the batting order.

5. Section IX. H.11. is modified as follows:

Two defensive coaches are allowed in the outfield and must coach from this area. Defensive coaches cannot enter the infield at any time unless approved by the umpire or for an injury.

6. Section IX. H.16. is modified as follows:

Each batter is allowed three pitches to put the ball in play from a designated coach pitcher. If a batter hits a foul ball on the third pitch, the batter is allowed to continue batting until either contact is not made with the ball or the ball is put in play.

There is a pitching plate 44 feet from the tip of home plate from which the coach pitcher must pitch. If a batted ball hits the coach pitcher, play continues. The coach pitcher must make every effort to avoid being hit by a batted ball. The coach pitcher must exit the field of play immediately after the ball is put in play to an area in front of the first base dugout. If the coach pitcher obstructs play, the batter will be declared out and runners will return to last base occupied. Pitching with a knee on the ground is not permitted.

If the batter has not hit safely or been put out after the allowed pitches, the game will proceed with the batter hitting from a tee. The umpire will place the ball on the tee and instruct the batter to swing. The batter is allowed two swings to put the ball in play from the tee. If the batter fails to put the ball in play after the second attempt, the batter is declared out.

An offensive coach may place a batter only in the batter's box. The coach may not position the batter in any manner so as to position the player to hit the baseball in a specific direction (e.g., down third base line). If batter needs further assistance, the umpire shall aid the batter. If a batter refuses to bat, the player is declared out.

M. RULES SPECIFIC TO THE "PRE-T-BALL" AGE GROUP

1. This league is available to:
 - a) Players who will be 4 years old during the calendar year.
 - b) First time 5-year old players who have a sibling playing in this league.
2. Each team will be allowed four (4) freezes; the freeze concept for this league should befor transportation/playmate reasons rather than for competitive reasons.
3. All non-frozen players will be drawn from a hat.
4. Each team will consist of a maximum of 14 players.
5. A ball game will consist of three (3) innings or the completion of any inning after 1 hour time limit. All Play - All Bat - No Outs - No Score.
6. The age group coordinator and managers will decide on rules of play. The purpose of this league is simply to have fun and prepare players for the 5-6 year old T-Ball program. Flexibility is crucial. Remember - this is a combination of recreational fun and learning!

N. FALL BALL WILL FOLLOW METRO CLASS RULES FOR ALL AGE GROUPS.