



Fayette County Baseball Association League Rules

FCBA RULES SUPPLEMENT THE RULES OF NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS BASEBALL RULES. OTHERWISE KNOW AS "NFHS"

THESE RULES APPLY TO THE FAYETTE COUNTY BASEBALL ASSOCIATION AND MAY OR MAY NOT BE ALLOWED IN TOURNAMENT PLAY OR PLAY OUTSIDE JURISDICTION OF THE FAYETTE COUNTY BASEBALL ASSOCIATION.

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- I. PLAYER REGISTRATION / ELIGIBILITY
 - A. Full membership shall be limited to children of Fayette County residents. Participation is also allowed for certain non-Fayette County residents if the registered player attends public school in Fayette County, or is frozen on a team roster, no more than half of which shall consist of non-Fayette County resident players. FCBA By-Laws do not permit non-residents to become members of the association other than in the capacities described above. Only parents or legal guardians may register their child.
 - B. Membership terminates when a child fails to register for the next spring season.
 - C. FCBA Board shall charge an impact fee to permit non-residents to play. This fee shall be set by the Board of Directors prior to each season.
 - D. A copy of the player's birth certificate and an acceptable proof of residency must be provided at registration. Acceptable proof of residency includes, but is not limited to, a student I.D. card, tax bill, report card, tag receipt, or utility bill.
 - E. Parent(s) or legal guardian(s) will indicate on the registration form that their child is registering to play in the diamond league
 - F. All children registered during open registration are guaranteed a position in the diamond league.
 - G. All of the children registered for Elite during open registration and do NOT get picked up on an Elite team are guaranteed a position on a diamond league team.
 - H. Waiting lists will be maintained at the Age Group Coordinator's discretion per FCBA rules. Those registering late are not guaranteed a position in the diamond league.
 - I. Registration fee refunds:
 1. No refund will be given after the draft regardless of division.
 2. Full refund will be given if the player drops out before the draft takes place.
 - J. Parental requests not to be drafted by a particular team or manager must be written on the top of the registration form. Only 1 request per season.



K. Diamond Players may not play up to more than 2 single age groups. For example, if the player's playing age for the year is 10 then the player may play in 12U. If the player's playing age is 9 then the player is not eligible to play in 12U, that player would only qualify to play in 10U.

L. Playing Age

1. The calendar season runs from August 1 to July 30

- 4U Division Players who turn 5 prior to May 1 of the current season are not eligible
- 5U Division Players who turn 6 prior to May 1 of the current season are not eligible
- 6U Division Players who turn 7 prior to May 1 of the current season are not eligible
- 7U Division Players who turn 8 prior to May 1 of the current season are not eligible
- 8U Division Players who turn 9 prior to May 1 of the current season are not eligible
- 9U Division Players who turn 10 prior to May 1 of the current season are not eligible
- 10U Division Players who turn 11 prior to May 1 of the current season are not eligible
- 11U Division Players who turn 12 prior to May 1 of the current season are not eligible
- 12U Division Players who turn 13 prior to May 1 of the current season are not eligible
- 13U Division Players who turn 14 prior to May 1 of the current season are not eligible
- 14U Division Players who turn 15 prior to May 1 of the current season are not eligible
- 15U Division Players who turn 16 prior to May 1 of the current season are not eligible
- 16U Division Players who turn 17 prior to May 1 of the current season are not eligible
- 17U Division Players who turn 18 prior to May 1 of the current season are not eligible
- 18U Division Players who turn 19 prior to May 1 of the current season are not eligible

II. LEAGUE FORMAT

- A. Each age division will be organized into a Diamond League. Otherwise known as Park Teams. The Diamond League is intended to be instructional. Pre-T Ball (4U) will not qualify for All-Stars.
- B. Diamond League teams are eligible for postseason All-Star Tournament play.
- C. A tournament will be held, consisting of all in-park Diamond League teams. The head coach of the winning team of each age group will be the head coach of the all-star team of their respective age groups. The coach of the all-star team will be allowed 3 automatic freezes from his team. A tryout will be held for the final spots.
 - 1. The Diamond League will participate in a postseason All-Star Tournament. Only Diamond League players are eligible to participate in their respective age division's All-Star Tournament. The FCBA Rules Committee will determine rules for the All-Star Tournament after registration is completed. Details will be made available at the manager's meeting.
 - 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 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. FCBA will pay for 1 All-Star Tournament per age division. If there are 6 or more teams participating in the age division then FCBA will pay for 1 All-Star Tournament for 2 teams. Champions and Runner Up.
5. For postseason play, the draft order for "picking up" additional FCBA players will be determined by:
 - a. In-park tournament results; see paragraph "C" above.
 - b. 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 the postseason.

III. PARTICIPATION REQUIREMENTS

A. The playing week is defined as Monday through Sunday

B. Each player may not sit on the bench for two consecutive innings in a row.

C. A player arriving late may be added to the bottom of the batting order and pick up from there. In the event that a player is written in any spot in the batting order and is not there at the time of their 1st at bat, the batter will simply be skipped without imposing an out to the team. If the player later arrives the player may be added following the last batter in the lineup and pick up from there. If the 1st batter in the order has already batted a 2nd time, then the late arriving player will bat in the last spot of the batting order the 2nd time through the lineup as his 1st at bat and pick up from there. Under no circumstance will the player be allowed to bat in the original spot assigned in the batting lineup throughout that game if that he was skipped and moved to the last spot in the order.

D. 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 from the action.



- E. Continuous batting order will be used in all age groups and divisions.
 - F. All participants and coordinators are jointly responsible for enforcement of Rules #C-E.
 - G. 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.
 - H. Unlimited re-entry/substitution of a player will be allowed, with the exception of the pitcher. THE BATTING ORDER MUST NOT CHANGE. Any player removed from the pitching position (starting or relief pitcher) may not return to the pitching position for the remainder of the game.
 - I. Should an injury, illness, or panic attack prevent a player from playing, the player will be skipped without the team taking an out upon his 1st appearance following the injury, illness, or panic attack. Thereafter the spot will be eliminated from the game. Meaning the player will not be allowed to return and play the field or bat in the assigned spot of the batting order or at any time during the current game. Nor will the team take an out in any subsequent at bat.
 - J. 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.
 - K. No FCBA Games will be changed or rescheduled for any other league or tournament play.
- IV. GAME LENGTH / OFFICIAL GAMES
- A. Control of the game will be turned over to the umpire at the time of the home plate meeting. The umpire will notify the Home Team scorekeeper of the official "game time." The Home Team scorekeeper is the official scorekeeper.
 - B. For the purpose of filling the minimum roster requirements for the age group, the umpires shall permit a 15-minute grace period ONLY for the first scheduled game of the day. No grace period shall be permitted after the first game of the day.
 - C. 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 game after the specified inning limit has been reached.

Age Division	Innings	Time-Weekday	Time-Weekend	Weather	Field Conditions*
5/6	6	1Hour 15Min	1Hour 20Min	3.5	4
7/8	6	1Hour 15Min	1Hour 20Min	3.5	4
9/10	6	1Hour 15Min	1Hour 30Min	3.5	4
11/12	6	1Hour 15Min	1Hour 40Min	4.5	4
13/14	7	1Hour 50Min**	1Hour 50Min	4.5	4
15/18	7	1Hour 50Min**	1Hour 50Min	4.5	4

* Indicates previous half inning when home team leads.

** Only applies if there is no game immediately following the game currently taking place; see line "H" below for clarification.

- D. For 6U and 8U age groups, no new inning can be started after 1 hour 10 minutes on a weekday and 1 hour 15 minutes on a weekend;
- E. For the 10U age group, no new inning can be started after 1 hour 10 minutes on a weekday and 1 hour 25 minutes on a weekend;
- F. For the 12U age group, no new inning can be started after 1 hour 10 minutes on a weekday and 1 hour 35 minutes on a weekend;
- G. For the 14U age group, no new inning can be started after 1 hour 45 minutes on a weekday and weekends;
- H. For the 18U age group, no new inning can be started after 1 hour 45 minutes; on weekdays
- I. A game called by the time limit is considered an official game regardless of the number of innings completed. All games, with the exception of tournament games, can end in a tie.
- J. 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, base runner locations, and score.

K. Mercy Rule

- a. 6 inning game: 12 runs after 3rd inning, 8 runs after 4th inning. 7 inning game: 12 runs after 3rd inning, 10 runs after 4th inning, 8 runs after 5th inning.
- b. Away team lead is insurmountable

V. GAME SPEED

- A. Each team will be allowed one (1) charged conference per inning while on offense.
- B. Batters must keep one foot in the batter's box between pitches.
- C. If a coach visits the pitcher twice in the same inning, then the pitcher must be removed from the game and is not eligible to pitch again that game.

VI. SUSPENDED GAME/MAKEUP GAMES

- A. . Suspended game: (resuming a suspended game)
 1. When a 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 lineup must be kept the same as the original and pitching limitations will apply in the week in which the game is completed.
 2. Any player participating in a resumed game must keep the same place in the batting order from the suspended game if the player was in the original, suspended game.
 3. Any pitcher having pitched in the suspended game will be governed by pitching rules in the week in which the suspended game was started
 4. Continuation of a suspended game will be governed by the definition of a complete game. (See D. Game Length / Official Games)
- B. 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.
- C. Any game stopped before completion will be considered a suspended game.



VII. CURFEW AND EVENT LIMITATIONS

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

Age Division	Mon-Sun
5/6U	10:00 PM
7/8	10:00 PM
9/10	10:30 PM
11/12	10:30 PM
13/14	11:00 PM
15/18	11:00 PM

1. The number of events (i.e., games, fielding practice, batting practice, etc.) for age groups 6U shall not exceed (3) three per week (Monday through Sunday), and shall not exceed (1) one hour and 30 minutes per day.
2. Game time limits are covered under rule D.6.
3. 8U-14U practices cannot exceed 2 hours per day.

VIII. PROTEST PROCEDURE

A. Protest will be handled as follows:

1. Manager must call "time-out" at time of infraction. Umpire(s) must be notified of infraction. If the manager is not satisfied with the ruling of the umpire(s) he must verbally notify the umpire(s) that the game is under protest. The manager must ensure that the umpire(s) properly notes the protest in the official scorebook (home team scorebook) where the protested infraction took place. The umpire must sign the official scorebook. Note: No protest concerning the judgment of officials will be allowed.
2. Protests 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 \$300.00 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.

3. A protest committee will be formed from the members of the rules committee and any member or the rules committee that will benefit from the outcome of the ruling will remove themselves from the protest hearing and deliberation. In the event there is not a rules committee formed during that year a protest committee will be formed with 3 to 5 members of the FCBA Board at least 50% of the protest committee must be Executive Board Members.
4. 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.

- B. The Protest Committee will consist of the commissioner, president, and any board member not the age group coordinator.

IX. MANAGER / COACH INFORMATION AND PARTICIPANT CONDUCT

- A. 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 are held.
- B. All managers must participate in our Yearly coaching clinic, have concussion training, and be a mandatory court reporter.
- C. Managers are only allowed to manage one team per an age division.
- D. 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.
- E. 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.
- F. 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. 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. This check will be deposited into the general fund of the FCBA should equipment not be returned.

- G. Managers (and coaches) will not debate judgment calls with any official. 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. The team representative present at the home plate meeting will ONLY be allowed to talk to the umpire(s). Any other team representative that approaches an umpire to discuss any call can be ejected at the umpire's discretion.
- H. There will be NO ALCOHOLIC BEVERAGES allowed on any diamond grounds in Fayette County. This applies to everyone (managers, coaches, officials, parents, players, and fans).
- I. There will be NO TOBACCO PRODUCTS within the baseball complex. This includes the umpires, managers, coaches, players and spectators and applies to all games and practices throughout the year.
- J. 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. The home team should assume responsibility for field preparation prior to games.
- K. 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. No coaches are allowed to stand or sit outside of dugout while on defense except in 6U where 2 coaches are allowed in the outfield only. For 6U one coach may assist behind the plate for setting up the tee and retrieving baseballs to help speed up the game. This coach shall not interfere with a ball in play and should not help coach while in this position.
- L. 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. Warmups are to be in the outfield only. NO INFIELD WARM UP IS ALLOWED including pre-game bullpens on the mound in the infield. Hitting sticks, whiffle balls, tennis balls or heavy balls are allowed during warmups. DO NOT HIT BASEBALLS INTO FENCE FOR SOFT TOSS.
- M. Each team will be allowed one (1) manager, three (3) coaches plus a team mom in the dugout at all times.



- N. Only 2 offensive players are allowed on the field between innings.
- O. No hitting sticks or other training aides within the confines of the field is allowed once the game has started.
- P. No player will coach bases.
- Q. Soft toss allowed with plastic balls only.
- R. ALL MANAGERS: If an umpire does not show up at a game, the home team manager must notify their age division coordinator and/ or an on-duty Board Member. The coordinator or on duty Board Member must notify the treasurer and/or the umpire in charge of the day and the 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.
- S. 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.
- T. Unnecessary harassment of players by other teams, spectators, bystanders etc. will not be tolerated. The umpire's discretion will determine this infraction up to ejection of managers and coaches, to forfeiture of the game.
- U. Fighting during or after a game by players on FCBA property is forbidden. Players involved in fighting will be issued a consecutive three (3) game suspension. ADULTS FIGHTING WILL BE PROSECUTED.
- V. After any game, no one shall challenge an umpire either verbally or physically. Consequences of such actions include:
 - 1. Penalty for the First Offense, that person will not be allowed into the park for one game.
 - 2. Penalty for Second Offense, that person will be banned from the park for the rest of the season including postseason.



3. 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.

- W. Any player who attempts to intentionally bulldog a player at any base when a play is being made will be ejected. In the event contact is passive or aggressive, but not intentionally lowering a shoulder or raising the hands the player will be called out, but not ejected and the player will remain in the game. The umpire and head coach of the player need to take time to explain the situation so that the player and teammates learn from the incident.
- X. Players and coaches shall not intentionally alter any portion of the playing field in efforts to gain advantage. For example: disturbing batter's boxes/foul line, loosening bases, gouging the pitcher's mound etc. *Penalty: Any coach, coach pitcher or player that violates this rule shall result in a call of obstruction. First Offense – Warning; Second Offense – Removal for the remainder of the game*

*****The following rules apply to all Fayette County Baseball Participants. *****

- Y. 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.
- Z. Managers are not to make any changes at the home plate meeting prior to a game.
- AA.No one under 18 years old may coach a base or pitch in a coach pitch division.
- BB.Waivers must be signed for anyone under 18 years old to assist during FCBA practices.
- X. GENERAL INFORMATION
 - A. GameChanger is the only official scoring mechanism for all games. The home team is responsible for accurately maintaining the official score for games. It is strongly suggested that away teams also maintain score in GameChanger for verification purposes.
 - a. Umpires are permitted, at their discretion, to allow a five-minute grace period beyond the official game start time, for teams to accurately establish team information in GameChanger. *Penalty: Failure to accurately establish team information within GameChanger within the allotted time shall result in a forfeit of the game by the at fault team*



- b. Once team information is verified as correct in GameChanger, no changes may be made in regards to batting order.
 - c. Any attempt to alter any portion of the official score by anyone other than the official team score keeper will result in official action in accordance with the FCBA Code of Conduct.
- B. Away teams must provide an individual to maintain an accurate account on the scoreboard.
- C. The FCBA baseball season is not over until ALL tournaments are over. Volunteer help is important during the regular season and during tournaments.
- D. No glass containers are permitted in the dugouts.
- E. Each team is responsible for policing the dugout and the stand area at the completion of the game and disposing of trash appropriately.
- F. Uniforms not provided by FCBA can be worn; however, a player will not be forced to purchase a 2nd uniform.
- G. No form of advertisement will be allowed on uniforms or equipment used by players or coaches within a fenced playing area during FCBA sponsored events. Violation shall result in forfeiture of the 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.
- H. The fields and batting cages will close to any and all activities when games/practices have been cancelled due to the weather. **STAY OFF FIELDS!**
- I. Music, Walk-Up Songs, & Batter Announcements
 1. Music is allowed to be played during practice and pregame via any electronic device of choice. Please be mindful and courteous of the level of sound and lyrics for other people participating at the park.
 2. Music, Walk-Up Songs, & Batter Announcements are not allowed during games. All electronic devices that are used through speaker equipment should cease being played when the home plate meeting between the 2 team's managers and umpires ends.
 3. No Noise making devices are allowed in our park. For example, Bullhorn, cowbell etc.



XI. DRAFT PROCEDURES

- A. Player contracts will be considered binding only after the date the age group coordinator officially gives them to all qualified coaches.
- B. Team rosters will be official and must be turned in by the end of registration.
- C. Should a situation occur beyond a contracted player's control, he/ she can be released from that contract and can sign with another team, manager, or he/she can be returned to the hat.
- D. There will be NO trades. This includes during the draft.
- E. The Draft is to be conducted by the age group coordinator or another Board Member.
- F. Those present for the draft will include only a team manager and one (1) coach from each team.
- G. Each Team Manager's child is reserved and this child cannot be exposed to the general draft. The Team Manager's child must be included as a frozen player. In the event a manager has 2 kids playing on the same team, then each child will be used as a frozen player.
- H. 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. Coaches may not use siblings to exceed the freeze limit.
- I. TEAM FREEZE LIMITS
 - 1. Beginning in the Spring of 2021, ALL age groups will be allowed no more than 6 freezes (Max 3 out of county). The Team Manager's child/children are included as part of the 6 freezes. Not in addition to.
 - 2. There will be a maximum of 12 players per team. Players in excess of 12 will require age division coordinator approval.
 - 3. Manager must submit freeze forms with parent signed agreements to the age group coordinator at least 1 week prior to league evaluations.
- J. DIAMOND LEAGUE DRAFT PROCEDURES
 - 1. True equalization will be enforced for the Diamond League.



2. In the Diamond League, equalization and draft will be chosen from the master draft roster. Equalization will occur by age group.
3. The draft will be conducted on an up and down basis (serpentine draft) as declared by FCBA and the teams will draw for the draft order.
4. No skipping of draft picks shall be permitted under any circumstance.
5. No trades are allowed.
6. Any player not "frozen" by a team prior to tryouts and who does not participate in tryouts will be drafted by blind draw (otherwise known as a "Hat Pick").
7. The Age Group Coordinator will assign players from a waiting list in accordance with the following guidelines:
 8. 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, or 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.
 9. 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.
10. A returning team in the same age group has Team Name priority. All other team names are picked by managing seniority.



XII. RULES OF THE GAME

- A. NFHS Baseball Rules shall be followed where applicable at all times unless superseded by FCBA Park Rules above or by FCBA Rules specific to each age group as listed below.

XIII. Bat Rules

- A. Rules Per Age Group/s
- a. 4U & 6U may use any bat that is not on the FCBA Banned Bat List. 6U may NOT use a T-Ball Bat.
 - b. 8U, 10U & 12U may use any USSSA, USA or BBCOR Stamped Bat
 - c. 14U may use any USSSA, USA, or BBCOR Stamped Bat that is a -5 or -3 (-5 or -3 is the length minus the weight ration. For example, if the bat is 31 inches long and it is a “-5” then the weight of the bat is 26 ounces.)
- B. Banned Bats in FCBA Play
- 2015 Demarini CF7 (-5)
 - 2015 Easton XL1 (-5)
 - 2016 Demarini CF8 (-5)
 - 2016 Demarini CF8 (-8)
 - 2016 Demarini CF8 (-10)
 - 2017 Demarini CF Zen Balanced (-8)**
 - 2017 Demarini CF Zen SL 2 3/4" (-10)**
 - 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
 - 2017 Demarini CF Zen (-5)
 - Louisville Slugger Blue Meta Composite (33/30 model only)
 - 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
 - (Easton) Ghost X (30/20 only - USA Baseball Marked)

XIV. SPECIFIC RULES FOR THE PRE-T-BALL AGE GROUP (4U)

- A. This league is available to:
- 1. Players who will be 4 years old during the calendar year.
- B. All non-frozen players will be drawn from a hat.
- C. Each team will consist of a maximum of 14 players.
- D. A 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.
- E. 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 6U



T-Ball program. Flexibility is crucial. Remember - this is a combination of diamond fun and learning!

XV. SPECIFIC RULES FOR THE COACH PITCH/T-BALL AGE GROUP (6U)

- A. There are six infielders: first base, second base, shortstop, third base, catcher, and middle infielder (pitcher's position). There will be a line drawn 10 feet behind the bases. All remaining players will play in the outfield area and must stay on or behind this line until the ball is put into play.
 1. If a team only has 8 or 9 players, the catcher's position can be omitted.
- B. All players must bat for all games and field all players. Teams must begin a game with 8 players, and one player must be a pitcher. Late arrivals shall be added to the bottom of the batting order.
- C. Each batter is allowed 6 swings to put the ball in play (3 of which must be pitched by a designated coach pitcher and delivered overhanded and the remaining 3 at the coaches' discretion. For example, a coach may choose 6 overhand pitches and 0 off the tee, 3 overhand pitches and 3 chances off the tee, or any combination in between).
 1. The tee must be positioned so that the stem of the tee must be over a portion of home plate.
 2. If the batter fails to put the ball in play on the sixth attempt, the player shall be declared out.
- D. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate. Pitcher's Line: There shall be a line from the front edge of the Pitching Circle twelve (12) feet towards home plate. The coach pitcher shall be an adult at least eighteen (18) years of age. The coach pitcher shall keep one foot on or straddle the Pitcher's Line and deliver 3 overhanded pitches and shall not verbally or physically coach while in the pitching position. The coach pitcher shall position himself as not to be an impediment to the defensive team on any possible "live ball" play. Penalty: A coach pitcher that violates this rule after the ball has been pitched shall result in a call of obstruction. A coach pitcher that violates this rule prior to the ball being pitched shall result in: First Offense – Warning; Second Offense – Removal of coach as the pitcher for the remainder of the game. When a batted ball hits the coach pitcher, the following shall apply: If in the umpire's judgment, the coach did not make a



legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. The coach pitcher must exit the field of play immediately after the ball is put in play to an area in front of a base dugout. If, in the judgment of the umpire, a 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.

- E. Infielder Safety Boundary Line (ISBL)-There will be a line painted from the back of the pitcher's circle straight to the 1st Base & 3rd Base Foul line. All infielders (1B, 2B, SS, & 3B) must be behind the ISBL until the batter puts the ball in play. The defensive pitcher position will still play with at least 1 foot in the pitcher's circle. In the event an infielder crosses the ISBL before the batter puts the ball in play the offensive manager may choose to accept the result of the play or choose for the swing not to count and replay that swing. The ruling on the defensive player violating the ISBL is 100% a judgement call of the umpire.
- F. An offensive coach may verbally 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 a batter refuses to bat, the player is declared out.
- G. Once a coach pitcher has initiated pitch delivery the batter cannot be verbally instructed or physically cued to swing or not swing by any coaches or spectators. *Penalty: Any coach, coach pitcher or spectator that violates this rule shall result in a call of obstruction. First Offense – Warning; Second Offense – Removal for the remainder of the game*
- H. A team may score a maximum of 5 runs per inning. EXCEPTION: On an out-of-the park home run, all runs count.
- I. Runners must NOT leave the Base until AFTER the ball is hit or put into play. If a runner does then the first time is a team warning, the 2nd time is an automatic OUT.
- J. Fair Ball Arc: There shall be a twenty (20) foot arc from the first (1st) baseline to the third (3rd) baseline in front of home plate. A batted ball must advance to this line to be judged as fair.



- K. The defensive player listed as pitcher shall maintain one foot in the circle until the ball is put into play whether off the coach pitch or the tee. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and: First Offense – Warning; Second Offense –Removal of player from the pitching position for the remainder of the game

- L. Teams may start a game with eight (8) players. The ninth (9th) position in the batting order shall be declared an out each turn at bat. Rule Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.

- M. A maximum of 2 coaches can be in the outfield while on defense. The coaches MUST remain in the outfield at all times. If a coach interferes with a batted ball at any time the play is called dead and runners shall advance at the umpire's discretion. One coach will be allowed to assist in placing the tee and retrieving baseballs only while on offense.

- N. OVERTHROWS:
 - 1. On any batted ball fielded by an infielder (P, C, 1B, 2B, SS or 3B) thrown to 1st Base and the ball is overthrown the base runner may advance at their own risk to 2nd Base. "Own risk" is defined as if they are tagged out trying to advance to 2nd Base the runner will be called out. This rule does not apply to Outfielders throwing to 1st Base. In the event a ball is thrown, overthrown or an attempt to get the runner out at 2nd Base the runner may not advance to 3rd Base. In the event the runner advances to 3rd Base or Home when time is called, he will have to return to 2nd Base prior to continuing play. In the event there is a runner on base at the time of the overthrow the runner may only advance 2 bases. For example, if there is a runner at 1st Base then the runner will only be allowed to finish at 3rd Base. If there is a runner at 2nd Base the runner will be allowed to score.

- O. Games for 6U can end in a tie after the time limit has expired or 6 innings have been completed.

- P. Intentional Walks shall not be allowed at any time.

- Q. Bats-Specifically for 6U there will not be bat specification played with in FCBA Recreational Games. Players may swing any bat that is not currently on the USSSA banned bat list or any bat that has not been doctored (rolled or



shaved). Players may swing USSSA or USA licensed bats. Players may swing Coach Pitch, Junior Big Barrel, Senior League Bats, etc. Please be aware that if a player is picked for an All-Star Team and/or plays in additional tournaments, those events will follow USSSA National Bat Rules. This means the bat will need the USSSA or Baseball USA Thumbprint. The model number cannot start with a 'T' (Coaches please share this information with the parents on your team when discussing what bat is best for your players).

XVI. SPECIFIC RULES FOR THE 8U AGE GROUP

- A. A team may score a maximum of 5 runs per inning. EXCEPTION: On an out-of-the park home run, all runs count.
- B. Coach / Kid Pitch (HYBRID) Specific Rules of Play (7U & 8U):
- C. Up to ten (10) defensive players may be used in the diamond league.
- D. Balk rules shall not apply.
- E. The Infield Fly Rule shall not be in effect at any time.
- F.

AGE	DAILY MAX (pitches in game)	REQUIRED REST (pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
8u	50	1 - 20	21 - 35	36 - 50	N/A	N/A
10u	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
12u	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
14u	95	1 - 20	21 - 35	36 - 50	51 - 65	66+
18u	95	1 - 30	31 - 45	46 - 60	61 - 75	76+

G: There will be a hard stop on pitch counts for each pitcher. Players' pitch count will not be reverted back with the batter they are facing. Ex: If you start the batter and you have 35 pitches and you throw one more pitch, you are now at 36 which is 2 days of rest. The total pitches at the end of the night is the official pitch count and the days of rest will be required.



- H. The catcher shall receive the pitch in the catcher's box in a normal baseball manner when both the kid and coach are pitching. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.

- G. The batting order shall constitute all present, properly uniformed players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.
 - 1. Teams may start a game with eight (8) players. The ninth (9th) position in the batting order shall be declared an out each turn at bat.
 - 2. Approved Ruling: A ninth (9th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.

- H. Bunting shall not be allowed when the kid or coach is pitching.

- I. Intentional Walks shall not be allowed at any time.

- J. Each batter shall start his at-bat with the kid pitcher pitching in a normal baseball manner.

- K. Once a pitcher has initiated the pitch delivery, regardless if pitcher is a player or a coach pitcher, a batter shall not be instructed to swing or not swing at a pitch via verbal instruction, physical cue, sign or any other manner by any coaches, players or spectators. *Penalty: Any coach, coach pitcher, player or spectator that violates this rule after shall result in a call of obstruction. First Offense – Warning; Second Offense – Removal for the remainder of the game.*

- L. When a batter puts a kid pitched ball in play, is struck out by a kid pitcher, is hit by a pitch from a kid pitcher or catcher's interference is called, the normal sequence of baseball proceeds.

- M. When a batter is issued four (4) balls by a kid pitcher, the following shall occur:

- N. The coach pitcher shall begin the pitch delivery with one foot in contact with 8U distance pitcher's plate (rubber) and shall throw the remaining strikes left (a maximum of three (3)) overhand pitches to the batter. For example, if the count was 3-2 then the coach has 1 pitch remaining.



- O. The coach pitcher shall not verbally or physically coach while in the pitching position and shall position himself as not to be an impediment to the defensive team on any possible “live ball” play. *Penalty: A coach pitcher that violates this rule after the ball has been pitched shall result in a call of obstruction. A coach pitcher that violates this rule prior to the ball being pitched shall result in: First Offense – Warning; Second Offense – Removal of coach as the pitcher for the remainder of the game.*
- P. When the pitcher is inside the pitcher’s circle (42-52’) until the ball is hit. *Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and: First Offense –Warning; Second Offense – Removal of kid pitcher from the pitching position for the remainder of the game.*
- Q. If the batter puts one (1) of the coach pitched ball(s) in play, the normal sequence of baseball proceeds.
- R. When a batted ball hits the coach pitcher, the following shall apply: If in the umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
- S. If the batter fails to put one (1) of the coach pitched ball(s) in play. He is out
- T. If the batter fouls off the final coach pitched ball, the batter continues until he misses or puts the ball in play.
- U. The batter is out and shall not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher when the kid pitcher is pitching.
- V. Runners on base shall not advance when the kid or coach pitcher is on the pitcher’s plate with the ball in his possession and the catcher is in position to receive a pitch.
- W. Runners shall not lead-off but can advance at their own risk (steal) once a kid pitched ball has passed home plate. When a runner tries to advance prior to a kid pitched ball passing home plate, the following shall apply:
 - 1. If the runner is safe, the runner returns to the base legally occupied at the time of the pitch.
 - 2. If the runner is out, the call stands as an out.



- 3. If the ball is hit, the defensive team has the option of the result of the play or a no pitch.
- X. Runners shall not lead-off nor advance at their own risk (steal) once the coach pitcher has assumed the pitching position.
- Y. Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base on passed balls, wild pitches or throw-downs on an attempted steal.
- Z. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
 - a. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

AA.HEAD FIRST SLIDE: May slide head first. Unless, a player is wearing a helmet with a face guard, C-flap or chin strap. This is a safety precaution. Automatic Out.

XVII. SPECIFIC RULES FOR THE 10U AGE GROUP

- A. A team may score a maximum of 5 runs per inning. EXCEPTION: On an out-of-the park home run, all runs count.

AGE	DAILY MAX (pitches in game)	REQUIRED REST (pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
8u	50	1 - 20	21 - 35	36 - 50	N/A	N/A
10u	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
12u	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
14u	95	1 - 20	21 - 35	36 - 50	51 - 65	66+
18u	95	1 - 30	31 - 45	46 - 60	61 - 75	76+



B. There will be a hard stop on pitch counts for each pitcher. Players' pitch count will not be reverted back with the batter they are facing. Ex: If you start the batter and you have 35 pitches and you throw one more pitch, you are now at 36 which is 2 days of rest. The total pitches at the end of the night is the official pitch count and the days of rest will be required.

C. 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.

D. Runners may not steal home from third until a pitch or a pickoff attempt has been initiated.

1. In an attempt to steal home, a base runner is required to slide at home plate; additionally, the batter is not permitted to take a swing;

Penalty: If, in an attempt to steal home, a base runner fails to slide, a batter completes a swing of the bat or a combination of the two, then the base runner is ruled out, the batter is ruled out and the head coach will be ejected from the game.

E. Once a pitcher has initiated the pitch delivery, a batter shall not be instructed to swing or not swing at a pitch via verbal instruction, physical cue, sign or any other manner by any coaches, players or spectators. *Penalty: Any coach, coach pitcher, player or spectator that violates this rule shall result in a call of obstruction. First Offense – Warning; Second Offense – Removal for the remainder of the game*

A. EA balk is a dead ball. A pitcher will be issued one warning prior to base runners advancing. After the single warning is issued, base runners will advance for every additional balk committed by that pitcher.

B. Intentional walks are not permitted in the 10U age group.

C. HEAD FIRST SLIDE: May slide head first. Unless, a player is wearing a helmet with a face guard, C-flap or chin strap. This is a safety precaution. Automatic Out. A player can dive back into the bag on the initial pick off play. If a player becomes a runner after the initial pick off the player must slide feet first if player's helmet has a face guard, C-flap or chin strap



XVIII. SPECIFIC RULES FOR THE 12U AGE GROUP

A. A team may score a maximum of 7 runs per inning. EXCEPTION: On an out-of-the park home run, all runs count.

AGE	DAILY MAX (pitches in game)	REQUIRED REST (pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
8u	50	1 - 20	21 - 35	36 - 50	N/A	N/A
10u	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
12u	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
14u	95	1 - 20	21 - 35	36 - 50	51 - 65	66+
18u	95	1 - 30	31 - 45	46 - 60	61 - 75	76+

B. There will be a hard stop on pitch counts for each pitcher. Players' pitch count will not be reverted back with the batter they are facing. Ex: If you start the batter and you have 35 pitches and you throw one more pitch, you are now at 36 which is 2 days of rest. The total pitches at the end of the night is the official pitch count and the days of rest will be required.

C. 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.

D. Once a pitcher has initiated the pitch delivery, a batter shall not be instructed to swing or not swing at a pitch via verbal instruction, physical cue, sign or any other manner by any coaches, players or spectators. *Penalty: Any coach, coach pitcher, player or spectator that violates this rule shall result in a call of obstruction. First Offense – Warning; Second Offense – Removal for the remainder of the game*

E. A balk is a dead ball. One team warning will be issued prior to base runners advancing. After the single team warning is issued, base runners will advance for every additional balk committed by any pitcher.

F. Intentional walks are not permitted in the 12U age group



G. HEAD FIRST SLIDE: May slide head first. Unless, a player is wearing a helmet with a face guard, C-flap or chin strap. This is a safety precaution. Automatic Out. A player can dive back into the bag on the initial pick off play. If a player becomes a runner after the initial pick off the player must slide feet first if player's helmet has a face guard, C-flap or chin strap

XIX. SPECIFIC RULES FOR THE 14U / 18u AGE GROUP

A. Fake Bunt: A batter squaring to bust 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 any stance other than a bunting stance (fake bunt) is to be called out immediately.

B.

AGE	DAILY MAX (pitches in game)	REQUIRED REST (pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
8u	50	1 - 20	21 - 35	36 - 50	N/A	N/A
10u	75	1 - 20	21 - 35	36 - 50	51 - 65	66+
12u	85	1 - 20	21 - 35	36 - 50	51 - 65	66+
14u	95	1 - 20	21 - 35	36 - 50	51 - 65	66+
18u	95	1 - 30	31 - 45	46 - 60	61 - 75	76+

B. There will be a hard stop on pitch counts for each pitcher. Players' pitch count will not be reverted back with the batter they are facing. Ex: If you start the batter and you have 35 pitches and you throw one more pitch, you are now at 36 which is 2 days of rest. The total pitches at the end of the night is the official pitch count and the days of rest will be required.

C. Once a pitcher has initiated the pitch delivery, a batter shall not be instructed to swing or not swing at a pitch via verbal instruction, physical cue, sign or any other manner by any coaches, players or spectators. *Penalty: Any coach, coach pitcher, player or spectator that violates this rule after shall result in a call of obstruction. First Offense – Warning; Second Offense – Removal for the remainder of the game*



- D. A balk is a dead ball. No warning will be issued. Base runners will advance for every balk committed by any pitcher.
- E. HEAD FIRST SLIDE: May slide head first. Unless, a player is wearing a helmet with a face guard, C-flap or chin strap. This is a safety precaution. Automatic Out. A player can dive back into the bag on the initial pick off play. If a player becomes a runner after the initial pick off the player must slide feet first if player's helmet has a face guard, C-flap or chin strap

XX. TRAVEL/NON-DIAMOND OR ELITE TEAMS

- A. At age Divisions 16U, 14U and 12U teams are allowed to enter into the park at FCBA as Travel or Non-Diamond Teams that are not eligible for All-Star play.
- B. Conditions
 - 1. Team may be subject to a full Board Vote. The basis for "Subject" is if any 1 individual current board member suggests concern with allowing a specific team to be a part of FCBA. Concern would need to be brought to the board during the open roundtable portion of a board meeting outlining the reason for concern. Followed by a board vote to either allow or deny the teams admittance into FCBA.
 - 2. Head coach must provide proof that he is a Fayette County Resident.
 - 3. Team must carry and provide their own team insurance policy and add FCBA as additional insured.
 - 4. Maximum of 8 teams allowed in 16U and 14U combined and 8 teams in 12U. For example, if there are 4 Diamond teams there can only be 4 Travel/Non-Diamond Teams.
 - 5. Each player that is not a Fayette County Resident will pay the current years individual impact fee in addition to the team Fee.
 - 6. Only 1 team from an independent organization is allowed in each single age division. Teams must compete in tournaments within the age group or above they are registered for in our park.
 - 7. Team must provide a roster with player's full name, birthdate, home address, email address, and phone number.



8. Team may have a maximum roster limit of 14 players.
9. Each and every coach that intends to step on the field must submit to a background check.
10. Head coach will be required to attend the season's coaching clinic, pre-season coaches/rules meeting, and draft to select practice slots.
11. Practice Time Draft order. All Diamond league teams will fall into the draft order rotation prior to Travel/Non-Diamond Teams. For example, if there is 4 Diamond league teams and 1 Travel/ Non-Diamond team participating in the season then the Travel/Non-Diamond Team will be the 5th selection in the Practice Time Draft order. If there are multiple Travel/Non-Diamond League, then the Travel/Non-Diamond teams will pull randomly out of hat for their draft order to follow behind the Diamond League Teams. For example, if there are 6 teams total and 3 of them are Diamond teams the earliest a Travel/Non-Diamond team will select practice slot will be 4th in order.
12. Travel/Non-Diamond teams will be grandfathered in. In the event the age division fills up at 8 and/or exceeds 8 teams, the team that participated the prior season will have priority over new teams. In the event that it exceeds 8 teams and the amount of Diamond teams increases to possibly exclude a Travel/Non-Diamond from the 8-team maximum. Then the Travel/Non-Diamond team with the most seasons played at FCBA once paragraph "S" was adopted into the FCBA rules will have the right and priority to fill the Travel/Non-Diamond league spots in the age division.
13. Travel/Non-Diamond teams not following the FCBA rules and or does not maintain the actions expected by FCBA during their events at the park are subject to immediate suspension subject to termination of their affiliation with FCBA. They must be notified by a member of the executive board 10 days prior to a board meeting so that the head coach may be able to speak on behalf of the team. In order for the board to immediately terminate the relationship with no refund the members attending the board meeting after the notice must vote to terminate. In the event the board does not vote to terminate the suspension will end immediately.
14. All expenses, including but not limited to uniforms, equipment, tournament fees, insurance, game umpires (outside of plan selected), and coaching fees are the Travel/Non-Diamond Team individual team expenses, that



must be paid out of a personal or team bank account not associated with FCBA.

C. Travel/Non-Diamond Team Fees

1. \$500 + Impact Fees for the Fall or Spring Season
 - a. Includes 2 Practice Slots a week and can schedule 1 additional practice time slot the Sunday of the current week if there is a vacant time slot through the following week.
 - b. If the team wants to schedule a game with umpires. The Head Coach must arrange with the league's scheduler 10 days in advance of the game and pay the Treasurer \$100 for each individual game 7 days prior to scheduled game.