

FOUNTAIN CENTRAL YOUTH LEAGUE
RULES AND REGULATIONS
(revised 5/20/07)

7-9 YEAR OLD GIRLS

The purpose of the Fountain Central Youth League is to develop young people into better baseball players, and to also have fun with players, coaches, parents, and fans. The league is for 7- 9 year old players. All players will learn the basic fundamentals of offensive and defensive baseball. Sportsmanship will be conducted on and off the baseball field. The season and tournament rules are listed below.

1. Teams:
 - a) A team roster of each team will be filed with each town president at least one week prior to the first scheduled game of the season. After this roster is turned in, no player shall be added without consent of the Youth League Board. All players named on the team roster will be allowed to play in all regular season games and tournament games. No player shall be told not to participate in any game. Any coach found to be in violation of this of these rules by the Youth League Board will be suspended from coaching for the remainder of the season.
 - b) The league will consist of 7 - 9 year old players and with the cutoff date as June 1 of the current season. Any exception to this will be a direct decision by the F. C. Y. L. Board in accordance to the by laws.
2. Playing fields:
 - a) Distance between bases is 60 ft
 - b) A pitching machine will be used, pitching distance will be established as 40 ft from the back of the plate to the center of the pitching machine
 - c) Pitching machine will be set on 45 RPM or 32-33 MPH.
 - d) Pitching machine can be freely adjusted during the first inning only, after the first inning coaches must request approval from the umpire to make adjustments. If the umpire rules the ball as "hittable" play continues.
 - e) A 16' diameter circle from the center of the pitching rubber will be used as a dead ball area. The pitcher must start with at least one foot inside the circle and not play in front of the machine. Hash marks will be located halfway between the 1st, 2nd, 3rd, and home plate. If the runner has not advanced past the hash mark by the time the ball is caught by the pitcher in the circle she must go back to the base that she came from.
3. Playing Rules:
 - a) It is required that each player on the team play at least two complete innings. All players will bat in succession.

- b) Runners may only steal second or third bases, but may not leave the base they are occupying at the time of the pitch until, the pitched ball has gone past the catcher. If the catcher stops the pitch and keeps the ball in front him, even if he drops it, the runner cannot steal.
- c) No stealing home unless a play is made on 3rd base.
- d) Runners may leave the bag when the ball crosses home plate, but must return immediately when the ball is returned to the pitcher.
- e) Runners may not steal on a throw back to the pitcher, dropped ball by the pitcher or an errant throw back to the pitcher from the catcher after a pitched ball.
- f) No lead offs from any bases.
- g) A runner leaving before the ball has reached or passed the catcher will be called out by the umpire. If the pitched ball was batted, the team in the field will have the choice of: 1. no pitch and the runner is called out, or 2. accepting the outcome of the pitch,
- h) Catcher may go two steps in front of the plate in returning the ball to the pitcher. Catcher cannot walk the ball back to the pitcher or vice versa.. Catchers must be within the “catchers box” 43” wide by 8’ from the back of the plate.
- i) Third strike is automatic out. Batter receives 6 pitches to put ball in play as long as a batter is making contact (foul ball) they can continue their at bat, if they don’t put the ball in play he/she is ruled out. They can not strike out on a foul ball.
- j) Runners will be awarded two bases from their positions on the base path at the time of the throw if an overthrow lands out of bounds (beyond foul territory). Overthrows which come to rest within the playing field (fair or foul territory) are still live balls. Runners may advance any number of bases with the liability to be put out.
- k) The defensive team will field 10 players (no more than 6 infielders and no more than 4 outfielders). All outfielders will be positioned at least 25 feet beyond the baselines until the ball is hit. Must field at least 8 players for game to count in the standings. Each team must field at minimum a pitcher and catcher in the infield.
- l) Sliding is required on all close plays on every base with the exception of first base. Sliding is required on any play at home plate. Team will be warned with the first violation then will be called out each time after that,
- m) No head first sliding!!!! Team coaches will be warned with first headfirst slide, then each player in violation after that will be called out
- n) No Bunting off of the pitching machine
- o) Batted ball hitting the machine is considered a dead ball, all runners advance one base.
- p) All purpose shoes will be worn, no metal cleats,
- q) A batter accidentally throwing the bat receives a warning, the next time he is called out.
- r) A player that intentionally throws a bat or helmet in disgust will be

- warned once, the next time he is ejected from the game,
- s) Batter hit by a pitch does not advance to first base, when using the pitching machine.
 - t) No walks will be permitted off of the pitching machine.
 - u) Once the pitcher is in control of the ball within the circle and advancement of all runners has ceased, then the play is dead except for 10th batter. No further advancement by base runners will be permitted. A runner on third base may only advance when a play is made on him or by a batted ball.
 - v) A play must be made on the 10th batter, the inning only ends with an out on any base runner or umpire calling dead ball with no players making attempts to advance.
 - w) If a player is injured, umpires have the discretion to stop play immediately
 - x) All bats must be round and not more than 2 1/4" in diameter at the thickest part, and not more than 42 inches in length.

4. Length of Game:

- a) Regulation games will be 6 innings or 1 hour and 30 minutes in length, or which ever comes first.
- b) An inning does not have to be finished within the time limit, it only has to be started before the time limit has expired. Starting time will be noted by both coaches and umpire at start of game.
- c) After 4 complete innings, the baseball game becomes official. If a weather condition arises prior to four complete innings, the game will be rescheduled at a later date if possible.
- d) 6 innings will be played with the pitching machine.

5. Run Rules:

- a) 10 run rule after 4 1/2 innings.
- b) An inning consists of 10 batters or 3 outs
- c) The home field team has the official book
- d) Time limit applies to all regular season games and tournament games. The only exception is the championship game if the tournament. Time limit during tournament is 1 hour and 45 minutes.