

Guidelines for Lightning Safety

As noted previously, a chain of command and designated decision-maker should be established for each organized practice and competition.

Recognition:

Coaches, concession staff, athletes and board members should be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately 2-3 miles. Anytime that lightning can be seen, or thunder heard, the risk is already present. Weather can be monitored using the following methods:

- Monitor Weather Patterns - Be aware of potential thunderstorms by monitoring local weather forecasts the day before and morning of the practice or competition, and by scanning the sky for signs of potential thunderstorm activity.
- National Weather Service (NWS)-Weather can also be monitored using small, portable weather radios from the NWS. The NWS uses a system of severe storm watches and warnings. A watch indicates conditions are favorable for severe weather to develop in an area: a warning dictates severe weather has been reported in an area and for everyone to take proper precautions.
- Management:
- Evacuation - If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators should evacuate to available safe structures or shelters.

30 MINUTE RULE

ONCE LIGHTNING HAS BEEN RECOGNIZED, IT IS REQUIRED TO WAIT AT LEAST 30 MINUTES* AFTER THE LAST FLASH OF LIGHTNING IS WITNESSED OR THUNDER IS HEARD. GIVEN THE AVERAGE RATES OF THUNDERSTORM TRAVEL. THE STORM SHOULD MOVE 10-12 MILES AWAY FROM THE AREA. THIS SIGNIFICANTLY REDUCES THE RISK OF LOCAL LIGHTNING FLASHES. ANY SUBSEQUENT LIGHTING OR THUNDER AFTER THE BEGINNING OF THE 30-MINUTE* COUNT SHOULD RESET THE CLOCK AND ANOTHER COUNT SHOULD BEGIN.

FCRBL Minor League Rules

1. All Bats should meet the following standards: Approved by USSSA, CABA and 1.15 BPF stamped bats or USA stamped bats. Bats with a diameter of 2-5/8" or 2-1/4" with a maximum length of 32" are preferred.
***Please note 2-3/4" bats are not allowed by most sanctioned leagues including SEI. When playing interleague games 2-3/4" bats are not allowed**
2. Beginning week 1 of the regular season throughout the tournament, all games will be 100% kid pitch. 1 Walk is allowed per inning, the walk shall be the first batter to receive 4 balls in their pitch count. If the pitch count reaches 4 balls after a player has been walked that inning the coach of the batting team will come in and pitch to his player. The strike count will remain the same. The umpire will call balls and strikes on the pitches thrown by the coach. The players at bat will end once 3 strikes are called or the ball is hit and put into play.
 - a. The pitching coach, after delivering the pitch must make every effort to avoid interfering with the play or being struck by the ball. If, in the opinion of the umpire, the coach does not make a reasonable effort to avoid such interference, the batter shall be called out and a warning issued to the pitching coach. On the 2nd occurrence the batter shall be called out and the coach shall be ejected from the game.
3. Pitchers may not pitch more than 75 pitches in a game/day. One nine-year-old must pitch in each game a minimum of 15 pitches or one complete inning. If a player reaches their pitch count, there is a mandatory 2-day rest period. If the pitch count is reached while facing a batter the pitcher can finish the at bat.
4. A catcher who has caught any part of 4 innings cannot pitch for the remainder of the day.
5. A pitcher who has come off the mound cannot play in the catcher position if they have reached 45 in their pitch count.
6. Teams must bat their entire roster unless a player is injured during game play. If the injured player is unable to bat a pinch hitter/runner shall be used. The pinch hitter/runner shall be the previous out from that inning, if no previous out has occurred the pinch hitter/runner shall be the first available player preceding the injured player in

the batting line-up. The entire roster of players will be listed in the batting line-up and no player will be benched for more than 2 consecutive innings.

7. Each team will have 4 outfielders, if 10 players are not available on game day the number of outfielders can be reduced to 3 by agreement of both team coaches. If a team has less than 8 players available, they may borrow a player from another team in the division or from 1 division below. The borrowed player will be restricted to an outfield position, unless agreed to by both coaches under supervision of the umpire.
8. There is free substitution, but each child must play at least 2 innings in the field, unless injured. If the injured player is unable to return to the game after 1 missed at bat. The player shall be removed from the batting line-up. No automatic out will be issued for the injured player. After the injured player has been removed from the batting line-up, they may not reenter the game unless the opposing team's coach informs the umpire that they do not object.
9. Players may return to any position on the field except for the pitcher who may not return to the mound under any circumstance.
10. Regulation games are six innings and limited to 1 hour and 45 minutes. No new inning can begin after 1 hour and 30 minutes. If tied after 6 innings or at 1 hour and 30 minutes California rules will be played.
 - a. California rules – Visiting team will start with last out from previous inning on 2nd base with 1 out and finish top half of the inning; Home team will start with last out from previous inning on 2nd base with 1 out and finish bottom half of the inning. If game is still tied repeat above process until game is decided, there are no ties.
11. A maximum of 6 run per team may be scored per inning.
12. Run Rules: 15 Runs after four innings and a 10-run rule after 5 innings. Coach may continue to play through their allotted time if agreed upon. Game will be official after run rule occurs.
13. A total of 10 players play defense in the field: 6 infielders (including a catcher) and 4 outfielders. The catcher must be properly equipped. Protective cups are mandatory for catchers and strongly recommended for everyone else.

14. Arriving late. Any player who arrives before the leadoff batter bats for a second time may enter the game immediately but must be added to the bottom of the batting order. If a player arrives after all players have batted once and the leadoff batter has taken a pitch, they may not enter the game, unless the opposing team's coach agrees and informs the umpire.
15. If a team only has 8 players any time during the game, there is NOT an automatic out applied. If a team gets down to 7 players, 1 automatic out will be charged where the coach deems in batting order.
16. Grace period is ten minutes for the first game of the day; five minutes for all subsequent games. A team will be allowed the grace period when they have less than eight players. If a team has less than 8 players once the grace period has expired, the game shall be declared a forfeit, unless the coaches agree to play. If the game time has slipped more than the grace period during the day, the team has essentially had its grace time and a forfeit will be called as soon as the ump is ready to start the game. If a forfeit is declared, the game can be played for "fun" and experience. The two teams may split up or pick up other FCRBL league players in the same age group or one league below.

If a team is required to forfeit due to a lack of players the coaches can elect to reschedule the game. If the game is rescheduled the forfeit will be replaced by the score of the rescheduled game. If the game is not rescheduled it will be recorded as a 0-1 forfeit
17. On a walk, batter must only take first base.
18. The infield fly rule is NOT in effect for this division.
19. Base runners may steal any base. Steals are permitted once the ball crosses home plate. If the runner leaves early from any base, the umpire must have the player return to the base he/she left. The team will be given one warning. After that warning, each player who leaves early will be called out.
20. Runners may not lead off bases until a pitched ball has crossed home plate or passes the catcher. The team will get one warning, then an automatic out will be issued.
21. Once the Catcher has control of the ball and the runner at 3rd base has stopped all forward progress, the runner at 3rd base must return to the base. (This does not apply

to any runner at any base other than 3rd. All stealing is still LIVE for all other runners.)
Once all legal runners have stopped, the play is dead until the next pitch.

22. No coaches or assistant coaches will be allowed behind the backstop during the game.

23. Runners must slide on all bases when played upon – unless going back to the base. It will be up to the umpire's discretion to call the runner out.

24. No headfirst slides, runners will be called out – Unless going back to the base.

25. If the batter squares up to bunt as the pitcher begins his/her delivery and the pitcher stops before he releases the pitch, this will constitute a dead ball and the pitcher will be charged a ball.

26. Batters may not throw the bat. The first time will be a warning to the batter. If the batter throws the bat a second time the player will be called out. If the player throws the bat a 3rd time the player will be called out and removed from the game. If any player is removed from the game for throwing the bat the team will be charged an out each time the child should have been at bat.

27. Bunting is permitted. If the batter has two strikes and attempts a bunt that results in a foul ball, the batter will be called out. The batter, however, may not square to bunt and then swing away. Fake bunting is not allowed. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pull the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire. No bunting during pitching machine use.

28. A batted ball, unless called a foul by the umpire, is live and in play until the defense stops the progress of the lead runner or the umpire calls time.

29. The umpires will not tolerate any arguing on the field by the coaches, you may be ejected from the game without any warning.

30. Last team named on the schedule is the home team. The home team is responsible for the field. If playing the first game of the day the home team shall rake/drag the field, chalk the diamond, and put out the bases before the game. When playing the last game of the evening the Home team shall be responsible for putting the bases away and

raking or smoothing the field where appropriate such as around home plate or the pitchers mount. All teams must clean out their dugout after each game.

31. All team players will bat in a set batting order. The batter must take a pitch before being considered out of order. PENALTY: Batting out of order will result in the batter being out.

32. Third strike drop rule is not in effect for this league.

33. The pitching mound will be set at 46 feet. Below is the pitch count and rest requirements in the FCRBL Minor League Division. Rest days are considered calendar days. No player is allowed to pitch more than 3 days in a row. The HOME team is responsible for keeping pitch count for both teams and documenting in the official scorebook.

- a. 0-35 Pitches – 0 Days Rest
- b. 35-60 Pitches – 1 Days Rest
- c. 60-75 Pitches – 2 Days Rest

34. During any period of coach pitch the pitcher's position must remain within the "mount" – 8 ft. diameter circle, on one side or the other until the ball is hit. If the pitcher violates any of the requirements the umpire will warn the violating pitcher's manager that if that same pitcher violates the requirement again, he/she will have to be removed from the pitcher's position. The player can assume another position but cannot re-enter as a pitcher in that game. The player may not be ejected from the game for this infraction.

35. A courtesy runner is allowed for the catcher every time that they are up to bat. Each courtesy runner will follow the pinch hitter/runner cited above.

36. If the batted fair ball touches an umpire on fair territory before it touches an infielder including the pitcher or touches an umpire before it has passed an infielder other than the pitcher, the ball is dead, and the batter is awarded first base. All other runners will return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base.

37. Minor teams will be traveling this season. We will play by the rules of wherever we play, which could be different from our rules. When playing interleague games at Home, we will be following the published SEI league rules.

38. All scores must be logged in the FCRBL website by the head coach, both winning and losing scores

39. A coach may not come in contact with a base runner, the runner will be called out.

40. Coaches will initial the score card after the game to confirm the score. All score books shall be turned in with the catchers equipment after the season.

41. If a game is called due to rain after 4 innings, it shall be considered a complete game and the score at the end of the last complete inning will be the final score. If the game was tied it shall resume from the time of the rainout. If four innings were not played, then play resumes from the time of the rainout.

42. No consumption of Alcoholic beverages or tobacco products are allowed within 20 feet of any field.