



4yr-K Grade T-Ball

Program Overview:

Fountain Recreation Youth Baseball/ Softball Programs (FRYBP) is a baseball league feeder program to Fountain Fort Carson Middle School. Our first **PRIORITY IS FUN!** While paving the road to success for future Trojans.

FRYBP will be instructional in nature, and is intended to introduce boys and girls to the building blocks of baseball and softball.

FRYBP will follow all current National Federation of State High School Associations (NFHS) rules, except where modified by grade division.

Players will be chosen for teams through a random process or carpool necessity. Every player in FRYBP is guaranteed a roster spot if entered prior to the league registration deadline. Teams will not be altered following the coaches meeting without Recreation Department approval. An individual may **NOT** participate in FRYBP practices or games unless registration is completed and a parent or guardian has signed an agreement waiver on his/ her behalf. All games will be played with players from the original team roster unless coaches and officials agree otherwise.

Every player is guaranteed a minimum of two (2) full innings of playing time in each game, with the exception of injury, or late arrival of a player. Every team will have a minimum of an eight (8) game schedule. However, makeup games are not guaranteed. Games canceled due to unforeseen circumstances, i.e. inclement weather, games will be rescheduled if possible.

Fountain Recreation has a **ZERO TOLERANCE** policy toward fighting, flagrant, or intentionally violent penalties, abusive or obscene language and any other inappropriate behavior by players, coaches, parents or spectators. The Head Sports Official reserves the right to ask any player, coach, parent, or spectator to leave the premises and cancel the game, the Recreation Coordinator has the authority to suspend any player, coach, parent or spectator for any number of games or indefinitely from participating in any recreation program.

1. Playing Time Rules and Substitutions:

- a. WITHOUT EXCEPTION (barring injury, or arrival of player after start of the 2nd inning) – Every player MUST play two (2) full uninterrupted innings per game
- b. Every player will bat and play the field therefore the only time players should sub in is: when a player arrives late; player is injured and comes back in; and when a player needs a restroom or water break
- c. **Time of Games:**
 1. Games are scheduled for 4 innings
 2. There will be a 1:30 minute time limit. No new inning will start after 1:10 minutes
 3. Player Safety is our #1 priority. Water breaks and equipment repair are allowed at the official's discretion

2. Field & Equipment:

- a. Ball size: 9in, 5oz Injury Reduction Core (Level 5 Safety Balls)
- b. Bats cannot exceed 12oz and 2 ¼ in barrel
- c. Each team will have their own team color t-shirt provided by the recreation department with city logo if player's shirt is not available they can wear a shirt of the same color; on cold days players should try and wear team-shirt on top of other clothing
- d. Bases will be 60ft apart
- e. Protective Headgear will be worn at all PRACTICES and GAMES, anytime an offensive player is outside the dugout
- f. Athletic footwear with or without cleats are allowed **WITH** referee's approval (**NO METAL CLEATS**)
- g. Players with cast shall not be allowed to play due to the increased chance of injury to themselves and other players
- h. Players will only be allowed to wear approved medical bracelets and studded earrings
- i. All incidents, injuries or property damage at any Park and Recreation game will be reported to the Head Sports Officials

3. Start of the Game:

- a. The referees will meet with the teams and coaches at the start of the game to go over rules and answer questions
- b. A coin toss or Rock; Paper; Scissors will determine first possession or attacking goal, teams will trade possession each quarter, teams **WILL NOT** switch sides after the half

4. General Rules:

- a. Teams must bat through entire lineup before the other team comes to bat. Teams will bat their entire roster every half inning, regardless of outs made. Teams also play entire roster in the field, extra outfielders, infielders, etc.
- b. No stealing, leading off or bunting
- c. One base on an over-throw: Players need to learn to get ball to the center of the diamond; once the ball is in the center of the diamond the play is dead
- d. Each batter will get a maximum of 3 swings: After three (3) strikes or if the ball has not been hit into fair territory, the batter is out. **Coaches: DO NOT** abuse this rule
- e. The referee will place the ball on the tee
- f. The defensive team is allowed to have **THREE** coaches on the field to help out
- g. Referees will be used to help coaches manage the game environment
- h. No score will be kept
- i. **NO BULLDOGGING: Base runners must slide on close plays other than at first base to avoid contact**

5. Good Sportsmanship Examples:

- a. End of game cheer for opposing team
- b. Shake hands with opposing players and coaches at the end of the game
- c. Insuring that comments from parents, players and coaches are all positive in nature
- d. Coaches and parents need to remember that we are here for the good of the game and the good of the players, be positive at all times.

6. Code of Conduct:

No player, coach, or spectator at any time shall lay a hand upon, shove, strike, threaten, or use obscene language toward an official, player, coach, spectator, or Park & Rec. staff members. Any person doing so will be removed from the game and will only be allowed to return upon consent of the Recreation Coordinator.