



Manly Warringah District
Baseball Association



JUNIOR COMPETITION RULES

Season 2021/2022



www.manlybaseball.com.au



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1. Introduction

1.1 This document contains the playing rules for the Manly Warringah District Baseball Association Junior Competition (the “Rules”) which is played in the Manly Warringah District. Competitions are run in divisions 16 years and under in accordance with the Official Australian Baseball Rulebook (OABR) and Little League® Rules, Regulations, and Policies.

1.2 The Junior Competition Committee (JCC) is an appointed committee of the Manly Warringah District Baseball Association (MWDBA) and is responsible for establishing and conducting these competitions. Any queries arising from matters not covered in these rules will be resolved by the JCC.

1.3 The JCC reserves the right to amend or change any rule or rules it deems necessary to improve the standard of the competition or as otherwise directed by the MLB, ABF or BNSW.

1.4 If a circumstance arises that is not expressly covered in these rules, then the ruling will revert to the Little League Baseball Incorporated Rules (“Green Book”) and/or the Official Australian Baseball Rulebook (OABR).

1.5 Coaches and Assistant Coaches

1.51 The JCC is bound by all Local, State & Federal Legislation including Child Protection (Working with Children) Act 2000.

1.52 The JCC requires a current valid working with children (WWC) number for all team officials (including but not limited to: coaches, assistant coaches, managers, scorers, umpires) and Club committee members, over 18 years of age. Any officials who do not have a current valid WWC will be required to have this requirement by a prescribed date as advised by the JCC.

1.53 The JCC requires that all coaches and assistant coaches complete the Australian Sports Commission Community Coaching General Principles course (on-line) or the Intermediate Coaching General Principles and the Australian Sports Anti-doping Australia Coaches E-Learning Coaches Course by a prescribed date as advised by the JCC.

1.54 The JCC recommends that all coaches and assistant coaches undertake the relevant NSW Baseball Coach Education Course as prescribed for their relevant age group.

1.55 The JCC requires that all club officials, including but not limited to: coaches, assistant coaches, managers, scorers, umpires, canteen co-ordinators and volunteers are registered, in their respective capacity on the approved Baseball NSW registration portal for the relevant season. Individuals can register multiple times if more than one position is held.

1.6 Representative Player

1.6.1 For the purpose of these rules, a Representative Player is defined as a registered player of MWDBA who has been selected to participate in a development team or Manly All Stars team in the current calendar year.

A request for clarification of a rule, or a request for the review of a particular rule, or any errors are detected in the document, please put in writing to:

JBCsecretary@manlybaseball.com.au

All requirements in these rules for the supply and/or reporting of information are to be forwarded to the following emails:

JBCsecretary@manlybaseball.com.au

JBCrecorder@manlybaseball.com.au

2. Player Registration, Team Registration and Dual Registration

2.1 All players should be registered in an appropriate division according to the current season's Baseball NSW Age Matrix as well as qualification rules & guidelines.

2.2 Clubs must obtain JCC Executive (via the JCC Secretary) approval:

2.2.1 Before registering a Player in a team out of their league age division as stated in the Age Matrix for the relevant baseball season. Once approval has been given, the player is able to field in any position, including the battery.

2.2.2 For any team with 3 or more over aged players

Note: The purpose of these rules is to allow Clubs to select teams that are competitive for that division and to assist new players to transition into the game.

2.3 The exceptions to Rule 2.2 are the following:

2.3.1 A player meeting the Age Matrix requirements for Intermediate League, plus League Age 14 may register in the Intermediate League competition in addition to their League Age division (Dual Registration). A League Age 14 player is excluded from pitching or catching in an Intermediate League game; or

2.3.2 A player meeting the Age Matrix requirements for Junior League may register with a Senior League team provided that Senior League team has 10 or less current registrations (Dual Registration). This player is excluded from pitching or catching in any Senior League game.

2.4 For the purposes of these Rules, excluding pitching restrictions, a Player once registered in a division shall be referred to as a member of that division and no longer be referred to in the context of their "League Age".

2.5 A Player may move to a different division during the season, only with consent of JCC. No player can be moved after 1 January.

2.6 Birth Certificates or certified copies must be made available to the JCC upon request.

3. Non-Team Players & Forfeited Game

3.1 These rules do not apply to Under 9 Tee ball.

3.2 The minimum number of players required to take the diamond is as follows:

3.2.1 A team unaffected by Representative (including Development Teams) or Tournament duties is 8; or

3.2.2 A team affected by Representative (including Development Teams) or Tournament duties is 6.

3.3 A team has a period of 15 minutes after the scheduled starting time, to take the field with 8 (or 6) players who are registered within the MWDBA Junior Competition.

3.4 Any team who has less than 8 (or 6) available players has the option of using registered Non-Team Player(s) from within the MWDBA Junior Competition:

3.4.1 The team must already have at least 6 (5 because of Representative depletion) team players on its team list.

3.4.2 The NTP's must be from the same or a younger division and may be players from the opposing team or other team within the same age group.

3.4.3 The NTP's can play in any position on the field except pitcher or catcher and will bat at the bottom of the line-up.

3.4.4 The NTP's must be shown on the Line Up sheet & Result Sheet as Non-Team Players (NTP): Full name plus 'NTP' in brackets.

3.4.5 An NTP must not be used if a team Player is present and fit to play, except where the coach has exercised Rule 10.4.

3.4.6 An opposing team, who has more than 9 Players, will lend sufficient player(s) to the team who is short, without depleting their own team to below 9 players.

3.4.7 A single Player cannot be included in both teams to make the starting 9 players for each team.

3.4.8 In the event of a team player arriving late, the NTP who is lowest in the batting order is to be replaced by the late arriving team player. The replacement must occur at the top of the next innings that next follows the arrival of the team player.

3.4.9 The NTP may be changed at any time during a Game, provided the change occurs at the commencement of the top of an innings. If an NTP gets around to their position in the batting order, they are replaced in the field with the player who was last out.

3.4.10 Those players subject to rule 1.6 are restricted to a maximum of 3 NTP games for any one team during the regular season. A District Representative Player is not permitted to play as an NTP during the finals series. All other players have no restriction.

3.4.11 A team is permitted to have and play sufficient NTPs to bring their team to 10 players, provided that both NTPs are from a junior division, remembering to adhere to Rule 10.2.

3.4.12 Should a team not be able to take the field utilising the NTP provision then that team shall forfeit the Game.

3.5 Should a coach or team official choose to not to use the NTP rule and compete with only 8 players, the following will apply:

3.5.1 The team will bat 8 players in the lineup and receive an automatic out when the No. 9 position in the lineup is due to come to the plate.

3.6 Once a game has been rescheduled, it can only move from the rescheduled date, time and/or location due to the environmental conditions on the rescheduled date, time, and location.

3.7 At all times, a team must field a minimum 8 players, unless due to Blood Rule, Injury Substitution & Concussion (see Rule 12), otherwise the team forfeits the Game.

3.8 The Manager of any team which proposes to forfeit a Game, as soon as practicable, shall notify by email, its intention to the JCC Competition Coordinator and the Coach of the opposing team so as not to cause any more inconvenience than necessary.

3.9 When a team forfeits the Game, the team receiving the forfeit shall be considered as having a win, equivalent to one run for each innings of a Regulation Game. (U9 to Junior League is 6-0; Senior League is 7-0).

4. Environmental Conditions

4.1 The following environmental conditions may cause all or part of a round to be abandoned:

- 4.1.1 Unfit Ground Conditions;
- 4.1.2 Ambient Temperatures/Relative Humidity Level (refer 4.9);
- 4.1.3 Adverse Weather Conditions (Rain/Wind/Light Conditions);
- 4.1.4 Lightning (refer 4.10);
- 4.1.5 Air Quality Index (refer 4.11).

4.2 The ultimate authority of a ground is the Host Club.

4.3 In the event of adverse environmental conditions causing the abandonment of all or part of a round, the Club Secretary or other designated club official shall decide on the environmental conditions at the Club's grounds and:

4.3.1 Advise the JCC Competition Coordinator and Secretary by:

- 4.3.1.1 NLT 3.30pm on the Wednesday for Intermediate League;
- 4.3.1.2 NLT 7.00am on the Saturday morning round;
- 4.3.1.3 NLT 3.30pm on the Friday for Senior League.

4.3.2 The JCC Competition Coordinator will determine if the round is to be played.

4.4 If the Host Club, consider the environmental conditions are fit for play:

4.4.1 The Coaches of both teams must agree the respective area of play is fit for play.

4.4.2 If the Coaches cannot agree, the Umpire(s), at the Plate Meeting shall make the decision.

4.5 Once the game has commenced, the Umpire(s) shall determine whether play shall be halted and/or restarted due to environmental conditions.

4.5.1.1 Should play be halted, the time play halted will be recorded by the scorers and if play does not recommence within 30 minutes, the game will have been considered to have been abandoned (except when play is halted in rule 4.10); unless

4.5.1.2 The duration of play had already exceeded 45 minutes or 3 complete innings, constituting a Regulation Game.

4.6 Officials of the Host Club may intervene during a game to discuss with the Umpire(s) as to whether play shall be halted and/or restarted due to environmental conditions.

4.7 The JCC Competition Coordinator may, where practicable, move games to another location. Coaches & Managers of the affected teams are to be contacted by the JCC Competition Coordinator NLT one hour prior to the scheduled game start time to advise of the new location.

4.8 If any full round is cancelled due to environmental conditions, the JCC reserves the right to reschedule the round.

4.9 Any game not played in a partly abandoned round is to be rescheduled at an alternative time and venue as agreed upon by the affected team Coaches.

4.9.1 The new date must be within 21 days of the original scheduled date;

4.9.2 The JCC Competition Coordinator and Secretary shall be immediately notified in writing, so the change can be reflected on the schedule;

4.9.3 Should no mutually accepted date and time be agreed to, the game will be rescheduled by the Competition Coordinator.

4.10 Once a game has been rescheduled, it can only move from the rescheduled date, time and/or location due to the environmental conditions on the rescheduled date, time, and location.

4.11 Ambient Temperatures and Relative Humidity¹

If at the scheduled game time or at any time during the game:

4.11.1 The ambient temperature is between 26-30 degrees and humidity exceeds 60%, team officials and umpire should be vigilant to the welfare of all game participants and consider longer breaks between innings for shade relief and hydration.

4.11.2 The ambient temperature is between 31-35 degrees and humidity exceeds 50%, team officials and umpires should discuss reducing the game duration to the regulation game time of 45 minutes (refer to Rule 4.4 & 8.5).

4.11.3 The ambient temperature is above 36 degrees and humidity exceed 30% humidity team officials and umpires should discuss suspending or ceasing play (refer to Rule 4.4 & 8.5),

The Australian Bureau of Meteorology App is only to be used for these calculations.

4.12 Lightning

4.12.1 30 – 30 Rule. After taking cover, if the duration between a lightning strike and a thunderclap is 30 seconds or less, then remain under cover for a minimum of 30 minutes after the last thunderclap heard.

4.12.2 This is a minimum requirement.

4.12.3 If the minimum requirement is met, the game may recommence regardless of rule 4.4.3.1.

¹ Baseball Australia Heat Policy

4.13 Air Quality Index²

- 4.13.1 If at the scheduled game time or at any time during the game, the Air Quality Index (AQI) Particles PM2.5 is between 67 – 149 (as monitored by the NSW Planning, Industry and Environment Department), team officials and umpires should be vigilant to the effects on participants (particularly those with identified respiratory conditions) and consider suspending play (refer to Rule 4.4 & 8.5).
- 4.13.2 If at the scheduled game time or at any time during the game, the Air Quality Index (AQI) Particles PM2.5 reaches 150 or higher (as monitored by the NSW Planning, Industry and Environment Department) play should be immediately halted (refer to Rule 4.4 & 8.5).
- 4.13.3 The AQI data can be found at the site address below:

<https://www.environment.nsw.gov.au/aqms/aqitable.htm>

² Baseball NSW Air Quality Policy 2019

5. Umpires

5.1 Except where the League has delegated the responsibility of the appointment of Umpires to another body or person, each affiliated Club will be responsible for the appointment of the Umpires to Games at their respective home grounds.

5.1.1 The Away Team must appoint a Field Umpire, if not already appointed by the home team.

5.2 In the event of an appointed Umpire/s not attending at the time set down for a Game, an Umpire/s shall be appointed by the Coach of the Home Team. This may result in an Umpire/s being appointed from the away side, if the home team is unable to meet this request.

5.3 In the event of an Umpire having to vacate their position during the Game, the Home Team's Coach may appoint another Umpire during the progress of the Game. In the first instance, the request is to go to the team originally supplying the umpire.

5.4 Providing there are no extenuating circumstances, all live ball Games must be umpired from behind home plate.

5.5 Umpires for Little League Zooka games may umpire from behind the plate or in the centre of the diamond, in a position approximately behind the Zooka machine and pitcher.

5.6 Plate Umpires are to wear protective gear including face mask and throat guard or hockey style mask with a throat guard, chest plate or protective shield, protective cup, leggings and covered shoes. Any plate umpire, excluding Teeball, under the age of 16 must wear a hockey style mask with a throat guard.

5.7 All umpires under the age of 16 are to wear a helmet regardless of the age division being umpired. A batting helmet or coach's skull cap is permitted.

5.8 Each team will designate at least one Umpire for their Team, to be available for their games during the season. It is recommended that the Umpire should complete the Level 0 Umpiring Course from BBNSW or successfully complete an Umpiring Workshop conducted by Manly Warringah Baseball Umpires (MWBU).

6. Equipment

6.1 For the safety of all Players and Officials, the Umpire(s) is to ensure that correctly fitting protective gear is worn throughout the Game. The Umpire's decision or ruling will be final.

6.1.1 All Helmets are to be 2-eared helmets and shall not be altered in any way from the manufacturer's design and specification. Helmets shall be worn by all Batters and Runners;

6.1.2 All players should wear baseball or molded-stud shoes. Screw-in or tacked on studs of any type are not permitted. It is recommended that players not wear smoothed soled (sneakers) shoes.

6.1.3 Senior League players are permitted to wear metal cleat shoes.

6.1.4 All players in the field must wear a properly fitted glove.

6.1.5 Umpires, Coaches, Base Coaches and any other person entering the playing area or a dugout in any capacity must wear covered shoes. Thongs, sandals and bare feet are not acceptable footwear. Umpires will direct any person not complying with footwear requirements to leave the playing area.

6.1.6 Any person warming up a pitcher whether on the playing area or any other designated area in a tradition crouched catching position, must wear covered shoes and wear a catcher's mask. Any person under 16 warming up a pitcher must wear the hockey style mask with throat guard.

6.1.7 All persons acting as base coach in all divisions from Little League 10/11 (Minor) and up must wear a protective skull cap.

6.2 Balls

6.2.1 Baseballs to be used are set out in Division rules.

6.2.2 All Reduced Injury Baseballs (RIB) used during a single game are to be of the same brand.

6.2.3 At the commencement of a game, all game balls are to be new. Once play has commenced and addition balls are required, they should be of a quality acceptable to the umpires.

6.2.3.1 For Zooka, the replacement balls must be the same brand as was introduced at the commencement of the game.

Bats

6.2.4 All Bats must comply with the relevant Age rule as set out in Division rules.

6.3 Catchers Gear

6.3.1 All Baseball and Zooka catchers are required to wear:
A hockey style catcher's mask with a dangling throat guard;
A correctly fitted breastplate and leg-guards;
A properly fitting Catcher's mitt; and
A protective cup.

6.3.2 T-ball catchers are required to wear only a correctly fitting batting helmet, baseball glove and protective cup.

6.4 Protective Gear

6.4.1 Male players of all divisions are to wear a protective cup;

6.4.2 Female players of all divisions are encouraged, but not required, to wear a protective cup;

6.4.3 Mouth guards are recommended for all players in all divisions.

6.5 Equipment Inspection

6.5.1 For all divisions, whilst the plate meeting is being undertaken by the Umpires and Coaches, the following will occur:

6.5.1.1 Both catchers will come to Homeplate wearing all the catcher's gear intending to be used for the game to be inspected by the Umpire(s) for condition and compliance with the rule 6.4;

6.5.1.2 All bats intended to be used are to be shown to the Umpire(s) to ensure that they comply with the Bat Rule pertinent to that Division; and

6.5.1.3 All baseballs intended for use as game balls are to be inspected by the Umpire(s) and Coaches to ensure that are all in a suitable condition and in the case of the Reduced Injury Baseball, they are all the same brand.

7. Start of Game

7.1 All games shall begin at the times appointed by the JCC. Games are to be played at the designated time date & venue as determined by the published draw on the game management site as prescribed by the JCC.

7.2 The team listed first on the draw shall be deemed the Home Team and occupy the first base dugout and field first.

7.3 A plate meeting will be held, no later than 5 minutes before the scheduled start time of the game, between the Umpire(s) and Coach(es) of both teams. This meeting will allow for the introduction of all parties, discuss player participation including representative restrictions, and to discuss any ground rules.

7.3.1 The Home Team will hand the plate umpire two new baseball for game use. For Zooka, both baseballs must be the same brand.

7.3.2 The result sheet must be filled out with all player's names before the start of the game.

7.4 Non-Team players (NTP) are to be declared to both scorers and recorded in both scorebooks and the result sheet, as well as noted by the Umpire & Coaches.

7.5 Only players who are present at the ground are to appear on the Line Up sheet & Result Sheet. Any player who arrives late can be added to the bottom of the Line-Up Sheet & Result Sheet upon their arrival.

7.6 The Umpire(s) will ensure that the time the game officially commences is recorded on the result sheet, prior to the first pitch. This may differ from the prescribed start time on the draw.

7.7 In all divisions, games can be scored in an official baseball scorebook or using a suitable digital scoring platform, such as GameChanger. Any reference to "scorebook" in these rules, means either of these scoring methods.

8. Game Duration & Regulation Games

8.1 All games shall be played to the duration as set in the Division rules.

8.2 The top of an inning shall not commence within 10 minutes of the scheduled completion time. The 10 minutes shall apply when the last defensive out of the previous inning is made.

8.3 Should the top of an inning commence, it is to be completed in its entirety unless:

8.3.1 The home team is ahead after the completion of the top half of the inning; or

8.3.2 The home team moves ahead of the away team before three outs are made; or

8.3.3 15 minutes past the scheduled end time has been reached. In the event of an incomplete innings, the score will revert back to the last complete innings.

8.4 The exception to rule 8.3 is Senior League games (played on a Friday night) will have a hard finish at the completion of 2 hours. The following will apply:

8.4.1 The batter in the box shall complete the at bat; and

8.4.2 The score at the completion of the last at bat will revert back to the last complete innings unless:

8.4.2.1 the outcome of the last at bat results in a completed game with a legal result; or

8.4.2.2 the outcome of the last at bat result in a completed game under rule 8.3.2.

8.5 If a game is called, due to environmental conditions or other circumstances, a minimum of 45 minutes or 3 complete innings must be played to constitute a Regulation Game.

8.5.1 The 45 minutes will be calculated from the official start time recorded on the result sheet, as required in Rule 7.6.

8.5.2 Any game that is not a Regulation Game shall be declared a 'No Game' by the Umpire and recorded as such on the result sheet.

9. End of Innings & Innings Changeover

9.1 For all divisions:

9.1.1 Teams must bat through their lineup until three (3) outs are recorded or 6 runs are scored; or

9.1.2 The coach of the team batting declares their batting half innings ended (eg. Away team is ahead by 10 runs in the top of the 3rd or 4th innings).

9.2 A game cannot be called before the 10 minutes rule (Rule 8.2).

9.3 A maximum time limit of ninety (90) seconds is allowed when changing between innings. Team Coaches & Players are responsible for keeping the game moving and are encouraged against deliberate time wasting and slow play.

9.4 In the opinions of the Umpire(s) a team is deliberately or continually breaching Rule 9.3, the following penalty will apply:

9.4.1 If the fielding team breaches the rule, a runner (the 3rd out from the previous inning) will be placed at first base.

9.4.2 If the batting team breaches the rule (not placing a batter in the batter's box when called by the plate umpire):

9.4.2.1 The plate umpire will call for the pitcher to commence pitching, each pitch will be called a strike until the batter enters the box. Once the pitcher commences their pitching motion, the batter will not be permitted to enter the batter's box until that pitch is concluded.

9.4.2.2 Should three pitches be thrown, the batter will be given out as a called strike out (KC) and the next batter will be called to the batter's box.

9.4.3 Should this rule be used, it is to be recorded in the "Notes" section of the score sheet, including the innings it occurred and the team penalized.

9.5 The current pitcher returning to the mound is allowed a maximum of four (4) pitches as a warm-up.

9.6 New Pitchers will be allowed up to a maximum of one (1) minute or eight (8) pitches, as a warm-up unless warmed-up in the Bullpen, then only four (4) pitches are allowed.

10. Player Participation

10.1 Over the course of the season, all Players must have approximately the same number of defensive innings to ensure equal Player Participation.

10.2 No fielding player shall be sat off for two or more consecutive innings, unless due to injury or disciplinary reasons.

10.2.1 Should a player be sat off for 2 or more consecutive innings, the reasons should be clearly stated on the result sheet.

10.3 For Divisions Under 9 Teeball, Zooka and Little League 10/11 (Minor), a player can only field at the same position for two (2) innings for the duration of the game.

10.4 A Coach may exclude a registered team Player from a game for disciplinary reasons without breaching Rule 10.2, providing a letter from the Coach to the respective Club is submitted prior to the Game.

10.5 All teams are to bat through their team line-up.

10.6 Scorers are required to record each player's defensive innings on the Result Sheet for the game by recording players sitting off in defensive innings.

10.6.1 Failure to submit a fully completed Result Sheet may result action being taken by the JCC.

10.7 The JCC Competition Recorder will monitor adherence to Rules 10.2 & 10.3.

10.7.1 If the JCC Competition Recorder determines that players within a team have unequal defensive outs, the JCC Competition Recorder will immediately notify the JCC who will contact the Coach concerned and direct the player participation within the team be balanced.

10.7.2 Should the Coach fail to take appropriate remedial action within the time directed by the JCC, further action can be taken at the discretion of the JCC.

10.7.2.1 First offence will result in a written warning;

10.7.2.2 Second offence will result in a one game suspension;

10.7.2.3 Third offence will result in exclusion from the remainder of the season.

11. The Mercy Rule

11.1 The mercy rule can only be applied when the following criteria has been met:

Division	Minimum Innings Completed	Runs Lead
Machine Pitch (Zooka); Little League 10/11 (Minor); Little League Major; Intermediate League; and Junior League	3 ½	10 or more
Senior League	4 ½	

11.2 The mercy rule will only be applied after the above criteria have been met and the home team has had their turn at bat or is in a position where it does not require a final at bat.

11.3 When the home team scores a run to make the margin 10 runs or greater, and the above criteria has been met, the game officially ends, regardless of the point in the innings, and the score recorded on the result sheet at that point.

12. Blood Rule, Injury Substitution & Concussion

12.1 Should a player be forced to leave the playing field due to an injury or an injury that causes blood, the Player is to be removed from the game until such time they can re-join.

12.1.1 The Coach is to notify the Umpire and Scorers.

12.1.2 In the case of an injury producing blood, the Player must not return to the Game until the wound is dressed and the flow of blood is stopped.

12.2 During treatment, the Game is to continue with the injured player's position in the batting lineup being skipped without penalty.

12.3 If injury occurs and the team with the injured player is unable to field 9 players, the injured player's position in the batting lineup will be skipped without penalty. The team is to borrow a fielder in accordance with rule 3.4.2.

12.4 Should a player lose consciousness or suffered from a suspected concussion for anytime, then that player shall not be permitted to take the field that weekend and must seek medical attention. Their position in the batting line will be skipped without penalty (see BA & BBNSW rules).

12.5 If an injured player requires treatment by a medical practitioner or paramedic, a team official is, as soon as practicable, notify a member of their Club Committee of the following:

12.5.1 The time of the injury;

12.5.2 The name of the player;

12.5.3 The nature of the injury;

12.5.4 If a medical practitioner or paramedic attended; and

12.5.5 If the player was transported to a medical facility, the time transported, the name of the facility, how transported and name of the person accompanying.

The Club Official is to complete an "Injury Reporting Form" and forward a copy to JCC Competition Coordinator and/or Secretary via email within 24 hours of the injury being reported to the Club Official.

12.6 At the conclusion of the Game, the Coach of the injured Player must ensure the following information is recorded on the Results Sheet:

12.6.1 The time of the injury;

12.6.2 The name of the player;

12.6.3 The nature of the injury;

12.6.4 If a medical practitioner or paramedic attended; and

12.6.5 If the player was transported to a medical facility, the time transported, the name of the facility, how transported and name of the person accompanying.

12.7 A player who has been assessed as having suffered a concussion at any time, under any circumstances, as a result of training or playing baseball, must produced a medical clearance from a qualified medical practitioner to the secretary of the club to which they are registered, before that player can resume club or association training or participate in a club or association game.

13. Strike Zone

13.1 Little League 10/11 (Minor) - A larger strike zone will be used. Umpires will call a strike zone that, at the discretion of the Umpire, is up to the arm pits and down to the bottom of the knees and one (1) ball width either side of the plate. The entire ball must pass within this zone;

13.2 Little League Major - Umpires will call a regulation Little League Major strike zone as defined in the Little League International Rule Book; as defined as:

13.2.1 That space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

13.3 Intermediate League, Junior & Senior League - Umpires will call a regulation strike zone.

13.4 Coaches and Umpires will not enter into agreements to alter the strike zone and will not argue ball and strike calls.

14. General Pitching Limits

14.1 This rule is to be read in conjunction with Rule 17 Pitching & Catching

14.2 All teams are required to keep an accurate pitch count during each game for their pitchers. The pitch count is to be checked with the Official Scorebook to ensure that no Coach allows any pitcher to breach the allocated pitching assignment for that game.

14.3 All pitchers are subject to pitch limits relevant to their league age, as prescribed in the Baseball NSW Age Matrix for the relevant year, not the Division they are participating in. (See Annexure A for the pitch limits for each age)

14.4 A pitcher who reaches his pitch limit must be removed from the mound once they have reached the maximum pitches allowed in accordance with their age.

14.5 A pitcher may finish the batter in the box at the time of reaching their maximum limit, unless the pitcher is subject to the pitching/catching Rule 17, which directs that the maximum limit is a hard finish.

14.6 A pitcher once removed from the mound must not pitch again in that game.

14.7 A player playing in a division above their league age division is limited to the pitch and consecutive out restrictions that apply to their league age, not the age division they are participating in.

14.8 A player, who has been permitted to play over age, is limited to the pitch and consecutive out restrictions that apply to their league age, not the age division they are participating in.

14.9 All pitchers are limited to a certain number of pitches in any one assignment. The maximum number of innings pitched, or pitches thrown (whichever occurs first) that a Pitcher may throw in any one Club game is shown in the Division rules.

14.10 Umpires shall only apply the balk rule in Intermediate League, Junior League and Senior League.

14.11 When a balk is called, regardless of whether a pitch is delivered, a pitch will be added to the pitcher's count.

14.12 A Coach who over-pitches a Player may be requested by the JCC to appear before JCC and be subject to a penalty as determined.

- 14.12.1 First offence will result in a written warning;
- 14.12.2 Second offence will result in a one game suspension;
- 14.12.3 Third offence will result in exclusion from the remainder of the season.

14.13 The current pitcher returning to the mound is allowed a maximum of four (4) pitches as a warm-up.

14.14 New Pitchers will be allowed up to a maximum of one (1) minute or eight (8) pitches, as a warm-up unless warmed-up in the Bullpen then Rule 14.13 applies.

14.15 It is the responsibility of the team's Coach to ensure that a Pitcher does not over pitch.

14.16 Pitchers in Little 10/11 (Minor) and Little League Major are only permitted to pitch fastballs and change ups.

14.16.1 This is a Player protection rule and the emphasis is on the throwing action of the Pitcher and any forward rotation on the ball, NOT the movement in the air of the ball.

14.16.2 When any pitch other than a fastball or changeup is called by the Umpire, the pitch will be called a ball and the ball is dead. Runners stealing shall return to their base occupied at the time of the pitch.

14.16.3 Should the Batter hit the ball and the Batter and all Runners legally advance at least one base, play will continue without reference to the pitch.

14.16.4 If a Pitcher continues to pitch any pitch other than a fastball or changeup after a warning by the Umpire to the Pitcher and the Coach, the Pitcher shall be removed from the mound, by the Umpire.

14.16.5 All illegal pitches called by the Umpire will still count to the pitcher's pitch count.

15. Pitching Restrictions & Limits

15.1 Pitching restrictions and limits apply to all players registered with Baseball NSW when they are playing in any form of competition.

The following table outlines Pitching Restrictions Over 2 Day Period:

Player's League Age Division	Pitch on Day 1	Day 1 Restriction	Pitch on Day 2
Little League 10/11 (Minor) Little League Major	0 pitches	Full Restriction	50 pitches
	20 pitches	Minor Restriction	35 pitches
	30 pitches LL 10/11 (Minor)	Substantial Restriction	0 pitches
	50 pitches LL Major		
Intermediate League Junior League	0 pitches	Full Restriction	50 pitches
	20 pitches	Minor Restriction	35 pitches
	60 pitches	Substantial Restriction	0 pitches
Senior League	0 pitches	Full Restriction	60 pitches
	30 pitches	Minor Restriction	45 pitches
	70 pitches	Substantial Restriction	0 pitches

15.2 All Players, regardless of where and when they pitch, have these limits always apply to them when pitching in any competition.

15.2.1 This can include but is not limited to weekday training bullpen sessions, school games, midweek games or any club or representative game.

15.2.2 This also includes players who may be playing for other Associations on a regular weekly basis i.e. State League, Women's League, Central Coast, PCBL & School Teams.

15.3 A pitcher who pitches over two consecutive days in games must then take two full days rest from pitching and catching. Days are expressed as calendar days and not blocks of 24 hours.

15.4 If any Coach, Player, Parent, or Official believes that the pitching restrictions have been breached all details are to be communicated, in writing, to the JCC.

15.4.1 The JCC will gather evidence for review by the JCC, who may impose such penalties (see Rule 14.12) as it sees appropriate for the incident. Your co-operation is sought to make these restrictions work for the benefit of the Player's protection and participation.

15.5 The Manager of a MWDBA Representative or Development Team that is scheduled to play on a given weekend must notify the JCC Secretary, in writing by midday Thursday, prior to the affected round, of all pitching restrictions for all players within that team.

15.5.1 A maximum of three Pitchers from any Representative or Development team can be put on Full Restrictions (0 pitches) on a Friday or Saturday club rounds.

15.5.2 A maximum of one pitcher from any one club team can be placed on full restrictions.

15.5.3 Representative Coaches may also limit other pitchers to Minor Restrictions:

Little League 10/11 (Minor)	– 20 pitches;
Little League Major	– 20 pitches;
Intermediate League	– 35 pitches;
Junior League	– 35 pitches;
Senior League	– 45 pitches.

15.6 The JCC Secretary will notify the Coach, or in the absence of the coach another team official, of the affected team, of the name of the player and the pitching restriction, in writing, as soon as possible, prior to the commencement of the affected club round. The relevant Club Secretary will be included in same communication.

15.7 Any affected club coach who has objections to the restriction must immediately communicate those objections in writing to the JCC Secretary for review by the JCC Executive.

15.8 A breach of any restriction imposed shall be regarded as a breach of Rule 14 and subject to disciplinary action, as outlined in Rule 14.12.

16 Catching

16.1 This rule is to be read in conjunction with Rule 17 Pitching & Catching

16.2 The following catching limits apply:

16.2.1 Little League Zooka – 2 innings;

16.2.2 Little League 10/11 (Minor) – 2 innings;

16.2.3 Little League Major - 3 innings;

16.2.4 There is no limit for all other Divisions.

16.3 Coaches should encourage catchers not to remove their catchers gear during their batting inning, unless:

16.3.1 The catcher is one of the first three (3) batters due up that inning;
or

16.3.2 For comfort due to environmental conditions, particularly hot weather.

16.4 Catcher Speed Up.

When there are two (2) outs and the Catcher reaches or is on base;

A Pinch Runner shall come into the game to replace the Catcher;

The Pinch Runner shall be the last batter given out;

Upon their return to the dugout, the Catcher is to immediately place their catcher's gear on in preparation for the next half inning.

17. Pitching & Catching in the Same Game

17.1 In Divisions, Little League Major to Senior League, a player may pitch and catch in the same game of a club round under the following conditions:

17.1.1 The player can only pitch half of the full pitching restriction for their league age; and

(An example being a Little League Major player can only throw 25 pitches in the game).

17.1.2 The player can only catch a maximum of two (2) innings in the same game.

17.2 The pitch count under this rule will be a hard finish, regardless of the count on the batter in the box.

17.3 The player may pitch/catch or catch/pitch in the same game.

17.4 The subject player, once removed from the mound, will be deemed to have completed their pitching assignment, regardless of pitch count and cannot return to the pitch again in the game.

18. Deliberate Collision

18.1 If a play on a runner is imminent at any base, except 1st Base:

18.1.1 The runner must slide or otherwise attempt to avoid a collision with a fielder who has the ball or is in the act of fielding the ball;

18.1.2 If the runner violates this rule and a collision occurs, the runner shall be given out;

18.1.3 In such cases, the ball will be “dead” and Runners will return to the last base legally occupied at the time of the collision unless forced to advance;

18.1.4 The position of other Runners is a judgment call by the Umpire(s).

18.2 A runner attempting to score may not deviate from their direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate).

18.2.1 If, in the judgment of the Umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the Umpire shall declare the runner out (even if the player covering home plate loses possession of the ball).

18.2.2 The Umpire shall call the ball dead, and all other base runners shall return to the last base legally occupied at the time of the collision.

18.3 Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as they are attempting to score.

18.3.1 If, in the judgment of the Umpire, the catcher without possession of the ball blocks the pathway of the runner, the Umpire shall call or signal the runner safe.

18.3.2 Notwithstanding the above, it shall not be considered a violation of this OABR Rule 7.13 if the catcher blocks the pathway of the runner in order to field a throw, and the Umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

18.4 Where the Umpire judges that a Player intentionally made contact with an opponent, the Player shall be ejected from the Game.

19. Code of Conduct

19.1 See Rule 25

19.2 No Player, Team Official, or Spectator shall, at any time, whether from the bench or the playing field or elsewhere:

19.2.1 Incite, or try to incite, by word or sign, a demonstration that negatively reflects upon Umpires, opposing players, opposing coaches or opposing spectators.

19.2.2 Use language which will in any manner, negatively reflect upon opposing Players, Team Officials, Spectators or Umpires.

19.2.3 Bring the game into disrepute by engaging in unsportsmanlike conduct to trick or misrepresent the status of a play (eg. Hidden Ball Trick). Should this conduct or a play of this type occur, the umpire(s) are to nullify any outcome from the play and continue the game as if the play had not occurred.

19.3 Umpires may caution a Player, Team Official or Spectator regarding misconduct.

19.3.1 If a caution occurs, a written report from the Umpire(s) will be submitted to the Secretary of the JCC, on the Incident Report form, within 24 hours of the caution.

19.4 Umpires may eject a person connected with the game should a warning not be heeded.

19.5 The person ejected must not remain on or approach any field area.

19.5.1 If an ejection occurs, a written report from the Umpire(s) will be submitted to the Secretary of the JCC, on the Incident Report form, within 24 hours of the ejection.

20. Player, Team Official & Spectator Misconduct

20.1 See Rule 25.

20.2 Should any Player, Team Official or Spectator conduct themselves in a disorderly manner either on or off the field to cause the Umpire to take action, a written report, on the Incident Report form, from the Umpire(s) will be submitted to the Secretary of the JCC, within 24 hours of the ejection.

20.3 The JCC may suspend or otherwise deal with the offender. This rule will also embrace ejection from the Game.

20.4 Where a Player, Team Official or Spectator is ejected from a game, they are NOT permitted to participate in that Game and must leave the confines of the entire playing facility.

20.5 Any Player, Team Official or Spectator reported under this rule, may NOT participate in other Games covered by MWDBA Junior Competition until the JCC has dealt with the matter, or written permission is given by the JCC.

20.6 Any decision handed down by the JCC is binding on all games covered by MWDBA Junior Competition. It may also be imposed on participation in other affiliated competitions.

20.7 At the discretion of the Umpire(s), if deliberate and persistent misconduct continues the game can be ceased.

20.7.1 Before taking such action, the Umpire must first warn the Coaches.

20.7.2 A written report from the Umpire(s), on the Incident Report form, will be submitted to the Secretary of the JCC, in 24 hours of ceasing the game.

20.7.3 The JCC will determine the ultimate outcome of the Game.

21. Protests

21.1 Should any Coach consider a decision during a Game is not in accordance with the rules and the decision has a direct bearing on the outcome of the Game, an official Protest can be lodged under the following conditions:

21.1.1 In the event of an Umpire giving a decision on a point of the Rules and refusing to alter their ruling.

21.1.2 The Umpire's decision is final (with a team's right to continue to play under protest).

21.1.3 The protest will not be recognised unless the Umpire(s) are notified at the time of the play and before the next pitch, play or attempted play to retire a runner.

21.1.4 All protests shall be recorded on the result sheet at the time of the play. Notice of Intention to protest the game must be confirmed by the Coach on the result sheet within 15 minutes of the completion of the game. The Umpire must co-sign the protest on the result sheet at this time.

21.1.5 Where the Protest is confirmed, details of the protest clearly stating the nature and reasons for the protest, on the Incident Report form, shall be lodged in writing to the JCC Secretary within 24 hours of the conclusion of the game in which the alleged incident occurred. The team involved in any Protest must advise their Club at the same time as notifying JCC.

21.1.6 A fee \$50 is payable upon the lodgment of any protest. This fee is forfeited should the protest be dismissed.

21.1.7 The JCC reserves the right to fine a Club for any unsuccessful protest lodged by one of the Club's teams that JCC considers being frivolous and ill considered.

21.1.8 Judgment decisions cannot be protested. Examples of judgment calls include balls & strikes, catches, bang-bang plays, fair or foul balls.

21.1.9 The JCC will adjudicate all protests.

21.1.10 In determining their decision, the JCC may call upon any person to assist them in any way they see fit.

21.1.11 The decision of the JCC shall be final.

22. Results & Result Sheets

22.1 Result sheets can be completed by either team. The completed result sheet is to be verified as correct by an official from both teams.

22.2 In the case of a disputed result sheet, Team officials (including the scorers of the day) and the umpires are not to leave the playing area until the dispute is resolved.

22.3 If a disputed result sheet cannot be resolved in a reasonable time following completion of the game, a team official is to contact the Junior Competition Recorder.

22.4 Result sheets will be uploaded to the Competition Management System by the home team and as directed by the Junior Competition Recorder.

22.5 All fully completed result sheets are to be uploaded, no later than the 11:59pm the Sunday after each weekend round or 5pm the following day of a mid-week round.

22.6 Failure to upload the fully completed result sheets will incur a warning in the first instance and a penalty to be prescribed by the JCC for every subsequent instance.

22.7 Teams are to check that the score has been submitted correctly within 7 days of the result being posted. After that time, no changes will be made.

22.8 A hardcopy is to be kept on file by the home club for the duration of the season. In the event of a game protest, they may need to be produced as well as the score book from the game in question.

23. Competition Standings

23.1 For deciding Competition Standings, the following formula will be used.

23.1.1 The number of Games won by a team is divided by the number of games played with the result to be expressed to 3 decimal places. A draw counts as half a win and a game played. Example

Team	Played	Wins	Draws	Losses	Win/Loss %
Manly Warringah	20	15	3	2	0.875

Formula: $\text{Wins} + (\text{Draws divided by } 2) \text{ divided by Played} = 0.825$ ($16.5/20=0.825$)

23.1.2 The team finishing the competition with the highest winning percentage will be declared the minor premier.

23.1.3 If teams finish the competition on an equal win percentage, then the method used by the Baseball Australian to determine tied positions will be adopted as follows:

23.1.3.1 Results of games played between tied teams only as if those team(s) were in a competition solely, then if still equal;

23.1.3.2 The percentage of runs for and runs against between the tied teams only as if those teams(s) were in a competition solely, if still equal;

23.1.3.3 The percentage of runs for and runs against in total competition;

23.1.3.4 The percentage referred to in 23.1.3.2 and 23.1.3.3 shall be determined as the total runs scored by the team divided by the total runs against. The higher percentage being best.

24. Finals Rules

24.1 The Junior Competition Rules will apply to games played during the Finals Series, unless specifically addressed in this Section.

24.2 Finals Format

24.2.1 The standard Finals Format as described below will be used for all MWDBA Junior Competition Finals Series unless the structure of any division warrants a different Finals Format. This is solely at the discretion of the JCC.

Week 1	Major Semi Final	1 st v 4 th
	Minor Semi Final	2 nd v 3 rd
Week 2	Grand Final	Winner Major Semi Final v Winner of Minor Semi Final
	Third Place Final	Loser Major Semi Final v Loser Minor Semi Final

24.3 Game Duration

Under 9 Tee Ball Little League Zooka	Little League 10/11 (Minor)	Little League Major Intermediate League Junior League	Senior League
6 innings	105 Innings (including the Hybrid Inning)	6 Innings	7 Innings

24.3.1 If after the regulation number of innings, the Game is tied, the Game is to continue until a result is reached.

24.3.2 In the event "B" finals are run (within one competition division) finals games will be normal competition duration.

24.3.3 Where a timed game is played, Rules 8.2 & 8.3 (10-minute rule will apply.)

24.4 Pitching Restrictions

Little League 10/11 (Minor)	Little League Major	Intermediate League Junior League	Senior League
30	50	60	70

24.5 The Mercy Rule

Division	10 Runs ahead after the below innings completed	7 Runs ahead after the below innings completed
Little League 10/11 (Minor)	2 ½	4
Machine Pitch (Zooka) Little League Major Intermediate League Junior League	3 ½	5
Senior League	4 ½	6

24.6 Any Game, suspended by an Umpire due to environmental conditions which cannot recommence within 30 minutes (excluding lightning Rule 4.10), will only become a regulation Game, providing the following number of innings have been completed:

24.6.1 Senior League - 4 innings;

24.6.2 All other divisions – 3 innings;

24.7 Any Game that due to environment conditions (Rule 4):

24.7.1.1 Is not commenced; or

24.7.1.2 Is commenced but has not become a regulation Game when play was suspended; or

24.7.1.3 Is a regulation game and is tied when play had was suspended;

The JCC will determine whether:

24.7.1.4 Team finishing higher on the competition table will advance; or

24.7.1.5 Play will recommence at point of the stoppage on another day prior to the next round of the final series.

24.7.2 In the event, the Grand Final is not commenced or is suspended due to environmental conditions, it may be rescheduled, or play recommence on the first available day at the discretion of JCC.

24.8 Tie Breaker/Extra Innings

24.8.1 When a game is tied at the end of the regulation innings for that division, extra innings will be played with the following conditions:

- 24.8.1.1 The batting team will start each batting inning with a baserunner on 2nd base;
- 24.8.1.2 The baserunner will be the 3rd out from the previous batting inning; and
- 24.8.1.3 This will continue until a result is obtained or the game is suspended due to environmental conditions, where rules 24.6 & 24.7 will apply.

24.9 Umpires for Finals

24.9.1 Each Clubs must supply 3 umpires with a minimum Level 0 qualification for each week of the final series; these umpires do not have to be the same individual. Penalty for non-compliance is \$100 for each week a Club is not compliant.

24.9.2 The Secretary of the Clubs of the qualifying teams must nominate their umpires as soon as it is known that the team will qualify.

24.10 Player Participation

24.10.1 Non-Team Players may only be used with the approval of the JCC.

24.10.2 All NTP's must be used in accordance with Rule 3.

24.10.3 A player must be registered with a Club no later than 31st January of that competition period (ie. 31st January 2021 for the 2020/2021 season) to be eligible to play in the final series.

24.11 Home Team

24.11.1 The Team finishing higher on the points table is the HOME Team and will occupy 1st base dugout and field first.

24.11.2 In the Grand Final, the Team finished highest on the table at the end of competition will be the Home Team and will occupy the 1st base dug-out and field first.

24.12 Grounds

24.12.1 Providing the Local Authority has not closed the ground, the host club may close the ground if it is unfit for play prior to 7.30am on each day of the final series.

24.12.2 If the host club has not closed the ground, the JCC Executive may close the ground if it is unfit for play at any time prior to the plate meeting of any game.

24.12.3 If the JCC has not closed the ground, the Umpire, once obtaining control of the game at the Plate Meeting, has control as to whether the game will continue due to environmental conditions (Rule 4).

24.13 Protests and Rescheduling of Finals Games

24.13.1 The JCC shall appoint a committee consisting of 2 members of the JCC and 1 member of the MWDBU Committee to hear all protests on the diamond at the time of the protest.

24.10.2 Where a protest is initiated during a finals game, the game is to be halted and an official from the protesting team is to attend the Finals Committee room to advise of the protest and escort the Protest Committee to the game location.

24.10.3 The JCC shall reserves the right to reschedule any final game(s) as it sees fit.

25. Tribunal

25.1 All participants under the control of the JCC will abide by and be subject to these Rule, OABR and Little League© Rules, Regulations, and Policies and any other instruction regarding the conduct of the game of baseball by the JCC.

25.2 Any player or team/club official who contravenes these requirements may be:

25.2.1 Ejected from a game by the Umpire;

25.2.2 Cited by an Umpire for an incident that occurs after the game has been “called”;

25.2.3 Cited by a MWDBA, JCC or Club Official.

25.3 The JCC will appoint a “Tribunal” to process all incidents referred to in Rule 25.1

25.4 When a person is ejected from a game of baseball, cited, they will:

25.4.1 Conform strictly with the OABR;

25.4.2 Not participate in another game with a Club, League or Association affiliated with Baseball NSW until such time that the Tribunal process has been instigated (See Rule 25.6.14);

25.5 Tribunal

The Tribunal will be appointed by the JCC to act in accordance with the rules and/or other codes.

It does not follow Judiciary “Rules of Evidence”, but looks at all sorts of evidence including hearsay, written reports, verbal statements, past history etc. and forms an opinion based on probability of incident being true and if finding a breach, has the power to impose a penalty for that breach. It has the power to call other witnesses. It also has the power to raise more charges if the evidence so suggests.

25.5.1 The Tribunal will consist of a minimum of three (3) persons, but always an odd number, to process the reported incident(s) as they are reported.

25.5.2 The “Chair” will be a member of the JCC Executive.

25.5.3 The other members will be independent registered members of the MWDBA,

25.5.3.1 For an Ejection, preferentially being an experienced coach and an association/club official;

25.5.3.2 For a Code of Conduct violation, preferentially being experienced association/club officials.

25.5.4 Ideally, all members should be independent of the Club(s) the concerned persons are affiliated to.

25.5.5 The members of the Tribunal may differ from incident to incident.

25.6 Disciplinary Procedure for Ejections

25.6.1 The Umpire or the Umpire's Club (in the case of a junior umpire) will notify the Secretary of the JCC, on the Incident Report form, that there has been an ejection within 24 hours of the ejection.

25.6.2 The Umpire will submit a written report of the ejection, in a form determined by the JCC, to the Secretary of the JCC within 48 hours of the ejection.

25.6.3 The ejected person (the "Respondent") will be asked to submit a written report, in a form to be determined by the JCC, in response to the incident in their defense, if they wish to do so. The response to be received by the Secretary of the JCC within 48 hours of the request.

25.6.4 The JCC and the Respondent's Club is to provide the Respondent will all information and/or reasonable advice to ensure a fair tribunal process is followed.

25.6.5 If the Umpire is a minor, then the Manly Warringah Baseball Umpires (MWBu) or the Umpire's affiliated Club will assist with their reporting. The content of any submission(s) from the Umpire are to be in their words.

25.6.6 If the Respondent is a minor, then a parent or guardian can act/communicate on their behalf. The content of any submission(s) from the Respondent are to be in their words.

25.6.7 The Tribunal will be convened, either in person or via electronic means, to consider all reports received within 48 hours of all correspondence being collated by the Secretary and

25.6.7.1 Confirm the validity of the incident and impose prescribed penalty; or

25.6.7.2 Call for further evidence or advice, via the Secretary of the JCC, defer their consideration before completing their duties under rule 25.6.6.1. (The period of deferral should only be as long as necessary.)

25.6.8 Notify the Secretary of the JCC, in writing, of the outcome of the Tribunal, including the penalty imposed.

25.6.9 The Secretary of the JCC will notify the Respondent, in writing, of the outcome within 24 hours of the Tribunal notification.

25.6.10 The Respondent is to acknowledge the notification, either

25.6.10.1 Accepting the penalty; or

25.6.10.2 Advising of their intention to appeal.

25.6.11 If the penalty is accepted, and the matter is closed.

25.6.12 If the Respondent does not acknowledge the notification, the penalty will be enforced, and the matter closed.

25.6.13 If the Respondent does not accept the penalty, the matter will be referred to the MWDBA committee for consideration of the appeal.

25.6.14 Any penalty imposed by the Tribunal must be served in full before the respondent is eligible to resume playing in any MWDBA or affiliated association games.

25.6.15 The respondent cannot participate in any MWDBA or affiliated association games, whilst the tribunal process is being undertaken without permission of the JCC. The respondent must submit their request to play in writing to the Secretary of the JJC.

25.7 Disciplinary Procedure for Code of Conduct (CoC) Violations

25.7.1 Depending on severity, CoC violations should be first dealt with by the Club(s) involved.

25.7.2 If this process is not successful, then the following procedures will apply.

25.7.3 The JCC will be informed, in writing to the JCC Secretary, of the alleged breach.

25.7.4 Written reports, in a form determined by the JCC, will be called for from the Complainant and/or witnesses.

25.7.5 If the Complainant is a minor, then their parent/guardian and/or the Umpire's affiliated Club will assist with their reporting. The content of any submission(s) from the Umpire are to be in their words.

- 25.7.6 The Tribunal will be appointed by the JCC to act in accordance with the rules and/or other codes.
- 25.7.7 If the Tribunal decides there is a case to answer, the Respondent will be informed of the complaint and the CoC breach.
- 25.7.8 The Respondent will be asked to submit a written response to the complaint in a reasonable timeframe. The Respondent may also submit witness submissions.
- 25.7.9 The Tribunal will consider all submissions, determine if there has been a CoC breach and decide if any penalty should be imposed.
- 25.7.10 Notify the Secretary of the JCC, in writing, of the outcome of the Tribunal, including the penalty imposed.
- 25.7.11 The Secretary of the JCC will notify the Respondent, in writing, of the outcome within 24 hours of the Tribunal notification. If the penalty is accepted, and the matter is closed.
- 25.7.12 If the Respondent does not acknowledge the notification, the penalty will be enforced, and the matter closed.
- 25.7.13 If the Respondent does not accept the penalty, the matter will be referred to the MWDBA committee for consideration of the appeal.
- 25.7.14 Any penalty imposed by the Tribunal must be served in full before the respondent is eligible to resume playing in any MWDBA or affiliated association games.
- 25.7.15 The respondent cannot participate in any MWDBA or affiliated association games, whilst the tribunal process is being undertaken without permission of the JCC. The respondent must submit their request to play in writing to the Secretary of the JJC.

25.8 Enforcement of Penalties

25.8.1 The Tribunal will follow the prescribed penalties outlined in the “Prescribed Penalties - Baseball NSW Tribunal” document as it appears on the Baseball NSW website.

25.8.2 The Tribunal may also recommend:

25.8.2.1 For individuals: deregistration (from the current season), multi-year or life suspension from all MWDBA competitions.

25.8.2.2 For Teams: loss of points, exclusion from competition finals or removal from the current competition.

25.8.2.3 For Clubs: loss of points, exclusion from competition finals or removal from the current competition.

25.8.3 These recommendations may require ratification by the MWDBA committee.

Tee Ball (Under 9)

Annexure A

Game Duration	90 Minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)

Baseball



Reduced Injury Baseball (RIB)

All baseballs used in the game must be the same brand.

Bat

- 2 5/8 barrel diameter bat, Aluminium or Composite.

or

USA Baseball Standard is recommended.
(Logo displayed)



Mercy Rule	No
Max Runs per Innings	6

Coaching	• A coach is permitted to stand in the outfield to assist with positioning of fielders and offer encouragement to the fielders when a batted ball is in play. • A coach is permitted to assist the batter in the box with adopting the correct stance and positioning/height of the tee. • Coaches are not permitted to assist in the fielding of a batted ball. • Coaches are not permitted to assist batter in hitting the ball from the tee.
Pitching	See Pitcher's position under "Fielding"
Catching	Must wear a batting helmet
On Deck Batter	No
Team	• All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	• The Batter will remain in the dugout until the Umpire calls "Batter Up." • The Batter will not commence their swing until the Umpire calls 'Play. • The batter's feet will be square with an imaginary line drawn between the centre of home plate and the centre of the pitcher's plate; • The batter is not permitted to move their back foot after the Umpire has called 'Play. If, in the opinion of the Umpire, movement occurred, the Umpire will call "Movement"; 1. If no Out(s) resulted from the batted ball, a strike will be called; in the instance with two (2) strikes, this will result in a strikeout. 2. If an Out(s) occurred, the play will stand. • Full and forceful contact must be made with the ball; • A batted ball must travel outside an imaginary arc the distance being halfway to the pitcher to deemed a "hit ball"; • A batted ball remaining inside an imaginary arc the distance being halfway to the pitcher to deemed a "dead ball" and the batter will continue the at bat without penalty; • Bunting is not permitted; • A strike will be called, if the batter swings and misses the ball, if

Batting
(continued)

- the third strike, the batter is out;
- A batted ball called foul will be called a strike, the batter cannot be called out on a foul ball with two strikes;
- In addition to the normal baseball definition of a foul ball, the following will also be called foul:
 - 3. A swing that is not full and forceful;
 - 4. If the batter levels the bat at the ball more than one time before swinging;
 - 5. If in the judgment of the umpire, the bat hit the tee before the ball;
 - 6. A base runner left early and no Out(s) results from the batted ball; or
- A Batter who throws the bat after contact will be warned by the umpire. A subsequent offence, the batter will be given out and runners will last base legally occupied;
- Infield Fly rule does not apply;

Runner

- All runners will remain in contact with the base until the ball is hit;
- Umpire will ensure all runners are in contact with their base before calling play;
- Umpires will call "Left Early", if a runner does so, "Time" is called and the runner(s) will be returned to their original base(s);
 - 1. If the batter has hit the ball and no Out(s) result, the play will be nullified and the batter returns to the batter's box to complete the at bat;
 - 2. If Out(s) result, they will stand and play continues;
- If a runner is call for leaving early for a second time in the same innings, they will be given out.

Time Rule

- When an infielder is "in control" of the ball;
- Time call is a judgment call of the Umpire;
- Umpire will direct runner(s) to the correct base(s), in their judgment;
- A fielder standing within or immediately adjacent to the infield may be deemed an infielder;
- "In control" may be defined as in possession or within reach or about to catch a thrown ball;
- Coaches are not to encourage base running in the hope of forcing an error.
- Commonsense will be applied to this rule.

Fielding
(Before calling
"Play")

- A player can only field at the same position for a maximum of 2 innings during the game;
- All fielders will be in orthodox fielding positions;
- The pitcher will have both feet on the pitching rubber;
- The catcher will be in a safe position;
- No fielder is, in the judgment of the umpire, to field too close to the batter.

Overthrown
Ball

- Runner(s) may not advance on a ball thrown into foul territory or beyond the pass ball line;
- "Time" shall immediately be called;
- Point 1 will be applied to an enclosed field, if the ball rebounds off the fencing.

Appeal Plays
Procedures

- After "Time" is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter's at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call "Play"
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call "Time" and rule on the appeal play.

Little League Machine Pitch (Zooka)

Annexure B

Game Duration	90 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Zooka Machine Positioning	• The Centre stem of the legs will be 40 feet (12.2m) from rear of home plate on the 3rd base side of the pitcher's plate; • The Centre stem of the legs will be 2 feet 6 inches (0.77m) off a line drawn between the centre of home plate and the centre of 2nd base.
Zooka Set Up	• The machine is to be fitted with small legs; • A pitched ball must pass over home plate at a suitable height, mutually agreed by both coaches; • If coaches cannot agree, the Umpire will make sole decision; • Ball speed will be 40-43 miles per hour;
Zooka become inoperable	• Should the machine become inoperable and another is not available; 1. The game will revert to equal innings; 2. A Tee will be used; 3. Under 9 Tee Ball rules will apply.

Ball



Reduced Injury Baseball (RIB)

All baseballs used in the game must be the same brand.

Bat	• 2 5/8 barrel diameter bat, Aluminium or Composite.	USA Baseball Standard is recommended. (Logo displayed)
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or



Mercy Rule	Yes – 3 ½ innings.	
Max Runs per Innings	6	
Coaching	• Coaches are not permitted on the field during play; • Coaches are to remain in the coach's boxes during their team's at-bat.	
Pitching	• When the Umpire calls "Play", the pitcher shall place the ball in the machine and return to the pitcher's plate; • The pitcher will not throw, flick or spin the ball into the machine; • The pitcher will have both feet on the pitcher's plate; • No one is to place the ball into the machine unless directed by the Umpire.	
On Deck Batter	No	
Team	• All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.	

Batting

- The Batter will remain in the dugout until the Umpire calls “Batter Up.”
- Every pitch is deemed a strike, unless it is so low, so high or so wide that the Umpire deems it a “No Pitch”;
- If the Umpire calls “No Pitch”, a strike will not be called on the batter;
- If a batted ball hits the machine or passes through the legs, the Umpire will call “Time”, the batter will be awarded first base and runners forced to advance will advance one (1) base.
- A third strike call will be an out, whether or not the catcher catches the ball;
- Infield Fly does not rule apply.

Runner

- All runners will remain in contact with the base until the ball is hit;
- Umpire will ensure all runners are in contact with their base before calling play;
- Umpires will call “Left Early”, if a runner does so, “Time” is called and the runner(s) will be returned to their original base(s);
 1. If the batter has hit the ball and no Out(s) result, the play will be nullified and the batter returns to the batter’s box to complete the at bat;
 2. If Out(s) result, they will stand and play continues;
 3. If a runner is call for leaving early for a second time in the same innings, they will be given out.

Time Rule

- When an infielder is “in control” of the ball and not other play can occur;
- Time call is a judgment call of the Umpire;
- Umpire will direct runner(s) to the correct base(s), in their judgment;
- A fielder standing within or immediately adjacent to the infield may be deemed an infielder;
- “In control” may be defined as in possession or within reach or about to catch a thrown ball;
- Coaches are not to encourage base running in the hope of forcing an error.
- Commonsense will be applied to this rule.

Fielding (Before calling "Play")	• A player can only field at the same position for a maximum of 2 innings during the game; • All fielders will be in orthodox fielding positions; • The pitcher will have both feet on the pitching rubber; • No fielder is, in the judgment of the umpire, to field too close to the batter.
Fielding (General)	• If a thrown ball strikes the machine, the ball will remain live and runners advance at their own peril; • If in the Umpire's judgment, a 'pop-up' fly ball could not be caught due to the obstruction of the machine, the batter will be given out, the ball is live and runner's may advance at their own peril without having to tag up;
Umpire	• The 'Plate Umpire' is to umpire from behind the pitcher and have control of the machine; • The Field Umpire may be used in a regulation manner.
Overthrown Ball	• Normal rules of baseball apply, except on any play where the ball is thrown to 1st or 3rd base in an attempt to make an out, the play will be deemed dead and runners will not advance once the ball has crossed the foul line.
Stealing	• Runners may only steal once the ball has passed home plate and the ball has passed behind the catcher; • Runners may not steal if the ball is caught by the catcher; • Runners may not steal home.
Appeal Plays Procedures	• After "Time" is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter's at bat; • The Umpire will ensure that the batter remains in the dugout; • The Umpire will call "Play" • The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach; • The coach cannot physically assist in the making of the appeal play; • The Umpire will call "Time" and rule on the appeal play.

Little League 10/11 (Minor)

Annexure C

Game Duration	105 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover) See also Hybrid Inning rules.
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Baseball	• 8.5" (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	<i>Only USA Baseball Marking, not larger than 2 5/8-inch barrel (Logo displayed).</i> 
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6 (for live pitch portion of the game only)
Coaching	• Coaches are not permitted on the field during play; • Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	• Maximum of 30 pitches or 6 consecutive outs (whichever comes first); • Can finish the batter in the box.

Pitching	• The pitcher must have their foot wholly in contact with the front of the pitching plate; • Fastballs and Changeups only permitted; • No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
Catching	• Maximum of 2 innings (including the hybrid inning); • Catcher speed up rule applies.
On Deck Batter	• Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: 1. Close to the dugout; 2. Clearly defined with witches hat, chalk marking or the like; 3. Must be large enough area to conduct the 'On Deck' swings. • Under the direct control of a coach, manager or competent adult associated with the team; • Batter must be wearing a helmet; • Only one 'on deck' batter, all other players must be inside the dugout; • All spectators are to remain a safe distance from the 'On Deck' area.
Team	• All innings, except the hybrid inning, will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies

Runner	• When the pitcher has the ball and is in contact with the pitcher's plate (for the hybrid innings, is ready to place in the Zooka machine) and the catcher is ready to receive the pitch, all runners will remain in contact with the base until the ball is hit or the ball reaches home plate; • Umpire will ensure all runners are in contact with their base before calling play; • Umpires will call "Left Early", if a runner does so and let the play continue, The Umpire will do the following: 1. "Time" is called; 2. If the batter has hit the ball, and no Out(s) are recorded, all runner(s) return to the base(s) legally occupied before the pitch; a strike will be call on the batter, who returns to complete the at bat. If it is the third strike, the batter is out. 3. If the pitch is fouled, normal rules of baseball apply with no other penalty; 4. If Out(s) result, they will stand and play continues; 5. If ball 4 is called, the batter is entitled to 1st base and the runner(s) may only advance one (1) base, except if the catcher or pitcher makes a play to any base.
Fielding (Before calling "Play")	• All fielders will be in orthodox fielding positions;
Umpire	• The 'Plate Umpire" is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.
Stealing	• Runners may only steal once the ball has passed home plate; • Runners may not steal home plate unless: 1. The ball has passed behind the catcher; or 2. The Catcher makes any play clearly intended to the reach a fielder other than returning the ball to the Pitcher following a pitch; or 3. The Pitcher makes any play, other than delivering a pitch, clearly intended to reach a fielder.
Dropped Third Strike	• The Batter is out when the third strike is called, even if the Catcher does not catch the ball.

Appeal Plays Procedures

- After “Time” is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter’s at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call “Play”
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call “Time” and rule on the appeal play.

Hybrid Rules (In Lieu of Tee Rule)

- For all competition and finals rounds, teams will play a timed first inning (‘Hybrid Inning’) of 20 minutes in the field and 20 minutes batting, with a Zooka machine to be used for this period to deliver all pitches.
- The Zooka machine will be placed 40 feet from the back of home plate, 2.5 feet offset towards the third base side, speed set at 40-43MPH.
- Each team will bat continuously through their lineup until the umpire deems their 20 minutes is up (regardless of outs recorded), if this time occurs with a batter in the box, the at bat shall be allowed to be completed.
- For this inning only, there is no maximum runs to be scored, all runs across the plate will count towards the team’s final score.
- There shall be a ‘half time’ break during each 20-minute block at the 10-minute mark for 2 minutes for players to rest and have a quick drink break.
- In this same break, each fielding team must make changes to their fielding sides that result in every member of the fielding side playing at least half of the innings in the infield.
- Timing of the 20 minutes shall be either by the umpire or a scorer at the umpires request.
- The umpire retains the right to ‘stop the clock’ during this period, if there’s a delay in play that, in their opinion warrants this action (eg, catcher needing adjustment to gear, player injury etc).

- Scoring shall be done via a tally system on the result sheet with the final number of runs each team has earned in the first inning recorded.
- Subsequent runs scored for the remainder of the game will be added to these totals to determine the final result of the game.
- The next batter who was due up, will bat first in each team's second inning.
- All other rules and equipment regulations of the game remain the same as outlined in the rules document for LL 10/11. '
- The additional rules that will be applied for the hybrid inning is:
 1. Every pitch is deemed a strike, unless it is so low, so high or so wide that the Umpire deems it a "No Pitch";
 2. If the Umpire calls "No Pitch", a strike will not be called on the batter;
 3. If a batted ball hits the machine or passes through the legs, the Umpire will call "Time", the batter will be awarded first base and runners forced to advance will advance one (1) base.
 4. If in the Umpire's judgment, a 'pop-up' fly ball could not be caught due to the obstruction of the machine, the batter will be given out, the ball is live and runner's may advance at their own peril without having to tag up.
- For the purposes of player rotation, the hybrid inning will count as 1 inning for catchers towards their maximum 2 innings catching.
- At the end of the hybrid inning (total allotted time - 40 minutes – plus changeover), teams will switch to normal Little League 10/11 (Minor) Rules.

Little League Major

Annexure D

Game Duration	105 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Baseball	• Regulation Baseball (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	<i>Only USA Baseball Marking, not larger than 2 5/8 inch barrel (Logo displayed).</i> 
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	• Coaches are not permitted on the field during play; • Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	• Maximum of 50 pitches or 6 consecutive outs (whichever comes first); • Can finish the batter in the box (except where pitch/catch is used).

Catching	• Maximum of 3 innings; • Catcher speed up rule applies.
Pitching & Catching in Same Game	• Pitch count maximum is 25; • Hard finish. Cannot finish the batter in the box; • Can catch a maximum of 6 consecutive outs; • Can Pitch/Catch or Catch/Pitch.
Pitching	• The pitcher must have their foot wholly in contact with the front of the pitching plate; • Fastballs and Change-ups only permitted; • No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	• Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: 1. Close to the dugout; 2. Clearly defined with witches hat, chalk marking or the like; 3. Must be large enough area to conduct the 'On Deck' swings. • Under the direct control of a coach, manager or competent adult associated with the team; • Batter must be wearing a helmet; • Only one 'on deck' batter, all other players must be inside the dugout; • All spectators are to remain a safe distance from the 'on deck' area.
Team	• All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies

Runner	• When the pitcher has the ball and is in contact with the pitcher's plate and the catcher is ready to receive the pitch, all runners will remain in contact with the base until the ball is hit or the ball reaches home plate; • Umpire will ensure all runners are in contact with their base before calling play; • Umpires will call "Left Early", if a runner does so and let the play continue, The Umpire will do the following: 1. "Time" is called; 2. If the batter has hit the ball, and no Out(s) are recorded, all runner(s) return to the base(s) legally occupied before the pitch; a strike will be called on the batter, who returns to complete the at bat. If it is the third strike, the batter is out. 3. If the pitch is fouled, normal rules of baseball apply with no other penalty; 4. If Out(s) result, they will stand and play continues; 5. If ball 4 is called, the batter is entitled to 1st base and the runner(s) may only advance one (1) base, except if the catcher or pitcher makes a play to any base.
Umpire	• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.
Stealing	• Runners may only steal once the ball has reached home plate; • Runners may not steal home plate unless: 1. The ball has passed behind the catcher; or 2. The Catcher makes any play clearly intended to reach a fielder other than returning the ball to the Pitcher following a pitch; or 3. The Pitcher makes any play, other than delivering a pitch, clearly intended to reach a fielder.
Dropped Third Strike	• Normal Baseball Rules apply.

Intermediate League

Annexure E

Game Duration	105 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	70 feet (22.86m)
Pitching Distance	50 feet (15.24m)
Baseball	• Regulation Baseball (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	<i>USA Baseball Marking</i> <i>Not larger than 2 5/8 inch barrel</i> <i>(Logo displayed).</i>  <i>BBCOR</i> <i>2 5/8 inch barrel</i> <i>(Logo displayed).</i> 
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	• Coaches are not permitted on the field during play; • Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat

Pitching Count Maximum	• Maximum of 60 pitches or 9 consecutive outs (whichever comes first); • Underage IL players must pitch the LL Major limits. • Can finish the batter in the box (except where pitch/catch is used) • True Age Junior League players are not permitted to pitch.
Catching	• No issues limit; • Catcher speed up rule applies. • True Age Junior League players are not permitted to catch
Pitching & Catching in Same Game	• Pitch count maximum is 30; • Underage is LL Major max: 25. • Hard finish, cannot finish the batter in the box; • Can catch a maximum of 6 consecutive outs; • Can Pitch/Catch or Catch/Pitch.
Pitching	• The pitcher must have their foot wholly in contact with the front of the pitching plate; • Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	• Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: 1. Close to the dugout; 2. Clearly defined with witches hat, chalk marking or the like; 3. Must be large enough area to conduct the 'On Deck' swings. • Under the direct control of a coach, manager or competent adult associated with the team; • Batter must be wearing a helmet; • Only one 'on deck' batter, all other players must be inside the dugout; • All spectators are to remain a safe distance from the ' on deck' area.
Team	• All innings will end after three (3) outs are made or the maximum runs per innings are reached.

- | | |
|-------------------------|---|
| Batting | <ul style="list-style-type: none">• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."• Normal Rules of Baseball apply to batter entering the batter's box;• Infield Fly rule applies |
| Umpire | <ul style="list-style-type: none">• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;• The Field Umpire may be used in a regulation manner. |
| Dropped
Third Strike | <ul style="list-style-type: none">• Normal Baseball Rules apply. |

Junior League

Annexure F

Game Duration	2 hours; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	80 feet (24.38m)
Pitching Distance	54 feet (16.46m)
Baseball	• Regulation Baseball (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	• USA Baseball Marking Not larger than 2 5/8 inch barrel (Logo displayed).  • BBCOR 2 5/8 inch barrel (Logo displayed).  • Wooden Bats – 2 5/8 diameter barrel.
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	• Coaches are not permitted on the field during play; • Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat

Pitching Count Maximum	• Maximum of 60 pitches or 9 consecutive outs (whichever comes first); • Under-age must pitch LL Major max. • Can finish the batter in the box (unless the pitch/catch rules are used).
Catching	• No innings limit; • Catcher speed up rule applies.
Pitching & Catching in Same Game	• Pitch count maximum is 30; • Underage is LL Major max: 25; • Hard finish. Cannot finish the batter in the box; • Can catch a maximum of 6 consecutive outs; • Can Pitch/Catch or Catch/Pitch.
Pitching	• The pitcher must have their foot wholly in contact with the front of the pitching plate; • Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	• Yes. • Field of play is permitted.
Team	• All innings will end after three (3) outs are made or the maximum runs per innings are reached.
Batting	• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies
Umpire	• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.

Senior League

Annexure G

Game Duration	2 hours (hard finish, no +15 minutes, See Rule 8.4); or 7 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	90 feet (27.43m)
Pitching Distance	60 feet 6 inches (18.44m)
Baseball	• Regulation Baseball (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	• <i>Only BBCOR (Logo displayed).</i>  • 2 5/8 barrel wood.
Mercy Rule	Yes – 4 ½ innings.
Max Runs per Innings	6
Coaching	• Coaches are not permitted on the field during play; • Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	• Maximum of 70 pitches or 12 consecutive outs (whichever comes first); • Can finish the batter in the box (unless the pitch/catch rule is used).

Catching	• No innings limit; • Catcher speed up rule applies.
Pitching & Catching in Same Game	• Pitch count maximum is 35; • Hard Count. Cannot finish the batter in the box; • Can catch a maximum of 6 consecutive outs; • Can Pitch/Catch or Catch/Pitch.
Pitching	• The pitcher must have their foot wholly in contact with the front of the pitching plate; • Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	• Yes. • Field of play is permitted.
Team	• All innings will end after three (3) outs are made or the maximum runs per innings are reached.
Batting	• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies
Umpire	• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.

BASEBALL AGE MATRIX 2021 - 2022

LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	GAME DAY GAME TIME	REP DIVISION
4	2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	4	Aussie Tball	Day and start time set by clubs	Nil
5	2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	5	Aussie Tball		Nil
6	2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	6	Aussie Tball		Nil
6	2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	6	Tee Ball	Under 8 8.30am	Nil
7	2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	7	Tee Ball	or	Nil
8	2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	8	Tee Ball	Under 9 10.30am	
8	2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	8	LLMi MP / Zooka		Rookie
9	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	9	LLMi MP / Zooka	Saturday 08.30am	Rookie
10	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	10	LLMi MP / Zooka		Rookie
9	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	9	LL Minor		Rookie
10	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	10	LL Minor	Saturday 10.30am	10/11
11	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	LL Minor		10/11
9	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	9	LL Major	Saturday 8.30am	Club Only
10	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	10	LL Major		10/11
11	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	LL Major	Saturday 8.30am	LL Major 10/11 LL Int Eligible
12	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	LL Major		LL Int Eligible
11	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	LL Intermediate	Wednesday	LL Intermediate
12	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	LL Intermediate		LL Intermediate
13	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	LL Intermediate	5.15pm & 7.30pm	LL Intermediate
12	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	Junior League		Junior League
13	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	Junior League	Saturday 10.30am	Junior League
14	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	14	Junior League		Junior League
13	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	Senior League	Friday	Senior League
14	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	14	Senior League		Senior League
15	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	15	Senior League		Senior League
16	2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	16	Senior League	5.15pm & 7.30pm	Senior League
LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	GAME DAY GAME TIME	REP DIVISION

PITCH COUNT MATRIX 2021 - 2022

LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	PITCH COUNT MAXIMUM	PITCH COUNT PITCH/CATCH
9	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	9	LL Minor	30	NOT PERMITTED
10	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	10	LL Minor	30	NOT PERMITTED
11	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	LL Minor	30	NOT PERMITTED
10	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	10	LL Major	40	20
11	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	LL Major	40	20
12	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	LL Major	40	20
11	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	11	LL Intermediate	50	25
12	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	LL Intermediate	50	25
13	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	LL Intermediate	50	25
12	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	12	Junior League	50	25
13	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	Junior League	50	25
14	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	14	Junior League	50	25
13	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	13	Senior League	60	30
14	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	14	Senior League	60	30
15	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	15	Senior League	60	30
16	2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	16	Senior League	60	30
LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	PITCH COUNT MAXIMUM	PITCH COUNT PITCH/CATCH

Note: The Pitch Count for Pitch/Catch-Catch/Pitch is a hard count. Cannot finish the batter in the box.



JUNIOR COMPETITION RULES GUIDE 2021/2022

Competition	Teeball U7/8	Teeball U9	LL Zooka	LL 10/11	LL Majors	Int. League	Junior League	Senior League
Age	4, 5, 6 & 7yo*	7 & 8yo	8, 9 & 10yo	9, 10 & 11yo	9*, 10, 11 & 12yo	11, 12 & 13yo	12, 13 & 14yo	13, 14, 15 & 16yo
Base Distance	50'	60'	60'	60'	60'	70'	80'	90'
Pitching Distance	37'	46'	46'	46'	46'	50'	54'	60'6"
Ball Size & Type	8.5" RIB	8.5" RIB	8.5" RIB	8.5"	9"	9"	9"	9"
Bat Requirements	USA Bat recommended	USA Bat recommended	USA Bat recommended	USA Bat required Barrel length <=2 5/8"	USA Bat required Barrel length <=2 5/8"	USA Bat or BBCOR required	USA Bat or BBCOR required	BBCOR required
HR Boundary #	NA	150'	150'	200'	200'	225'	225'	300'
Innings	NA	6	6	6	6	6	6	7
Game Duration (mins)	NA	90	90	105	105	105	120	120
Max Pitch Limit	NA	NA	NA	30	50	60	60	70
Consecutive Outs Limit	NA	NA	NA	6	6	9	9	12
Rep Restrictions	NA	NA	NA	Yes	Yes	Yes	Yes	Yes
Ptich/Catch Rest.	NA	NA	NA	NA	25 / 6 Consec Outs	30 / 6 Consec Outs	30 / 6 Consec Outs	35 / 6 Consec Outs
On Deck Batter	No	No	No	Yes+	Yes+	Yes+	Yes	Yes
Zooka speed & distance ~	NA	NA	40' (2'6" offset) 40-43 mph	Hybrid Inning	40' (2'6" offset) 40-43 mph	NA	NA	NA
Balk Rule	NA	NA	NA	No	No %	Yes	Yes	Yes
6 Run Rule	NA	Yes	Yes	Yes \$	Yes	Yes	Yes	Yes
3 Outs Innings End	NA	Yes	Yes	Yes \$	Yes	Yes	Yes	Yes
Bat Through Line Up Innings End	NA	No	No	No	No	No	No	No
3 rd Strike Dropped Automatic Out	NA	NA	Yes	Yes	No	No	No	No
Infield Fly	No	No	No	Yes	Yes	Yes	Yes	Yes
Stealing Allowed	No	No	Yes ^ Stealing Home^^	Yes ^ Stealing Home^^	Yes ^ Stealing Home^^	Yes	Yes	Yes
Score from 3 rd Base	On Batted Ball Only	On Batted Ball Only	On Batted Ball Only	Yes^^	Yes^^	Yes	Yes	Yes
Bunting Allowed	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Dead Ball Penalty	No	No	No	Yes	Yes	Yes	Yes	Yes
Metal Cleats	No	No	No	No	No	No	No	Yes

* 8yo & over participation subject to club evaluation	# Homeplate to Centre Field	~ Short legs only, offset to 3 rd base side	+ See Rules per Age Group
^ After ball passes home plate	^^ Ball must pass behind the catcher	\$ For live pitch portion of game only	% Coaches should commence education



JUNIOR BASEBALL COMPETITION EQUIPMENT ASSESSMENT REFERENCE GUIDE

Baseballs	Senior League Junior League Intermediate League Little League Major	Standard Baseball	
	Little League 10/11 (Minor)	8.5" Baseball	
	Little League Zooka Teeball U9	8.5" RIB All baseballs to be used must be the same brand.	
Bats Bats have no cracks or dents. Metal/Composite bats have grip in good condition attached.	Senior League		Wood
	Junior League	 <i>not larger than 2 5/8" barrel</i>	
	Intermediate League	 <i>not larger than 2 5/8" barrel</i>	
	Little League Major Little League 10/11 (Minor)		<i>not larger than 2 5/8" barrel</i>
	Little League Zooka Teeball U7, U8 & U9	<i>Not larger than 2 5/8" barrel</i>	 Recommended
Catcher's Gear	Properly fitted chest plate. Properly fitted leg guards with all straps attached. Hockey Style face mask with properly attached throat guard.		



Manly Warringah District Baseball Association



JUNIOR COMPETITION TEEBALL RESULT SHEET

[To be completed in pen]

DIVISION		GROUND		DATE		TIME	
AWAY TEAM		CLUB		HOME TEAM		CLUB	

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)						
		1	2	3	4	5	6	7
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								
14.								

Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)						
		1	2	3	4	5	6	7
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								
14.								

AWAY TEAM COACH	Signature	PLATE UMPIRE	Signature
HOME TEAM COACH	Signature	FIELD UMPIRE	Signature

Injury Yes ☐ No ☐	Injury/Ejections or Other Comments
Ejection Yes ☐ No ☐	



Manly Warringah District Baseball Association



JUNIOR COMPETITION ZOOKA RESULT SHEET

[To be completed in pen]

DIVISION								GROUND				DATE				TIME							
AWAY TEAM						CLUB						HOME TEAM						CLUB					
Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)								Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)											
		1	2	3	4	5	6	7				1	2	3	4	5	6	7					
1.										1.													
2.										2.													
3.										3.													
4.										4.													
5.										5.													
6.										6.													
7.										7.													
8.										8.													
9.										9.													
10.										10.													
11.										11.													
12.										12.													
13.										13.													
14.										14.													
Score			2	3	4	5	6	7	Total	AWAY TEAM COACH							Signature	PLATE UMPIRE					Signature
AWAY TEAM																							
Score		1	2	3	4	5	6	7	Total	HOME TEAM COACH							Signature	FIELD UMPIRE					Signature
HOME TEAM																							
Injury		Injury/Ejections or Other Comments																					
Yes ☐ No ☐																							
Ejection																							
Yes ☐ No ☐																							



Manly Warringah District Baseball Association



JUNIOR COMPETITION LITTLE LEAGUE 10/11 (MINOR) RESULT SHEET

[To be completed in pen]

DIVISION		GROUND		DATE		TIME	
AWAY TEAM		CLUB		HOME TEAM		CLUB	

Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)							
		Hybrid Inning		2	3	4	5	6	7
		1/2	1/2						
1.									
2.									
3.									
4.									
5.									
6.									
7.									
8.									
9.									
10.									
11.									
12.									
13.									
14.									

Score		2	3	4	5	6	7	Total	AWAY TEAM COACH	Signature	PLATE UMPIRE	Signature
AWAY TEAM												
Score	1	2	3	4	5	6	7	Total	HOME TEAM COACH	Signature	FIELD UMPIRE	Signature
HOME TEAM												

Injury Yes ☐ No ☐	Injury/Ejections or Other Comments
Ejection Yes ☐ No ☐	



Manly Warringah District Baseball Association



JUNIOR COMPETITION BASEBALL RESULT SHEET

[To be completed in pen]

DIVISION						GROUND				DATE				TIME					
AWAY TEAM					CLUB					HOME TEAM					CLUB				
Pitchers		League Age		Inns	Pitches	Catchers		Innings		Pitchers		League Age		Inns	Pitches	Catchers		Innings	
Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)								Players Full Name		Fielding Position (1-9) during Innings ('X' when on bench)							
		1	2	3	4	5	6	7				1	2	3	4	5	6	7	
1.										1.									
2.										2.									
3.										3.									
4.										4.									
5.										5.									
6.										6.									
7.										7.									
8.										8.									
9.										9.									
10.										10.									
11.										11.									
12.										12.									
13.										13.									
14.									14.										
Score		1	2	3	4	5	6	7	Total	AWAY TEAM COACH		Signature	PLATE UMPIRE		Signature				
AWAY TEAM																			
Score		1	2	3	4	5	6	7	Total	HOME TEAM COACH		Signature	FIELD UMPIRE		Signature				
HOME TEAM																			
Injury		Injury/Ejections or Other Comments																	
Yes ☐ No ☐																			
Ejection																			
Yes ☐ No ☐																			



Manly Warringah District Baseball Association



JUNIOR BASEBALL COMPETITION PITCH COUNT & BATTERY CHART

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

Pitcher			Name:								League Age:				Division:							
OUTS			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	6	9	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
12			41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
			61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

LEGEND:			X	CROSS OUT THE NUMBER AS THE PITCH IS THROWN							0	CIRCLE THE NUMBER OF THE LAST PITCH IN EACH HALF-INNING										
PITCH COUNT BY DIVISION:			LL (10/11) Minor		30		LL Major		40		LL Intermediate & Junior League				50		Senior League		60		Finish Batter in the box	

Catcher	Name								Nos of Innings Caught				Pitch/Catch or Catch/Pitch Limits (Hard Finish)			
Catcher	Name								Nos of Innings Caught				LL Major		20	
Catcher	Name								Nos of Innings Caught				LL Intermediate & Junior League		25	
Catcher	Name								Nos of Innings Caught				Senior League		30	

BASEBALL INJURY REPORTING FORM

Name: _____ Initials: _____ Player Position: _____

Circle

Player/Umpire /Coach/Spectator

Team : _____ Grade: _____ DOB: __/__/__ Gender: M ☐ F ☐ Venue/area at which injury occurred: _____

Date of Injury __/__/__

Type of activity at time of injury

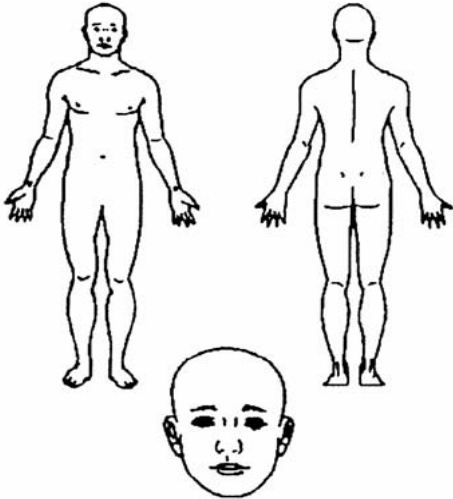
- ☐ training/practice
☐ competition
☐ other _____

Reason for Presentation

- ☐ new injury
☐ exacerbated/aggravated injury
☐ recurrent injury
☐ illness
☐ other _____

Body Region Injured

Tick or circle body part/s injured & name



Body part/s

Nature of Injury/Illness

- ☐ abrasion/graze
☐ sprain eg ligament tear
☐ open wound/laceration/cut
☐ bruise/contusion
☐ inflammation/swelling
☐ fracture (including suspected)
☐ dislocation/subluxation
☐ strain eg muscle tear
☐ overuse injury to muscle or tendon
☐ blisters
☐ concussion
☐ cardiac problem
☐ respiratory problem
☐ loss of consciousness
☐ unspecified medical condition
☐ other _____

Provisional diagnosis/es _____

CAUSE OF INJURY

Mechanism of Injury

- ☐ sliding into base
☐ struck by other player
☐ struck by ball, bat or object
☐ collision with other player/referee
☐ collision with fixed object eg base
☐ fall/stumble on same level
☐ jumping to field
☐ fall from height/awkward landing
☐ overexertion (eg muscle tear)
☐ overuse
☐ slip/trip
☐ temperature related eg heat stress
☐ other _____

Explain exactly how the incident occurred

Were there any contributing factors to the incident, unsuitable footwear, playing surface, equipment, foul play?

Protective Equipment

Was protective equipment worn on the injured body part? ☐ yes ☐ no

If yes, what type eg mouthguard, ankle brace, taping, glove.

Initial Treatment

- ☐ none given (not required)
☐ RICER ☐ dressing
☐ sling, splint ☐ crutches
☐ massage ☐ manual therapy
☐ CPR ☐ stretch/exercises
☐ strapping/taping only
☐ none given - referred elsewhere
☐ other _____

Advice Given

- ☐ immediate return unrestricted activity
☐ able to return with restriction
☐ unable to return at present time

Referral

- ☐ no referral
☐ medical practitioner
☐ physiotherapist
☐ chiropractor or other professional
☐ ambulance transport
☐ hospital
☐ other _____

Provisional severity assessment

- ☐ mild (1-7 days modified activity)
☐ moderate (8-21 days modified activity)
☐ severe (>21 days modified or lost)

Treating person

- ☐ medical practitioner
☐ physiotherapist
☐ nurse
☐ sports trainer
☐ other _____

Signature of treating person

Today's Date: __/__/__



Junior Competition Incident Report

Completion and email within 24 hours of incident

Email to:

JBCsecretary@manlybaseball.com.au

JBCrecorder@manlybaseball.com.au

Incident Type (circle):

Ejection

Citing

Protest

Code of Conduct

Rule(s) Breached or Protesting (circle):

Rules of Baseball

Official Australian Baseball Rules

Manly Junior Rules

Rule No.:

Person Reporting:

Full Name:

Contact No:

Position:

Umpire

Team Official

Club Official

Game Details

Date:

Game Start Time:

Ground:

Home Team:

Away Team:

Inning:

Score: (Home/Away)

Plate Umpire:

Name:

Contact No.:

Base Umpire(s):

Name:

Contact No.:

Name:

Contact No.:

Name:

Contact No.:

Details of person(s) ejected/cited/protesting (circle person type):

Name:

Adult

Minor

Club:

Team:

Team Official

Player

Spectator

Club Official

If person involved is a Minor, Parent/Guardian Details:

Name:

Contact No:

Submit additional Incident Report if more persons are involved.

Description of incident (in detail including any 1st person conversation)(including Rule No. protested, if applicable)

Use additional sheet, if required.

Describe any actions taken by you or another official to immediately following the incident:

Described to after-effects of the ejection/citing/protest:

For Ejection / Citing / Code of Conduct:

Was the person warned (circle):

Yes

No

If yes, how many times:

How many minutes were lost to the incident:

Signature:

Name:

Date:

PRESCRIBED PENALTIES – BASEBALL NSW TRIBUNAL

QUESTIONING OF JUDGEMENT

CHARGE CODE	CHARGE	GRADE	DESCRIPTION	GUILTY PLEA PENALTY	DEFENDED PENALTY	DOWN GRADE TO
QJC1	Question judgement call	1	Not prolonged. No use of offensive or aggressive language or behaviour.	Caution	1 game	None.
QJC2	Question judgement call	2	Continuous or prolonged. Arguing balls and strikes following a warning. Abusive or aggressive behaviour or language.	1 game	2 to 4 games	QJC1

USE OF OFFENSIVE AND/OR ABUSIVE LANGUAGE

CHARGE CODE	CHARGE	GRADE	DESCRIPTION	GUILTY PLEA PENALTY	DEFENDED PENALTY	DOWN GRADE TO
OAL 1	Offensive or abusive language.	1	Abusive towards players. No swearing involved. Not prolonged.	1 game.	2 games.	No
OAL2	Offensive or abusive language.	2	Abusive or offensive towards players, umpires or spectators. Swearing and/or personal remarks. Registered players as spectators being offensive/abusive to players – no swearing. Not loud enough for spectators to hear.	2 games.	3 to 4 games.	OAL1
OAL3	Offensive or abusive language.	3	Prolonged abuse involving personal, discriminatory or offensive language. Swearing involved. Registered players as spectators being offensive/abusive to players – swearing. Loud enough for spectators to hear.	3 games.	4 to 8 games.	OAL2

PRESCRIBED PENALTIES – BASEBALL NSW TRIBUNAL

UNSPORTSMANLIKE CONDUCT

CHARGE CODE	CHARGE	GRADE	DESCRIPTION	GUILTY PLEA PENALTY	DEFENDED PENALTY	DOWNGRADE TO
UC1	Unsportsmanlike Conduct	1	Administrative misdemeanour with no violence or aggression. Example may be; Tampering with the ball or other equipment.	Caution	1 game.	No
UC2	Unsportsmanlike Conduct	2	Intentional, reckless or careless breaking of rules. Aggressive behaviour, but with no violence. Examples may be; Carelessly colliding with catcher (or others). Pushing players on or off the field. Intentionally throwing the ball at a batter. Unduly rough or dummy tag. Adopting a threatening attitude to player.	1 game.	2 to 3 games.	UC1
UC3	Unsportsmanlike Conduct	3	Intentional or careless breaking of rules where there is aggressive and/or violent behaviour. Examples may be; Careless play resulting in the possibility/probability of serious injury. Threatening an umpire with physical violence.	Must appear before tribunal.	4 to 6 games.	UC2.
UC4	Unsportsmanlike Conduct	4	Severe aggressive or violent behaviour. Examples may be; Punching player/coach Participating in an affray Touching or handling an umpire.	Must appear before tribunal.	6 games to 26 weeks.	UC3
UC5	Unsportsmanlike Conduct	5	Violence and/or aggression. Prolonged and/or severe. Use of object as weapon such as bat, ball or helmet. Striking or pushing an umpire.	Must appear before tribunal.	26 weeks to life.	UC4

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CONTRARY CONDUCT

CHARGE CODE	CHARGE	GRADE	DESCRIPTION	GUILTY PLEA PENALTY	DEFENDED PENALTY	DOWN GRADE TO
CC1	Contrary Conduct	1	Offences relating to misdemeanour. Examples may be; Offensive behaviour by sign or gesture. Dangerously or carelessly throwing bat or helmet. Failure to fulfil obligations under the League's playing rules.	Caution	1 game.	No
CC2	Contrary Conduct	2	Offences relating to more severe misdemeanour. Examples may be; Failure to obey an umpire's directive. Unauthorised entry onto the playing field. Failure to obey a directive of any member of the League's executive or a groundsman. Failure to leave the team's dugout and vicinity following ejection.	1 game.	2 to 3 games.	CC1
CC3	Contrary Conduct	3	Offences relating to dangerous / offensive behaviour. Examples may be; Offensive behaviour by registered players while spectators. Throwing objects onto the field.	Must appear before tribunal.	4 to 6 games.	CC2.
CC4	Contrary Conduct	4	Offences which bring the game, Clubs or the League into disrepute or place them in danger. Examples may be; Playing unregistered players/coaches.	Must appear before tribunal.	7 games to 26 weeks.	CC3

PRESCRIBED PENALTIES – BASEBALL NSW TRIBUNAL

CONTEMPT OF ABF, BASEBALLNSW OR TRIBUNAL.

CHARGE CODE	CHARGE	GRADE	DESCRIPTION	GUILTY PLEA PENALTY	DEFENDED PENALTY	DOWN GRADE TO
CO1	Contempt	1	Failure to appear before the Tribunal on a contested charge without a reasonable excuse.	1 game.	NA	No
CO2	Contempt	2	Failure to complete penalty before playing or playing baseball anywhere in Australia for any group (affiliated or not) while serving a penalty.	Must appear before Tribunal.	2 to 3 games.	No
CO3	Contempt	3	Providing false information to the Tribunal.	Must appear before Tribunal.	2 to 6 games.	No
CO4	Contempt	4	Organising false witnesses before the Tribunal or bring the Tribunal processes into disrepute.	Must appear before Tribunal.	3 games to 26 weeks.	No

Members charged with any of the following offences must appear before the Tribunal. All on-field members are subject to these charges and may be cited by Umpires, Team, Club, League or NSWBL officials. The definition of “field” includes dugouts, scorer’s area and all parts of the playing field as defined by the rules of baseball. In all cases, the tribunal may impose higher penalties and may also charge team or club officials for allowing the offence to occur.

Code	Charge	Penalty
CL01	Playing or being on a baseball field when intoxicated by alcohol or any non-prescription drug that may impair the safety of the member or other game participants.	3 games for the 1 st offence. 6 games for the 2 nd offence. 1 year for the 3 rd offence.
CL02	Drinking alcohol immediately before or during a game, including having opened containers of alcoholic fluid within the “field” as defined above.	4 games for the 1 st offence. 8 games for the 2 nd offence. 1 year for the 3 rd offence.
DR01	Any breach of the ABF Anti-Doping Policy.	As per 2004 ABF Policy Document.
TB01	Using any tobacco product on the playing field before, during or after a game.	2 games for the 1 st offence. 8 games for the 2 nd offence. 6 months for the 3 rd offence.

PREScribed PENALTIES – BASEBALL NSW TRIBUNAL

PENALTY FOR PRIOR CONVICTIONS

OFFENCE	PENALTY
First offence in any 12 month period.	As above.
Second offence in any 12 month period.	Add 50% of penalty that would normally apply. (Caution is equivalent to one match.)
Third offence in any 12 month period.	Add 100% of penalty that would normally apply. (Caution is equivalent to one match.)
Fourth offence in any 12 month period.	Automatic 12 month suspension.

There is not consideration (credit) provided for a player who is ejected in the 1st innings of a game as opposed to an player ejected in the last innings of a game.

Provocation is not to be regarded as a defence unless a written report is provided outlining the provocation. The written report may provide the grounds for charges to be laid.

A poor judgement call by an umpire is not considered provocation but may be the subject of a separate complaint to the league by the club manager.

EXAMPLES

Example 1.

A player questions a judgement call at a base by using offensive and abusive language to the umpire, which is not heard by any spectators.

The charges raised would be Question judgement call Grade 2, and Offensive or abusive language Grade 2. If the player pleads guilty to both he would receive 1 game suspension for each. He would however serve both concurrently (resulting in only one game missed) because they arose from the same action.

Example 2

A runner is called out in a close play at 2nd base. The runner throws his helmet down and makes a clear demonstration of disputing the call. At this point the umpire attempts to let the incident “blow over”. As the runner collects his helmet, he turns to the umpire and says “You’re f%^\$ing hopeless” not loud enough to be heard by the spectators. The umpire ejects the player. The ejected player “and that just proves it. Just f%^\$ing hopeless!” loud enough to be heard by spectators.

The charges raised would be Question Judgement call Grade 2, Offensive / Abusive Language Grade 2, and Offensive / Abusive Language Grade 3 (post ejection)

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If the player pleads guilty, we have $(2 + 3) = 5$ games. The questioning of the call could be seen as part of the Abusive Language and was not seen as an ejectable offence before the abusive language. The post ejection language followed a warning - the ejection itself. No excuses for this behaviour. Additionally, if the player on entering the dugout also throws equipment on the field, a further charge of Contrary Conduct Grade 3 would be added and depending on the level of danger and disruption this caused, 4 or more games would be added to the 5 games to be served sequentially, not concurrently.

Example 3.

A player starts a fight with another player and is ejected as a result. After being ejected the player uses offensive language towards the umpire, spectators and other players.

The charges raised would be Unsportsmanlike conduct Grade 4, and Offensive or abusive language Grade 3. If the player pleads guilty to both, he would receive a 6 game suspension and a 4 game suspension. Because the two events occurred separately the total suspension would be 10 games.

This system stops any person from feeling they have a “free kick” by committing more offences after being ejected for an offence.

Traditionally, the term “judiciary” is used as a reference to one of the three arms of government. In that arena, there are prosecutors, plaintiffs and defendants who battle in a courtroom under the rules of evidence.

A “Tribunal” has some of the trappings of a courtroom but allows for a more relaxed form of presenting evidence.

Regardless of the name, in NSWBL we have something akin to a “Tribunal”, which being appointed by the NSWBL to act in accordance with its codes of behaviour and playing rules. It does not follow the Judiciary’s “Rules of Evidence”. Our internal “Tribunal” looks at all sorts of evidence including hearsay, written reports, verbal statements, past history etc. and forms an opinion based on probability of incident being true and if finding a breach, has the power to impose a penalty for that breach. It has the power to call other witnesses. It also has the power to raise more charges if the evidence so suggests.

Additionally, the Tribunal name has been used by the ABF in its anti-harassment policy and in other sports such as the AFL.