



Manly Warringah District  
Baseball Association



# **JUNIOR COMPETITION RULES**

## **Season 2020/2021**



[www.manlybaseball.com.au](http://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 which is played in the Manly Warringah District. Competitions are run in age groups from Under 8 to Senior League (17 Years) in accordance with the Official Australian Baseball Rulebook (OABR).

1.2 The Junior Baseball Committee (JBC) is responsible for establishing and conducting these competitions. Any queries arising from matters not covered in these rules will be resolved by the JBC.

1.3 The JBC 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 BBNSW.

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

1.52 The JBC 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 JBC.

1.53 The JBC 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 JBC.

1.54 The JBC 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 JBC requires that all club officials, including but not limited to: coaches, assistant coaches, managers, scorers, umpires, canteen co-ordinators and volunteers be registered on the approved Baseball NSW registration portal.

## 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:**

**[ibcsecretary@manlybaseball.com.au](mailto:ibcsecretary@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 JBC Executive (via the JBC 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 JBC. No player can be moved after 1 January.

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

### **3. Non-Team Players & Forfeited Game**

- 3.1 These rules do not apply to Under 8 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 a Non-Team Player from within the MWDBA Junior Competition:
  - 3.4.1 The team must have at least 6 team Players on its team list.
    - 3.4.1.1 If 6 team Players are on the team list only 3 NTP's are permitted.
    - 3.4.1.2 If 7 team Players are on the team list only 2 NTP's are permitted.
    - 3.4.1.3 If 8 team Players are on the team list only 1 NTP is permitted.
  - 3.4.2 The NTP's must be registered players of the MWDBA Junior Competition.
  - 3.4.3 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.
  - 3.4.4 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.
  - 3.4.5 The NTP's must be shown on the Line Up sheet & Result Sheet as Non-Team Players (NTP): Full name plus 'NTP' in brackets.
  - 3.4.6 An NTP must not be used if a team Player is present and fit to play, except where the coach has exercised Rule 10.3.
  - 3.4.7 An opposing team, who has more than 9 Players, will lend a player(s) to the team who is short if this is necessary for EACH team to have at least 9 starting players on their team list.
  - 3.4.8 A Player cannot be included in both teams to make the starting 9 players for each team.

3.4.9 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.

3.4.10 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 the batting order, they are replaced in the field with the batter who is now due up last.

3.4.11 Those players subject to rule 1.4 are restricted to a maximum of 3 NTP games for any one team during the regular season. District Representative Player is not permitted to play as an NTP during the finals series. All other players have no restriction.

3.4.12 Once a team has 9 registered players in attendance at the game no NTP can be utilised.

3.4.13 An NTP cannot be used as a 10<sup>th</sup> or successive player to give a team a reserves bench.

3.4.14 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:

9.5.1 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 If both teams are unable to take the field with the minimum 8 registered players then the game shall be declared a No Game.

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 JBC 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-Junior League Major 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 President shall decide on the environmental conditions at the Club's grounds and:

4.3.1 Advise the JBC Competition Coordinator (or Secretary in their absence) by NLT 7.00am on the Saturday morning round and/or by NLT 3.30pm on the Friday for the Senior League round.

4.3.2 The JBC Competition Coordinator (or Secretary) 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 Chief Umpire, at the Plate Meeting shall make the decision.

4.4.3 Once the game has commenced, the Chief Umpire shall be the sole judge as to whether play shall be halted or restarted due to environmental conditions.

4.4.3.1 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

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

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

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

4.7 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.

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

4.7.2 The JBC Competition Coordinator (or JBC Secretary in their absence) shall be immediately notified in writing, so the change can be reflected on the schedule;

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

4.8 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.

4.9 Ambient Temperatures and Relative Humidity<sup>1</sup>

4.9.1 If at the scheduled game time or at any time during the game, the ambient temperature is equal to or above 32 degrees Celsius or the ambient temperature is between 26-30 degrees Celsius and Relative Humidity exceed 60%, play should be immediately halted.

4.10 Lightning

4.10.1 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.

4.10.2 This is a minimum requirement.

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

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<sup>1</sup> Baseball NSW Hot Weather Conditions Policy 2017

#### 4.11 Air Quality Index

- 4.11.1 If at the scheduled game time or at any time during the game, the Air Quality Index Particulates PM2.5 reaches 200 or higher (as monitored by the NSW Planning, Industry and Environment Department) play should be immediately halted.<sup>2</sup>

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<sup>2</sup> 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 helmet with a throat guard, chest plate or protective shield, protective cup, leggings and covered shoes.

5.7 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 (MWBUS).

## 6. Equipment

6.1 For the safety of all Players and Officials, the Chief Umpire is to ensure that correctly fitting protective gear is worn throughout the Game. The Chief 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 must only wear shoes or sneakers with molded soles. Screw-in or tacked on studs of any type are not permitted.

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

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

6.1.5 Umpires, Coaches, Base Coaches and any other person entering the playing area 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 a catcher's mask. A player or spectator, under 18, must wear the hockey style catcher's mask.

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.

### 6.3 Bats

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

## 6.4 Catchers Gear

6.4.1 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.

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

## 6.5 Protective Gear

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

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

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

## 6.6 Equipment Inspection

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

**6.6.1.1 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;**

**6.6.1.2 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**

**6.6.1.3 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 JBC. 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 JBC.

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 In all Junior League & Senior League games, both teams must produce a Line-Up sheet in duplicate at the plate meeting. The line-up sheet will clearly list the First and Last name of the players in their batting order as well as their starting fielding positions.

7.3.2 The result sheet must be filled out with the 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 as well as noted to the Umpire & Coaches. 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.

7.5 The Chief Umpire 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.

## **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 7.5.

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** In Under 8 Tee ball, an innings will the end when entire lineup has had their turn at bat regardless of the number of outs.

**9.2** For all divisions, except Under 8 Tee ball,

**9.2.1** Teams must bat through their lineup until three (3) outs are recorded or 6 runs are score; or

**9.2.2** 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 3<sup>rd</sup> or 4<sup>th</sup> innings).

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

**9.4** 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.

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

**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.

**9.7** The Umpire has the power to penalise teams who are deliberately or continuously slowing games down under the Rules of Baseball.

## 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 Division Under 8 & 9 Teeball and Zooka, 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 JBC.

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

10.7.1 If the JBC Competition Recorder determines that players within a team have unequal defensive outs, the JBC Competition Recorder will immediately notify the JBC 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 JBC, further action can be taken at the discretion of the JBC.

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 applies in all Divisions except Under 8 & Under 9.

11.2 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	

11.3 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.

11.4 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 as a result of the injury, the team with the injured player is unable to field 9 players, the injured player's position in the batting lineup is to be skipped without penalty. The team is to borrow a fielder in accordance with rule 3.4.3.

12.4 At the conclusion of the Game, the Coach of the injured Player must ensure the injury to the player is recorded on the Results Sheet.

12.5 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).

12.6 A player who has been assessed as having suffered a concussion at any time, under any circumstances, whether or not 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 K 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 JBC to appear before JBC 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
	40 pitches LL Major		
Intermediate League  Junior League	0 pitches	Full Restriction	50 pitches
	20 pitches	Minor Restriction	35 pitches
	50 pitches	Substantial Restriction	0 pitches
Senior League	0 pitches	Full Restriction	60 pitches
	30 pitches	Minor Restriction	45 pitches
	60 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 JBC.

15.4.1 The JBC will gather evidence for review by the JBC, 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 JBC 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 JBC 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 JBC Secretary for review by the JBC 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 In all Little League 10/11 (Minor) and Little League Major Divisions, each Catcher is restricted to 3 innings of catching. There is no limit for all other Divisions.

#### **16.3 Catcher Speed Up.**

When there are two (2) outs, and the Catch 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.

## **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 20 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 1<sup>st</sup> 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 touched 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 No Player, Team Official, or Spectator shall, at any time, whether from the bench or the playing field or elsewhere:

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

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

19.1.3 Bring the game into disrepute by engaging in unsportsmanlike conduct in order to trick or misrepresent the status of a play (ie. Hidden Ball Trick).

19.1.4 In ALL cases in the Umpires judgment, the play is to be nullified as if it had NOT occurred.

19.2 Umpires may caution a Player, Team Official or Spectator regarding misconduct. A game report is required from the Umpire when a caution is given.

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

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

## **20. Player, Team Official & Spectator Misconduct**

20.1 Should any Player, Team Official or Spectator conduct themselves in a disorderly manner either on or off the field so as to cause the Umpire to take action, a written report will lodged, as soon as practicable, to the Secretaries of the RSA and JBC.

20.2 MWDBA may suspend or otherwise deal with the offender. This rule will also embrace ejection from the Game.

20.3 It is obligatory for any Player, Team Official or Spectator who has been ordered from the field or who has been reported by the Umpire for misconduct, to appear before the Judiciary when summoned to do so. The Umpire shall advise offenders of this requirement when taking action.

20.4 Any reported player **MUST** be accompanied by a Parent and a representative of the Player's Club when appearing at a Judiciary Hearing.

20.5 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.

20.6 Any Player, Team Official or Spectator reported under this rule, may **NOT** participate in other Games covered by MWDBA Junior Competition until the Judiciary and/or MWDBA deal with the matter.

20.7 Any decision handed down by MWDBA or the Judiciary is binding on all games covered by MWDBA Junior Competition.

20.8 At the discretion of the Umpire, if deliberate and persistent misconduct continues the game can be called. Before taking such action, the Umpire must first warn the Coaches. The JBC can 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) is/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 acknowledge 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, shall be lodged in writing to the MWBU Chairperson 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 JBC.

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 JBC reserves the right to fine a Club for any unsuccessful protest lodged by one of the Club's teams that JBC 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 JBC shall adjudicate all protests.

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

21.1.11 The decision of the JBC shall be final.

## **22. Results & Result Sheets**

22.1 U8's do not need to complete result sheets.

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

22.3 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.

22.4 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.

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

22.6 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.

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

22.8 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.

22.9 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 the purpose of 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 Finals Format

24.1.1 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 JBC.

Major Semi Final	First	Second
Minor Semi Final	Third	Fourth
Preliminary Final	Loser Major Semi Final	Winner Minor Semi Final
Grand Final	Winner Major Semi Final	Winner Prelim Final

### 24.2 Game Duration

Under 9 Tee Ball Little LeagueZooka	Little League 10/11 (Minor)	Little League Major Intermediate League Junior League	Senior League
6 innings	5 Innings	6 Innings	7 Innings

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

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

### 24.3 Pitching Restrictions

Little League 10/11 (Minor)	Little League Major	Intermediate League Junior League	Senior League
40	50	60	70

### 24.4 The Mercy Rule shall apply (Rule 11).

24.5 If any Game suspended by an Umpire due to environmental conditions, which cannot recommence within 30 minutes, will only become a regulation Game, providing the following number of innings have been completed:

24.5.1 Senior League - 4 innings;

24.5.2 All other divisions – 3 innings;

24.6 Any Game that due to environment conditions:

24.6.1.1 Is not commenced; or

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

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

The JBC will determine whether:

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

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

24.6.2 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 JBC.

24.7 Tie Breaker/Extra Innings

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

24.7.1.1 The batting team will start each batting inning with a baserunner on 2<sup>nd</sup> base;

24.7.1.2 The baserunner will be the 3<sup>rd</sup> out from the previous batting inning; and

24.7.1.3 This will continue until a result is obtained or the game is suspended due to environmental conditions, where rule 24.5 will apply.

## 24.8 Umpires for Finals

24.8.1 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.

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

## 24.9 Player Participation

24.9.1 Non-Team Players may only be used with the approval of the JBC. All NTP's must be used in accordance with Rule 3.

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

## 24.10 Home Team

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

24.10.2 In the Grand Final, a Team winning the major semi-final will be the Home Team and will occupy the 1st base dug-out and field first.

## 24.11 Grounds

24.11.1 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.

24.11.2 If the host club has not closed the ground, the JBC President and/or Secretary may close the ground if it is unfit for play at any time prior to the plate meeting of any game.

24.11.3 If the JBC 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.

## 24.12 Protests and Rescheduling of Finals Games

24.12.1 The JBC shall appoint a committee consisting of 2 members of the JBC 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 JBC shall reserves the right to reschedule any final game(s) as it sees fit.

## Tee Ball (Under 8)

## Annexure A

Game Duration	1 Hour; or 5 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	50 feet (15.24m)
Pitching Distance	37 feet (11.28m)

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	Not Applicable
Max Runs per Innings	Not Applicable

Coaching	<ul style="list-style-type: none"> <li>• 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.</li> <li>• A coach is permitted to assist the batter in the box with adopting the correct stance and positioning/height of the tee.</li> <li>• Coaches are not permitted to assist in the fielding of a batted ball.</li> <li>• Coaches are not permitted to assist batter in hitting the ball from the tee.</li> </ul>
Pitching	See Pitcher's position under "Fielding"
Catching	Must wear a batting helmet
On Deck Batter	No
Team	<ul style="list-style-type: none"> <li>• Bat through the lineup each innings;</li> <li>• Coaches must agree at the plate meeting to choose whether to leave any batter given out at first base to run;</li> <li>• If no agreement can be reached, then all batters put out will return to the dugout.</li> <li>• Fielding positions may be changed during an innings after "time" is granted by the umpire.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout until the Umpire calls "Batter Up."</li> <li>• The Batter will not commence their swing until the Umpire calls 'Play.</li> <li>• The "At Bat" will end only after the batter has hit the ball;</li> <li>• Full and forceful contact must be made with the ball;</li> <li>• Bunting is not permitted;</li> <li>• A batted ball must travel outside an imaginary arc the distance being halfway to the pitcher to deemed a "hit ball";</li> <li>• 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;</li> <li>• 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;</li> <li>• 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;</li> <li>• Infield Fly rule does not apply;</li> </ul>

- The “Last Batter” will be declared by the scorer to the umpire, who will announce, prior to the commencement of the at bat. The inning will cease when time is called.

#### 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;
- If the batter has hit the ball, the play will be nullified, the batter returned to complete the at bat.

#### 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.



## Tee Ball (Under 9)

## Annexure B

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	Yes
Max Runs per Innings	6

Coaching	<ul style="list-style-type: none"> <li>• 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.</li> <li>• A coach is permitted to assist the batter in the box with adopting the correct stance and positioning/height of the tee.</li> <li>• Coaches are not permitted to assist in the fielding of a batted ball.</li> <li>• Coaches are not permitted to assist batter in hitting the ball from the tee.</li> </ul>
Pitching	See Pitcher's position under "Fielding"
Catching	Must wear a batting helmet
On Deck Batter	No
Team	<ul style="list-style-type: none"> <li>• All innings will end after three (3) outs are made or the maximum runs per innings are reached.</li> <li>• Fielding positions may be changed during an innings after "time" is granted by the umpire.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout until the Umpire calls "Batter Up."</li> <li>• The Batter will not commence their swing until the Umpire calls 'Play.</li> <li>• 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;</li> <li>• 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";             <ol style="list-style-type: none"> <li>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.</li> <li>2. If an Out(s) occurred, the play will stand.</li> </ol> </li> <li>• Full and forceful contact must be made with the ball;</li> <li>• A batted ball must travel outside an imaginary arc the distance being halfway to the pitcher to deemed a "hit ball";</li> <li>• 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;</li> <li>• Bunting is not permitted;</li> <li>• A strike will be called, if the batter swings and misses the ball, if</li> </ul>

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 C

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)
Zooka Machine Positioning	<ul style="list-style-type: none"><li>• The Centre stem of the legs will be 40 feet (12.2m) from rear of home plate on the 3<sup>rd</sup> base side of the pitcher's plate;</li><li>• 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 2<sup>nd</sup> base.</li></ul>
Zooka Set Up	<ul style="list-style-type: none"><li>• The machine is to be fitted with small legs;</li><li>• A pitched ball must pass over home plate at a suitable height, mutually agreed by both coaches;</li><li>• If coaches cannot agree, the Umpire will make sole decision;</li><li>• Ball speed will be 40-43 miles per hour;</li></ul>
Zooka become inoperable	<ul style="list-style-type: none"><li>• Should the machine become inoperable and another is not available;<ol style="list-style-type: none"><li>1. The game will revert to equal innings;</li><li>2. A Tee will be used;</li><li>3. Under 9 Tee Ball rules will apply.</li></ol></li></ul>

### 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.

**or**

USA Baseball Standard is recommended.  
(Logo displayed)



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")	<ul style="list-style-type: none"> <li>• A player can only field at the same position for a maximum of 2 innings during the game;</li> <li>• All fielders will be in orthodox fielding positions;</li> <li>• The pitcher will have both feet on the pitching rubber;</li> <li>• No fielder is, in the judgment of the umpire, to field too close to the batter.</li> </ul>
Fielding (General)	<ul style="list-style-type: none"> <li>• If a thrown ball strikes the machine, the ball will remain live and runners advance at their own peril;</li> <li>• 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;</li> </ul>
Umpire	<ul style="list-style-type: none"> <li>• The 'Plate Umpire' is to umpire from behind the pitcher and have control of the machine;</li> <li>• The Field Umpire may be used in a regulation manner.</li> </ul>
Overthrown Ball	<ul style="list-style-type: none"> <li>• Normal rules of baseball apply, except on any play where the ball is thrown to 1<sup>st</sup> or 3<sup>rd</sup> 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.</li> </ul>
Stealing	<ul style="list-style-type: none"> <li>• Runners may only steal once the ball has passed home plate and the ball has passed behind the catcher;</li> <li>• Runners may not steal if the ball is caught by the catcher;</li> <li>• Runners may not steal home.</li> </ul>
Appeal    Plays Procedures	<ul style="list-style-type: none"> <li>• 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;</li> <li>• The Umpire will ensure that the batter remains in the dugout;</li> <li>• The Umpire will call "Play"</li> <li>• The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;</li> <li>• The coach cannot physically assist in the making of the appeal play;</li> <li>• The Umpire will call "Time" and rule on the appeal play.</li> </ul>



## Little League 10/11 (Minor)

## Annexure D

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	8.5" Baseball
<b>Bat</b>	<b><i>Only USA Baseball Marking, not larger than 2 5/8 inch barrel (Logo displayed).</i></b> 
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none"><li>• Coaches are not permitted on the field during play;</li><li>• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat</li></ul>
Pitching Count Maximum	<ul style="list-style-type: none"><li>• Maximum of 30 pitches or 6 consecutive outs (whichever comes first);</li><li>• Can finish the batter in the box; or</li></ul>
Pitching	<ul style="list-style-type: none"><li>• The pitcher must have their foot wholly in contact with the front of the pitching plate;</li><li>• Fastballs and Change-ups only permitted;</li><li>• No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)</li></ul>
Catching	<ul style="list-style-type: none"><li>• Maximum of 3 innings;</li><li>• Catcher speed up rule applies.</li></ul>

On Deck Batter	<ul style="list-style-type: none"> <li>• Yes</li> <li>• Must be in a defined area outside of the field of play;</li> <li>• The 'On Deck' area must be:             <ol style="list-style-type: none"> <li>1. Close to the dugout;</li> <li>2. Clearly defined with wickets hat, chalk marking or the like;</li> <li>3. Must be large enough area to conduct the 'On Deck' swings.</li> </ol> </li> <li>• Under the direct control of a coach, manager or competent adult associated with the team;</li> <li>• Batter must be wearing a helmet;</li> <li>• Only one 'on deck' batter, all other players must be inside the dugout;</li> <li>• All spectators are to remain a safe distance from the ' on deck' area.</li> </ul>
Team	<ul style="list-style-type: none"> <li>• All innings will end after three (3) outs are made or the maximum runs per innings are reached.</li> <li>• Fielding positions may be changed during an innings after "time" is granted by the umpire.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."</li> <li>• Normal Rules of Baseball apply to batter entering the batter's box;</li> <li>• Infield Fly rule applies</li> </ul>

Runner	<ul style="list-style-type: none"> <li>• 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;</li> <li>• Umpire will ensure all runners are in contact with their base before calling play;</li> <li>• Umpires will call "Left Early", if a runner does so and let the play continue, The Umpire will do the following: <ol style="list-style-type: none"> <li>1. "Time" is called;</li> <li>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.</li> <li>3. If the pitch is fouled, normal rules of baseball apply with no other penalty;</li> <li>4. If Out(s) result, they will stand and play continues;</li> <li>5. If ball 4 is called, the batter is entitled to 1<sup>st</sup> base and the runner(s) may only advance one (1) base, except if the catcher or pitcher makes a play to any base.</li> </ol> </li> </ul>
Fielding (Before calling "Play")	<ul style="list-style-type: none"> <li>• All fielders will be in orthodox fielding positions;</li> </ul>
Umpire	<ul style="list-style-type: none"> <li>• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;</li> <li>• The Field Umpire may be used in a regulation manner.</li> </ul>
Stealing	<ul style="list-style-type: none"> <li>• Runners may only steal once the ball has passed home plate;</li> <li>• Runners may not steal home plate unless: <ol style="list-style-type: none"> <li>1. The ball has passed behind the catcher; or</li> <li>2. The Catcher makes any play clearly intended to reach a fielder other than returning the ball to the Pitcher following a pitch; or</li> <li>3. The Pitcher makes any play, other than delivering a pitch, clearly intended to reach a fielder.</li> </ol> </li> </ul>
Dropped Third Strike	<ul style="list-style-type: none"> <li>• The Batter is out when the third strike is called, even if the Catcher does not catch the ball.</li> </ul>

## 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.

## Tee Rule (Rounds 1 to 4)

- For rounds beyond round 4, coaches may agree to use the tee after ball 4 is correct at the plate meeting. Both coaches must agree, otherwise a walk after ball 4 will occur.
- After ‘Ball 4’ is called by the Plate Umpire;
- The Batter will hit off a tee;
- The Batter’s pitch count prior to ‘Ball 4’ will stand;
- 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 foul ball 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.
- The Batter must make a full and forceful swing;
- Bunts are not permitted;
- A strike will be called, if the batter swings and misses the ball, if the third strike, the batter is out;
- The maximum number of bases that a Batter and/or Runner(s) can advance when the ball is hit off a tee, is two (2) bases.

## Little League Major

## Annexure E

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	Regulation Baseball (Leather or All Weather).
<b>Bat</b>	<b><i>Only USA Baseball Marking, not larger than 2 5/8 inch barrel (Logo displayed).</i></b>
	
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none"><li>• Coaches are not permitted on the field during play;</li><li>• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat</li></ul>
Pitching Count Maximum	<ul style="list-style-type: none"><li>• Maximum of 40 pitches or 6 consecutive outs (whichever comes first);</li><li>• Can finish the batter in the box (except where pitch/catch is used).</li></ul>
Catching	<ul style="list-style-type: none"><li>• Maximum of 3 innings;</li><li>• Catcher speed up rule applies.</li></ul>
Pitching & Catching in Same Game	<ul style="list-style-type: none"><li>• Pitch count maximum is 20;</li><li>• Hard finish. Cannot finish the batter in the box;</li><li>• Can catch a maximum of 6 consecutive outs;</li><li>• Can Pitch/Catch or Catch/Pitch.</li></ul>

Pitching	<ul style="list-style-type: none"> <li>• The pitcher must have their foot wholly in contact with the front of the pitching plate;</li> <li>• Fastballs and Change-ups only permitted;</li> <li>• No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)</li> </ul>
On Deck Batter	<ul style="list-style-type: none"> <li>• Yes</li> <li>• Must be in a defined area outside of the field of play;</li> <li>• The 'On Deck' area must be: <ol style="list-style-type: none"> <li>1. Close to the dugout;</li> <li>2. Clearly defined with white hat, chalk marking or the like;</li> <li>3. Must be large enough area to conduct the 'On Deck' swings.</li> </ol> </li> <li>• Under the direct control of a coach, manager or competent adult associated with the team;</li> <li>• Batter must be wearing a helmet;</li> <li>• Only one 'on deck' batter, all other players must be inside the dugout;</li> <li>• All spectators are to remain a safe distance from the 'on deck' area.</li> </ul>
Team	<ul style="list-style-type: none"> <li>• All innings will end after three (3) outs are made or the maximum runs per innings are reached.</li> <li>• Fielding positions may be changed during an innings after "time" is granted by the umpire.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."</li> <li>• Normal Rules of Baseball apply to batter entering the batter's box;</li> <li>• Infield Fly rule applies</li> </ul>

## 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 1<sup>st</sup> 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 F

Game Duration	105 minutes; or 6 Innings
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).

### **Bat**

**USA Baseball Marking**  
**Not larger than 2 5/8 inch barrel**  
**(Logo displayed).**



**BBCOR**  
**2 5/8 inch barrel**  
**(Logo displayed).**



Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none"><li>Coaches are not permitted on the field during play;</li><li>Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat</li></ul>
Pitching Count Maximum	<ul style="list-style-type: none"><li>Maximum of 50 pitches or 9 consecutive outs (whichever comes first);</li><li>Can finish the batter in the box (except where pitch/catch is used)</li><li>True Age Junior League players are not permitted to pitch.</li></ul>
Catching	<ul style="list-style-type: none"><li>No issues limit;</li><li>Catcher speed up rule applies.</li><li>True Age Junior League players are not permitted to catch</li></ul>



Pitching & Catching in Same Game	<ul style="list-style-type: none"> <li>• Pitch count maximum is 25;</li> <li>• Hard finish, cannot finish the batter in the box;</li> <li>• Can catch a maximum of 6 consecutive outs;</li> <li>• Can Pitch/Catch or Catch/Pitch.</li> </ul>
Pitching	<ul style="list-style-type: none"> <li>• The pitcher must have their foot wholly in contact with the front of the pitching plate;</li> <li>• Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)</li> </ul>
On Deck Batter	<ul style="list-style-type: none"> <li>• Yes</li> <li>• Must be in a defined area outside of the field of play;</li> <li>• The 'On Deck' area must be: <ul style="list-style-type: none"> <li>1. Close to the dugout;</li> <li>2. Clearly defined with witches hat, chalk marking or the like;</li> <li>3. Must be large enough area to conduct the 'On Deck' swings.</li> </ul> </li> <li>• Under the direct control of a coach, manager or competent adult associated with the team;</li> <li>• Batter must be wearing a helmet;</li> <li>• Only one 'on deck' batter, all other players must be inside the dugout;</li> <li>• All spectators are to remain a safe distance from the 'on deck' area.</li> </ul>
Team	<ul style="list-style-type: none"> <li>• All innings will end after three (3) outs are made or the maximum runs per innings are reached.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."</li> <li>• Normal Rules of Baseball apply to batter entering the batter's box;</li> <li>• Infield Fly rule applies</li> </ul>
Umpire	<ul style="list-style-type: none"> <li>• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;</li> <li>• The Field Umpire may be used in a regulation manner.</li> </ul>
Dropped Third Strike	<ul style="list-style-type: none"> <li>• Normal Baseball Rules apply.</li> </ul>

## Junior League

## Annexure G

Game Duration 2 hours; or  
6 Innings

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).

**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 50 pitches or 9 consecutive outs (whichever comes first);
- Can finish the batter in the box (unless the pitch/catch rules is used).

Catching

- No innings limit;
- Catcher speed up rule applies.

Pitching & Catching in Same Game	<ul style="list-style-type: none"> <li>• Pitch count maximum is 25;</li> <li>• Hard finish. Cannot finish the batter in the box;</li> <li>• Can catch a maximum of 6 consecutive outs;</li> <li>• Can Pitch/Catch or Catch/Pitch.</li> </ul>
Pitching	<ul style="list-style-type: none"> <li>• The pitcher must have their foot wholly in contact with the front of the pitching plate;</li> <li>• Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)</li> </ul>
On Deck Batter	<ul style="list-style-type: none"> <li>• Yes.</li> <li>• Field of play is permitted.</li> </ul>
Team	<ul style="list-style-type: none"> <li>• All innings will end after three (3) outs are made or the maximum runs per innings are reached.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."</li> <li>• Normal Rules of Baseball apply to batter entering the batter's box;</li> <li>• Infield Fly rule applies</li> </ul>
Umpire	<ul style="list-style-type: none"> <li>• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;</li> <li>• The Field Umpire may be used in a regulation manner.</li> </ul>

## Senior League

## Annexure H

Game Duration	2 hours; or 7 Innings
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).

### ***Bat***

- ***Only BBCOR (Logo displayed).***



- 2 5/8 barrel wood.

Mercy Rule	Yes – 4 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none"><li>• Coaches are not permitted on the field during play;</li><li>• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat</li></ul>
Pitching Count Maximum	<ul style="list-style-type: none"><li>• Maximum of 60 pitches or 12 consecutive outs (whichever comes first);</li><li>• Can finish the batter in the box (unless the pitch/catch rule is used).</li></ul>
Catching	<ul style="list-style-type: none"><li>• No innings limit;</li><li>• Catcher speed up rule applies.</li></ul>

Pitching & Catching in Same Game	<ul style="list-style-type: none"> <li>• Pitch count maximum is 30;</li> <li>• Hard Count. Cannot finish the batter in the box;</li> <li>• Can catch a maximum of 6 consecutive outs;</li> <li>• Can Pitch/Catch or Catch/Pitch.</li> </ul>
Pitching	<ul style="list-style-type: none"> <li>• The pitcher must have their foot wholly in contact with the front of the pitching plate;</li> <li>• Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)</li> </ul>
On Deck Batter	<ul style="list-style-type: none"> <li>• Yes.</li> <li>• Field of play is permitted.</li> </ul>
Team	<ul style="list-style-type: none"> <li>• All innings will end after three (3) outs are made or the maximum runs per innings are reached.</li> </ul>
Batting	<ul style="list-style-type: none"> <li>• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."</li> <li>• Normal Rules of Baseball apply to batter entering the batter's box;</li> <li>• Infield Fly rule applies</li> </ul>
Umpire	<ul style="list-style-type: none"> <li>• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;</li> <li>• The Field Umpire may be used in a regulation manner.</li> </ul>

BASEBALL AGE MATRIX 2020 - 2021																
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	2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	4	Aussie Tball	Day and start time set by clubs	Nil
5	2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	5	Aussie Tball		Nil
6	2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	6	Aussie Tball		Nil
7	2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	7	Tee Ball	Under 8 8.30am or	Nil
8	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	8	Tee Ball	Under 9 10.30am	Nil
8	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	8	LLMi MP / Zooka		Rookie
9	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	9	LLMi MP / Zooka	Saturday 08.30am	Rookie
10	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	10	LLMi MP / Zooka		Rookie
9	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	9	LL Minor		Rookie
10	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	10	LL Minor	Saturday 10.30am	10/11
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Minor		10/11
9	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	9	LL Major	Saturday 8.30am	Club Only
10	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	10	LL Major		LL Major
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Major	Saturday 8.30am	10/11 LL Int Eligible
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	LL Major		LL Major
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Intermediate	Wednesday	LL Intermediate
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	LL Intermediate	5.15pm & 7.30pm	LL Intermediate
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	LL Intermediate		LL Intermediate
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	Junior League		Junior League
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	Junior League	Saturday 10.30am	Junior League
14	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	14	Junior League		Junior League
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	Senior League	Friday	Senior League
14	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	14	Senior League		Senior League
15	2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	15	Senior League		Senior League
16	2004	2004	2004	2004	2005	2005	2005	2005	2005	2005	2005	2005	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

BASEBALL AGE MATRIX 2020 - 2021																
LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	GAME DAY GAME TIME	REP DIVISION
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Major		LL Major
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	LL Major		10/11 LL Int Eligible LL Major
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Intermediate	Wednesday	LL Intermediate
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	LL Intermediate		LL Intermediate
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	LL Intermediate	5.15pm & 7.30pm	LL Intermediate
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	Junior League		Junior League
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	Junior League	Saturday 10.30am	Junior League
14	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	14	Junior League		Junior 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 2020 - 2021																
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	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	9	LL Minor	30	Not Permitted
10	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	10	LL Minor	30	Not Permitted
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Minor	30	Not Permitted
10	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	10	LL Major	40	20
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Major	40	20
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	LL Major	40	20
11	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	11	LL Intermediate	50	25
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	LL Intermediate	50	25
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	LL Intermediate	50	25
12	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	12	Junior League	50	25
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	Junior League	50	25
14	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	14	Junior League	50	25
13	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	13	Senior League	60	30
14	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	14	Senior League	60	30
15	2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	15	Senior League	60	30
16	2004	2004	2004	2004	2005	2005	2005	2005	2005	2005	2005	2005	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 2020/2021

Competition	Teeball U7	Teeball U8	Teeball U9	LL Zooka	LL 10/11 (Minors)	LL Majors	Int. League	Junior League	Senior League
Age	4, 5 & 6yo	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'	50'	60'	60'	60'	60'	70'	80'	90'
Pitching Distance	37'	37'	46'	46'	46'	46'	50'	54'	60'6"
Ball Size & Type	8.5" RIB	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 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	120' to 180'	120' to 180'	120' to 180'	180' to 225'	180' to 225'	225' to 300'	225' to 300'	280' to 420'
Innings	NA	5	6	6	6	6	6	6	7
Game Duration (mins)	NA	60	90	90	90	90	105	120	120
Max Pitch Limit	NA	NA	NA	NA	30	40	50	50	60
Consecutive Outs Limit	NA	NA	NA	NA	6	6	9	9	12
Rep Restrictions	NA	NA	NA	NA	Yes	Yes	Yes	Yes	Yes
Pitch/Catch Rest.	NA	NA	NA	NA	NA	20 / 6 Consec Outs	25 / 6 Consec Outs	25 / 6 Consec Outs	30 / 6 Consec Outs
On Deck Batter	No	No	No	No	Yes+	Yes+	Yes+	Yes	Yes
Zooka speed & distance ~	NA	NA	NA	40' (2'6" offset) 40-43 mph	NA	NA	NA	NA	NA
Balk Rule	NA	NA	NA	NA	No	No%	Yes	Yes	Yes
Tee on 4 Balls	NA	NA	NA	NA	Yes > >	NA	NA	NA	NA
6 Run Rule	NA	NA	Yes	Yes	Yes	Yes	Yes	Yes	Yes
3 Outs Innings End	NA	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bat Through Line Up Innings End	Yes	Yes	No	No	No	No	No	No	No
3 <sup>rd</sup> Strike Dropped Automatic Out	NA	NA	NA	Yes	Yes	No	No	No	No
Infield Fly	No	No	No	No	Yes	Yes	Yes	Yes	Yes
Stealing Allowed	No	No	No	Yes ^ ^ ^	Yes ^ ^ ^	Yes ^	Yes	Yes	Yes
Score from 3 <sup>rd</sup> Base	On Batted Ball Only	On Batted Ball Only	On Batted Ball Only	On Batted Ball Only	Yes ^ ^ ^	Yes ^	Yes	Yes	Yes
Bunting Allowed	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Dead Ball Penalty	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Metal Cleats	No	No	No	No	No	No	No	No	Yes

\* 9yo permitted club baseball only

# Homeplate to Centre Field

~

Short legs only, offset to 3<sup>rd</sup> base side  
After ball passes home plate

+

See Rules per Age Group

%

Coaches should commence education

> First 4 rounds only

>> Batter and Runner(s) only advance maximum 2 bases off tee

^

^^ Ball must pass behind the catcher

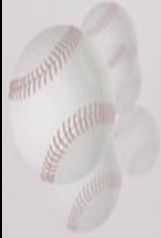


## JUNIOR BASEBALL COMPETITION EQUIPMENT ASSESSMENT REFERENCE GUIDE

<b>Baseballs</b>	Senior League Junior League Intermediate League Little League Major	Standard Baseball	
	Little League 10/11 (Minor)	8.5" Baseball	
	Little League Zooka Teeball U8 & U9	8.5" RIB All baseballs to be used must be the same brand.	
<b>Bats</b>  <b>Bats have no cracks or dents.</b>  <b>Metal/Composite bats have grip in good condition attached.</b>	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>	 <b>Recommended</b>
<b>Catcher's Gear</b>	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/ZOOKA RESULT SHEET

[To be completed in pen]

DIVISION	GROUND		DATE		TIME	
AWAY TEAM	CLUB	CLUB	HOME TEAM		CLUB	

NOTE: A player can only field at the same position for a maximum of 2 innings during the game

Players Full Name		Innings Spent on Bench (Mark with 'X')							Innings Spent on Bench (Mark with 'X')							Players Full Name		Innings Spent on Bench (Mark with 'X')						
		1	2	3	4	5	6	7								1	2	3	4	5	6	7		
1.																								
2.																								
3.																								
4.																								
5.																								
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9.																								
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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/Ejections or Other Comments	
Injury	Yes <input type="checkbox"/> No <input type="checkbox"/>
Ejection	Yes <input type="checkbox"/> No <input type="checkbox"/>



DIVISION	GROUND	DATE	TIME
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AWAY TEAM		CLUB				HOME TEAM		CLUB													
Pitchers	League Age	Inns	Pitches	Catchers	Innings	Pitchers	League Age	Inns	Pitches	Catchers	Innings										
Players Full Name		Innings Spent on Bench (Mark with 'X')					Players Full Name		Innings Spent on Bench (Mark with 'X')												
1	2	3	4	5	6	7	1	2	3	4	5	6	7								
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14.																					
Score	1	2	3	4	5	6	7	Total		AWAY TEAM COACH		Signature		PLATE UMPIRE		Signature					
AWAY TEAM														FIELD UMPIRE		Signature					
Score	1	2	3	4	5	6	7	Total		HOME TEAM COACH		Signature		FIELD UMPIRE		Signature					
HOME TEAM																					

Injury	Injury/Ejections or Other Comments
<p>Yes <input type="checkbox"/> No <input type="checkbox"/></p>	

Ejection	
Yes <input type="checkbox"/>	No <input type="checkbox"/>