

RYDE HORNSBY BASEBALL LEAGUE Inc.
JUNIOR RHBL RULES - as at 20/10/2005

This Years Changes and amendments in RED Print
Adjustments in Blue Print

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RULES for the CLUB

GENERAL

1.1 All games will be played under the "Official Australian Baseball Rules", issued by the Australian Baseball Federation Inc., as adopted by the New South Wales Baseball League Inc. provided that, if there is a conflict, these rules, as follows, shall prevail.

1.2 In these Rules: -

"division" shall mean the teams within the grade e.g. U12B is a division of U12;

"Final Series" shall mean semi final, final and grand final games;

"forfeit" shall mean a loss awarded to one team on a 0-9 loss;

"game official" shall mean a person who has successfully completed the RHBL qualification to officiate Umpire and take charge of "T Ball" Games played in the RHBL Competition under these Rules. All reference to an Umpire in these rules will include the Game Official where the game Played is "T Ball".

"grade" shall mean each age group;

"member" shall mean a person nominated by a member club and accepted by the RHBL;

"member club" shall mean a club that has, during the last Winter/Summer or Summer/Winter year, at least 50 registered live ball Juniors participating in a RHBL, or Leagues, or 100 pre live ball Juniors. Any combination of live ball and pre live ball will be in the ratio of ½. Member clubs are allocated one "member" for each 50 (as defined) registered players.

"no game" shall mean a game not played or deemed not played by the RHBL CC

"NSWBL" shall mean the New South Wales Baseball League Inc.;

"PENALTY" shall mean a penalty or fine, as defined each season by the RHBL.

"Rep Player" shall mean any player who plays baseball in the NSWBL State Cup and Youth League Competitions.

"Restricted Player" All Players who Pitch, other than only in the control of their Club Team Coach in their RHBL Competition, shall keep and have their own pitching activity recorded and make the information known to that Players Game Officials wherever they Pitch. It is a Players Parent who is responsible to ensure all, Pitching activity is Recorded, accurately in writing and will include their Childs activity in other competitions, other tournaments, in training, and otherwise, whether as part of functions sanctioned by or known to the RHBL, or otherwise. This Record will have a Preface showing the Full restrictions for the Players Actual Personal Age "not the Age of Competition". The record will form a Pitching Log which must detail: Date, Activity, Pitching Assignments, Innings and Pitches pitched, this record will be signed by both the Coach involved and the Parent or Guardian. These record logs or the Club Score book for Players pitching in a single competition under the same Club Coach, will result in the greatest possible restriction and days rest as defined in these rules by RHBL and or NSWBL and their Rules. Any player without a Current Record in their Personal Log or Club Score Book may not play in a Battery Position in any RHBL Competition.

Note: The number of day's "rest", mean rest periods expressed in calendar days, not blocks of 24 hours. E.G. A player who finishes pitching at 10am on Saturday, and requires "two day's rest", may legally pitch again only on Tuesday {at any time}, and not at 10:01am on Monday. The "two days" of rest is deemed to be the Calendar days of Sunday & Monday.

"RHBL" shall mean the "Ryde Hornsby Baseball League Incorporated" referred to as the "RHBL". The "Committee of Management of Ryde Hornsby Baseball League" as elected at the Annual General Meeting by the members, of member clubs, will be considered as "RHBL" being the same entity within these rules.

"RHBLCC" The RHBL Competition Committee shall be appointed by the RHBL and will be referred to as the "RHBL CC". The RHBL CC shall appoint prior to each season the Competition Chairperson who, together with no less than three (3) others will form the Competition Committee and will be the authority on the interpretation of these rules. Any club or player has the right to appeal, in writing any decision of the RHBL CC to the RHBL Judiciary Committee. The RHBL Competition Committee will also report to the RHBL on any suggestions to alter or improve the structure of competitions.

"Round" shall mean a competition game, not Final Series;

"Team" shall mean the list of registered players of a team in a grade;

"umpire" shall mean an umpire as recognised by the RHBL;

- 1.3 INTERPRETATION: The RHBL CC will be the sole authority on the interpretation of these rules.
- 1.4 RULE CHANGES: The RHBL reserves the right to vary any of the competition rules, at any time.
- 1.5 JUDICIARY: The RHBL shall appoint prior to each season the RHBL Judiciary Committee. The RHBL shall appoint prior to each season the RHBLJC. The RHBL Competition Chairperson who, together with no less than two (2) volunteer members, shall meet to hear any protest from competition games or appeals under Rule 1.3. The members must not be from clubs involved in those protest games or appeal clubs. See Rule 11.1, 11.2 & 11.3 on Protests. Any club or player has the right of a final appeal, in writing, of any decision of the Judiciary Committee to the RHBL full Committee. The appeal must be made within 24 hours of receiving a decision.
- 1.6 PLAYER INELIGIBLE: The RHBL CC may at any time declare a player ineligible to play in any particular grade or division.
- 1.7 PENALTIES & FINES: The RHBL shall declare at the start of each season any penalties or fines.
- 1.8 The RHBL and the RHBL CC reserves the right to implement fines, or the penalty of loss of points, to clubs who breach these rules.

REGISTRATION OF CLUBS AND TEAMS

- 2.1 CLUB AFFILIATION: Clubs must submit to the RHBL, club affiliation forms by the date and in the format specified by the RHBL CC. **To allow direct club contact as a result of NSW Baseball Judiciary process. "All Club secretaries must supply their email and telephone details as a condition of entry into the competition".**
- 2.2 REFUSAL: The RHBL reserves the right to refuse the entry of any club and/or the registration of any person.
- 2.3 COMPETITIVE: Any club, in its affiliation form, must show that it will be competitive in the RHBL and detail its financial position, if required to do so by the RHBL, to show that it has the capacity to maintain the requirements of the RHBL. The RHBL will outline these requirements by 30th November (Summer) or 30 June (Winter) each year for the following season.
- 2.4 HOME GROUND: The club must show that it has a home ground acceptable to the RHBL.
- 2.5 RHBL FEES: All monies owing by a club arising from accounts issued by the RHBL must be paid by the date scheduled by the RHBL. Any club in breach of this rule will firstly be fined, and if still not paid lose all competition points from the date declared. Clubs with outstanding amounts will not be permitted to continue in the competition and its registered players will be listed as defaulters with the NSWBL, unless special approval has been granted by the RHBL.
- 2.6 TEAM LIST: Each club shall provide for each team being registered a form containing information on each player, coach, umpire, scorer and manager, listing the name, address, telephone number, grade previously played, accreditation, NSWBL registration number and date of birth, and any other information requested on the form prescribed by the RHBL.
- 2.7 REGISTRATION BY: Completed registration forms must be submitted to the RHBL CC by the date determined by the RHBL CC. Additional new members may be submitted for inclusion in the registration form after that date, subject to prior approval of the RHBL CC. No player registrations will be accepted after 5.00 PM of the Sunday of the last round prior to Christmas (summer) or 30/June (winter), except by special permission of the RHBL CC.
- 2.8 PLAYER APPROVAL: Only a person, whose registration has been completed, submitted and approved by the RHBL CC, may participate in competition games. PENALTY. "Forfeit"
- 2.9 ADDRESS CHANGE: Should a player, coach, manager or club official change their address, their club must notify the RHBL CC within fourteen (14) days of the date of change.
- 2.10 ADDRESS CHANGE: Affiliated clubs, registered for current season, must notify the RHBL CC within fourteen (14) days of any change in a registered team coaching position.

PLAYER GRADING, REGISTRATION AND ELIGIBILITY

- 3.1 TEAM GRADE: The RHBL will determine the grade each team or player may participate in for each season.
- 3.2 REGISTRATION REVIEW: The RHBL CC reserves the right to review any player's registration after being accepted, should new or additional information about the player become available. It is the sole responsibility of the registering club to ensure that all information pertaining to any player's registration

is fully disclosed.

- 3.3 REVIEW CONSEQUENCE:** The RHBL CC, after having reviewed the registration of any player, may also decide on any PENALTY "Discretionary" to be impose on the club and/or team following the non-full disclosure of any player's background or experience.
- 3.4 PLAYER TRANSFER CLEARANCE:** A player who transfers from one club to another will obtain, if required, a clearance from the original club. A club may register a player without receiving a clearance and the player may participate in games with the new club provided that if a clearance is required and not granted, each game in which the player has participated in shall incur a PENALTY "Forfeit", after such disclosures and on lodgment of protest by the offended club.
- 3.5 FINANCIAL PLAYER:** Any player in debt to a club or players from the club in debt to the RHBL may be listed with the NSWBL as a Defaulter, upon the club's request or initiated by the RHBL.
- 3.6 DEFAULTERS:** Clubs cannot protest (rule 3.4) unless players are declared Defaulters.
- 3.7 TRANSFER IN SEASON:** Any registered player wishing to transfer their registration to another club during the same season must be given approval from the RHBL.
- 3.8 LENT PLAYER:** Where two (2) or more teams are entered by one club in the same division and grade, players must play only for that team for which they are registered on their team registration forms. PENALTY "Forfeit".
- 3.9 CHANGE TEAM:** Permission may be granted by the RHBL CC, on application, to re-register players.
- 3.10 SINGLE AFFILIATION:** No player or coach may be a registered player or coach with more than one club during the same season without the approval of the RHBL CC. One club includes any club affiliated with the NSWBL.
- 3.11 AGE CUT OFF:** The cut-off date for age groups will be at twelve (12) midnight on 31 December next. Girls Not Playing State Cup or Youth League are permitted to play one year younger in Club competitions.
- 3.12 PLAYER INELIGIBLE:** The RHBL CC may at any time declare a player ineligible to play in any particular Grade or Division.
- 3.13 REP WITHDRAW:** Any player who is unavailable or withdraws from a State Cup or Youth League team cannot play for his club or any team during the period that such representative games are being played without the permission of the RHBL.
- 3.14 "A" GRADE ONLY:** Any player selected to represent the RHBL in the State Cup under 12 or under 14 during the current season, cannot play in any RHBL competitions other than A Grade during that current season. Current season Youth League players must play in RHBL under 16's A grade or nominate to Coach Rule 3.18. Also, any under 11A, 12A, 13A, 14A or 16A current season player, cannot play in any other RHBL competitions other than A Grade during that current season.
- 3.15 MAX REP'S PER TEAM:** If a club has 5 or more current season State Cup or Youth League representative players in a team, they must split into two teams, with the introduction of lower grade players, to the satisfaction of the RHBL. The RHBL must approve any variation to these requirements.
- 3.16 CLUB LOYALTY BY REP'S:** A player will be ineligible to represent Ryde Hornsby in the State Cup or Youth League for a period of 12 months if they have changed clubs unless:
- a. they have significantly and genuinely changed address; or,
 - b. there is no A grade side in the relevant age group at their original club; or,
 - c. extenuating circumstances may be brought before the RHBL which may, with the approval of the original club, agree to not enforce the rule.
- 3.17 IDENTIFICATION & PROOF OF AGE:** In the event of a club wishing to question the age of a player, "proof of age" will be the responsibility of the player's club. If the player's club does not, or cannot, prove age then it shall have all games in which that player participated declared forfeited. Any question of proof of age must be made prior to the second last competition round.
- 3.18 YOUTH LEAGUE CHOICE PLAY CLUB OR COACH:** Players selected to play in the Youth League side must nominate prior to the commencement of the season whether or not they will play for their club side. If a Youth League player decides not to play with their club side, that player must contribute to their club in a supporting coaching role to be agreed with their club. Upon the commencement of the season, a player's nomination cannot be altered.

CLUB CHAMPIONSHIP

- 4.1 CLUB CHAMPIONSHIP TROPHY:** The RHBL shall determine prior to each season if a club Championship trophy is to be awarded. If the competition warrants such a trophy, the RHBL shall then determine the method to be used to decide the winner.

- 4.2 **THE COMPETITION:** The method of conducting competitions for member and affiliate clubs shall be as approved by the RHBL each season. The RHBL will conduct competitions in graded divisions.
- 4.3 **CLUB RESPONSIBILITY:** Each member or affiliate club shall be responsible for fielding the number of separate complete teams as laid down by the RHBL each season.

B. RULES for the Coach

The RHBL and the RHBL CC reserves the right to implement fines, or the penalty of loss of points, to clubs who breach these rules. See rule 1.8.

STRUCTURE TEAMS POSITION IN COMPETITION

- 5.1 **POINTS ALLOCATION:** Position in the competition table shall be determined by dividing the number of games won by games played and calculated to a third decimal point. A tied game shall be counted as a played game with a half a win. A no game (BYE or washout) is not counted as played and has no points.
- 5.2 **EQUAL POINTS:** In the event of two (2) or more teams being equal in the competition table on the ratio of games won into games played, their respective positions shall be determined by: a) the win/loss ratio against each other: b) runs for and against each other: and c) runs for and against all teams in their respective division or grade through the season, in that order.
- 5.3 **SORTING OUT EQUAL TEAMS IN TABLE:** The position of teams where more than two (2) teams are equal shall be determined by first establishing the highest placed team, then, by excluding that team, determining the remaining positions, and continuing the cycle until all equal teams have been placed in position.
- 5.4 **IN THE EVENT OF A COMPETITION REDRAW** Where junior competition structures are redrawn after the commencement of the season's competition, all teams involved in such redrawn competition shall start the rearranged competition on zero points.

GROUND & WEATHER

- 6.1 **ROUND OR GAME CALLED OFF:** The RHBL CC reserves the right to call off any competition round or game depending upon weather conditions or ground availability.
- 6.2 **GROUND CONDITION:** The fitness of the ground, at the time scheduled to commence a competition game shall be decided by the authorities controlling the ground, or by the officially appointed umpire, in that order. The fitness of the light for play shall be determined by the umpire for decision at any time. If the coaches disagree, the game is declared a 'no game'. This rule will not be subject to protest.
- 6.3 **DIAMOND INCORRECT:** The umpire, upon being made aware that the layout of the diamond is incorrect, shall see that it is corrected immediately.
- 6.4 **NO GAME OR RE SCHEDULE:** In the event of the game not being played because of a ground not being available, other than a breach of rule 6.6, the result shall be declared a 'no game'. Each of the two (2) team coaches may advise the RHBL CC within seven (7) days that by mutual agreement they will play the game within an acceptable time determined by the RHBL CC. Changes can be enforced: where the RHBL CC accepts a request by the Home side, and the Away "Team or Club" Contacts in the draw are informed with greater than 7 Days Notice before the scheduled game date in the draw. No such provision exists for a replay of games of the two (2) last scheduled competition rounds of the season

HOME TEAM DUTIES & DUGOUT

- 6.5 **WHICH DUGOUT :** The team named first in the competition draw shall be the home team and will occupy 3rd Base Dugout and field first. Any team playing on their home ground will always occupy their designated dugout.
- 6.6 **DRESS THE GROUND:** The home team, playing on their home ground, whether playing as the home or away team, shall dress the ground prior to the game and remove all equipment as necessary at the conclusion of the game. PENALTY "Forfeit".
- 6.7 **DRESS AT NEUTRAL GROUND:** The home team, playing on a neutral ground, shall be responsible for the dressing of the ground prior to the game and remove all equipment as necessary at the conclusion of the game. PENALTY "Forfeit".
- 6.8 **FOR RESULTS TO COUNT:** At least 50% of the games scheduled in any division of a grade must be played for the results in that division to be counted.

6.9 RHBL RECORDER: Notification of results as required in rules of section 10 are the Home Teams Duties. PENALTY \$50.00.

UMPIRES, SCORER & GAME OFFICIALS

- 7.1 SCORER: All clubs shall provide a scorer for each team; scorers shall sit together in a neutral area preferably behind the home plate or as directed by the umpire. Failure to comply with this rule when requested to do so by the umpire will lead to a PENALTY "Forfeit" for each offence.
- 7.2 UMPIRE: In the event of an umpire not being allocated by the RHBL, it shall be the responsibility of the home club to appoint a recognised umpire. Failure to comply with this rule may lead to a PENALTY "Forfeit" for each offence. If the home club has no recognised umpire present, any recognised umpire available will take precedence over any other umpire. **If possible this recognised umpire, will introduce himself to the Umpire / Game Official prior to the game then, not necessarily take physical control of the game, he should help and assist non recognised officials, to gain game experience, be able to assist with guidance and advise as required.**
- 7.3 **Where the Official is a Junior Player their own Playing level by Division or Age must be higher than the Team to be officiated.**

UNIFORMS AND EQUIPMENT

- 8.1 UNIFORMS: Club uniforms must be worn. Baseball caps, undershirts, belt and socks shall form part of that uniform. Caps must be worn at all times, except when the batting helmet or catchers mask is worn. Failure to comply with this rule when requested to do so by the umpire will lead to a PENALTY "\$20.00 and/or suspension" for each offence.
- 8.2 JACKETS: Only pitchers and relief pitchers shall be allowed to wear warm-up jackets in the batting box and on the field of play. Umpires, however, may use their discretion as to the use of club warm-up jackets by other players.
- 8.3 MATCH BASEBALLS BRAND: All baseballs used are to be in good order, and of a type approved or supplied by the RHBL. The baseballs used during a game must all be the same brand.
- 8.4 HOME TEAM BALL SUPPLY: The home team must provide match baseballs of a type approved by the RHBL CC and have sufficient reserve balls in match condition to enable the game to continue without undue delay.
- 8.5 BALL CONDITION: The umpire shall be sole judge of the fitness of baseballs for play. Failure to supply correct match balls shall incur a PENALTY \$25.00, but the match will be allowed to continue.
- 8.6 BALL TYPE:
- | | | | | |
|---|------------|-------|------|---------------------------------------|
| a | U7/8's | 8 ½ " | Cir, | Soft "K500". |
| b | U9's | 8 ½ " | Cir, | Soft "K500" or Equivalent Ball |
| c | U10's | 8½ " | Cir, | Leather , "K400" or Equivalent Ball. |
| d | U11 to U16 | 9" | Cir, | Leather |

8.7 BATS: **follow any change to "NSW BASEBALL BATTING RESTRICTIONS" current Limitations are:**

Age Group	Equal to or Less Than		Maximum Differential
Under	Diameter	Length	Weight
Under 12	2 1/4 inches	31inches	minus10
Under 14	2 3/4 "	32 "	minus 8
Under 16	2 3/4 "	33 "	minus 5
Under 16	2 3/4 "	33 " & greater	minus 3

BEHAVIOR

- 9.1 NO SMOKING OR DRINKING: A player, coach, umpire, scorer or any person participating in a game, shall not smoke or consume alcoholic beverages whilst on the playing field or surrounding areas. Offenders will be removed from the field.
- 9.2 CODE OF CONDUCT: All players, managers coaches, officials and spectators shall remember that the

primary goal of Junior Baseball, is the participation and development of the players, in an enjoyable and happy atmosphere. All are expected to behave with respect towards each other and to compete in the spirit of good sportsmanship. All registered team Coaches are required to complete the RHBL Code of Conduct. Team coaches once registered will be deemed to have completed and would be bound to comply. A Copy of these Codes are available on the web site.

9.3 SUPPORTERS: All clubs are responsible for the behavior of their supporters whether in uniform or not, when on and off the playing field. Any umpire, person or club requiring action under this rule must advise the RHBL CC in writing giving details of complaint.

9.4 GOOD NAME: Any behavior which is considered detrimental to the good name of the RHBL or baseball will be subject to disciplinary action by the RHBL.

NOTIFICATION OF RESULTS

10.1 COMPLETE MATCH RESULT CARD: The home team must ensure that the match result card for each game, is properly completed, listing all players with first names and surnames. Listing must list the starting players first then followed by substitutes. Only players that played should be listed. Failure to so will result in a PENALTY \$20.00 for each offence.

10.2 RESULT CARD: The home team must forward the completed (and signed) match result card to the RHBL Recorder within five (5) days of the game. Failure to so will result in a PENALTY \$20.00 for each offence.

10.3 PHONE-IN RESULTS: Results must be phoned by the Home Team to the RHBL Recorder prior to Midnight Saturday (or such day & time as advised on the draw). If still not received by 8.00 PM the Wednesday following the game, the result will be a '9-0 forfeit'. Failure to comply with this rule will result in a PENALTY \$40.00 for each offence.

PROTESTS

11.1 UMPIRES DECISION: In the event of an umpire giving an erroneous decision on a "Rule of Baseball" or on a game rule as noted under the "RHBL Competition Rules" and refusing to alter that decision, although attention is drawn to the fact at the time, by the coach, the team so suffering, has the right to protest to the RHBL CC.

11.2 MECHANIC OF PROTEST: The intention to protest under rule 11.1, must be indicated to the umpire at the time of the disputed decision, marked in the score book and before the next ball is pitched and completed on the match result card within 15 minutes of the completion of the game. If the protest is dismissed a PENALTY \$20.00 may be incurred.

11.3 TIMING: All disputes or protests must be forwarded or advised to the RHBL CC, within seventy-two (72) hours of completion of the game.

11.4 EJECTIONS: A player or official ejected from a game shall be required to attend the Judiciary hearing at the time and venue determined by the RHBL. The umpire shall be required to submit a report (Appendix E) on the incident to the RHBL CC on the day following the ejection.

11.5 AWAIT DECISION: If the Judiciary hearing is not held prior to the next scheduled game, a player may not play unless the RHBL CC specifically advised the player and club that the player can play. If a player plays after not being approved to play, the club, coach and player will incur a PENALTY "Forfeit"..

11.6 UNABLE TO PARTICIPATE: A player, manager or coach who is under suspension by the RHBL or any other body affiliated to the NSWBL is ineligible to participate in any game of baseball under the control of the RHBL. PENALTY. "Discretionary"

11.7 BEHAVIOR: Any matter brought to the attention of the RHBL CC with regard to behavior; breach of rules or any act which could adversely effect the good name of the RHBL and baseball will be investigated and acted on by the RHBL.

11.8 STARTING PLAYERS: Any player who has participated in a previous game in the same round in a lower grade or division, may only enter a game where the team has a shortage of starting players.

11.9 PLAYER REGRADING: No player having participated as a starting player in four (4) competition matches in a particular grade, shall be eligible to play in a lower grade, unless approval has been given by the RHBL CC. This rule will come into force after the completion of Round four (4) of the competition. Failure to comply with this rule will result in a PENALTY "Forfeit". for each offence.

11.10 PLAYER SHORTAGE: Any team not having nine (9) players may promote registered players from

a lower grade or division from their club (note the limitations of Rule 3.14). If such players are not available, they may substitute any other registered player from another club in the RHBL competition of the same division or of a lower division or age. Teams failing to comply with the spirit of this rule may be subject to protest by the opposing team. Special circumstances will be reviewed by the RHBL CC and may result in a PENALTY "Forfeit". for each offence.

- 11.11 **AUTOMATIC OUTS -FORFEITS:** In the case of any team not being able to field six (6) players, or by failing to appear at the ground, or being on the ground or in the precincts thereof failing to commence play within ten (10) minutes after the scheduled time, or failing or refusing to proceed when directed by the umpire to do so, the opposing side shall be awarded the game by forfeit, on appeal to the umpire. Teams playing with less than nine (9) players will not be subject to automatic outs.
- 11.12 **STARTING PLAYER:** A starting player is a registered player that was listed in the initial team, for 9 to 12 batters, that played from the start of the game in any round or Final Series game. A player can only be regarded as a starting player in one division or grade for each round. If a player starts in more than one grade or division, the qualification applies only to the higher grade or division... Failure to comply with this rule will result in a PENALTY "Forfeit". for each offence.

FINAL SERIES

12. **ELIGIBILITY OF PLAYERS FOR FINAL SERIES:** In all grades, to be eligible to play in the Final Series, a player must be registered on that club's registration form held by the RHBL, and have played in a minimum of 40% of all regulation games played for that club during the current season, unless otherwise approved by the RHBL CC. For the application of this rule a BYE or forfeit win constitutes a legal game.
- 12.1 **STARTING IN HIGHER GRADE** In all grades, the lowest grade or division in which a player shall be eligible to play in the Final Series shall be determined where a player had played and was listed as a starting player in five (5) of the last seven (7) rounds of the regular competition which that player has played. If a player starts in more than one grade or division, the qualification applies only to the higher grade or division.
- 12.2 **PLAYER FINALS GRADE:** Players cannot play in a lower grade or division than that for which they qualified. Replacements from a lower grade or division may be used after the completion of three (3) innings, unless the replacement is for an injury or unavoidability where they can be used as necessary, note rules 11.8; 11.9 and 11.10 apply. Until all qualified available players registered in that team have played, no lower grade or division player may be used.
- 12.3 **UNABLE TO RETURN:** If a player takes the field as a starting player in a higher grade or division than eligible, that player cannot play again in that Final Series in a lower grade or division.

FINAL SERIES SPECIAL RULES

- 13.1 **GAME TIMES & RULES:** Final Series game times will be determined by the RHBL CC. Normal game rules will apply unless the RHBL determines otherwise prior to the start of the season.
- 13.2 **GROUND & DUTIES:** The RHBL CC shall assign the grounds. Where a game is scheduled at a neutral ground, the home team shall be responsible for the ground duties. A Home run Boundary will be used for all Final Series Games, this may be marked by line marking but must have "safe markers see Rule 15.4" at no more than 3 meter intervals along the line, for the distances refer to Rule 18.
- 13.3 **COMPETITION LOGIC:** At the conclusion of the competition rounds, the leading teams shall meet in semi-finals, finals and grand finals as follows (subject to change by the RHBL):-

An Eight (OR MORE) TEAM DRAW

- | | |
|-------------|----------------------------------|
| Semi Finals | a) 1 v 2 & b) 3 v 4 |
| Final | c) Loser of (a) v Winner of (b) |
| Grand Final | d) Winner of (a) v Winner of (c) |

A Six TEAM DRAW

- | | |
|-------------|----------------------|
| Final | a) 2 v 3 |
| Grand Final | b) Winner of (a) v 1 |

A Four TEAM DRAW

- | | |
|-------------|--------------------------|
| Grand Final | 1 v 2 in the Grand Final |
|-------------|--------------------------|

- 13.4 **MINOR PREMIERS:** In competitions where Final Series are to be played, the team leading the competition table at the conclusion of the last game of the regular competition shall be declared the

MINOR PREMIERS.

- 13.5 **NO GAME:** In the event of a Final Series game not starting due to inclement weather or ground conditions and/or not being completed as a constituted game, the higher team in the competition table shall be declared the winner. Unless in the case of a Grand Final only, a specified alternative date was declared by the RHBL CC.
- 13.6 **FINALS HOME TEAM:** The team finishing with a higher average of the two at the completion of the regular competition will be the home team in all Final Series games.
- 13.7 **BASEBALLS:** Both teams will supply an equal number of baseballs for the Final Series, a minimum of two (2) each, and a sufficient number of reserve baseballs, in match condition, to enable the game to continue without undue delay. The umpire will be the sole judge of the fitness of the baseballs for play. Failure to supply correct match balls shall incur a PENALTY \$25.00, but the match will be allowed to continue.
- 13.8 **FINALS -TOP INNINGS:** In the event of a Final Series game, including a Grand Final, where scores are tied at the completion of scheduled 'time' while the TOP of an innings is in progress, the innings will cease and a 'tie breaker' will be played.
- 13.9 **FINALS -BOTTOM INNINGS:** In the event of a Final Series game, including a Grand Final, where scores are tied at the completion of scheduled 'time' while the BOTTOM of an innings is in progress, then the innings will be completed first and if still a tie then the 'tie breaker' will be played.
- 13.10 **TIE BREAKER RULE:** The innings start with one (1) out, the batting line up will continue as per the score book, the next batter on second base and the following batter in the batting box and so on. The game will continue, using the 'tie breaker' system, until a result, if the ground is available. If a game is scheduled to follow, the maximum limit overtime is 20 minutes from the scheduled finishing time, if still a tie the team that led in the competition table shall be declared the winner.
- 13.11 **PREMIERS:** The winner of the Grand Final shall be declared the PREMIERS.
- 13.12 **GAME RESULT:** The final score, when an unequal number of innings has been played, reverts back to the last equal innings except where:-
- a The team last at bat is ahead or tied. [Team "A" bats first]
[(A=6)+(then bats, score 0)=6] [(B=4)+(incomplete innings, score 2) = 6] Game tied
 - b The team last at bat is still behind, but the runs scored count.
[A bats first.] [(A=6)+(then bats, score 1)=7] [(B=4)+(incomplete innings 2)=6] [A wins 7-6]
- Example where Score Reverts:**
- [(A=5)+(then bats, score 3)=8] [(B=7)+(incomplete innings 0)=7] [B wins 7-5]

c. RULES for the GAME

The RHBL and the RHBL CC reserves the right to implement fines, or the penalty of loss of points, to clubs who breach these rules. See rule 1.8.

- 14.1 **GAME TIME ADJUSTMENT:** The draws scheduled Venue and/or, game start time, can be adjusted by agreement of both coaches, when agreed at the Plate meeting before the scheduled start of the game. If a following game on the game diamond or an adjacent diamond will be affected, or both Coaches fail to agree, the starting and scheduled completion times shall be those stated in the competition draw issued by the RHBL CC each season. Rule 6.4 also applies to other changes with notice.
- 14.2 **REGULATION GAME:** It shall be a regulation competition game if a plate meeting has occurred and play has proceeded for at least half (1/2) the regulation time.
- 14.3 **NO GAME:** In the event of a game not being declared a regulation game for any reason (other than a forfeit), the game will be declared a "no game".
- 14.4 **TEN (10) MINUTE RULE:** **Except T BALL.** a new innings shall not begin less than ten (10) minutes before the time as agreed in Rule 14.1. The ten (10) minutes is deemed to start at the last batter out of the previous even innings
- 14.5 **EVEN INNING OR WIN:** Rule 13.12 applies to all rounds. When the Away Team Batting in the top half of the Final Inning, is already ahead or scores runs to get ahead enough to satisfy the Away Team Coach. The "Away team Coach" must NOT manufacture his Batters or Runners out, he should request, the Umpire call "side away" to Commence the Bottom of the Inning. The Max Extension of 14.6 applies, or the bottom half is completed.
- 14.6 **MAX EXTENSION:** **Except T BALL.** A result has not yet been finalized. The game will stop, with the

batter completing their turn at bat, at twenty (20) minutes after the finish time agreed in Rule14.1. Except where Rule14.7 applies.

- 14.7 **FOLLOWING GAME EFFECTED**: The game will complete at the time agreed in rule 14.1 with the batter in the box completing their time at bat. The Diamond will be vacated allowing the following affected Teams , the playing field a Minimum of Ten (10) minutes before their Scheduled Game Time.
- 14.9 **LATE NOTICE**: A team forfeiting a game without prior 24 hour notice to the RHBL CC and opposing team, shall incur a PENALTY."50.00"
- 14.10 **WITH NOTICE**: A team forfeiting a game with notice as per rule 14.9, shall incur a PENALTY "Forfeit"..

PLAYER

- 15.1 **TEN (10) RUN RULE**: In all games, upon completing play for ½ of the scheduled regulation game for time games, or at the conclusion of any completed innings thereafter, a team is ten (10) or more runs ahead, such team may be declared the winners. This rule may only be applied by the umpire at the sole request of the coach of the team so losing by the ten (10) or more runs.
- 15.2 **TWELVE (12) BATTER RULE**: All players, up to twelve (12), must be included in the batting line-up. No player in the line-up will be left on the bench for consecutive innings. This Rule does not apply to A Grade. In all A grade competitions, a team may choose to play 9 or list up to 12 players in the batting line-up.
- 15.3 **DH**: A designated hitter (DH) may not be used.
- 15.4 **HOME RUN BOUNDARY**: Will be used and marked at all grounds for Final Series. In Regulation Games the boundary marking is Optional. The designated distance, will be agreed to at the Plate Meeting guided by Rule 18. **the Boundary logic can be applied even when marks are not used if the Plate meeting agrees to use it, then the following will apply.** A ball hit on the full to a place that the Umpire is satisfied would have been a home run, will award a home run and when A batted ball landing first in fair territory and then bounding through the home run markers **or the agreed position**, the Batter and Base Runners shall be awarded two (2) bases. The Out Fielder closest to the play may be asked by the Umpire for their opinion as to where the ball landed, their honesty will be accepted without question.
- 15.5 **JUNIOR PITCHING RESTRICTIONS RECORDS & RESTRICTED PLAYERS**
All Players who Pitch, other than only in the control of their Club Team Coach in their RHBL Competition, shall keep and have their own pitching activity recorded and make the information known to that Players Game Officials wherever they Pitch. It is a Players Parent who is responsible to ensure all, Pitching activity is Recorded, accurately in writing and will include their Childs activity in other competitions, other tournaments, in training, and otherwise, whether as part of functions sanctioned by or known to the RHBL, or otherwise. This Record will have a Preface showing the Full restrictions for the Players Actual Personal Age "not the Age of Competition". The record will form a Pitching Log which must detail: Date, Activity, Pitching Assignments, Innings and Pitches pitched, this record will be signed by both the Coach involved and the Parent or Guardian. These record logs or the Club Score book for Players pitching in a single competition under the same Club Coach, will result in the greatest possible restriction and days rest as defined in these rules by RHBL and or NSWBL and their Rules. Any player without a Current Record in their Personal Log or Club Score Book may not play in a Battery Position in any RHBL Competition.

Note: The number of day's "rest", mean rest periods expressed in calendar days, not blocks of 24 hours. E.G. A player who finishes pitching at 10am on Saturday, and requires "two day's rest", may legally pitch again only on Tuesday {at any time}, and not at 10:01am on Monday. The "two days" of rest is deemed to be the Calendar days of Sunday & Monday.

The Restrictions: are described in terms of the number of pitches & Inning involved and apply to the Players True age not the competition they compete in: -

True Age is =	U/10	U/12	U/14	U/16
At Rest	nil	nil	nil	nil
Restricted	1-19	1 - 24	1 - 24	1 - 29
UN Restricted	20-40	25-50	25-65	30-70
INNINGS	2	3	3	4

At Rest: any Player who has Pitched more than the "Restricted" Maximum without two days Rest.
Restricted any Player who has or may Pitch or Play any Position without two days rest.

SAFETY

- 16.1 **HELMETS:** Double eared batting helmets must be worn by bat boys, batters and base runners.
- 16.2 **FACE MASK:** All catchers and players warming up pitchers must wear helmets, face masks and throat guards or chin extended masks.
- 16.3 **BLOOD BIN:** Players who are injured and who require treatment to stem the flow of any body fluids may leave the game without penalty. If on bases a courtesy runner may be used until replaced by the original player. If at bat the player may obtain treatment and if unable to be treated within a reasonable period the player may be replaced or the batting shall continue with the count applied to a courtesy batter (the player, if removed for treatment shall not bat until their turn in the line up again arrives). If in the field a courtesy fielder may be used while treatment is applied.
- 16.4 **RETURN BEFORE REQUIRED:** If the injured player cannot take their place when due to field or take their next turn at bat, then they must be withdrawn from the game.
- 16.5 **SECOND BLOOD BIN:** If the same player sustains, a second flow of any body fluids, the player must be withdrawn from the game.
- 16.6 **COLLISIONS:** Any player adjudged, by the umpire, to have unnecessarily, being avoidable and/or deliberately, caused a collision with another player irrespective of whether a play is being made or not, will in addition to the application of baseball rules pertaining to "interference" and "obstruction", be awarded a PENALTY "Sent off".
- 16.7 **INCITING COLLISION:** Any coach, manager or base coach, who in the judgment of the umpire directed or deliberately by omission, contributed to a breach of rule 16.7, shall be awarded a PENALTY Sent Off.
- 16.8 **SHOES:** Non Live Ball Players, molded one piece, rubber soled Runners, Shoes or Boots are acceptable. All Live ball Players must use Studded footwear; being cleats or boots designed for Junior Team Contact Sport. No Junior Player, shall be permitted to play in footwear of any material where design, worn surface, missing parts, neglect or the opinion of the Umpire is able to cause accidental injury to the player or others. Only 16A Players may have footwear with metal studs or cleats. PENALTY: -Not permitted to play in the unsafe item.
- 16.9 **ON DECK BATTERS and DOUGOUT PLAYERS** (Machine and Live ball), To minimize the risk of accidental injury from a stray foul ball: -
The Grounds man should mark out the "on-deck circle" on the playing field at a sufficient distance from home plate, for the next batter to warm up with reasonable safety;
Depending on the Diamond Layout, or when the "on deck circle" is not marked out, the "on-deck batter" should be near to the first or third base Coaches Box. Behind the Batter, The safe side must be used in Live Ball, preferred in Non Live Ball
Bats must not be swung by any player, in the Dugout or spectator area.

PLAYER CONDITION NOTIFICATION

- 17.1 **PLAYER MUST NOTIFY:** Players shall notify their coach and club officials of any condition, which may affect their performance or participation in the sport of baseball. Such conditions may include for example: epilepsy, pregnancy, etc.
- 17.2 **MEDICAL CLEARANCE:** Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.
- 17.3 **PLAYERS RESPONSIBILITY:** The RHBL shall not be held responsible for the players or individual's failure to seek and follow appropriate medical advice.
- 17.4 **CONFIDENTIALLY:** Information relating to a player's condition shall be held confidentially (unless this is not required) but may be used by the RHBL for administrative, insurance, legal or related purposed.
- 17.5 **PROVIDE MEDICAL CERTIFICATE:** A player agrees that they shall not contravene medical advice in relation to their continued participation, and when required shall provide a copy of a medical certificate approving their participation.

18. PLAYING DIMENSIONS

PLAYING DIAMOND DIMENSIONS				Foul Line		Center Field		Radius of Boundary Construction Circle
Type	Grade	Diamond = "X"	Pitching distance from home Plate	Min	Max	Min	Max	"Min 2*X" to "Max 3*X" WHERE X=Diamond Size
Live Ball	Under16	90'/.27.43m	60'6/ 18.44m	223'	313'	241'	331'	180' to 270'
	U15, 14 & 13	80' / 24.38m	54' / 16.46m	198'	278'	214'	294'	160' to 240'
	Under 12	70' / 21.34m	48' / 14.63m	174'	244'	188'	258'	140' to 210'
	Under 11	60' / 18.29m	42' / 12.80m	150'	210'	162'	222'	120' to 180'
	Under 10	60' / 18.29m	40' / 12.19m	148'	208'	160'	220'	120' to 180'
Machine	Under 10 & 9	60' / 18.29m	46' / 14.02m	148'	208'	160'	220'	120' to 180'
T Ball	Under 8 & 7	50' / 15.24m	40' / 13.19m	128'	178'	140'	190'	100' to 150'

19. GAME DURATIONS

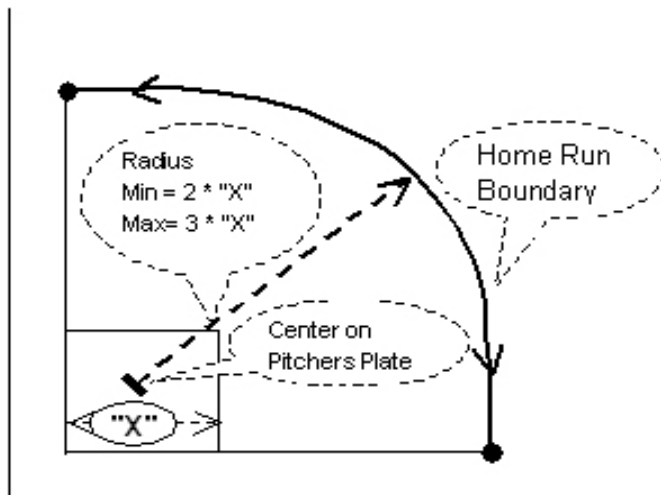
Scheduled game duration will be based upon a 7 innings or time, whichever occurs first as follows:

Live Ball

Under 16, 14A, & 12A 2 Hours
 Under 14, 1 ¾ Hours
 Under 12,11,10, 1 ½ Hours

Pre Live Ball

Under 10, 1 ½ Hours
 Under 9, 1 ¼ Hours
 Under 7, 8, 1 Hour



THE GAME

- 20.1 WASTING TIME:** It is contrary to the spirit of baseball for teams to engage in the practice of wasting time, particularly in the closing minutes of a time-limit contest. Umpires are instructed to take all necessary steps to prevent such malpractice, and coaches &/or adults in charge of teams must be warned that the RHBL will not tolerate such tactics. The penalty will be a forfeit.
- 20.2 REGISTERED UMPIRES & GAME OFFICIALS:** All competitive teams registered with the RHBL, must supply the name or names, of persons who are their proposed umpires for registration, within two weeks of the start of the season. Those persons seeking registration will be required to attend training sessions. Failure to comply with this rule could lead to a fine.
- 20.3 REPLACEMENT PLAYERS:** If the team is unable to field the regulation 9 players and if such players are not available from their club, they may substitute any other registered player from another club of the same division or of a lower division or age (rule 11.10) to compete for the team which is deficient, referred to as a "lent" player who must play in the outfield. A lent player may bat if both coaches agree, but if the lent player does bat, then that player shall not bat for the lending team during that game. In the event that the lent player fields but does not bat for the borrowing team, the borrowing teams batting order shall consist of its players. If the lent player is needed to bat for the lending team, the lending team may rotate substitute fielders so as not to interfere with their batting order.
- 20.4 INJURED OFFENCE:** If a batter or runner is injured, a replacement runner from his team will be allowed for that innings only. If the player cannot take their place when due to field or take their next turn at bat, then they must be withdrawn from the game.
- 20.5 INJURED DEFENCE:** If a fielder is injured, they can be replaced by a player from the bench and as they started the innings it will count as having taken the field, but if that injured player cannot take their place in the batting line up or their turn on the field, then they must be withdrawn from the game.
- 20.6 LATE ARRIVAL:** A late arrival to the game can only be included in the team if: -
 a The team is playing with less than 9 players, the late arrival can be included at any time.

- b If the team has 9 or more players, the late arrival can only be added if their turn at bat has not been passed.
 - c In A Grade, if a) & b) do not apply, the late player can replace another player.
 - d In the case of a team using a lent player, if that lent player does not bat, the late player will replace that player on arrival. If the lent player is batting, b) & c) will apply. The lending team has the option of leaving the lent player in the team or having them replaced by the late player and taken back into their own team.
- 20.7 PLAYING UP:** Players are only permitted to play two (2) age groups above their age competition.
- 20.8 PLAYER RE-ENTRY:** In A Grade where there are 9 starting players, any player may be withdrawn and re-entered once during the game provided such player occupies the same batting position if and when the player returns to the offensive batting order. The player who substitutes must play at least one half innings (3 defensive outs) and bat at least once. A substitute who is withdrawn may not re-enter the game. **Except as a catchers speed up rule pinch runner.**
- 20.9 PITCHING RULE:** Any **live ball** pitcher relieved from pitching in a game at any time, cannot re-enter that game as a pitcher. **PENALTY:** Forfeit.
- 20.10 PITCH & CATCH:** No player in any **live ball** game is permitted to pitch and catch in the same game. **PENALTY:** Forfeit.
- 20.11 AVOID COLLISION:** Any player who does not slide or attempt to avoid a collision with a fielder or catcher in possession of the ball shall be given out. 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.
- 20.12 RUNNER LEAVING BASE EARLY:** Runners shall not take a lead or leave their bases until:
- a Under 12, the pitched ball has left the hand of the pitcher.
 - b Under 10 and Under 11, the ball has crossed the home plate.
 - c In T-Ball and Under 9 Machine ball, the ball has been hit.
- When a base runner leaves his base **EARLY**, the runner and subsequent play is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If the Batter takes, the Pitch or the Batter becomes an out after a hit. The Early Base Runner reaches the base he is advancing to safely, he must be returned to the base he occupied before the pitch was made. If the Batter has a safe hit, the Early Base Runner can only advance beyond the base originally occupied, to the base forced by the Batters advance on the hit. The violation by one base runner shall affect all other base runners. **PENALTY:** "after one warning to that player, at next offence in that innings the player is given out."
- 20.13 APPLICATION OF RULES TO MIXED DIVISION GAMES** In the instance of a game involving teams from different divisions (e.g. Under 16 B/C competition), the rules, to be applied for that game, will be those Rules pertaining to the lower division, involved in the particular game. For example, two B grade teams playing each other in a mixed B/C grade competition would play under B grade rules, however, if a B grade team was playing a C grade team, the C grade rules would be applied.
- 20.14 PLATE MEETING– "LOCAL GROUND RULES and GAME CONDITIONS".** At Least 5 Minutes before the commencement of each game, the Plate Umpire **MUST** conduct a Plate Meeting involving the coaches from both teams. The Game will be a **NO GAME** if the Plate Meeting has not occurred.
- At The meeting The home team coach will be asked to highlight and explain any dead ball areas and specific local ground rules. The Game start and finish times will be confirmed, and following, affected games noted. The Rules being applied as in Rule 20.13 will be established.
- In the instance of any disagreement between the Coaches, the Plate Umpire will decide on the meaning and application of the rule/s, including rule 15.4.
- 20.15 NO PITCHERS** In the Regular Season Live Ball Division 3 and lower Grades. If in the opinion and agreement of Both the Team Coaches a Team is without Pitchers of an ability to throw enough strikes to make an enjoyable game. The game may start or revert at an even inning to Coach Pitch "Coaches Pitching to their own team" T Ball or "Machine Pitch". Bunting is then not allowed, If the Coach or machine Interferes with a batted ball the ball is Dead.
- 20.16 "TIME":** The objective of calling time is, to achieve a game with continuity, the skill level of the players will be taken into account. Runners should be allowed to advance on hits or a fielders choice to play at another base. Fielders will be allowed to make Plays on the Runners. Where a Runner is between bases, they should either return to their previous base or advance if the rules allow, where the next base is unoccupied and they are not held by a fielder with the ball. The umpire will use their discretion in judging when all possible play has ceased, taking into account the score and standard of the game.
- "The umpire Calls "TIME" to indicate play has ceased. Normally this will be:

The Ball is Dead; hit or thrown out of the field of play, and a home run or a ground rule double is

awarded

A Hit off the tee not according to the Rules of Tee Ball.

The pitcher has the ball near the pitchers plate;

An infielder has the ball in front of the most advanced runner;

The catcher has the ball;

The ball is in the possession of an Infield Player and runners have stopped their advance.

20.17 CATCHER SPEED-UP RULE: In all age groups, the catcher may participate as a runner, until there are two outs. After the second out is recorded, the catcher if on base, must be replaced immediately with another runner, and if at bat, must be replaced once the play by which he becomes a runner, is completed. Prior to there being two outs, the catcher may be replaced as a base runner, at the discretion of the offensive team manager. Note: A courtesy runner will, for convenience sake, often be the last player out. The offensive team manager can choose the runner from any offensive Player including substitutes.

SPECIAL ADDITIONAL JUNIOR RULES UNDER 16

21.1 DURATION: All under 16 games will be 7 innings or 2 hours whichever comes first.

21.2 SIX RUN RULE: In Under 16 games, other than A grade, an innings is completed when three (3) outs are effected or the batting side has scored six (6) runs.

21.3 PITCHERS IN SENIOR and OTHER COMPETITIONS: Their same Playing age limits apply

21.4 PITCH LIMITS:

Junior under 16 & 15 pitchers are UNRESTRICTED limited to 70 pitches or 4 Innings per day.

"RESTRICTED" without two clear days rest, Pitchers are restricted to Less Than 30 Pitches, they must not exceed 29 Pitches or 4 Innings in any club game. Completion to a batter is NOT allowed.

NOTE: Only where a pitcher reaches the UNRESTRICTED limit but commenced pitching to that batter prior to reaching the limit, may continue pitching to that batter until the batter is out or reaches base. Once a pitcher is "AT REST" or has reached the UNRESTRICTED limit, they may stay in the game in another defensive position other than as a Catcher.

"AT REST": any Player who has Pitched more than the "Restricted" Maximum without two days Rest.

UNDER 14 & 13

22.1 DURATION: All under 14 games will be 7 innings or 1.75 (1¾) hours whichever comes first (Division 1 will be 2 hours)

22.2 TEACH THE BALK: While the balk rule applies in this age group, it is to be a teaching exercise rather than a penalty. If a pitcher balks, the umpire will stop play and advise the coach of the problem. Umpires are to use their discretion and, after warning, only call a balk if they feel it is warranted. Where a batter has come into a bunt position very early, the pitcher must continue the throw. If the pitcher stops, the umpire will call a balk. Note, this rule does NOT apply in the Under 14A competition where the balk will be applied according to the rules of baseball.

22.3 SIX RUN RULE: In Under 14 games, excluding Division 1, an innings is completed when three (3) outs are effected or the batting side has scored six (6) runs.

22.4 PITCH LIMITS:

Junior under 14 & 13 pitchers UNRESTRICTED are limited to 65 pitches or 3 Innings per day.

"RESTRICTED" without two clear days rest, Pitchers are restricted to Less Than 25 Pitches, they must not exceed 24 Pitches or 3 Innings in any club game. Completion to a batter is NOT allowed.

NOTE: Only where a pitcher reaches the UNRESTRICTED limit but commenced pitching to that batter prior to reaching the limit, may continue pitching to that batter until the batter is out or reaches base. Once a pitcher is "AT REST" or has reached the UNRESTRICTED limit, they may stay in the game in another defensive position other than as a Catcher.

"AT REST": any Player who has Pitched more than the "Restricted" Maximum without two days Rest.

22.5 TEE USE ON FOUR BALLS In UNDER 13C and 14C. If a batter receives 4 balls from the pitcher, the batter will be given one swing at the ball on a Tee. A missed swing or a foul will be counted as a strikeout, ball is dead runners remain. The batter must hit the ball and move it from the tee by a FULL FORCEFUL SWING of the bat. The bat must go through 180° arc for it to be a swing. The batter is limited to a maximum advance of one base at their own risk. Runners on base, remain TAGGED on base until the hit, they are not limited to a one base advance. Other than four balls, The batter will be entitled to first base, according to the Official Baseball Rules 6.08

UNDER 10 (Live Ball), 11 & 12

23.1 GAME DURATION: All games will be time or innings games, whichever comes first, as follows:

Under 12 (Division 1)	2	hours	7	innings
Other Under 12	1 ½	hours	7	innings
Under 11	1 ½	hours	7	innings
Under 10 live	1 ½	hours	7	innings

23.2 DROPPED THIRD STRIKE: automatic out NOTE: the ball remains "live".

23.3 THE BALK RULE: does not apply. However, where a batter has come into the bunt position very early, the pitcher must continue the throw. If the pitcher stops, the umpire will, under these circumstances only, call a balk. No Penalty will be applied.

23.4 SIX RUN RULE: An innings is completed when three (3) outs are effected or the batting side has scored six (6) runs. This is referred to as "the 6 run rule".

23.5 TEE USE ON FOUR BALLS In UNDER 11B, 11C ,12C.and 10 Live-ball. If a batter receives 4 balls from the pitcher, the batter will be given one swing at the ball on a Tee. A missed swing or a foul will be counted as a strikeout, **ball is dead runners remain**. The batter must hit the ball and move it from the tee by a FULL FORCEFUL SWING of the bat. The bat must go through 180° arc for it to be a swing. The batter is limited to a maximum advance of one base at their own risk. Runners on base, **remain TAGGED on base until the hit, they** are not limited to **a** one base **advance**. Other than four balls, The batter will be entitled to first base, according to the Official Baseball Rules 6.08

23.6 PITCH LIMIT: Junior Pitchers are limited to the following number of pitches &/or innings, per game.

Under 12 & 11 **UNRESTRICTED**: - 50 pitches 3 Innings

"RESTRICTED" without two clear days rest, Pitchers are restricted to Less Than 25 Pitches, they must not exceed 24 Pitches or 3 Innings in any club game. Completion to a batter is NOT allowed.

Under 10 **UNRESTRICTED**: - 40 pitches 2 Innings

"RESTRICTED" without two clear days rest, Pitchers are restricted to Less Than 20 Pitches, they must not exceed 19 Pitches or 2 Innings in any club game. Completion to a batter is NOT allowed.

NOTE: Only where a pitcher reaches the UNRESTRICTED limit but commenced pitching to that batter prior to reaching the limit, may continue pitching to that batter until the batter is out or reaches base. Once a pitcher is "AT REST" or has reached the UNRESTRICTED limit, they may stay in the game in another defensive position other than as a Catcher.

"AT REST": any Player who has Pitched more than the "Restricted" Maximum without two days Rest.

23.8 **STEALING ,and or SCORE FROM THIRD**: Applies to 10A ,11 & 12 B & C. Grades

STEALING: To Encourage Catchers, to develop Pickoffs without the penalty of a runners additional advance on errors. The Maximum advance a Base Runner can Steal is restricted to One Base per Pitch and, or Pick off attempt.

Eg: A runner at 1st at the time of the Pitch can only Steal One Base to 2nd.

A Runner at 2nd at the time of the Pitch can Steal ONE Base to 3rd.

The Runner at 3rd at the time of the Pitch can Steal Home, only when the Catcher makes Pickoff Play.

Note: The Time Rule 20.16 applies to all Batted Balls, not this rule. therefore this rule will not protect any plays after a Batted ball is returned to a Catcher.

SCORE FROM THIRD: a runner from 3rd base can only score on a batted ball or if the catcher makes a play pickoff play to a base.

23.9 Stealing is Allowed, with the following restrictions:

Under 10 & 11, once the pitched ball has crossed the plate,

Under 12 once the ball has left the Pitchers hand.

MACHINE BALL RULES (Zooka)

24.1 MACHINE BALL: Any competition played under the rules of baseball, but using a "Zooka" machine as a pitcher, shall be called "machine ball".

24.2 MACHINE INTERFERENCE: In Machine Ball, where the Batted Ball hits the machine, or the machine interferes with a Pitchers play on a Batted Ball, it will be declared a dead ball. If a throw from a fieldman hits the machine it is to be played out.

- 24.3 CALLED "BALL":** In Machine Ball, all reference to a pitched ball shall be the same as a machine delivered ball, however, if the ball is projected to a position outside the declared strike zone "ball" will be called if the batter does not swing at it, if balls continue machine adjustment is required. The batter will be only entitled to first base after a batted ball.
- 24.4 STOP COLLISION ON FLY BALL:** In Machine Ball, when a hit infield fly, in the opinion of the umpire, could lead to a player colliding with the machine, the ball will quickly be called dead to avoid injury.
- 24.5 MACHINE FAILURE:** In the event of equipment failure, the game shall continue in whatever manner the umpire determines, including T Ball, Soft Toss or Coach Pitching to their own Team, from that point of the game that the equipment failed. The continuance of the game on another day (within 5 days) is a last option.
- 24.6 STEALING ,and or SCORE FROM THIRD:** In Under 10 Machine Ball.
- STEALING:** To Encourage Catchers, to develop Pickoffs without the penalty of a runners additional advance on errors. The Maximum advance a Base Runner can Steal per Pickoff is restricted to One Base per Pitch and Pick off attempt.
- Eg: A runner at 1st at the time of the Pitch can only Steal One Base to 2nd.
A Runner at 2nd at the time of the Pitch can Steal ONE Base to 3rd.
The Runner at 3rd at the time of the Pitch can Steal Home, only when the Catcher makes Pickoff Play.
- Note: The Time Rule 20.16 applies to all Batted Balls, not this rule. therefore this rule will not protect any plays after a Batted ball is returned to a Catcher.
- SCORE FROM THIRD:** a runner from 3rd base can only score on a batted ball or if the catcher makes a play pickoff play to a base.
- 24.7 MACHINE POSITION** The Zooka machine will be placed 40' from home plate, as a check, if the Zooka stand is placed on the diagonal between 1st and 3rd base which is at 42.4' on a 60' diamond, the front of the machine is at 40'.
- a Under 9 Speed 35-37 mph
 - b Under 10 Speed 40-43 mph.
- 24.8 MACHINE TO THROW STRIKES:** The umpire, upon being made aware by either coach that any machine is not performing satisfactorily, will see that it is corrected immediately to throw strikes at the correct Speed for the playing age.
- 24.10 DEAD BALL RULE:** If a thrown ball passes over the dead ball line, the runner is only entitled to the base they were advancing to.
- 24.11 Bunting:** is not permitted in any pre-live ball game.

T-BALL RULES

GAME DURATION: All T Ball games will be time or innings games, whichever comes first, as follows:

Under 7 1 hours 7 innings

Under 8 1 hours 7 innings

The Game should enjoy the full hour for players Benefit, as adjusted by "C. Rules for the game", Rule 14.7 applies for completion of the game, Rules 14.4 & 14.6 do not apply to T Ball.

Objective

The objective at this level is to ensure that all players have a safe and enjoyable playing experience. The emphasis is placed on developing a basic understanding of the game. This is a non-competitive time for learning and working on skills. The skill which is most developed is running, the skills needing the greatest work are throwing, catching and batting.

In the Developed Live Ball game the Runners are controlled by the Base Coaches. It is their job to feed the runner information, to hold a runner or encourage them to make the next base. This concept needs to be started at this level of learning. The Base Coach is therefore expected to control their runners.

These following rules may result in more outs and less runs scored, they will allow these Players to develop the lesser developed skills whilst not being penalized for errors which may result form the learning experience and inhibit future attempts to improve. True age Baseball is a game of statistics where individual team members are successful even though they may not have placed runs on the board. All should therefore applaud all the positives from each side, safe hit, catch, throw, out, Runner Batted in, Back up, Double Play, Tag, Appeal, Slide etc.

25.1 TEE POSITION & REMOVAL: The tee must be constructed for easy removal by the umpire or

delegate. The stem of the tee must be positioned immediately in front of home plate (within 6 inches). The umpire or their delegate must remove the tee if there is likely to be a play at home base.

25.2 Play: When the ball is on the tee the umpire shall call " Play Ball" at the start of the game and "Play" at any restart.

25.3 PUTTING THE BALL IN PLAY: When the umpire calls "play" or "play ball" the ball becomes live when the batter hits the ball and moves it from the tee by a FULL FORCEFUL SWING of the bat. The bat must go through 180° arc for it to be a swing. The ball must go beyond half the distance to the pitcher 20 feet. The ball remains live until umpire calls "foul" or "Time", upon which the ball becomes dead and play is temporarily interrupted.

25.4 STRIKE CALLED: A strike is called, and runners cannot advance, when the batter: -
a attempts to hit the ball and misses;
b attempts to hit the ball but strikes the tee without hitting the ball or miss hits the ball so weakly it travels less than 20feet , half the distance to the pitcher in the umpires judgment;
c levels the bat at the ball more than twice;
d bunts the ball;
e hits the ball but the ball hits the tee or settles within the base of the tee – this will be called a dead ball.

25.5 BASE RUNNER:

A Runner must wait until the ball is hit before leaving the base. There is no penalty – the umpire shall call "dead ball" and the runner shall return to the base

A runner acquires the right to an unoccupied base when he touches that base, before being put-out, or until he is forced to vacate it.

The runner shall advance the bases in order 1,2,3,4 and if forced to return (e.g. a missed base or caught fly must retouch in reverse order – 4,3,2,1.

Only one runner is allowed per base. Except for a "Force" play, the following runner is out if tagged, when two occupy the same base.

When A Base Runners path is obstructed by a Fielder not making a play, the obstruction should be noted, the play allowed to continue until Time is called. The Runner is SAFE even if a subsequent out attempt is made on them. ONLY where the Runner would have made additional base / bases if not impeded then they should be awarded bases to nullify the Obstruction. In all situations the Umpire will ask Both coaches to make players aware of their mutual obligation to allow each other space to play their game.

Any runner is out when: -

- A. The runner runs more than 3ft from their running line to avoid a tag:
 - "Running Line: is not a base line, the line starts at the position of a runner when the tag becomes imminent and is the line or direction he should then run to obtain the next advancing or returning base. A Runner, who swerves more than 3 ft, from his line after a fielder is in possession and about to tag him IS OUT"
 - 'Avoid Collision': Runners must avoid collision or a close encounter with a Fielder, he must either, stop, return, or adjust his path to avoid collision, The Junior fielder needs the ball in possession to make a tag imminent and the Runner needs to swerve more than three feet after possession to be out by this rule.
- B. The runner is tagged when the ball is alive, while off the base,
- C. The runner fails to tag up on a catch before the runner or the base is tagged,
- D. if forced fails to reach the next base before the runner or the next base is tagged,
- E. The runner passes a preceding runner before such runner is out,
- F. Fails to return at once to the white section of first after over-running it, without attempting to advance to second base, and he or the base is tagged.
- G. The runner is touched by a fair BATTED BALL; the ball is dead and following runners, if forced, advance. Note; the runner is out, even if he is on a base when he is touched by a fair batted ball.
- H. For missing a base; On Appeal, before TIME is called the runner may return in base sequence to the missed base. The runner is safe if returns in the correct order before the runner or the base is tagged. To appeal a fielder stands on the missed base, holds the ball in the air, and designates the runner that missed the base. This must be done before the umpire calls the next batter into the box; or in the last batter situation, before all infielders have left fair territory.

When the ball is overthrown during an attempted play at any base, the runners can only advance to the base they were attempting to reach at the time of the throw, this rule will limit a runner even where

a double has been hit and the throw is a play at any base.

To limit Runners advancing on errors and fumbles, where a fielder has made a play on a batted ball, The number of bases a runner is allowed to advance, is limited as follows, the restriction is applied from the base, the runner occupied at the time of the hit.

Runners are restricted as follows:

One Base where: A batted ball Fielded by an Infielder, in the infield or near the infielders correct playing position. This restricts all Runners to a maximum advance of one base at their own risk.

Two Bases where: A batted Ball bounds through the infield area or fly's directly into the outfield, and a outfielder makes an attempt to field the ball in flight or should have been able to field the ball within their reach, All Runners are restricted to a maximum advance of two bases at their own risk.

When the Batter hits a fly or line drive, that is not played at by an outfielder and turns the outfielder to give chase to field the ball, play proceeds until the "Time Rule" is applied. This will mean a triple or inside the park home run, is possible where a Home Run boundary is not used.

The Umpires will communicate their decision to limit any runners advance by calling "Single" where One base is the restriction, or "Double" where Two bases apply. These calls indicate a restriction is being applied, the ball remains live Runners advance at their own risk Outs can and should be attempted on the Runners. The Umpire will call "TIME" to indicate when all possible play has ceased.

Two bases with out risk, Awarded as a ground double to all runners where a fair ball bounces past the home run boundary line.

A Home Run will be Awarded where a batted ball passes over the home run boundary in flight.

25.6 TIME RULE: The Umpire will call "Time" when:

- A ground rule double and a home run are awarded.
- The Defence attempts no further play, an error has occurred which will stop further play, or the ball is dead
- The ball becomes dead; necessary (e.g. for injury).
- A fair batted ball is deflected out of bounds.
- Runner between bases should either return to the last base touched or where the restrictions of rule 25.5 allow the runner may advance to the next unoccupied base except where a fielder with the ball is between them and the next vacant base.
- The ball is in the infield and all runners have stopped on base
- All runners have advanced the maximum allowed by Rule 25.5.
- In calling "Time" the umpire will use their discretion in judging when all possible play has ceased, taking into account the score and standard of the game.

25.7 BATTING LINEUP

UNDER 7 T-Ball, does not enforce an end of innings after 3 outs or more. Every Player will bat once only in each Inning, regardless of the number in their team.

UNDER 8, T Ball Only 9 players may bat in an innings (before 3 outs). For the next Inning the first batter shall be the player whose name follows that of the last batter or third out of the previous inning.

The Rules of Time and Base restriction on hits, "Rules 25.5 & 25.6" also apply to the Last Batter.

25.9 FIELDERS:

Only 9 players may field at any one time. Defensive Fielders must not alter their position after "Play" is called and before the ball is hit by more than small preparation steps.

Catcher should wear full catchers gear and will then be allowed to play in the traditional Catchers position. If not in gear they must wear a batting helmet as a minimum protection and stand next to or behind the Umpire until the bat has been discarded after the hit.

Pitcher: After the batter takes his stance, the pitcher must remain stationary and have both feet in contact with the pitcher's plate, until the ball is struck. PENALTY: The umpire will advance the lead runner one base for infringement after warning,

Infielders: except Pitcher and Catcher, Infielders can be just inside or outside the diamond base lines when "Play" is called, they can prepare to field with a couple of small steps, this may take them a little further inside the diamond when the ball is hit. All Fielders not making a play at a batted ball should be aware of Base Runners and not become an obstruction to the Base Runners progress.

Out Fielders the traditional positions of left, center, and right field must me maintained, they should not field close to another fielder, at least half the Base distance, 25' feet can be used as a guide for the minimum separation between fielders and minimum distance back off the base lines.

25.10 THE BATTER

A batter: will be allowed to level their bat at the ball (a half swing) only twice per strike. If more than twice a foul is called. If in the leveling swing the bat hits the ball off the tee, then a foul will be called.

The batter shall take a set stance in the batting box. From the call "play ball " or "Play", the batter is not permitted to reposition the back foot SUCH THAT THEY WILL HIT IN AN APPRECIABLY DIFFERENT DIRECTION. Front foot movement is permitted. PENALTY: each time that back foot is moved, "foul strike" is called

The batter is out when: -

A They are struck out after making three strikes, whether fouls or where the batter failed to make contact with the ball;

B dangerous play such as slinging the bat. (Umpire to give a warning).

C When the last batter of the innings comes to bat the scorers shall inform the umpire, who shall call "Last Batter". If the last batter does not reach first base safely and makes the third out or any other forced out; no runs are scored on that play. If the last batter in the innings reaches first base safely. The Play will continue according to rule 25.5. and not be any different to any other Play.

D a fair or foul fly ball is caught by a fielder; or after hitting a fair ground ball, he or first base is tagged before the Batter touches first base. Note: (the ball is alive, other base runners may advance according to rule 25.5 at their own risk, and will be out if their body is tagged, as the force was removed by the Batter being out.)

26 1 SAFETY BASES The safety bases (rectangular bases, half white, half orange), used for Tee-Ball, & Machine Ball and will be used on all diamonds at first base. The white section shall be in fair territory and the orange section shall be in foul territory. The safety base is used to minimise the risk of injury arising from a collision at first base. This purpose must always be considered when applying this rule.

The following rules will apply: -

b. The fielder must always use the white section;

c. The runner must use the orange section when initially running through first base on a single base hit;

d. The runner may legally proceed to second base after touching either the white or orange section;

e The white section must be used on any return to first base.

Coaches at First Base must ensure the Batter runner uses the safety Orange side of First Base on a single base hit. Only send the runner to second if the play is a sure double and the First Base fielder is not in the runners Line or taking possession of a throw. A Batter must avoid a First Base Fielder, if any runners progress is slowed due to a Fielder on the running line not making a play with the ball, "Day Dreaming" and a resulting play is made on the runner at another base, the umpire will take the obstruction into account in calling the runner safe.