



**Manly Warringah District Baseball Association  
Junior League Competition Rules  
Season 2018/2019**



1	Game Start	2
2	Game Duration	2
3	Diamond Sizes	3
4	The Mercy Rule	3
5	Wet Weather	3
6	Player & Team Registration	4
7	Equipment	4
8	Strike Zone	5
9	Forfeits & Non-Team Players	5
10	Blood & Injury Substitution	6
11	Player Participation	6
12	Code of Conduct	7
13	Player, Team Official & Spectator Misconduct	7
14	Protests	7
15	Competition Standings	8
16	Results & Results Sheets	8
17	End of Innings & Innings Changeover	9
18	General Pitching Limits	9
19	Pitching Restrictions & Limits	10
20	Catching	11
21	Deliberate Collision	11
22	Umpires	11
23	T-Ball Specific - Under 8	12
24	T-Ball Specific - Under 9 & Little League Tee Ball	13
25	Zooka Specific – Little League Zooka	15
26	Baseball Specific – Little League Minor	16
27	Baseball Specific – Little League Major & Eagle League	17
28	Finals Rules	18



**Manly Warringah District Baseball Association  
Junior League Competition Rules  
Season 2017/2018**



**Introduction**

This document contains the playing rules for the Manly Warringah District Baseball Association Junior League 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).

The Junior Baseball Committee ('the 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.

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.

The JBC is bound by all Local, State & Federal Legislation including Child Protection (Working with Children) Act 2000. The JBC requires a current and valid working with children number for all team officials (including but not limited to: coaches, assistant coaches, managers, scorers, umpires) and Club committee members

**1. Start of Game**

- 1.1 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 MWDBA JL website.
- 1.2 The team listed first on the draw shall be deemed the Home Team and occupy the first base dugout and field first.
- 1.3 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.
  - 1.3.1 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.
  - 1.3.2 The result sheet must be filled out with the player's names before the start of the game.
- 1.4 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.

**2. Game Duration & Regulation Games**

2.1 All games shall be played to the duration as set below

<b>Under 8 Tee ball</b>	5 Innings or 60 minutes	<i>No 10 Minute Rule</i>  <i>All games are timed games. The 10 minute rule applies to all ages. Please see Rule 2.2 for clarification</i>
<b>Under 9 Tee ball</b>	6 Innings or 90 minutes	
<b>Little League Zooka</b>		
<b>Little League Minor</b>		
<b>Little League Major Eagle League</b>		
<b>Intermediate League Junior League Minor Junior League Major</b>	6 Innings or 2 hours	
<b>Senior League</b>	7 Innings or 2 hours	

2.2 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. With the exception of Senior League (which has a 2-hour hard finish) should the top of an inning commence it is to be completed in its entirety unless:

- 2.2.1 The home team is ahead after the completion of the top half of the inning or
- 2.2.2 The home team moves ahead of the away team before three outs are made or

2.2.3 15 minutes passed the scheduled end time has been reached. In the event of an incomplete innings the score will revert to the last complete innings

2.3 If a game is called, due to weather conditions or other circumstances, a minimum of 45 minutes or 3 complete innings must be played to constitute a Regulation Game. Any game that is not a Regulation Game shall be declared a No Game by the Umpire.

### 3. Diamond Sizes

3.1 All MWDBA Junior League games will be played in accordance with the following Diamond Sizes

DIVISION	BASE DISTANCE		PITCHING DISTANCE	
UNDER 8 TEEBALL	50ft	15.24 m	37ft	11.28m
UNDER 9 TEEBALL & LITTLE LEAUE TEEBALL	60ft	18.29m	46ft	14.02m
LITTLE LEAGUE ZOOKA			40ft (Zooka)	46ft (Rubber)
LITTLE LEAGUE MINOR LITTLE LEAGUE MAJOR EAGLE LEAGUE			46ft or 44ft for a Division B comp	14.02m / 13.40m for a Division B comp
INTERMEDIATE LEAGUE JUNIOR LEAGUE MINOR	70ft	22.86m	50ft	15.24m
JUNIOR LEAGUE MAJOR	80ft	24.38m	54ft	16.46m
SENIOR LEAGUE	90ft	27.43m	60ft 6in	18.44m

### 4. The Mercy Rule

4.1 The mercy rule applies in all Divisions except Under 8 & Under 9.

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

Division	Minimum Inns Complete	Runs Lead
LITTLE LEAGUE ZOOKA, LITTLE LEAGUE MINOR, LITTLE LEAGUE MAJOR, EAGLE LEAGUE, INTERMEDIATE LEAGUE, JUNIOR LEAGUE MINOR, JUNIOR LEAGUE MAJOR	3 ½	10 or more
SENIOR LEAGUE	4 ½	

4.3 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.

4.4 When the team batting last scores the run to make the margin 10 or greater, and the above criteria has been met, the game officially ends and the score recorded on the result sheet at that point. With the consent of both Coaches team may continue to play with no further scoring to be done. Note players pitch count continues until play stops.

### 5. Wet Weather

5.1 In case of wet weather contact the local council wet weather information line:

**Warringah Council (Warringah, Forest, Seaside, Pittwater)**

<https://www.northernbeaches.nsw.gov.au/things-to-do/sports-and-recreation/sportsfields-status>

**Willoughby Council (North Sydney)**

<http://www.willoughby.nsw.gov.au/your-neighbourhood/recreation/Ground-Closures/>

Where a ground is closed by Council, games are immediately cancelled, and any player insurance is void for games or training at that ground.

5.2 The ultimate authority of a ground is the Host Club. In the event of unfit grounds or inclement weather, the Club Secretary or President shall decide on the fitness of the Club's grounds and advise the JBC Secretary (or Chairperson in the Secretary's absence) by 8.00pm on the Friday night prior to the Saturday morning round. The JBC Secretary (or Chairperson) will determine if the round is to be played.

- 5.3 If the Council and Host Club consider the ground fit for play, the Coaches of both teams must agree the ground is fit for play. If the Coaches cannot agree, the Umpire, once in control of the game, shall make the decision. Once the Plate Meeting has commenced, the Umpire shall be the sole judge as to whether a game shall be started or restarted.
- 5.4 The JBC Competition Convener may move games to another field where practical. Coaches & Managers of each team affected by the move are to be contacted prior to 8:00pm on the preceding Friday of the Saturday game.
- 5.5 If any full round is cancelled due to Inclement Weather, the JBC reserves the right to reschedule the round to a designated midweek date in February.
- 5.6 Any game washed out in a part round wash out is to be rescheduled at an alternative time and venue as agreed upon by the affected Team Coaches. A new date and venue must be agreed upon within 14 days of the originally scheduled date. The JBC Competition Convener shall be duly notified so the change can be reflected on the website. Should no mutually accepted time be agreed to, the game will be declared as a No Game.

## 6. Player and Team Registration

- 6.1 All players should be registered in the appropriate division according to the current season's Baseball NSW Age Matrix as well as qualification rules & guidelines.
- 6.2 Clubs must obtain JBC Executive and Baseball NSW (via the JBC Secretary) approval:
  - 6.2.1 Before registering a Player in a team out of their division as stated in the Age Matrix. Once approval has been given, the player/s are able to field in any position, including the battery.
  - 6.2.2 Any team with 3 or more over aged players  
Note: The purpose of 6.2 and 6.3 is to allow Clubs to select teams that are competitive for that division.
- 6.3 For the purposes of these Rules, excluding pitching restrictions (Rule 18 & 19), 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 "True Age". A Player may move to a different division during the season at the direction of JBC. No player can be move after 1 January.
- 6.4 If JBC determines that it is more appropriate for a team to be playing in a higher or lower division, the JBC reserves the right to move the team to another division before or during the season, although no changes will be made after Round 7. A decision to move a team to a new division must be made by the JBC at a JBC meeting. The decision will be made in consultation with the Club(s) involved. Should the JBC move a team to a new division, the wins and losses achieved prior to the move are not to be carried forward nor count towards the team's Competition Standings in the new division.
- 6.5 The decision by the JBC to move a team to another division may not be appealed.
- 6.6 Birth Certificates or certified copies must be made available to the JBC upon request.

## 7. Equipment

- 7.1 For the safety of all Players and Officials, Umpires are to ensure that correctly fitting protective gear is worn throughout the Game.
  - 7.1.1 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.
  - 7.1.2 All players must only wear shoes or sneakers with moulded soles. Screw-in or tacked on studs of any type are not permitted. Senior League players are permitted to wear metal cleated shoes.
  - 7.1.3 All players in the field must wear a suitably fitted glove.
  - 7.1.4 Umpires, Coaches, Base Coaches and anyone entering the diamond in any capacity must wear covered shoes. Thongs, sandals and bare feet are not acceptable footwear and Umpires are to ask any person not complying with footwear requirements to leave the game.
  - 7.1.5 Any adult warming up a pitcher whether on the diamond or in the bullpen must wear a catcher's mask and minor (player or spectator) must wear a catcher's mask and helmet.
  - 7.1.6 All persons acting as base coach in all divisions from Little League Minor and up must wear a protective skull cap.

## 7.2 Balls

The following balls, as approved by BBNSW, shall be used for all MWDBA Junior League games:

UNDER 8, UNDER 9 & LITTLE LEAGUE ZOOKA	LITTLE LEAGUE MINOR	LITTLE LEAGUE MAJOR, EAGLE LEAGUE, INTERMEDIATE LEAGUE, JUNIOR LEAGUE MINOR, JUNIOR LEAGUE MAJOR, SENIOR LEAGUE
K500, RIP Balls	8.5" Baseball	Baseball Leather or All Weather

## 7.3 Bats

**Rules 7.4.1, 7.4.2 & 7.4.3 deleted**

7.3.1 Refer to Annexure "A" Baseball NSW Bat Regulations as of 10th May 2016

## 7.4 Catchers Gear

7.4.1 All Baseball and Zooka catchers are required to wear a hockey style mask with a dangling throat guard, a protective cup, correctly fitted breastplate, leg-guards and a Catcher's mitt.

7.4.2 T-ball catchers are required to wear a protective helmet.

**Rule 7.4.3 deleted**

## 7.5 Protective Gear

7.5.1 Male players of all divisions are to wear a protective cup.

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

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

## 8. Strike Zone

8.1 Little League 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 two (2) ball widths either side of the plate. The entire ball must pass within this zone

8.2 Little League Major - Umpires will call a regulation Little League Major strike zone as defined in the Little League Rule Book.

8.3 Intermediate League, Junior League Minor, Junior League Major & Senior League - Umpires will call a regulation strike zone. Coaches and Umpires will not enter into agreements to alter the strike zone.

## 9. Forfeits & Non-Team Players - This rule does not apply to Under 8

9.1 The minimum number of players required to take the diamond is 8.

9.2 A team has a period of 15 minutes after the scheduled starting time, to take the field with 8 players who are registered within the MWDBA Junior League.

9.3 Any team who has less than 8 available players has the option of using a Non-Team Player from within the MWDBA Junior League Competition.

9.3.1 The team must have at least 6 team Players on its team list.

9.3.1.1 If 6 team Players are on the team list only 3 NTP's are permitted.

9.3.1.2 If 7 team Players are on the team list only 2 NTP's are permitted.

9.3.1.3 If 8 team Players are on the team list only 1 NTP is permitted.

9.3.2 The NTP's must be registered players of the MWDBA JL Competition

9.3.3 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.

9.3.4 The NTP's shall play in the outfield and bat at the bottom of the line-up.

9.3.5 The NTP's must be shown on the Line Up sheet & Result Sheet as Non-Team Players (NTP).

9.3.6 An NTP must not be used if a team Player is present and fit to play.

9.3.7 An opposing team who has in excess of 9 Players, must 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.

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

9.3.9 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.

9.3.10 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, he is replaced in the field with the batter who is now due up last.

- 9.3.11 All District Representative players are restricted to a maximum of 3 NTP games for any one team during the regular season. District Representative player are not permitted to play as an NTP during the finals series. All other players have no restriction.
- 9.3.12 Once a team has 9 registered players in attendance at the game no NTP can be utilised.
- 9.3.13 An NTP cannot be used as a 10<sup>th</sup> or successive player to give a team a reserves bench.
- 9.3.14 Should a team not be able to take the field utilising the NTP provision then that team shall forfeit the Game.
- 9.4 If both teams are unable to take the field with the minimum 8 registered players then the game shall be declared a No Game.
- 9.5 At all times, a team must field a minimum 8 players, unless due to Blood or Injury (see Rule 10), otherwise the team forfeits the Game.
- 9.6 The Manager of any team which proposes to forfeit a Game shall notify its intention to the JBC Secretary and the Coach of the opposing team so as not to cause any more inconvenience than necessary.
- 9.7 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).

## **10. Blood and Injury Substitution**

- 10.1 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.
  - 10.1.1 The Coach is to notify the Umpire and Scorers.
  - 10.1.2 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.
- 10.2 During treatment, the Game is to continue with the injured player's batting position being skipped without penalty.
- 10.3 If as a result of the injury the team with the injured player is unable to field 9 players, the injured player's batting position is to be skipped without penalty. The team is to borrow a fielder in accordance with rule 9.3.3.
- 10.4 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.
- 10.5 Should a player lose consciousness or suffered from suspected concussion for anytime, then that player shall not be permitted to take the field that weekend and must seek medical attention. Their position skipped without penalty (see ABF & BBNSW rules).

## **11. Player Participation**

- 11.1 Over the course of the season, all Players must have approximately the same number of defensive innings to ensure equal Player Participation.
- 11.2 No fielding player shall be sat off for two or more consecutive innings, unless due to injury or disciplinary reasons. Should a player be sat off for 2 or more consecutive innings, the reasons should be clearly stated on the result sheet.
- 11.3 A Coach may exclude a registered team Player from a game for disciplinary reasons without breaching Rule 11.1, providing a letter from the Coach to the respective Club is submitted prior to the Game.
- 11.4 All teams are to bat through their team line-up.
- 11.5 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. Failure to submit a fully completed Result Sheet may result action being taken by the JBC.
- 11.6 The JBC League Recorder will monitor the number of defensive outs completed by each player. If the JBC Competition Recorder determines that players within a team have unequal defensive outs, the JBC Competition Recorder will notify the Coach concerned and direct the player participation within the team be balanced. 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.

## **12. Code of Conduct**

- 12.1 No Player, Team Official, or Spectator shall, at any time, whether from the bench or the playing field or elsewhere:
  - 12.1.1 Incite, or try to incite, by word or sign, a demonstration that negatively reflects upon Umpires, opposing players, opposing coaches or opposing spectators.
  - 12.1.2 Use language which will in any manner, negatively reflect upon opposing Players, Team Officials, Spectators or Umpires.
  - 12.1.3 Bring the game into disrepute by engaging in unsportsmanlike conduct in order to trick or misrepresent the status of a play i.e. Hidden Ball Trick. In ALL cases in the Umpires judgment, the play is to be nullified as if it had NOT occurred.
- 12.2 Umpires may caution a Player, Team Official or Spectator regarding misconduct. A game report is required from the Umpire when a caution is given.
- 12.3 Umpires may eject a person connected with the game should a warning not be taken notice of.

## **13. Player, Team Official and Spectator Misconduct**

- 13.1 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 and lodge a written report to JBC or MWBU, MWDBA may suspend or otherwise deal with the offender. This rule will also embrace ejection from the Game.
- 13.2 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.
- 13.3 Any reported player MUST be accompanied by a Parent and a representative of the Player's Club when appearing at a Judiciary Hearing.
- 13.4 Where a Player, Team Official or Spectator is ejected from a game, they are NOT permitted to participate in that Game and must not remain in or in the vicinity of the dugouts during the game.
- 13.5 Any Player, Team Official or Spectator reported under this rule, may NOT participate in other Games covered by MWDBA JL until the Judiciary and/or MWDBA deal with the matter.
- 13.6 Any decision handed down by MWDBA or the Judiciary is binding on all games covered by MWDBA JL.
- 13.7 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.

## 14. Protests

- 14.1 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:
- 14.1.1 In the event of an Umpire giving a decision on a point of the Rules and refusing to alter their ruling.
  - 14.1.2 The Umpire's decision is final (with a team's right to continue to play under protest).
  - 14.1.3 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.
  - 14.1.4 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.
  - 14.1.5 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.
  - 14.1.6 A fee \$50 is payable upon the lodgement of any protest. This fee is forfeited should the protest be dismissed.
  - 14.1.7 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.
  - 14.1.8 Judgment decisions cannot be protested. Examples of judgement calls include balls & strikes, catches, bang-bang plays, fair or foul balls.
  - 14.1.9 The MWDBA JL Board shall handle all protests and incident reports and will only appoint a Judiciary any protest or report deem necessary. The Judiciary may only issue its penalty based on evidence presented in writing or verbally at its hearing.
  - 14.1.10 In determining their decision, the Judiciary may call upon any person to assist them in any way they see fit.
  - 14.1.11 The Judiciary has no power to schedule the replay of Games, but may make a recommendation to the JBC and MWDBA JL.

## 15. Competition Standings

- 15.1 For the purpose of deciding Competition Standings the following formula will be used
- 15.1.1 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	W/L %
Manly Warringah	20	15	3	2	0.825

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

- 15.1.2 The team finishing the competition with the highest winning percentage will be declared the minor premier. If teams finish the competition on an equal win percentage then the method used by the Australian Baseball Federation to determine tied positions will be adopted as follows
- 15.1.2.1 Results of games played between tied teams only as if those team(s) were in a competition solely, then if still equal;
  - 15.1.2.2 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;
  - 15.1.2.3 The percentage of runs for and runs against in total competition;
  - 15.1.2.4 The percentage referred to in 15.1.2.2 and 15.1.2.3 shall be determined as the total runs scored by the team divided by the total runs against. The higher percentage being better.

## 16. Results & Result Sheets

- 16.1 U8's do not need to complete result sheets.
- 16.2 Result sheets need to be completed by the home team and a copy kept on file by the 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.
- 16.3 All fully completed result sheets are to be forwarded to the League Recorder by the home team, no later than the 11:59pm the Sunday after each weekend round or 5pm the following day of a mid-week round.
- 16.4 Failure to submit the fully completed result sheets will incur a warning in the first instance and a half game penalty for every subsequent instance. The JBC encouraged both teams to send in the results.
- 16.5 Teams are to check that the score has been submitted correctly within 7 days of the result being posted. After that time no changes can be made.

## 17. End of Innings & Innings Changeover

- 17.1 In Under 8 Teeball an innings will end when nine (9) batters have had their turn at bat regardless of the number of outs.
- 17.2 An innings will end when 3 outs are made or when a play occurs that causes the 5<sup>th</sup> Run for Intermediate League & Junior League Minor or 6<sup>th</sup> run for Junior League Major & Senior League to be scored, whether by a hit, walk, hit batter or catcher's interference. A maximum of 5 runs for Intermediate League & Junior League Minor or 6 runs for Junior League Major & Senior League only can be scored in any inning.
- 17.3 A game cannot be called outside the 10 minutes rule (Rule 2.1) due to Rules 17.2, 24.1.1, 25.3.3, 26.4 and 27.4.
- 17.4 Should circumstances require the merging of Junior League Minor & Junior League Major divisions, the 6-run-rule shall be played until such a time that the 2 divisions are separated into their own divisions. Rule 17.2 will then come in to effect.
- 17.5 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. The Umpire has the power to penalise teams who are deliberately or continuously slowing games down.

## 18. General Pitching Limits

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 his allocated pitching assignment for that game.

- 18.1 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. A pitcher may finish the batter in the box at the time of reaching their maximum limit.
- 18.2 A pitcher once removed from the mound must not pitch again in that game.
- 18.3 A player playing above their true age division is limited to the pitch restrictions that apply to their true age, not the age division they are playing in. E.g. John is a true age Junior League, competing in the Senior League division therefore John is only permitted to pitch 3 innings/50 pitches as per the Junior League limit.
- 18.4 All pitchers are limited to a 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:

DIVISION	LITTLE LEAGUE MINOR	LITTLE LEAGUE MAJOR EAGLE LEAGUE	INTERMEDIATE LEAGUE JUNIOR LEAGUE MINOR JUNIOR LEAGUE MAJOR	SENIOR LEAGUE
INNINGS	MAXIMUM OF 2 INNINGS		MAXIMUM OF 3 INNINGS	4 INNINGS
PITCHES	30	40	50	60

- 18.5 Any pitch, which is called a balk by the Umpire, shall be added to the pitch count of the Pitcher.
- 18.6 Umpires shall only apply the balk rule in Intermediate League, Junior League Minor, Junior League Major & Senior League.
- 18.7 No Player can pitch and catch in any one Game. Breach of this rule is considered to be over-pitching. This does not apply to T-Ball and Little League Zooka.
- 18.8 A Coach who over-pitches a Player may be requested by the JBC to appear before the MWDBA JL Judiciary and be subject to a penalty as determined by the Judiciary.
- 18.9 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. 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.
- 18.10 It is the responsibility of the team's Coach to ensure that a Pitcher does not over pitch.
- 18.11 **Pitchers in all other divisions other than Junior League & Senior League are only permitted to pitch fastballs and change ups.**
- 18.11.1 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.
- 18.11.2 When a curve ball or fork ball 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.
- 18.11.3 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.
- 18.11.4 If a Pitcher continues to pitch curve balls and fork balls after a warning by the Umpire to the Pitcher and the Coach, the Pitcher shall be removed from the mound, by the Umpire.

## 19. Pitching Restrictions & Limits

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

### 19.1.1 Pitching Restrictions Over 2 Day Period

Player's True Division	Pitch on Day 1	Day 1 Restriction	Pitch on Day 2
Little League Minor Little League Major Eagle League	0 pitches	Full Restriction	50 pitches
	20 pitches	Minor Restriction	35 pitches
	30 pitches LL Minor 40 pitches LL Major	Substantial Restriction	0 pitches
Intermediate League Junior League Minor Junior League Major	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

- 19.2 All Players, regardless of where and when they pitch, have these limits apply to them at all times when pitching in any competition. This can include but is not limited to weekday training bullpen sessions, school games, midweek games or any club or representative game. 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.
- 19.3 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.
- 19.4 If any Coach, Player, Parent, or Official believes that the pitching restrictions have been breached, please write, fax or telephone with the details to the Secretary of JBC.
- 19.4.1 The JBC will gather evidence and impose such penalties 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.
- 19.5 The Coach of a Representative Team that is scheduled to play on a given weekend must notify the JBC Secretary by midday Thursday of all restrictions for players within that team.

- 19.5.1 A maximum of three Pitchers from any Representative team can be put on Full Restrictions (0 pitches) on a Saturday. Representative Coaches must also limit other pitchers to Minor Restrictions (20 pitches - Little League Minor, Little League Major, Eagle League, Intermediate League, Junior League Minor & Junior League Major, 29 pitches - Senior League) or Substantial Restrictions (30 - Little League Minor, 40 – Little League Major & Eagle League, 50 – Intermediate League, Junior League Minor & Junior League Major, 60 – Senior League) on Saturday.
- 19.5.2 All Representative Players can be placed on Full Restrictions (0 pitches) if two or more Representative games are scheduled for a weekend.
  - 19.5.2.1 Such notification can be in writing, in person, via telephone, email, SMS or any other form of communication approved by the JBC, but must be communicated to the Club Coach no later than 12 noon on the day immediately preceding the day scheduled for the Club game.
  - 19.5.2.2 In the absence or unavailability of the Coach, the notification may be given to the Secretary of the relevant Club who shall communicate the notification to the Secretary of the relevant Club, and such notification shall be taken as having been given as at the time the Representative Coach gives the notification to the Secretary of either the relevant Club or JBC.
  - 19.5.2.3 A breach of any restriction imposed by the Representative Coach (as may be modified by the Executive of JBC) shall be regarded as a breach of Rule 19 and subject to disciplinary action.

## 20. Catching

- 20.1 All Representative Players, whether they catch for their representative team or not, are restricted to a maximum of 3 innings in that position on the weekend they are scheduled to play in their representative team on a consecutive day to their club game. Where players have one full days rest between games there are no restrictions in club games
- 20.2 In all Little League & Eagle League Divisions each Catcher is restricted to 3 innings of catching. There is no limit for all other Divisions aside from Rule 20.1.
- 20.3 No Player can catch and pitch in the same Game. This does not apply to T-Ball and Zooka.
- 20.4 **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.

## 21. Deliberate Collision

- 21.1 If a play on a runner is imminent at any base except 1st, 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. If the runner violates this rule and a collision occurs, the runner 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. The position of other Runners is a judgment call by the Umpire(s).
- 21.2 Any fielder who is in possession of the ball should position themselves so as to apply a tag and avoid a collision.
- 21.3 A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate). 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). In such circumstances, 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.
- 21.4 Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. 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. 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.
- 21.5 Where the Umpire judges that a Player intentionally made contact with an opponent, the Player shall be ejected from the Game.

## 22. Umpires

- 22.1 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.
- 22.1.1 The Away Team must appoint a Field Umpire if not already appointed by the home team.
- 22.2 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.
- 22.3 In the event of an Umpire having to vacate their position during the Game, the 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.
- 22.4 Providing there are no extenuating circumstances, all live ball Games must be umpired from behind home plate.
- 22.5 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.
- 22.6 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.
- 22.7 Each team will designate at least one Umpire for their Team, to be available for their games during the season. That Umpire should have completed the Level 0 Umpiring Course from BBNSW or have attended an Umpiring Workshop conducted by Manly Warringah Baseball Umpires MWBU and the MWBU must be satisfied with the training.

## 23. T-Ball Specific – Under 8

### 23.1 The Team

- 23.1.1 Each team is entitled to bat nine batters per inning. Where three outs are made the team will still bat through the nine batters until all nine batters have batted.
- 23.1.2 A Coach may choose to leave a batter on first base that is successfully put out at first base. This does not apply to a strikeout or caught flyball.
- 23.1.3 The fielding position of any Fielder may be changed at any time during a half inning providing a 'Time' request is made to the Umpire and it is granted.

### 23.2 Batting

- 23.2.1 Strikes will be called however a batter will remain at bat until he/she has hit the ball.
- 23.2.2 Batters are required to make a full and forceful swing at the ball. Bunting is not allowed. A batted ball must travel half way to the mound to be considered fair.
- 23.2.3 When the Umpire calls “Batter Up” the Batter shall take their stance in the Batter’s box.
- 23.2.4 The Umpire, before calling “Play”, shall ensure if a line were drawn between the Batter’s toes, it would be parallel to the side of the batting box closest to the plate. The coach should assist in helping the player set up correctly and ensure they maintain correct set up during the entire at bat.
- 23.2.5 If the Batter throws the bat the Umpire shall warn the Batter. The next time that player is up to bat the Umpire shall ensure any spectators or other players are in a safe area before the batter is allowed to hit. The Umpire should also warn the child and coach against throwing the bat and request the coach assist the child during the at-bat. If the batter repeats the offence in the Game, the Batter shall be given out and Runners return to the last base legally obtained.
- 23.2.6 The ‘Infield Fly’ rule does not apply.
- 23.2.7 When the last batter is up to bat, the Scorer shall inform the Umpire, who shall then inform both Teams. Play will cease when ‘Time’ is called.
- 23.2.8 No Runner shall leave the base before the ball is hit. The Umpire shall not call 'Play' until all base Runners are in contact with their base. If a Runner leaves a base before the ball is hit, the Umpire shall call 'Left Early', ‘Time’ and stop play. The umpire will tell the runners they must stay on the bag until the ball is hit. The batter shall return to the plate to resume play. No strikes or Outs will be given.

23.2.9 On-Deck batters are not permitted in this division.

### 23.3 Time Rule

- 23.3.1 When an Infielder has 'control of the ball' and the Umpire considers that no further play is about to occur, then the Umpire shall call 'Time'. After 'Time' is called, the ball is dead and Runners are to be directed to a Base by the Umpire, starting with the Lead Runner.
  - 23.3.1.1 Calling of 'Time' and the directing of Runners are Umpire 'Judgment' calls
  - 23.3.1.2 Any Fielder stationed within or immediately adjacent to the infield may be considered as an 'Infielder' for the purpose of the rule.
  - 23.3.1.3 To be in 'control of the Ball' means the ball is
    - 23.3.1.3.1 In possession of an infielder OR
    - 23.3.1.3.2 Within 1 steps & reach of an Infielder OR
    - 23.3.1.3.3 About to be caught by an infielder following a throw from another Fielder.
- 23.3.2 When applying the 'Time' rule, the Umpire should bear in mind that the purpose of the rule is to try and make a T-Ball Game fun for all participants. Common sense should be applied as to where runners should be when the ‘Time Rule’ is called.
- 23.3.3 Coaches are not to encourage base running in the hope of forcing an error.

23.4 Fielding

23.4.1 Before the Umpire calls "PLAY", the Umpire should ensure that the Pitcher has both feet in contact with the Pitcher's rubber.

23.4.2 Players must field in what may be regarded as orthodox positions. They may field shallow or deep, but 1st base, 2nd base and right field positions must be to the right of 2nd base and 3rd base, short stop and left field to the left of 2nd base.

23.4.3 No Fielder other than the Catcher may field closer to the Batter than the Pitcher.

23.5 Coaches

23.5.1 A Coach of the fielding side may be stationed in the outfield but not immediately adjacent to a fielder.

23.5.2 Coaches of the batting side shall stay within the confines of the Coaches' boxes. One Coach may stand next to the Batter to assist them.

23.6 Balls Overthrown Out of Play

23.6.1 When a thrown ball goes into foul territory or beyond, Runners may not advance. The Umpire shall call 'Time' to prevent unnecessary confusion. For these divisions on enclosed grounds, a ball touching or rebounding off the fence is dead.

## 24. TeeBall Specific - Under 9 & Little League TeeBall

### 24.1 The Team

24.1.1 All innings will end after three (3) outs are made or when five (5) runs are scored, whichever comes first. No more than five (5) runs can be scored in an inning.

24.1.2 The fielding position of any Fielder may be changed at any time during a half inning providing a 'Time' request is made to the Umpire and it is granted.

### 24.2 Batting

24.2.1 A strike shall be called each time the Batter attempts to hit the ball and for all balls declared 'foul' by the Umpire. Foul batted balls are not to be counted as the third strike including those mentioned in 24.2.2 below. Air swings with no contact of the ball are to be counted as a strike, and if the third strike, the batter shall be given out.

24.2.2 In addition to the normal baseball definitions of 'foul', the following cases are also 'foul' and therefore a strike.

24.2.2.1 In the judgment of the Umpire, the swing was not full and forceful.

24.2.2.2 The Batter levelled the bat at the ball more than once per strike.

24.2.2.3 In the judgment of the Umpire, the bat hit the tee before the ball.

24.2.2.4 A base Runner left early and no Out(s) result(s). See 24.2.10 below.

24.2.2.5 The Batter repositions their back foot after 'Play' was called and no Out(s) result(s). See 24.2.6 below.

24.2.3 Batters are required to make a full and forceful swing at the ball.

24.2.4 Bunting is not allowed.

24.2.5 When the Umpire calls 'Batter Up' the Batter shall take their stance in the Batter's box. The Umpire, before calling 'Play', shall ensure if a line were drawn between the Batter's toes, it would be parallel to the side of the batting box closest to the plate. The purpose of this rule is to assist with correct Batting technique and ensure that Bunting does not occur.

24.2.6 From the call 'Play', the Batter is not permitted to reposition (lift or slide) their back foot in such a way they will hit in an appreciable different direction. Front foot movement is permitted. If in the view of the Umpire the back foot is moved in such a way, the Umpire shall call "MOVEMENT" and rule given the following options:

24.2.6.1 If no Out(s) result(s) from the play, 'FOUL' shall be called and Runners return to the last base legally obtained at the time of the hit. The Batter has the strike count increased and if the 3rd strike, the Batter is Out.

24.2.6.2 If an Out results from the play, play shall continue without reference to the infringement.

24.2.7 If the Batter slings or throws the bat, the Umpire shall warn the Batter and if the Batter repeats the offense in the game, the Batter shall be given out and runners return to the last base legally obtained.

24.2.8 The Infield fly rule does not apply.

24.2.9 No Runner shall leave the base before the ball is hit. The Umpire shall not call 'Play' until all base Runners are in contact with their base. If a Runner leaves a base before the ball is hit, the Umpire shall call 'Left Early' and allow play to continue. The Umpire will then do the following:

24.2.9.1 If no Out(s) result(s), the Runners return to the base legally occupied at the time of the hit, the Batter has the strike count increased and if the 3rd strike, the Batter is Out.

24.2.10 If an Out results from the play, the Out shall stand and play continues.

24.2.11 On-Deck batters are not permitted in this division

- 24.3 Time Rule
- 24.3.1 When an Infielder has 'control of the ball' and the Umpire considers that no further play is about to occur, then the Umpire shall call 'Time'.
- 24.3.2 After 'Time' is called, the ball is dead and Runners are to be directed to a Base by the Umpire, starting with the Lead Runner.
- 24.3.3 Calling of 'Time' and the directing of Runners are Umpire 'Judgment' calls.
- 24.3.4 Any Fielder stationed within or immediately adjacent to the infield may be considered as an 'Infielder' for the purpose of the rule
- 24.3.5 To be in 'control of the Ball' means the ball is;
- 24.3.5.1 In possession of an infielder OR within 3 steps of an Infielder OR
- 24.3.5.2 About to be caught by an infielder following a throw from another Fielder.
- 24.3.5.3 When applying the 'Time' rule, the Umpire should bear in mind that the purpose of the rule is to try and make a T-Ball Game as near as practicable to a Baseball Game.
- 24.3.5.4 If the Umpire considers Runners would make no further attempt in a normal Game of Baseball, then they should call 'Time'.
- 24.3.6 Coaches are not to encourage base running in the hope of forcing an error.
- 24.4 Fielding
- 24.4.1 Before the Umpire calls PLAY", the Umpire should ensure that the Pitcher has both feet in contact with the Pitcher's rubber.
- 24.4.2 Players must field in what may be regarded as orthodox positions. They may field shallow or deep, but 1st base, 2nd base and right field positions must be to the right of 2nd base and 3rd base, short stop and left field to the left of 2nd base.
- 24.4.3 No Fielder other than the Catcher may field closer to the Batter than the Pitcher.
- 24.5 Coaches
- 24.5.1 A Coach of the fielding side may be stationed in the outfield but not immediately adjacent to a fielder for U9 Games only.
- 24.5.2 Coaches of the batting side shall stay within the confines of the Coaches' boxes. One Coach may stand next to the Batter to assist them in U9 Games only.
- 24.6 Balls Overthrown Out of Play
- 24.6.1 When a thrown ball goes into foul territory or beyond, Runners may not advance. The Umpire shall call 'Time' to prevent unnecessary confusion. For these divisions on enclosed grounds, a ball touching or rebounding off the fence is dead.
- 24.7 Appeal Plays Procedure
- 24.7.1 When 'Time' has been called, the Coach of the defensive side may indicate to the Umpire that an appeal will be made when the ball is put into play before the next Batter attempts to strike the ball. The Umpire will then ensure that the next batter is not within the field of play and call 'Play'. Any Fielder may then move to the ball and make an appeal in the appropriate manner. 'Time' shall be called before the Batter is asked to enter the field of play.

## 25. Little League Zooka

- 25.1 Machine Set-up
  - 25.1.1 The pitching machine is to be fitted with the small legs.
  - 25.1.2 The pitching machine is to be set-up with the centre stem of the legs 2 foot-6 inches off the line between second base and home plate, at the mark that is 40 foot from the back of home plate.
  - 25.1.3 The pitching machine will be positioned, such that a pitched ball will pass over home plate at a suitable height, mutually agreeable to both coaches. If no agreement can be reached, it is then solely at the discretion of the umpire.
  - 25.1.4 The pitching machine is to be set such that the ball is projected at 40-43 miles per hour.
  - 25.1.5 If the pitching machine breaks down and another is not readily available, the game will revert to equal innings and a Tee will be used. Rules will revert to those of Tee Ball as described in Rule 23.2.
- 25.2 General Play
  - 25.2.1 When the batter and the fielders are ready the Umpire shall call 'Play'. The pitcher shall put the ball into the machine and return to the Pitcher's Plate
  - 25.2.2 The Plate Umpire shall ensure that only one ball is on the diamond at any one time.
  - 25.2.3 No one is to put the ball into the machine without being directed to do so by the Umpire
  - 25.2.4 Every pitch is deemed a strike, unless it is so low, so high or so wide that the umpire deems it a 'No- Pitch'.
  - 25.2.5 The umpire has the discretion to call a 'No-Pitch', if in his judgment, the pitch was so far out of the strike zone, that the batter did not have a fair chance to hit the ball.
  - 25.2.6 If a batted ball hits the machine or passes through the machine legs, the ball is 'Dead'. The batter is awarded 1st base and any runners, if forced, advance to the next available base.
  - 25.2.7 After three strikes have been called, not including any foul balls after strike two, the batter is out.
  - 25.2.8 If a thrown ball hits the machine, the ball will remain alive and in play and runners may advance at their own risk. In the event of a 'pop-up' fly not being caught, due in the umpire's judgment to the obstruction of the pitching machine, the batter will be given Out' and the ball will remain alive. Runners may advance at their own risk and without obligation to 'tag-up'. In the event an infield fly is called this rule shall then take precedence and runners must 'tag up'.
  - 25.2.9 The Infield Fly rule applies.
  - 25.2.10 The Batter is Out when the third strike has been pitched, even if the Catcher does not catch the ball.
- 25.3 General Base Running and Innings End
  - 25.3.1 No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate.
  - 25.3.2 When a runner leaves the base before the ball has been hit or the ball has been delivered and reached the plate, the Umpire shall call 'Left Early' and allow the play to continue. The Umpire will then do the following:
    - 25.3.2.1 If the pitch is hit and put into play and no Out(s) result(s), all runners return to their last base legally occupied at the time of the pitch. A strike is called by the Umpire, and if the 3rd strike, the Batter is Out.
    - 25.3.2.2 If the pitch was hit foul, the strike count increases as normal with no other penalty.
    - 25.3.2.3 If the pitch was called a strike, the strike count increases as normal with no other penalty.
    - 25.3.2.4 If an Out results from the play, the out shall stand and the Game continues.
  - 25.3.3 An innings will end when 3 Outs are made, or when a play occurs which causes the 5<sup>th</sup> run to be scored, whether by a hit, walk, hit Batter or Catcher's interference. No more than five (5) runs can be scored in an inning.

- 25.4 Time Rule
- 25.4.1 When an Infielder has “control of the ball” and the Umpire considers that no further play is about to occur, then the Umpire shall call 'Time'. After 'Time' is called the ball is dead and Runners are to be directed to a Base by the Umpire, starting with the Lead Runner.
- 25.4.2 Calling of 'Time' and the directing of Runners are Umpire 'Judgment' calls.
- 25.4.3 Any Fielder stationed within or immediately adjacent to the infield may be considered as an 'Infielder' for the purpose of the rule.
- 25.4.4 To be in 'Control of the Ball' means the ball is;
- 25.4.4.1 In possession of an Infielder OR within 3 steps of an Infielder OR
- 25.4.4.2 About to be caught by an Infielder following a throw from another Fielder.
- 25.4.5 When applying the 'Time' rule, the Umpire should bear in mind that the purpose of the rule is to try and make a Machine pitch Zooka as near as practicable to a Baseball Game. If the Umpire considers Runners would make no further attempt in a normal Game of Baseball, then they should call 'Time'.
- 25.4.6 Coaches are not to encourage excessive base running in the hope of forcing an error.
- 25.5 Fielding
- 25.5.1 Before the Umpire calls 'Play', the Umpire should ensure that the Pitcher must have both feet in contact with the Pitcher's rubber.
- 25.5.2 Players must field in what may be regarded as orthodox positions. They may field shallow or deep, but 1st base, 2nd base and right field positions must be to the right of 2nd base and 3rd base, short stop and left field to the left of 2nd base.
- 25.5.3 No Fielder other than the Catcher may field closer to the Batter than the Pitcher.
- 25.6 Umpires
- 25.6.1 The 'Plate Umpire' is to umpire from the centre of the diamond, in a position approximately behind the Zooka Machine and Pitcher. The 'Plate' umpire must control the Zooka Machine at all times.
- 25.6.2 A 'Field Umpire' may be used in a regulation manner.
- 25.7 Stealing
- 25.7.1 Runners may steal bases once the pitched ball has crossed home plate, but only if the ball has passed the Catcher
- 25.7.2 Runners may not steal if the Catcher has caught the pitched ball
- 25.7.3 Runners may not steal if the Catcher has attempted to catch the ball and the ball is in front of or immediately besides the Catcher
- 25.7.4 Runners may not steal Home
- 25.8 Batting
- 25.8.1 On-Deck batters are not permitted in this division

## 26. Little League Minor

### 26.1 General Base Running

- 26.1.1 When a Pitcher is in contact with the pitching rubber, in possession of the ball and the Catcher is in the Catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the plate.
- 26.1.2 No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate. When a runner leaves the base before the ball has been hit or the ball has been delivered and reached the plate, the Umpire shall call 'Left Early' and allow the play to continue. The Umpire will then do the following:
  - 26.1.2.1 If the pitch is hit and put into play and no Out(s) result(s), all runners return to their last base legally occupied at the time of the pitch. A strike is called by the Umpire, and if the 3rd strike, the Batter is Out.
  - 26.1.2.2 If the pitch was hit foul, the strike count increases as normal with no other penalty.
  - 26.1.2.3 If the pitch was called a strike, the strike count increases as normal with no other penalty.
  - 26.1.2.4 If an Out results from the play, the out shall stand and the Game continues.
- 26.1.3 Where a Batter has become entitled to 1st base as a result of 4 'balls' being called by the Umpire and the ball is not under the control of the Catcher or Pitcher, the Runner shall not advance past 1st base on that play, except where the Catcher or Pitcher makes a play to any base.

### 26.2 Stealing

- 26.2.1 Runners may steal bases once the pitched ball has been delivered and reached the plate.
- 26.2.2 Runners may not attempt to steal home except when:
  - 26.2.2.1 **The ball passes the Catcher**
  - 26.2.2.2 The Catcher makes any play clearly intended to reach a Fielder other than the Pitcher near the Pitching Plate.
- 26.2.3 The Pitcher makes any play, other than a pitch, clearly intended to reach a fielder

### 26.3 Dropped Third Strike

- 26.3.1 The Batter is out when the third strike has been pitched, even if the Catcher does not catch the ball.

### 26.4 Innings End

- 26.4.1 **An inning will end when 3 Outs are made, or when a play occurs which causes a 5th run to be scored in the inning. No more than five (5) runs can be scored in an inning.**

- 26.5 In Little League Minor, up to and including competition round 4, after 4 balls is reached on the pitch count for a batter, the batter shall hit off a tee. The batter 's pitch count stands. Bunts are not permitted, and the batter must make a full and forceful swing.

- 26.5.1 **The maximum number of bases a batter and/or runner(s) on base can attain off a tee is two bases.**

### 26.6 Batting

- 26.6.1 **On-Deck batters are not permitted in this division**

## 27. Little League Major & Eagle League

### 27.1 General Base Running

- 27.1.1 When a Pitcher is in contact with the pitching rubber, in possession of the ball and the Catcher is in the Catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the plate.
- 27.1.2 No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate.
- 27.1.3 When a runner leaves the base before the ball has been hit or the ball has been delivered and reached the plate, the Umpire shall call 'Left Early' and allow the play to continue. The Umpire will then do the following:
  - 27.1.3.1 If the pitch is hit and put into play and no Out(s) result(s), all runners return to their last base legally occupied at the time of the pitch. A strike is called by the Umpire, and if the 3rd strike, the Batter is Out.
  - 27.1.3.2 If the pitch was hit foul, the strike count increases as normal with no other penalty.
  - 27.1.3.3 If the pitch was called a strike, the strike count increases as normal with no other penalty.
  - 27.1.3.4 If an Out results from the play, the out shall stand and the Game continues.
- 27.1.4 Where a Batter has become entitled to 1st base as a result of 4 'balls' being called by the Umpire and the ball is not under the control of the Catcher or Pitcher, the Runner shall not advance past 1st base on that play, except where the Catcher or Pitcher makes a play to any base.

### 27.2 Stealing

- 27.2.1 Runners may steal bases once the pitched ball has been delivered and reached the plate.
- 27.2.2 Runners may not attempt to steal home except when:
  - 27.2.2.1 [The ball passes the Catcher](#)
  - 27.2.2.2 The Catcher makes any play clearly intended to reach a Fielder other than the Pitcher near the Pitching Plate.
- 27.2.3 The Pitcher makes any play, other than a pitch, clearly intended to reach a fielder

### 27.3 Dropped Third Strike

- 27.3.1 The Batter is not automatically out when strike three is called if the Catcher does not catch the ball. The ball is live and in play as per the rules of baseball.

### 27.4 Innings End

- 27.4.1 An inning will end when 3 outs are made, or when a play occurs which causes a **5th** run to be scored in the inning. **No more than five (5) runs can be scored in an inning.**

### 27.5 Batting

- 27.5.1 [On-Deck batters are not permitted in this division](#)

## 28. Finals Rules

### 28.1 Finals Format

28.1.1 The standard Finals Format as described below will be used for all MWDBA JL 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	V	Second
Minor Semi Final	Third	V	Fourth
Preliminary Final	Loser Major Semi Final	V	Winner Minor Semi Final
Grand Final	Winner Major Semi Final	V	Winner Prelim Final

### 28.2 Game Duration

28.2.1 All finals games will be played to the following duration:

Under 9 Tee Ball & Little League Tee Ball, Little League Zooka	Little League Minor Little League Major Eagle League Intermediate League Junior League Minor Junior League Major	Senior League
6 Innings	6 Innings	7 Innings

In the event "B" finals are run (within one competition division) finals games durations will be as listed in Rule 2.1

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

28.3 The Mercy Rule shall apply, see Rule 4.

28.4 If any Game is called by an Umpire due to rain (after waiting a minimum of 30 minutes), it will become a regulation Game, providing the following number of innings have been completed:

28.4.1 Senior League - 4 innings;

28.4.2 All other divisions – 3 innings

28.4.3 Any Game that is not played due to weather and has not become a regulation Game when called, or is a regulation Game and is tied when called, shall be a 'No Game' except for the Grand Final.

28.4.4 Where the Game is declared a "No Game", the Team finishing higher on the competition table will advance.

28.4.5 In the event of the Grand Final being washed out, it may, be rescheduled on the first available day at the discretion of JBC.

### 28.5 Umpires for Finals

28.5.1 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.

28.5.2 The Secretary of the Clubs of the qualifying teams must nominate their umpires as soon as it is known the team will qualify. Failure to nominate in time will put the qualifying team at risk of forfeiting their place in the finals.

### 28.6 Player Participation

28.6.1 Non-Team Players may only be used with the approval of the JBC. All NTP's must be used in accordance with Rule 9.3 above.

28.6.2 A player must be registered with a Club no later than 31<sup>st</sup> January immediately prior to the finals series to be eligible to play in the final series.

### 28.7 Home Team

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

28.7.2 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.

28.8 Grounds

28.8.1 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.

28.8.2 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.

28.8.3 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 inclement weather and ground conditions

28.9 Protests and Rescheduling of Finals Games

28.9.1 The JBC shall appoint a committee consisting of 1 member of the MWBU and 2 members of the JBC Committee, to hear all protests, on the diamond at the time of the protest.

28.9.2 The JBC shall reserve the right to reschedule any Finals game it deems necessary.