

# JUNIOR COMPETITION RULES

Version 2023.01

GWBA MANAGEMENT COMMITTEE | PUBLISHED 31ST AUGUST 2023

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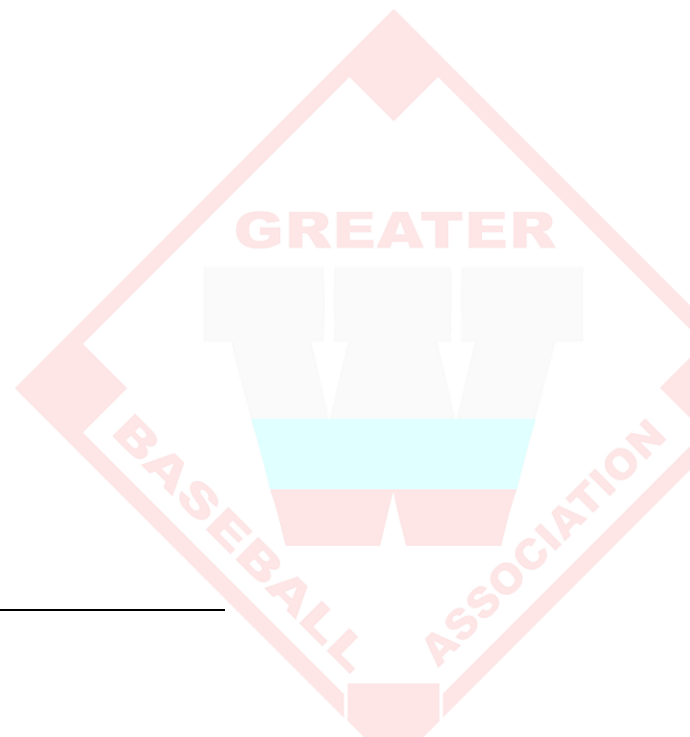
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## SECTION 1 - PRELIMINARY INFORMATION

### S1.1 PURPOSE OF RULES

Baseball is a game played between two teams for the enjoyment of all participants, officials and spectators. The Rules and Procedures issued by the Greater Western Baseball Association are designed to maximise the enjoyment, fairness and safety of our game. This document defines additional rules to be applied to Greater Western Baseball Association games over and above those applied as Official Australian Rules of Baseball.

Officials, parents, spectators and players should be aware that baseball, like all sports, will always have inherent dangers which cannot be mitigated. Some of these dangers arise from batted balls, thrown bats, collisions, errant throws of the ball, and potential injuries when running.

Care should be taken by all concerned to minimise such dangers through use of appropriate equipment, proper training methods and an awareness of the risks.

Please also note that insurance coverage for injuries to players and others, and for damage to property, is necessarily very limited. We advise everyone within the precinct of the game to ensure they have their own insurance for personal injury, motor vehicles and other property.

### S1.2 STRUCTURE OF RULES

These Rules are structured as following:

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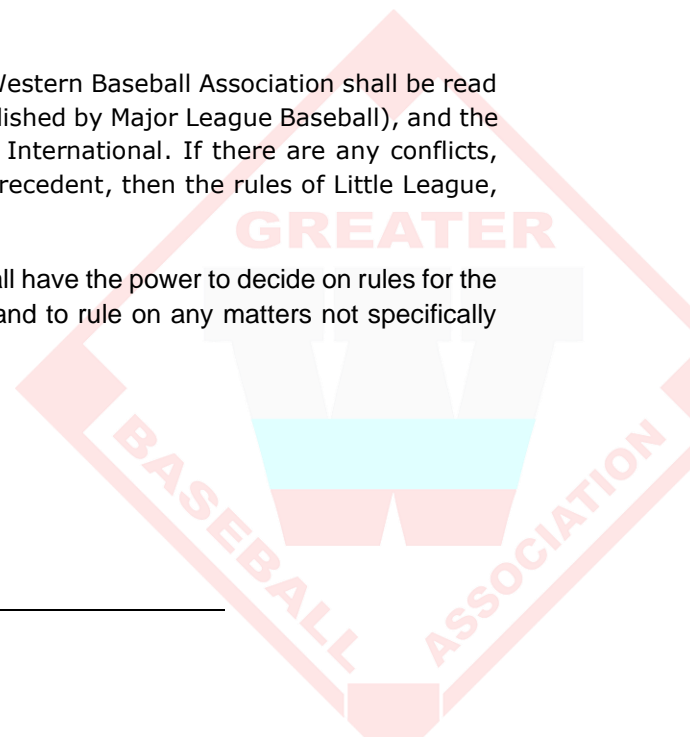
#### **SECTION 7 - SPECIFIC PLAYING RULES – TEEBALL**

#### **SECTION 8 - SPECIFIC PLAYING RULES – ROOKIES LEAGUE**

#### **SECTION 9 - SPECIFIC PLAYING RULES – PLAYER PITCH**

### S1.3 LOCAL COMPETITION RULES

- S1.3.01) These Junior Competition playing rules of the Greater Western Baseball Association shall be read in conjunction with the "Official Baseball Rules" (as published by Major League Baseball), and the Local Competition Rules as published by Little League International. If there are any conflicts, exemptions or variations, then these rules shall take precedent, then the rules of Little League, and finally Official Baseball Rules.
- S1.1.01) The Greater Western Baseball Association Executive shall have the power to decide on rules for the conduct of games under the control of the Association and to rule on any matters not specifically covered in these Rules and Regulations.



## S1.4 DEFINITIONS AND ACRONYMS

In these rules:

**AGE GROUP:** Age restricted sections of the competition, as defined in the Age Matrix, as published by the Greater Western Baseball Association.

**BA:** "Baseball Australia". The National body responsible for administering the sport of Baseball in Australia, with international regulatory and co-ordination responsibilities.

**BNSW:** "Baseball NSW" the State body responsible for administering the sport of baseball in New South Wales.

**CLUB:** A local sporting organisation comprising of at least one team entered into the GWBA Competition.

**COACH(ES)** Persons appointed by Clubs to be responsible for the actions of their teams on the field and for communications with Umpires and opposing teams whilst on the field or from the dugout. Where more than one Coach is appointed in control of a team, one shall be designated the "Head Coach" and others as "Assistant Coaches".

**COMPETITION PARTICIPANT:** Any player, coach, manager, umpire, scorer, game official, player's parent, spectators, Club official or any other person taking an active role in any GWBA sanctioned game or competition.

**DIVISION** A level within an Age Group, ie. LL Major Division 1 and Division 2 are different Divisions within the LL Major Age Group. In any Age Group, Division 1 is highest Division followed by Division 2 and Division 3 etc. (*also referred to as "Div"*).

**FINAL SERIES** Any game or set of games after the regular season to determine competition winners. Includes Quarter-Finals, Semi-Finals, Preliminary Finals and Grand Finals. May also include games in a 'best of' format.

**FORFEIT** A game determined by insufficient playing numbers by a team. The win is awarded nine (9) runs to zero (0) to the opposing team.

**GWBA:** Greater Western Baseball Association. The local Association/Charter responsible for administering the sport of baseball in the Greater Western Sydney region, with Junior Competition boundaries as determined by Baseball NSW (*also referred to as "The Charter", "The Association"*).

**GAME OFFICIAL** A person who has successfully completed a qualification, recognised by GWBA, to officiate, umpire and take charge of T-Ball Games played in the GWBA competition under these Rules. All reference to an umpire in these Rules will include the Game Official where the game played is T-Ball

**INTERFERENCE** Offensive Interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgement of the umpire, legally touched at the time of the interference, unless otherwise provided in the rules.

On any interference, the ball is dead.

**NOTE:** Interference does not have to be intentional for it to be called.

**NOTE:** Interference does not require contact to be enforced.

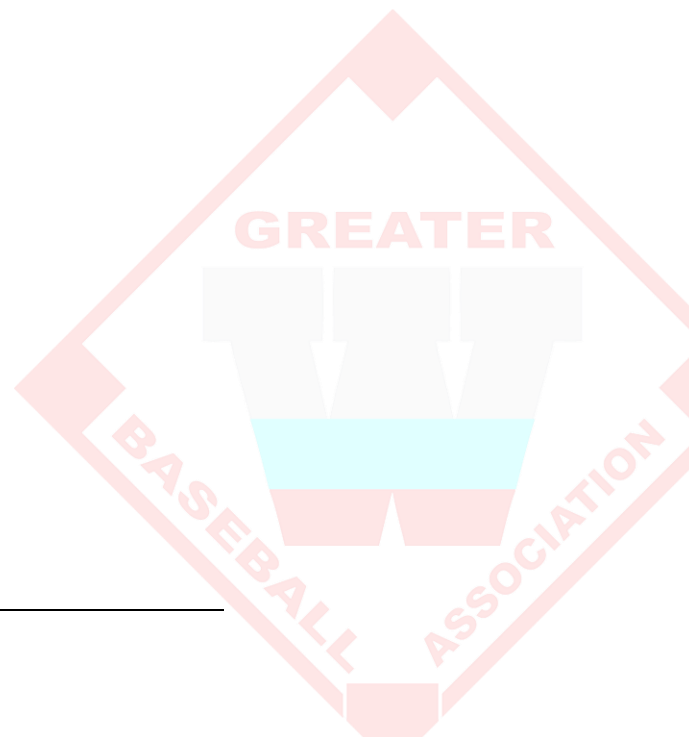
**LL** Little League Baseball International.  
May also be used as "Little League" in reference to Little League Minors and Majors competitions.

<b>LEAGUE</b>	Also referred to as "Age Group". These are the competitions covered by these rules, as determined by respective League Ages.
<b>LEAGUE AGE</b>	All players are determined to fit within a specific 12-month period, with each "year" commencing on 1 <sup>st</sup> September running to 31 <sup>st</sup> August of the following year. Determining a player's League Age is as simple as calculating the player's age as at 31 <sup>st</sup> August of the year following the start of the season (ie. A player born 31 <sup>st</sup> August 2010 will have a League Age of 8 in the season commencing in 2018, whilst a player born on 1 <sup>st</sup> September 2010 will have a League Age of 9 for the same season.
<b>MANAGEMENT COMMITTEE</b>	The Office Bearers of the Greater Western Baseball Association responsible for the management of the local competition, includes the Association Executive Committee and other Office Bearers as outlined in the GWBA Constitution.
<b>MANAGERS</b>	Managers (also Executive Officers) shall be persons appointed by Clubs to perform duties such as, but not limited to, assisting Coaches in the organising of teams on game day and who shall normally operate from the dugout during games.
<b>MEMBER</b>	A person/s nominated by a Club and accepted by the GWBA as a Member of the League, refer also to the constitution of GWBA.
<b>NO GAME</b>	A game not declared a regulation game, not played or deemed not played by the Management Committee.
<b>OABR</b>	Official Australian Baseball Rules –7th Edition, issued by Baseball Australia.
<b>OBR</b>	Official Baseball Rules as published by Major League Baseball.
<b>OBSTRUCTION</b>	is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction.
<p><b>NOTE:</b> Obstruction shall be called on a defensive player who blocks off a base, base line, or home plate from a runner while not in possession of the ball.</p> <p><b>NOTE:</b> Obstruction does not require contact to be enforced.</p> <p><b><i>Obstruction shall be enforced as per the Little League definition, and does not provide protection for a fielder in the act of fielding a <b>thrown ball</b>.</i></b></p>	
<b>PENALTY</b>	A penalty, suspension or fine, as determined each season by the Management Committee and amended from time to time.
<b>REP PLAYER</b>	Any player from the local competition who, after successful trialling, plays in a tournament organised on behalf of Baseball Australia or Baseball NSW, entered into by Charter, State or National Teams.
<b>ROUND</b>	Any scheduled competition game, not including Final Series.
<b>RULES</b>	These GWBA Junior Competitions Operational Rules and any other rules introduced by GWBA, as amended from time to time.
<b>RUN LIMIT</b>	An inning is completed when three (3) outs are affected or the batting side scores a set number of runs for a particular league. The play in which the limited run is scored ends when the that run crosses home plate – no further runs can be scored unless forced to score by awarding bases on a ball out of play.
<b>STARTING PLAYER</b>	A registered player that was listed in the initial team of up to 12 batters, that played from the start of the game in any Round or Final Series game.
<b>TEAM</b>	The list of registered players of a team in a Division
<b>TOURNAMENT</b>	An event sanctioned by Baseball Australia or Baseball NSW, including but not limited to Little League, Sydney State League and school baseball competitions.

- UMPIRE** A person who has successfully completed a qualification, recognised by GWBA, to officiate, umpire and take charge of any GWBA baseball game. A Level O certificate issued by the NSW Baseball Umpires Association is a recognised qualification.
- WASHOUT** Any environmental or other contributing factor (including but not restricted to extreme heat, rain, lightning, air quality, etc) or other extreme circumstances that closes a field due to playability based upon the condition of the grounds or compliance with directives of baseball's governing bodies or applicable legislation.
- ZOOKA** The approved device used for LL Minor (machine pitch), combined with the short leg option.

**IMPLIED NEUTRALITY OF LANGUAGE:**

Any reference in these Official Baseball Rules to "he," "him," or "his" shall be deemed to be a reference to "she," "her," or "hers," as the case may be, when the person is a female.





## SECTION 2 - POLICIES AND COMPLIANCE

### S2.1 WORKING WITH CHILDREN

- S2.1.01) Entry and participation in the GWBA Junior Competitions requires all Clubs and relevant individuals to meet the requirements of the relevant state or territory Working with Children Check laws.
- S2.1.02) All Member Clubs' Office Bearers and Team Officials over the age of 18 (including but not limited to coaches, managers, executive officers) whose primary roles involve direct unsupervised contact with children (persons under the age of 18), whether individually or as a group and including open age competitions with junior aged members, are required to complete a Working with Children [WWC] Check (administered by the Office of the Children's Guardian, accessed via <https://www.ocg.nsw.gov.au/child-safe-organisations> ).
- S2.1.03) This authority number is to be provided to Clubs and forwarded to the Greater Western Baseball Association PRIOR to any participation with any Junior Members. Failure to do so will render any results void, with such Team Officials suspended from any involvement with Junior Age players (until WWC is provided) and potential fines levied against the offending Club(s).
- NOTE: As the function of umpires and scorers do not require unsupervised contact with children, these persons are not required to supply a Working With Children Check Authority number, however, it is recommended that they do so to cover any unexpected situations.
- S2.1.04) ***The Working with Children Check is mandatory, regardless of whether or not the Team Official has one of their own children in the team – this requirement has been outlined by Baseball NSW.***

### S2.2 CODES OF BEHAVIOUR

- S2.2.01) GWBA supports and adopts the Baseball Australia and Baseball NSW Codes of Behaviour in the conduct of the Association's Junior Competition, Representative and Development Squad Programmes, and any Tournaments or other games played under its auspices.
- S2.2.02) All Players, Supporters, Team or Other Officials who participate in Baseball under the auspices of the Greater Western Baseball Association are expected to behave in a manner which does not bring disrepute to themselves, the Clubs and Teams they represent, nor the Association. Any instances of where breaches of the Codes of Behaviour are reported shall result in the matters and persons concerned being called before the Association's Judiciary. Penalties for reported incidents of misconduct shall be at the discretion of Association Judiciary.
- S2.2.03) **In-game violations and penalties** - Players, coaches, managers and spectators of any one team, shall not make disparaging remarks to or about opposing players, officials or spectators. Nor shall the Umpire tolerate any conduct which tends to bring the sport into disrepute.
- The penalty for violations by a player is prompt removal from the game.
  - For the first (1st) offence, a Coach, Manager or Spectator may be warned, but for the second offence, they are removed from the vicinity of the playing field.
  - Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine (9) runs to zero (0) in favour of the opposing team.
- S2.2.04) On all warnings the Umpire shall instruct the scorer to enter such, in the scorebook, against the offending players' name with the type of offence.

### S2.3 ALCOHOL AND TOBACCO USE

- S2.3.01) No player, coach, manager, assistant manager etc. or an umpire in uniform, shall consume liquor in or near a playing field where a game is in progress or is about to commence.

- S2.3.02) A player, coach, manager, assistant manager etc. or an umpire in uniform, participating in a game shall not smoke or chew tobacco whilst on the field of play or surrounding areas including the bench or dugout.
- S2.3.03) The use of Tobacco products, Alcohol or Illegal Drugs in any form by Players or Team Officials in the dugout, on the benches or on the playing field area is not permitted.

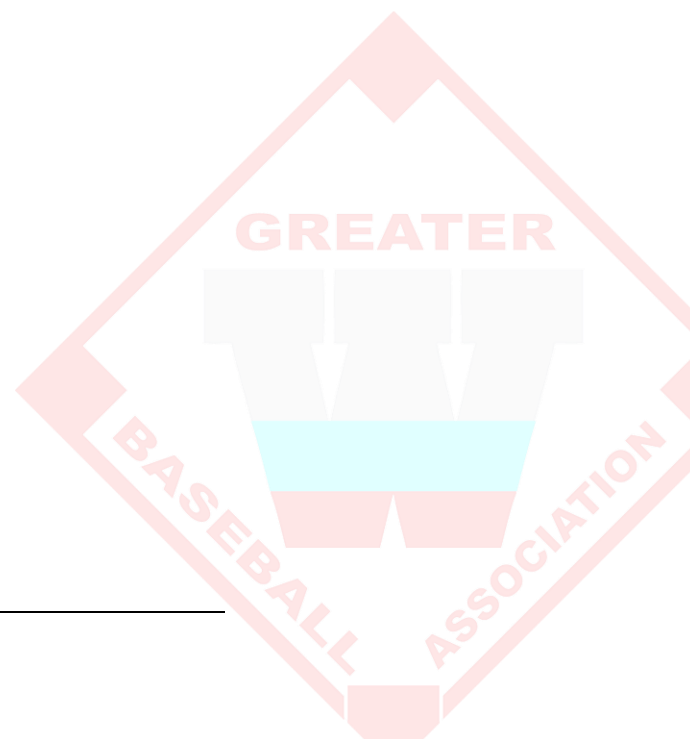
## **S2.4 SPONSORSHIP SUPPORT**

- S1.1.02) The Association and any participating Teams shall only be sponsored by, or receive any approved financial support from, Organisations/ Firms/ Companies whose activities or products are not detrimental to the welfare of youth.

Specifically, no Organisation/ Firm /Company whose advertising reflects the sale of tobacco products or alcoholic beverages shall be permitted as a sponsor/financial supporter of the Association, or be permitted to display any form of advertising in connection with any Junior game under the auspices of The Association.

## **S2.5 ANTI-DISCRIMINATION**

- S1.1.03) The COMMONWEALTH SEX DISCRIMINATION ACT 1994 and the NSW ANTI DISCRIMINATION ACT 1997 (as amended) particularly SECTION 221 which now includes discrimination on the grounds of sexual harassment in sport have been accepted by Baseball Australia and Baseball NSW. These ACTS will be complied with in every way by all members, constituents and officials of the ASSOCIATION. Any person will not be discriminated against on the grounds of AGE, CLASS, CREED, COLOUR, RACE, RELIGION, SEX OR ANY OTHER STIPULATION made under either ACT.
- S1.1.04) Reports on any matter of this nature are to be referred immediately to the GWBA Judiciary Chairperson for a fully confidential investigation and adjudication. All interviews, hearings, reports etc., as a result of any investigation will remain confidential at all times. The GWBA President is to be kept informed of any such investigation.



## SECTION 3 - COMPETITION STRUCTURE

### S3.1 REGISTRATION OF TEAMS

- S3.1.01) Each Club shall register its colours and uniform (including caps) with The Association and such colours and uniform must be worn by all Players whilst playing in Competition Games.
- S3.1.02) Club Secretaries are required to register their Clubs, particulars about their Club's Executive and Delegates to The Association, and Ground Rules pertaining to their Club's playing fields, with the Association:
- on or before the 31st July for the Summer Season Competition,
  - on or before the 28th February for the Winter Season Competition.
- S3.1.03) Club Secretaries are to notify The Association in writing on the number of teams with the relevant Leagues and Divisions, no less than four (4) weeks before the scheduled date of the first round of the relevant season.
- S3.1.04) Club Secretaries are to supply The Association with fully completed team registrations no less than two (2) weeks before the scheduled date of the first round of the relevant competition. These team registrations are to include all information requested by The Association relating to each Player, Coach, Manager, Scorer and any other authorised team officials participating in The Association's Competitions.
- (a) Any Club making alterations to the number of teams entered in any competition within two weeks of the scheduled starting date (or after commencement of the season), shall be subject to a processing fee up to the equivalent maximum membership fee associated with a team of that age group referred to by Rule S3.4.
- S3.1.05) Where Clubs have more than one team entered in The Association's Competitions for a particular League / competition level, and they wish to have those teams known by other than the Club's normal name, these must also be specified on the team registrations as per Rule S3.1.04).
- S3.1.06) Team Registrations shall include:
- The Person's ABF (My Club) Number;
  - The person's Full Name;
  - Date of Birth;
  - Residential address;
  - Email contact detail of individual or parent/guardian;
  - Mobile phone number of individual or parent/guardian;
  - **FOR COACHES:** Accreditation level and expiry date
  - **ALL TEAM OFFICIALS** (per Rule S2.1): Working With Children Check number
- S3.1.07) All Team Coaches/Managers should be provided with information relating to medical conditions that may impact on the players wellbeing during the course of a game (including, but not limited to, allergies that may require specialist help, asthma, etc.) as well as any other details (including any Medical History/Conditions) requiring any special attention in the event of an injury or illness sustained during the progress of a game.
- S3.1.08) Team lists are to be held during the season by Team Officials for their respective Teams.
- S3.1.09) Each live ball age group will be graded according to ability if sufficient numbers of teams are registered in the age group. Clubs are strongly advised to grade their teams accordingly. Any representative player should be registered to play in the clubs highest graded team in the correct age group.
- (a) Where a Club enters multiple teams in the same competition and the total number of representative players within those teams exceeds four (4), those players must be split

so that the maximum and minimum number of representative players in each team differs by no more than three (3).

Ie. If a Club enters two teams into a single competition and has seven (7) representative players, the maximum number of representative players in one team shall be no more than five (5) and the minimum number shall be no less than two (2).

- S3.1.10) Each Team in a Junior Competition shall consist of not more than fourteen (14) players nor less than nine (9) Players. All Players in teams must be registered with The Association, as well as all Coaches, Managers, Scorers and any other persons appointed by Clubs to work with teams in training and/or game situations during the current season as per **Rule S3.1 Registration of Teams**.

### S3.1A) Player Transfers

All players registered with GWBA wishing to change Clubs in consecutive seasons are required to advise of such change via the Association's Transfer Form, whether or not an exemption to the Representative Sit-Out period is being sought.

See: <http://registration.gwba.com.au/transfer/>

### S3.1B) Late Registrations

- S3.1B.01) Late registrations of Team Players and/or Officials will be accepted up to the commencement of Round 9 of the Competition, provided that the persons concerned are registered with their Clubs and the correct proofs and clearances have been verified with the Association before they are allowed to participate in any games.
- S3.1B.02) Any Club seeking to register players after the cut-off for late registrations must seek written exemption from the Management Committee of the Greater Western Baseball Association, outlining the reason for the late registration.

*NOTE: In determining whether or not any late registrations are accepted by the Management Committee, consideration should be given to the impact on the team, with all efforts to ensure that a minimum number of players of appropriate ability are registered.*

- S3.1B.03) Failure to register a Team Player or Official with the Association shall result in the forfeit of games by any team found to have been at fault and whilst such persons remain unregistered.
- S3.1B.04) No Team Player or Official shall be associated with more than one Club or Team in the Association's competition unless they are granted permission by the Greater Western Baseball Association's Executive.

## S3.2 FINALS ELIGIBILITY

- S3.2.01) To be eligible to play in the Junior Competition Final Series, all players must have competed in a minimum of 60% of the games for which they were registered and eligible to play.
- S3.2.02) For the purpose of these rules, any game declared a NO GAME shall not count towards the total, all other results count as eligible games. Furthermore, any period where a player is unavailable due to injury or extraordinary circumstances shall not be considered as games they were eligible to play. Players may be required to provide evidence to the Management Committee of such injury / circumstance to qualify.

## S3.3 FINANCIAL CLEARANCES

- S3.3.01) A player, coach or manager who transfers from one Club to another must secure a written clearance from his/her original Club stating that he/she has cleared all obligations to that Club.

S3.3.02) The Club to which he/she transfers may register him/her without receiving a clearance and he/she may participate in games with that new Club provided that if no clearance is granted, each game in which he/she has participated shall be debited as a forfeit. Further, the person will automatically be ineligible to play in subsequent games equal in number to the games he/she participated in whilst ineligible.

S3.3.03) All Players who are seeking a transfer from one Club to another within the Greater Western Baseball Association must complete the relevant notification to the Management Committee stating the changes, and provide for confirmation of Financial Clearance. This process is to capture information, and does not seek to grant the Management Committee powers in restricting a player moving Clubs, however, the player may be subject to Representative Restrictions, as per Rule S4.1.01).

Available online at: <http://registration.qwba.com.au/transfer/>

### S3.4 COMPETITION FEES

S3.4.01) Player/Team Registration Fees shall be set by the Greater Western Baseball Association's Executive prior to the start of the Competitive Season and MUST be paid by Clubs by the due date advised.

S3.4.02) **PENALTY:** Any Club failing to make payments within 30 days of the invoiced date, without written approval from The League, shall forfeit all games until monies are paid.

### S3.5 COMPETITION STRUCTURE

S3.5.01) The Association shall conduct its Junior Competition in the form of Leagues for Players whose ages range from five (5) years to seventeen (17) years.

S3.5.02) Each League shall be composed of four (4) or more Teams.

#### S3.5A) Inter-Divisional Competitions:

S3.5A.01) In situations where the Management Committee, in consultation through the Member Clubs, determines that there exists two distinct groups of differing levels of abilities, and, there are not enough teams within that competition to form two separate divisions (generally less than eight teams in total), an inter-divisional series may be established.

S3.5A.02) For Inter-Divisional Competitions, all teams should be scheduled to play each of their opposition teams at least twice (scheduled home and away), with the balance of games to be scheduled against the teams of their own abilities as evenly as possible.

S3.5A.03) Teams shall be split for the purpose of finals based upon the original assessment of which division they would have been entered for, with all wins / losses, and runs scored for / against, recorded and counted towards each division's Championship.

**NOTE:** Teams should be shown in separate divisional competition standings throughout the seasons

### S3.6 MODES OF PLAY

S3.6.01) The Association's Competition may be played as follows:

COMPETITION	LEAGUE AGES	MODE OF PLAY
LA5-6 TEEBALL LEAGUE	4*, 5 and 6	Tee Ball (NON-COMPETITION / NO FINALS)
LA6-7 TEEBALL LEAGUE	5, 6 and 7	Tee Ball (NON-COMPETITION / NO FINALS)
LA7-8 TEEBALL LEAGUE	6, 7 and 8	Tee Ball (COMPETITION / NO FINALS)

ROOKIES LEAGUE	8, 9 and 10	Coach or Zooka Machine Pitched (Live Ball)
MINOR LEAGUE (Player Pitch)	9, 10 and 11	Player Pitched (Live Ball)
LITTLE LEAGUES	9, 10, 11 and 12	Player Pitched (Live Ball)
INTERMEDIATE	11, 12 and 13	Player Pitched (Live Ball)
JUNIOR LEAGUE	12, 13 and 14	Player Pitched (Live Ball)
SENIOR LEAGUE	14, 15 and 16	Player Pitched (Live Ball)

S3.6.02) Refer to the League Age Matrix for eligibility above.

*\* NOTE: These competitions include additional months from other League Ages to allow for proper development where needed.*

S3.6.03) Exemptions from the "League Age" criteria may be granted only upon application to, and with the approval of the Association's Executive.

**S3.7 LENGTH OF GAMES**

S3.7.01) Games played during The Association's "Regular Season" shall be subject to "Time" and "Innings" limits, whichever occurs first, as set out below:

<b>Competition</b>	<b>Regulation Game</b>		<b>Minimum Game</b>	
	Time	Innings	Time	Innings
LA5-6 Teeball League	1 hour	6	45 minutes	4
LA6-7 Teeball League	1 hour	6	45 minutes	4
LA7-8 Teeball League	1 hour 15 minutes	6	45 minutes	4
Rookie League	1 hour 30 minutes	6	45 minutes	4
Minor Leagues	1 hour 45 minutes	6	1 hour	4
Little Leagues	1 hour 45 minutes	6	1 hour	4
Intermediate	1 hour 45 minutes	6	1 hour	4
Junior League	2 hours	7	1 hour	5
Senior League	2 hours	7	1 hour	5

*Table 1 - Length of games*

S3.7.02) If any Game is "called" for any reason, the legally completed game time shall be from the Scheduled Starting Time on the Competition Draw.

S3.7.03) With the exception of the preceding game running past its scheduled finishing time, If there are any delays to the starting time of a game, there will be no adjustment to the scheduled finish time, ie. The scheduled time plus the game time outlined in Table 1 shall be maintained irrespective of any initial delays.

(a) Where the preceding game causes the one following to be delayed, the game following will be 'automatically rescheduled' to a new starting time, to be within fifteen (15) minutes of the conclusion of the game before.

S3.7.04) No Top of any Innings shall start with ten (10) minutes or less time remaining to the Scheduled Finishing Time of games for Teeball, or with less than fifteen (15) minutes remaining for Live Ball games.

S3.7.05) All games may continue past their scheduled finishing time in order to complete an innings that has already commenced only if necessary to obtain a result. In such cases the game will finish on the first to occur of the following:

(a) The completion of the innings (all 6 outs have been completed);

- (b) After the top of the innings is completed, the team batting in the bottom of the innings is in front or scores a winning run;
- (c) **FOR REGULAR SEASON ONLY:** The batter who is in the batting box at (15) minutes past the scheduled finishing time completes his/her turn at bat.

**FOR ALL FINAL SERIES:** There shall be no maximum time to complete an innings.

S3.7.06) **Games ending in a tie:**

- (a) During regular competition games, scores level at the completion of the final innings shall stand as a draw.
- (b) For **FINAL SERIES**, a clear result shall be required – If at the end of scheduled time the scores are even, up to two (2) extra innings may be played to determine a winner. No new innings shall be started more than twenty (20) minutes after the commencement of the extra innings.
  - (i) If an innings commences prior to the time limits in Rule S3.7.04), then the extra innings are deemed to have started at the conclusion of that inning.
  - (ii) If the additional innings fail to break the tie, then the game will remain drawn, and the team finishing highest on the table shall advance to the next level, or in the case of a Grand Final, the team who qualified for the game first shall be the winner.

S3.7.07) If after five (5) or more complete innings one team is leading by ten (10) runs or more, time and game MUST be called.

S3.7.08) In the event of a team failing to appear at the ground or in the precincts thereof, failing to commence play within fifteen (15) minutes of the time scheduled, and failing or refusing to proceed when directed by the umpire to do so, the opposing team shall be awarded the game by forfeit.

S3.7.09) For all games, the Batter in the box at the Scheduled Finishing Time is to complete their time at bat.

S3.7.10) Under no circumstances shall any temporary suspension of the game cause that game to go beyond the Scheduled Finishing Time

S3.7.11) Any team unable to play for any reason other than ground fitness or weather shall forfeit.

### S3.8 MINIMUM PLAYER REQUIREMENTS

S3.8.01) No Team shall participate in a scheduled game with less than six (6) of its registered players present and available to play from the SAME team. A team can only continue to participate in a scheduled game while it maintains a minimum of six (6) of its registered players playing in the entire game.

- (a) If due to injury etc the team's line-up is reduced to less than six (6) of its registered players, the game shall be stopped by the umpire and a forfeit is declared.
- (b) Coaches are reminded of their duty of care to their players; under no circumstance is an injured or sick player to be kept in a game to ensure the team maintains six (6) registered team members in the game.

S3.8.02) Opposition teams may provide substitute fielders if requested, to ensure that there is always nine (9) fielders on the field. The decision to lend up to two (2) players is to be made at the plate meeting prior to the game. Once agreed to, the team lending players cannot withdraw the offer during the course of the game. It is not compulsory to lend players, and it should not be expected

by the team with fewer than 9 players. If players are not leant then the team with fewer than 9 players will field short.

S3.8.03) Teams are permitted to borrow a maximum of two (2) players for any single game, to be included in their line-up from within the Junior Competitions, provided the following criteria are met:

- (a) Players must fit the Age Matrix of the League they are to be playing in, but are not limited to the number of times they are used as a borrowed player.
- (b) Players cannot 'Play Down' from any higher level competition or division, nor can they come from another team in the same League/Division AND the same Club as the team borrowing the player, regardless of whether they fit the appropriate age matrix.
  - (i) During Final Series, Clubs may borrow players from any team not playing in the final series, provided they are Age eligible and not from a 'higher' competition or division, and must have been eligible to compete in their own final series under Rule S3.2.

*NOTE: A team may borrow from the same competition if the players are from a different Club. A team with more than 9 players may elect to have one or two of their players compete for the opposition for the entire game instead of just lending fielders.*

- (c) **EXCEPTION:** In the case of the U7's League, Clubs which have more than one (1) team in that League may transfer up to two (2) players between teams to make up team numbers. However, the teams concerned MUST still have six (6) of their original Registered Players to take the field.

S3.8.04) Borrowed players shall be restricted to outfield positions only and must bat last in the line-up. No borrowed player shall be permitted to take the field in a defensive position if doing so would require a team's registered player to be on the bench.

S3.8.05) Where a team has nine (9) or more of its own players available to play in any given game, the borrowed player will not be subject to the requirements outlined in Rule S6.1 below, regarding player participation. However, all original team members shall be required to comply with participation thresholds.

S3.8.06) Teams unable to field a full line up of nine (9) players from their own club on a regular basis may be asked by the GWBA Executive to show good reason why this team should not be de-registered.

### S3.9 COMPETITION DRAWS – HOME AND AWAY

S3.9.01) A competition draw shall be completed by the Junior League Coordinator.

- (a) The Management Committee shall have the power to alter the Draw as deemed necessary. Clubs may make application for changes required, and where mutual agreement exists between the two Clubs affected, may alter the time, date and/or location.

S3.9.02) Competition in all Leagues shall be organised so that each Team shall be drawn to play each other an equal number of times, or as close as practically possible with Rounds available.

- (a) For games in the REGULAR SEASON the team nominated first on the draw shall be the "Home Team" and shall field first.
- (b) There may be instances where Club Teams are listed as either "Home" at a field different to their regular fields, or "Away" at their regular home fields. These nominations are to be adhered to as they are designed to ensure equal share of games in the home and away positions.

S3.9.03) For the FINALS SERIES:



- (a) In a two (2) Team ("Best of 3 Games") Playoff, the team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Games 1 and 3.
- (b) For all other Playoffs, the team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Semi-Final and Preliminary Final games. The team first into the Grand Final shall be the "Home Team" for that game.
- (c) Final Series games are to be played at the field of the "Home Team", where available.
  - (i) All Minor Premiers should be given preference for a home Semi Final, where ground availability prevents lower finishing teams to host their home team in finals, the field of the Minor Premiers should be investigated, then the home field of the away team, finally any other suitable location.

S3.9.04) The Grand Final of the Senior League Division 1, shall be played at the ground where the Junior presentation is to be held, subject to a suitable diamond being available for the purpose.

- (a) Where practical, the highest Division of each League shall be hosted by the same Club hosting the Senior League Division 1 Grand Final.
- (b) Games that cannot be hosted in the same location shall be scheduled in a way that allows those teams the ability to travel to the host field of the Senior League Division 1 game for the purpose of The Association's Presentation.
- (c) The location of the Greater Western Baseball Association's Junior Presentation should be determined by the Management Committee in conjunction with the Member Delegates no later than five weeks before the Final Series. The allocation should be based upon sharing this opportunity around all Member Clubs, but consideration given regarding suitability of grounds and Member Clubs with teams competing in the Senior League.

### S3.10 GROUND CLOSURES

S3.10.01) Club Secretaries ONLY are to ring the Association Secretary to advise of any closure of their Club's Ground due to suitability. Such advice from Club Secretaries is to be received at the latest by 8.00pm on the evening prior to the day when games are scheduled to be played at their Club's Ground (see note below). Should no advice be received, the decision on the day of play shall be made by the authorities controlling the Ground, or by the Coaches of both teams, or in the event of the Coaches disagreeing, by the Chief Umpire, in that order.

**NOTE:** Once the plate meeting has been conducted, the decision on fitness of the conditions shall be the sole responsibility of the Chief Umpire.

S3.10.02) Once an appeal has been made against poor light, the fitness of the light for play shall be in the hands of the Umpire in Chief for decision. The Umpires judgement to call "game" shall be final. An appeal may not be made with regard to this decision.

S3.10.03) Notwithstanding Rule S3.10A) - Game Replays, Club Secretaries shall be notified by the Junior League Competition Secretary of any other games to be replayed. Any team which fails to abide by the decision to replay any rescheduled game shall be deemed to have forfeited the game and the Club concerned shall incur a fine.

#### S3.10A) Game Replays

S3.10A.01) **For the Regular Season:** any games that are postponed in their entirety due to weather conditions (including but not restricted to extreme heat, rain, lightning etc) or other extreme circumstances, hereafter referred to as "Washed out", or any are played but abandoned without the minimum allowable time (see Table 1 - Length of

games) having been completed, they **SHALL NOT be automatically rescheduled, and will be recorded as a NO GAME.**

- S3.10A.02) **For Final Series:** any games that are postponed in their entirety due to being washed out, or any are played but abandoned without the minimum allowable time (see Table 1 – Length of games) having been completed, they shall be rescheduled to be played during the week as follows:
- a) Any game originally scheduled before 10am shall be played on the Tuesday evening of the next week;
  - b) Any games originally scheduled at, or after, 10am shall be played on the Wednesday of the next week;
  - c) Starting times shall be no later than 6pm.
- S3.10A.03) Any replayed game that cannot be played for any reason other than a forfeit shall be declared a NO GAME and no further attempt to play shall occur.
- S3.10A.04) Any game that does get played during a wet weekends etc, will count as a game played and the result will be recorded accordingly.
- S3.10A.05) The Management Committee shall have the power to schedule any game, or reschedule any washout game(s) required to meet minimum game requirements under the Association's Charter.

### S3.10B) Final Series and abandoned games

The following shall apply to any Finals Series games which are affected by weather conditions.

- S3.10B.01) If a SEMI-FINAL or PRELIMINARY FINAL is declared washed-out, and the game is unable to be replayed as per Rule S3.10A) above, the team which finished highest on the Competition Table shall be declared the winner.
- S3.10B.02) If the GRAND FINAL is declared washed-out, ALL GAMES are to be replayed where possible on or before the Saturday immediately following the grand-final. If this game cannot be played the team first into the Grand Final shall be declared the winner.
- S3.10B.03) BEST OF 3 SERIES:
- a) If one game of the best of three series cannot be played due to inclement weather, then the Premiership will be decided by the cumulative runs scored across the two games played.
  - b) If two games of the best of three series cannot be played due to inclement weather, then the premiership will be decided by the result of the one game played.
  - c) If all three games cannot be played, or the teams have the same runs scored for and against each other after two games are played, then the Premiership shall be awarded to the Minor Premiers.
    - (i) Where Game 1 or Game 2 are washed out only, Game 3 shall be played to a clear result with respect to Rule S1.1.04)a)
  - d) For the purpose of Rule S3.10B.02), Game 3 shall be treated like all other Grand Finals and rescheduled as per the Rule above.

### S3.11 GAME RESULTS AND CHAMPIONSHIPS

#### S3.11A) Game Results

S3.11A.01) Results for games in The Association's Competitions shall be recorded as follows:

Team winning outright	Win
Team losing outright	Loss
Drawn Game	Half Win / Half Loss
Team winning by forfeit	9-0 Win
Team losing by forfeit	0-9 Loss

S3.11A.02) It is the responsibility of the WINNING TEAM to notify The Association of the results of all games and the HOME TEAM to submit completed Result Sheets as prescribed and required by the Association.

S3.11A.03) All results are to be submitted at <http://results.gwba.com.au> by 8.00pm game day. This is to enable results and standings to be published by Sunday night each week.

S3.11A.04) Teams continually failing to meet this requirement shall be penalised with the loss of their win. The win will not be allocated to the losing team but runs for and against will be allocated as per the result of the game. In the case of a draw, both teams MUST send through their results.

S3.11A.05) Clubs must forward attach a digital copy of their result sheet / score book to their results submission.

S3.11A.06) Result sheets are to be completed and submitted for forfeited games listing the available players.

S3.11A.07) Any Club which fails to submit, or forwards incomplete or incorrect result sheets for any of its teams, will incur a fine of \$ 2.00 per error up to a maximum of \$50.00 per sheet, from the Association for each and every instance.

S3.11A.08) The team will also forfeit points if result sheets not submitted within 14 days. The head coach will be suspended if sheets not submitted within 21 days and will remain suspended until the result sheet is handed in.

S3.11A.09) If the sheet is lost the coaches' suspension will stand and the score books from both teams will be submitted to the GWBA Competition Secretary for review.

#### S3.11B) Competition Tables

S3.11B.01) Team positions for each League/Grade will be determined on a PERCENTAGE basis as follows:

$$\frac{\text{Wins} + \text{Half Wins}}{\text{Total Games Played}} = \text{WIN \%}$$

#### S3.11C) Determining Tied Teams

S3.11C.01) In the event of 2 or more teams finishing in equal place on the Table, placing shall be determined by calculating the records of those teams against each other. The team with the most wins against the team(s) tied with will be placed highest on the ladder.

- S3.11C.02) In the event of an equal number of wins by the teams involved, their positions shall be determined by calculating the total runs scored against the tied teams, and ranked by lowest number of runs scored against each team.
- S3.11C.03) If still tied, teams will be ranked by the total number of runs scored against them for the whole season divided by the number of games played..
- S3.11C.04) In the event of the teams still being equal in the calculations, those teams shall then play each other to determine their placing and at a time scheduled by the Association's Executive.

**S3.11D) Final Series**

- S3.11D.01) The Association’s Competitions shall comprise of Regular Season Games and Post-Season/ Finals Series Games.
- S3.11D.02) In the LA5-6 and LA6-7 Teeball Leagues the Regular Season Games shall be classed as "non-competitive" and no competition table shall be published. Teams in these Leagues shall compete in a gala day style tournament on a date to be decided.
- S3.11D.03) For the U9s, Rookies, LL Minors, LL Majors, Junior League and Senior League, the Regular Season Games shall count for competition. The teams finishing highest on the Competition Table for each of these Leagues shall be the MINOR PREMIERS. A Finals Series shall apply to all live pitch Leagues on the completion of the Regular Season, as follows:
- S3.11D.04) Where the Regular Season has comprised of a four (4) team competition in any of the Leagues, the Finals shall be a "Best of 3" Playoff series between the teams finishing 1st and 2nd on the Table to determine the PREMIERS.
- S3.11D.05) For INTER-DIVISIONAL SERIES with 6 or more teams in total during the regular season, the Minor Premiers shall advance directly into the Grand Finals, with the teams running 2nd and 3rd in their division playing a one-off game, with the winner to advance to the Grand Final.

NOTE: any Inter-Divisional Series that has less than six teams total competing in the regular season shall compete in a "Best of 3" playoff Series as per Rule S3.11D.04) above.

- S3.11D.06) Where more than 5 teams have featured during the regular season in any of the regular Leagues, at the conclusion of the competition rounds the format for the play off series to determine the Premiers will be:

**Week 1**

SEMI-FINALS	(Major)	1 vs 2
	(Minor)	3 vs 4

**Week 2**

PRELIMINARY-FINAL loser Major Semi v winner of Minor Semi

**Week 3**

GRAND FINAL winner of first semi v winner of preliminary-final

- S3.11D.07) Teams mentioned first in the Final Series schedule are HOME TEAMS and will occupy the THIRD BASE dugout, (unless home ground rules apply) and field FIRST.

**S3.11E) Junior Clubs Championship**

- S3.11.02) The Club Championship shall be determined by the allocation of points to individual teams based on their grade and placing in GWBA regular season games at the end of the Regular Season (i.e. before the commencement of the Finals Series). Teams competing in competitions not conducted

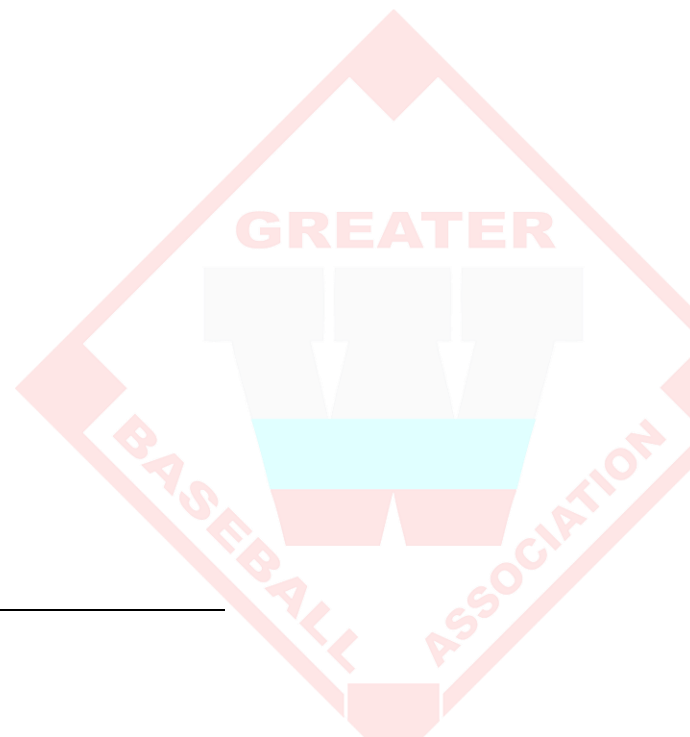
by GWBA will not be eligible to contribute points towards the Junior club championship, and teams participating by way of inter-charter play shall be removed before calculating.

S3.11.03) In addition to the table below, all teams competing in GWBA non-competitive Leagues shall also receive 1 point each for their respective Club.

S3.11.04)

	<b>Division 1</b>	<b>Division 2</b>	<b>Division 3</b>
1st place	15 points	10 points	7 points
2nd place	11 points	7 points	5 points
3rd place	8 points	5 points	3 points
4th place	6 points	3 points	2 points
5th place	4 points	2 points	All other teams receive 1 point
6th place	3 points	All other teams receive 1 point	
7th place	All other teams receive 2 points		

*Table 2 – Club Championship points allocation*



## SECTION 4 - GAME AND TEAM OFFICIALS

### S4.1 ASSOCIATION REPRESENTATIVES

S4.1.01) Any player who changes clubs within the Greater Western Baseball Association Inc competition shall not be eligible for selection into any GWBA Representative team for a period of 12 months. **Transfer Form is required as per Rule S3.1.08)**

- (a) Players who believe they have extenuating circumstances, which must be a real and significant change to their personal circumstances, may apply for an exemption, which will be determined by the Management Committee.
- (b) Any player wishing to appeal a decision by the Management Committee may do so by following Baseball NSW's appeals process to the District Administrator.

S4.1.02) All representative players must play in GWBA Junior Competition and the correct / corresponding League, unless specific Tournament Eligibility Criteria allows otherwise.

S4.1.03) Players who trial successfully and are chosen to represent GWBA in any Representative Squad will be required to make a substantial commitment to playing and training.

If a player is selected in any GWBA Representative Squad and does not satisfactorily fulfil the required playing and training commitments, that player will not be invited to trial or be considered for selection in any GWBA Representative Squads for the following season. Exceptions may be made by the Association's Executive Committee only in the event of serious injury or extraordinary circumstances.

### S4.2 COACHES AND MANAGERS

S4.2.01) **ACCREDITATION**

There must be an appropriately Accredited Coach in charge of all teams during competition games, and must sign off on the result sheet.

- (a) All Coaches of teams playing in the Tee-Ball Competitions must have attained, as a minimum, a Level 1 / Certificate A Coaching Accreditation in the sport of Baseball.

Requirements of this course can be found online via Baseball NSW's webpage at: <https://www.baseballnsw.com.au/certificate-a-coach.html>

- (b) The head coach of all teams competing in live ball games (Rookies through to Senior League) in the Association competitions must have attained as a minimum, a level 2 / Certificate B Coaching Accreditation in the sport of Baseball.

Requirements of this course can be found online via Baseball NSW's webpage at: <https://www.baseballnsw.com.au/certificate-b-coach.html>

- (c) All Assistant Coaches must have attained, as a minimum, a Level 1 / Certificate A Coaching Accreditation in the sport of Baseball.

Requirements of this course can be found online via Baseball NSW's webpage at: <https://www.baseballnsw.com.au/certificate-a-coach.html>

- (d) Coaches of any of the GWBA Representative or Development Squads must have attained, as a minimum, a Level 2 / Certificate B Coaching Accreditation in the sport of Baseball, and the Head Coach of each team or squad must have attained a Level 3 / Certificate C Coaching Accreditation in the sport of Baseball.

Requirements of this course can be found online via Baseball NSW's webpage at:  
<https://www.baseballnsw.com.au/certificate-c-coach.html>

- S4.2.02) All Team Coaches or Managers must be either in full uniform or neatly dressed, and must wear covered shoes.
- S4.2.03) Base coaches of competitions using 9" hard baseballs are to wear either coaching skull cap or full helmets during games. Any person under the age of 18 who is base coaching during a game must wear a double ear batting helmet during the game.
- S4.2.04) With the exception of TeeBall Leagues (Rule S7.4.01) no Coach or Manager shall be permitted to enter the field of play without requesting "TIME" to be called and until the Umpire actually calls "TIME".
- S4.2.05) Persons acting as Base Coaches during a team's offensive innings shall either be a registered player or an appropriately Accredited Coach.
- S4.2.06) With the operating of both The Association's Competition and Representative Squads during the course of the Season, Club and Representative Coaches shall co-operate with regard to the use of Players who will be involved in games in both areas of activity, whether they be over consecutive days or other time frames. The safety, rest and fitness of all Junior Representative Players (including All Stars) shall take priority on those occasions (*Rule S9.2: Pitchers and Catchers*).

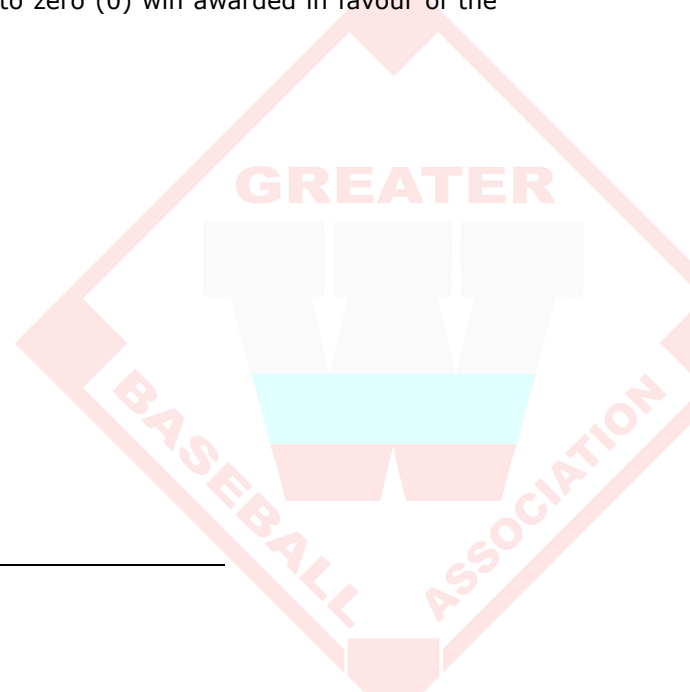
### S4.3 SCORERS AND BAT PERSONS

- S4.3.01) Clubs are encouraged to use experienced and suitably accredited Scorers whenever possible for their teams.
  - (a) The minimum age for Scorers shall be fourteen (14) years of age.
  - (b) Scorers of both teams shall be required to sit together during games and to hand Result Sheets to Umpires and Coaches for their checking and signing at the conclusion of games
- S4.3.02) Bat persons must be aware of the games' dangers by the team's coach, wear suitable protective equipment including two eared batting helmet and protector at all times whilst on the field of play and be aged ten (10) years or older.

### S4.4 UMPIRES

- S4.4.01) Accredited Umpires should be used by Clubs to officiate at all games wherever possible during the Regular Season.
- S4.4.02) The Association shall appoint Umpires for the Finals Series where possible.
- S4.4.03) If accredited Umpires are unavailable, Umpires MUST be provided by the "Home" and "Away" Teams as listed on the Competition Draw. The "Home" Team shall provide the Chief Umpire and the "Away" Team shall provide a Field Umpire.
  - (a) This Rule WILL NOT be used as a means of claiming a "forfeit". Where an Umpire appointed by either team does not appear, a suitable replacement can be used subject to the conditions of Rule 7(c) below.
- S4.4.04) The Chief Umpire, whether officiating alone or together with one or more Field Umpires, must call games from behind the Catcher where practical. Field Umpires may take any position on the playing field best suited to the making of decisions which are not reserved to the Chief Umpire.
- S4.4.05) Any Umpire has the power to disqualify any game participant or spectator for objecting to decisions, unsportsmanlike conduct, or, offensive language, and in doing so, eject such person from the vicinity of the playing field.

- (a) Where the offending person cannot be identified, any Umpire may warn the Coach of the offending team.
  - (b) Any ejection must be followed by a report from the Umpires officiating the game within 24 hours to the Executive Management of Greater Western Baseball Association.
- S4.4.06) Any umpire's decision which involves judgement, such as, but not limited to whether a batted ball is foul or fair, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. No player, manager, coach, substitute or spectator may object to any such judgement decisions.
- S4.4.07) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, only the coach(es) in attendance at the plate meeting may appeal the decision and request a correct ruling be applied. Such appeal may only be made to the umpire who made the protested decision.
- (a) If the application of a rule is appealed by a coach, the umpire making the decision may consult with another umpire for information before making a final decision. No umpire shall criticise, seek to reverse, or interfere with an umpire's decision, unless asked to do so by the umpire making it.
  - (b) Any Coach who remains unsatisfied that a rule has been applied incorrectly may protest in accordance with the OABR.
- S4.4.08) The minimum age for Umpires to officiate at games shall be as follows, with the proviso that no Junior Player can umpire any game in their own current League:
- (a) Tee Ball and Rookies = 12 years
  - (b) Minor Leagues and Little Leagues = 14 years
  - (c) Intermediate, Junior and Senior League = 16 years
- S4.4.09) Any junior-aged person umpiring a game MUST have an adult person to assist in the umpiring of the game. That person must be present at the Plate Meeting, oversee the entire duration of the game, and cannot be a Coach or Manager of either team competing. This person shall have the power of an umpire to disqualify any game participant or supporter.
- S4.4.10) Any game played with an underage umpire per Rule S4.4.08) above will be considered as a no game and no points will be awarded to either team. The home team (team listed first on the draw) may be fined for failing to provide an umpire of legal age.
- (a) Exceptions to this rule shall be available where the umpire in question is holds a current Baseball Umpire Accreditation, as conducted by NSW Baseball Umpires Association.
- S4.4.11) If for any reason no umpire is available to officiate in any game within 15 minutes of the scheduled start time, the game shall be forfeited and a nine (9) to zero (0) win awarded in favour of the away team.





## SECTION 5 - EQUIPMENT AND GROUND REGULATIONS

### S5.1 FIELD DIMENSIONS

S5.1.01) The Association Competitions shall be played in accordance with the following field dimensions and recommended minimum home-run boundaries:

NOTE: Distances shall be as measured from the rear point of home plate.

COMPETITION	PITCHING PLATE	BASE PATHS	HOME RUN BOUNDARY		"FAIR BALL" RADIUS
			<i>at foul lines</i>	<i>at centre field</i>	
LA5-6 Teeball League	45 feet	50 feet	150 feet	200 feet	10 feet
LA6-7 Teeball League	45 feet	60 feet	150 feet	200 feet	10 feet
LA7-8 Teeball League	45 feet	60 feet	150 feet	200 feet	10 feet
Rookie League	46 feet	60 feet	200 feet	250 feet	n/a
Minor Leagues	46 feet	60 feet	200 feet	250 feet	n/a
Little Leagues	46 feet	60 feet	200 feet	250 feet	n/a
Intermediate	50 feet	70 feet	250 feet	300 feet	n/a
Junior League	54 feet, 6 inches	80 feet	300 feet	350 feet	n/a
Senior League	60 feet, 6 inches	90 feet	300 feet	350 feet	n/a

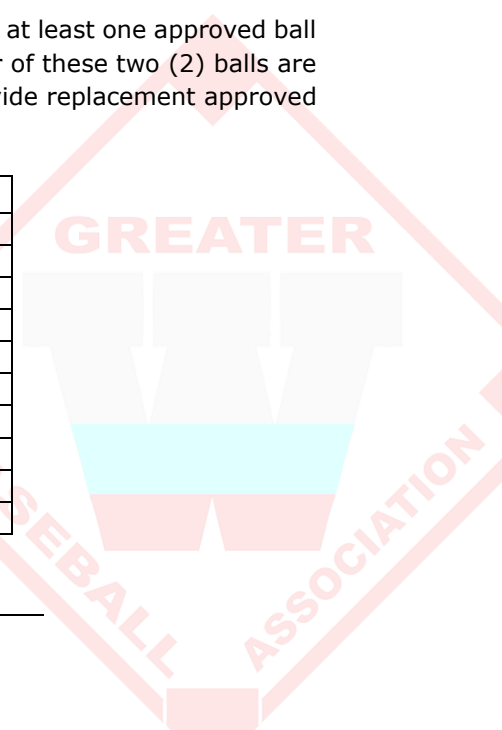
*Table 3 – Field Dimensions*

- S5.1.02) The Home Club hosting games at its Ground shall be responsible for the correct marking of the playing fields and the providing and laying out of all bases.
- S5.1.03) Home Run Boundaries MUST be clearly marked on all fields where games are scheduled and be visible to Umpires who are officiating the games. Boundaries must not overlap other playing fields.
- S5.1.04) Any adjustments to the Home Run Boundaries at Club Grounds MUST be notified to the Association and stated in the Ground Rules of the Club concerned.
- S5.1.05) For the Teeball Leagues an arc of ten (10) feet in radius from the back of the Home Plate shall be marked in Fair Territory and shall be known as the "Fair Ball Radius". Balls hit within this area shall be called "foul".
- S5.1.06) For any grounds without a perimeter fence, a field limit line should be drawn parallel to and 25-30' outside the Home/third base line. The player's benches shall be outside this area. The ball is out of play beyond the limits of the playing field.

### S5.2 BASEBALLS

S5.2.01) All Clubs are responsible for sourcing and ensuring each team provides at least one approved ball (as per Table 4) to the Umpire to be used in play each round. If either of these two (2) balls are lost or damaged, it will be the responsibility of the home team to provide replacement approved balls to the Umpire to be used in play.

COMPETITION	APPROVED BALL
LA5-6 Teeball League	8.5" RIB (Reduced Injury Ball)
LA6-7 Teeball League	8.5" RIB (Reduced Injury Ball)
LA7-8 Teeball League	8.5" RIB (Reduced Injury Ball)
Rookie League	8.5" RIB (Reduced Injury Ball)
Minor Leagues	8.5" RIB (Reduced Injury Ball)
Little League Div 2 & below	8.5" RIB (Reduced Injury Ball)
Little League Div 1	9" hard baseball
Intermediate League	9" hard baseball
Junior League	9" hard baseball
Senior League	9" hard baseball



*Table 4 – Approved Baseballs***S5.3 BATS**

- S5.3.01) All bats must conform to the sport of Baseball: a smooth, rounded stick and made of wood or of material and colour tested and proved acceptable to Little League standards. Any differing bats must have the prior approval of the GWBA Executive for them to be used in games.

**NOTE:** *Differential is the overall difference between the length and weight of the bat. I.e. 32 inches long and weight 27 ozs - differential of minus 5.*

**S5.3A) Bats for Teeball / Machine Pitch / Minor Leagues / Little Leagues:**

- S5.3A.01) It shall not be more than 33 inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.
- S5.3A.02) All non-wooden bats must bear the USA Baseball marking.
- S5.3A.03) Solid one-piece wood barrel bats do not require a USA Baseball logo.
- S5.3A.04) Little League (Majors) and below, for regular season play and Tournament, composite barrel bats are prohibited unless approved by Little League International. A list of approved and licensed composite barrel bats can be found on the Little League website at [www.LittleLeague.org](http://www.LittleLeague.org)
- S5.3A.05) Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls:

<https://www.littleleague.org/partnerships/licensing/baseballs-softballs/>

**S5.3B) Bats for Intermediate and Junior League:**

- S5.3B.01) It shall not be more than 34" inches in length; nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.
- S5.3B.02) Non-wooden bats above must bear the USA Baseball marking.
- S1.1A.02) Non-wooden bats meeting the BBCOR performance standard, and so labelled with a silkscreen or other permanent certification mark shall be permitted.
- S5.3B.03) Solid one-piece wood barrel bats do not require a USA Baseball logo.

**S5.3C) Bats for Senior League:**

- S5.3C.01) It shall not be more than 36 inches in length, nor more than  $2\frac{5}{8}$  inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.
- S5.3C.02) The bat shall not weigh, numerically, more than three ounces less than the length of the bat ( -3) (e.g., a 33-inch-long bat cannot weigh less than 30 ounces).
- S5.3C.03) All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a permanent certification mark on the barrel of the bat in any contrasting colour.
- S5.3C.04) Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be a permanent certification mark located on the barrel of the bat in any contrasting colour.

COMPETITION	Maximum diameter (Inches)	Maximum length	Maximum differential	Bat Marking
Teeball	2 5/8	33 inches	-12	USA Baseball only
Machine Pitch	2 5/8	33 inches	-12	USA Baseball only
Minor Leagues & Little Leagues	2 5/8"	33 inches	-12	USA Baseball only
Intermediate & Junior Leagues	2 5/8	34 inches	-12	USA Baseball only <i>BBCOR permitted where meets requirement below</i>
Senior Leagues	2 5/8	36 inches	-3	<b>BBCOR</b> marking required

*Table 5 – Aluminium Bat Regulations*

- S5.3.02) Batting Helmets "Double Eared" batting helmets MUST be worn in all Leagues by Players while they are batting and/or running the bases, and if required to act as Base Coaches.
- S5.3.03) Wood bats may be used at any level provided they meet the same requirements of aluminium or composite barrel bats specific to that league age and they are listed on the current year official list by the WBSA. <http://www.wbsa.org/wp-content/uploads/Official-WBSA-Approved-Wooden-Bats-List-2016-v-1.pdf>

## S5.4 BATTING TEES

- S5.4.01) All "Batting Tees" used in Tee Ball and other relevant games, MUST be adjustable and allow for easy removal during any plays made at Home Plate. The safety of Players should be considered as the basis for the design of, and materials used in the construction of any Tees.

## S5.5 PITCHING MACHINES

- S5.5.01) All machine equipment to be used for Machine Pitch (Rookies) League play MUST be approved by the GWBA Executive before they are used in any Competition games.
- S5.5.02) The machine to be used in GWBA Competition is the Zooka, with short legs.

## S5.6 CATCHER'S EQUIPMENT

- S5.6.01) For Tee Ball Leagues, Catchers MUST wear a Batting Helmet for protection while fielding in that position.
- S5.6.02) For all other Leagues, a Catcher's Mask, Helmet, Chest Protector and Leg Guards MUST be worn by all Catchers while fielding in that position.
- (a) All Catchers' Masks MUST have a protective throat guard or a suitable extension which provides protection to the throat area (including on "hockey" styled masks).
- S5.6.03) For Live Ball Leagues, any person serving as a Catcher to warm up a Pitcher the Catcher shall be required to wear the regulation Mask and Helmet, whether the Pitcher is warming up on the mound, in the bullpen or elsewhere.

## S5.7 OTHER SAFETY EQUIPMENT

- S5.7.01) Shin Protectors are recommended for all Players in the Tee Ball Leagues.
- S5.7.02) Protector/Athletic Cups are required to be worn by all Male Players. They are also recommended for Female Players.

## S5.8 SHOES

- S5.8.01) **Senior League Only:** Players in the Senior League competition shall be allowed to wear metal cleated baseball shoes/boots.

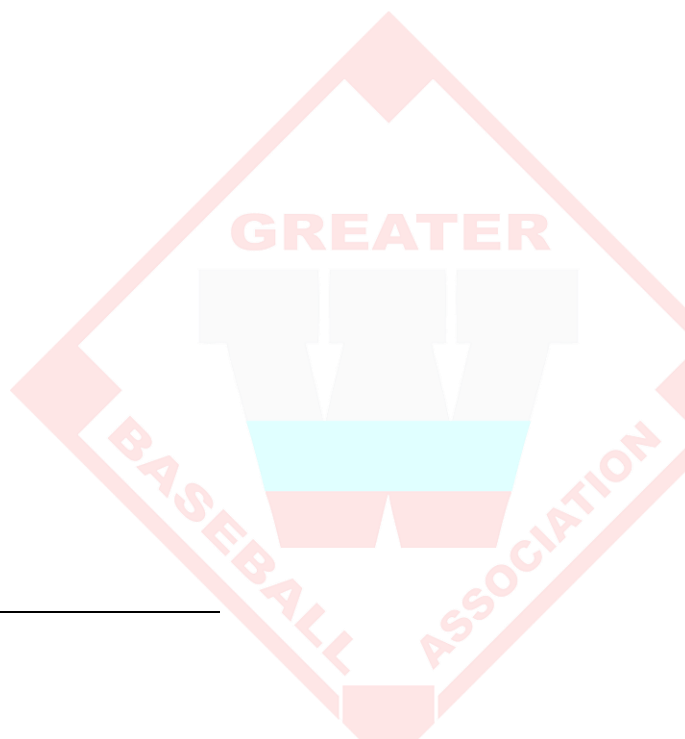
- S5.8.02) No players in any other Junior Competition League shall be permitted to wear footwear with metal or screw-in studs/cleats of any material. ONLY moulded cleats or one-piece rubber soled shoes or boots are permitted.

## S5.9 BASES

- S5.9.01) Home plate in Little League Minor, and any lower graded competition in these age groups, shall use a 19" wide plate (as compared to a regulation home plate which is 17" wide) to increase the number of strikes thrown and to encourage batters to use their bats more often.
- S5.9.02) The use of breakaway Hollywood style bases is mandatory in all junior competitions conducted by GWBA.

## S5.10 NON-CONFORMING EQUIPMENT

- S5.10.01) Only approved equipment is to be used in games. If any items are found not to conform, they shall not be permitted to be used and MUST be removed whenever the situation comes to light. If, after they have been warned, any Player or Team continues to use equipment which does not conform to the Association's Rules, the Umpire shall remove the offending Player or Coach from the game. Where, after such action, a team continues to disregard an Umpire's warning, "TIME" shall be called and the game shall be awarded "9-0" to the opposition.



## SECTION 6 - GENERAL PLAYING RULES (ALL LEAGUES)

The following Rules in this Section shall apply to all games in all Leagues and Divisions

### S6.1 PLAYER PARTICIPATION

S6.1.01) All players present on any game day must receive a minimum of one (1) Plate Appearance and be on the field for three (3) Defensive Outs.

- (a) Should a defensive inning be declared as a result of reaching any Run Limit, any players on the field at that time shall be credited with any remaining outs not recorded for the purpose of this rule.

**NOTE:** If there is one (1) out recorded and the offensive team reaches its maximum allowable runs, the defensive players on the field at the time of the final run being scored shall also be credited with the two (2) remaining outs.

S6.1.02) **PENALTY:** Any breaches of the Player Participation Rule will result in the win and any points being removed from the offending team (where applicable). In a FINAL SERIES game, the result will be the opposing team being awarded the win, for the purpose of advancement.

- (a) For the first offence, the coach of record shall receive a one week suspension.
- (b) For a second offence by the same team, the coach of record shall receive a four week suspension.
- (c) For a third or any subsequent breach by the same team, the coach of record shall be suspended for the remainder of the season, including final series.

**NOTE:** This is a regulatory breach, and whilst an opposing team may note a protest about this infraction to draw attention to it, the Executive Committee of the Association shall issue penalties accordingly based upon information received on the game results.

### S6.2 COLLISION RULE

S6.2.01) Any Runner who (a) deviates from his/her direct pathway to the plate/base to initiate contact, or (b) does not slide, or (c) attempt to avoid collision, with a Fielder or Catcher in possession, or act of fielding, of the ball, or shall be given "OUT ON INTERFERENCE", even if the player loses possession of the ball. In such cases the ball is "DEAD" and any other Runners shall return to the last base legally occupied at the time of the collision unless forced to advance.

- (a) The failure by the runner to (a) make an effort to touch the plate or base, (b) inability to remain in contact with a base, (c) the runner's lowering of the shoulder, or (d) the runner's pushing through with his hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the defensive player in violation of Rule S6.2.01). If there is no contact, or if the runner slides into the plate in an appropriate manner, they shall not be adjudged to have violated Rule S6.2.01).
- (b) A slide shall be deemed appropriate, in the case of a feet first slide, if the runner's buttocks and legs should hit the ground before contact with the defensive player. **NOTE:** Players are not permitted to slide into any base or home plate head first (this shall only be permitted in the case of diving back to any base).

S6.2.02) 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 on OBSTRUCTION.

*NOTE: This is a "vicinity situation" – a catcher cannot be deemed to be blocking the plate if the runner is not in the vicinity of home plate. This area is typically regarded as being within the expected area a runner would commence sliding in order to reach the plate.*

NOTE: Especially in plays involving home plate, the umpire should be looking for either of the following to determine whether or not an infringement occurred:

**By the defence:**

- prior to receiving the ball, the fielder should be completely in front or behind the plate.

**By the runner**

- did the runner change his/her direct path, drop their shoulder (ie. Shoulder charge), or attempt to 'push through' in making contact with the fielder.
- could the runner have been reasonably expected to reach the plate/base if sliding from just prior to the point of contact.

*NOTE: The failure by a runner to slide when a play is being made upon them shall not be reason alone to declare them out.*

- S6.2.03) A player shall attempt to avoid the tag when caught in a run-down situation and shall not deliberately charge the player with the ball, or attempt to charge a player without the ball while standing on the line. If in the umpires judgement the runner initiates excessive and avoidable contact, then, he/she will be given out on INTERFERENCE.

### S6.3 LINE-UPS AND SUBSTITUTIONS

- S6.3.01) The Greater Western Baseball Association's Junior Competition shall utilise a continuous batting order in all competitions.
- S6.3.02) A team's line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line-up to bat.
- S6.3.03) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members.
- (a) A player in the starting line-up who has been removed for a substitute must re-enter in the same position in the batting line-up, provided their original replacement:
- (i) has completed one time at bat, and;
  - (ii) has played defensively for a minimum of six (6) consecutive outs.
- S6.3.04) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game, however, such changes can only be made between innings or during a natural break in play.
- (a) The change-over between innings should take no more than 60 seconds.
- (i) If the defensive team is not ready within 60 seconds, the umpire may call the batter to the box and start awarding balls at no less than 10 second intervals.
  - (ii) If the offensive team is not ready with their first batter within 60 seconds, the umpire shall call the batter to the box and may begin calling strikes at 10 second intervals.

**S6.3A) "Re-Entry" Rule**

- S6.3A.01) Where a player cannot continue in a game due to injury, and the team has no fresh reserves, the opposing coach shall select a previously replaced player to re-enter the line-up for the injured player. This course of action does not need to comply with Rules S6.1.01) above and S6.3.03)(a) above.

This rule only applies to teams with more than 12 players with regards to the previously removed players.

- S6.3A.02) In applying these rules, where a team only has nine (9) available players, the injured / removed players' spot in the line-up shall be skipped without penalty. Ie. There are no 'automatic outs' where players are unable to continue in the game. Should any team fall below the minimum number available for the game to continue, and the minimum game duration has not been met, the offending team shall lose on a zero (0) to nine (9) run forfeit.

**S6.3B) "Blood Bin" Rule**

- S6.3B.01) Players who are injured and who require treatment to stem the flow of anybody fluids may leave the game without penalty. A courtesy player will be allowed while treatment is carried out. If there are no reserves, a player other than any injured person who has left the game may be used.

- S6.3B.02) Soiled clothing must be replaced.

- S6.3B.03) Players who after treatment are unable to return to the game at the completion of one (1) innings from the time the player leaves the field, shall be replaced.

**S6.3C) Unconscious Player**

- S6.3C.01) If at any time a player or match official loses consciousness for any length of time, an ambulance is to be called and the person is to be taken to hospital for treatment. Players may not be able to make clear rational decisions immediately after regaining consciousness and may insist on staying at the ground or even in the game, this is to be ignored and an ambulance called.

- S6.3C.02) Remember we all have a duty of care to those that are entrusted to our care and supervision.

**S6.3D) PLAYER CONDITION NOTIFICATION RULE**

- S6.3D.01) Players and/or parents/guardians shall notify their team coach and club officials of any condition which may affect their playing performance or participation in the sport of baseball. Such conditions may include for example; epilepsy, pregnancy, etc.
- S6.3D.02) Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.
- S6.3D.03) The League shall not be held responsible for the players or individual's failure to seek and follow appropriate medical advice.
- S6.3D.04) Information relating to a player's condition shall be held confidentially but may be used by the League for administrative, insurance, legal or related purpose.
- S6.3D.05) 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.

## S6.4 BATTERS

### S6.4A) ON-DECK BATTERS

- S6.4A.01) "ON-DECK" Batters shall only be permitted in the Intermediate League, Junior League and Senior League competitions.
- S6.4A.02) In Teeball, Rookies (Machine / Coach Pitch), Minor Leagues and Little Leagues, players are not permitted to take practice swings before entering the batters box.
- S6.4A.03) All 'On-Deck' Batters MUST wear a batting helmet and are to position themselves on the side behind the batter in the box - i.e. with a right-handed batter in the box the 'On-Deck' batter MUST be on the Third Base side of the diamond; with a left-handed batter in the box the 'On-Deck' batter MUST be on the First Base side of the diamond.

### S6.4B) DESIGNATED HITTER

- S6.4B.01) The use of "Designated Hitters" shall NOT be allowed in any of GWBA Leagues.

### S6.4C) THROWN BATS

- S6.4C.01) Batters are NOT permitted to sling or throw their bats. If, in the Umpire's judgement, a Batter slings or throws the bat in a dangerous manner towards a defensive player, the ball shall be declared "DEAD" and the Batter is to be warned. If the Batter again slings or throws the bat during the game, the Batter shall be called "OUT".

**NOTE:** "Sling or throw in a dangerous manner" should be determined by its direction towards any defensive player or other person authorised to be on the field at the time, but does not include bats that clearly slip from a batter's hands.

A bat that ends up in open area away from other players or officials should not be considered to be dangerous in manner.

## S6.5 STACKING OF BASES

### S6.5.01) There shall be NO "stacking of bases" permitted in any competition.

- (a) Stacking of bases is when, in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored.
- (b) If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the Association Executive.



## SECTION 7 - SPECIFIC PLAYING RULES – TEEBALL

### S7.1 BATTING TEES

- S7.1.01) Batting Tees to be used in Tee Ball games are to be positioned such that the back foot (or base) of the Tee shall be in contact with the front edge of the Home Plate and the stem of the Tee is perpendicular and as close as possible to the Home Plate.
- S7.1.02) Batting Tees may be adjusted for each Batter as they assume their batting stance, providing that "TIME" has been called first.
- S7.1.03) Tees are to be removed by Umpires from the Home Plate area during any plays and returned there once "TIME" has been called.

### S7.2 BATTERS

- S7.2.01) When the Umpire calls "Batter Up", the ball is on the Tee, all defensive players are alert and ready, the tee has been adjusted as required by the Batter, and the Batter has taken his/her stance in the batting box, the Umpire shall call "PLAY" or "PLAY BALL".
- S7.2.02) After the Batter takes his/her stance and addressed the ball on the Tee; no repositioning of the back foot is permitted such as to hit the ball in an appreciably different direction. (Front foot movement is permitted)
- (a) **Penalty** - "Foul Strike" is called against the Batter or the defence may elect to allow the play to stand. If the play is chosen, only forced runners shall advance and only by the same number of bases as the Batter.
- S7.2.03) Practice or levelling swings are not permitted once the Umpire has called for the Batter to play at the ball. Any practice or levelling swings attempted after the call to play shall be called strikes against the Batter.
- S7.2.04) Batters MUST swing at the ball on the Tee with a full forceful swing. No bunting or "soft" swings are allowed. The ball must be hit out of the "Fair Ball Radius" - if it rolls back in, it is a "Foul"; if it lands and stops on the radius line, it is "Fair".
- S7.2.05) If, in the Umpire's judgement, the batter has bunted or attempted to bunt the ball, a strike shall be called and the batter given a warning. If a batter is caught bunting or attempting to bunt after receiving a warning, that batter shall be called "OUT".
- S7.2.06) If, in the Umpire's judgement, the Batter has taken a full and forceful swing, and in no way attempted to bunt, but makes contact and hits the ball on the Tee, the ball is in play if in fair territory.

#### S7.2A) The Batter is out

- S7.2A.01) For LA6-7 and LA7-8 Teeball Leagues: if he/she has three (3) strikes called. A foul is a strike except on the third (3rd) strike. A player will be allowed five (5) fouls before being given out.
- S7.2A.02) For LA5-6 Teeball Leagues: After five (5) genuine attempts to hit the ball, the coach may assist their Batter in the box.

### S7.3 FIELDERS

- S7.3.01) After the Batter takes his/her stance and addresses the ball on the Tee, no substantial repositioning of fielders is permitted.
- (a) **Penalty** - The Umpire may advance the lead Runner one (1) base for infringement after warning the defensive team.

- S7.3.02) Fielders may be positioned anywhere in fair territory but not within 45 feet of the Home Plate, except for the Catcher. No player other than the Catcher may stand in foul territory until the ball is hit.
- S7.3.03) Fielders shall be prevented from being placed upon the direct path between each of the bases. The umpire shall not call "Play" whilst fielders are standing on this path, and shall provide a warning for repeat offenses.
- (a) **Penalty** - The Umpire may advance the lead Runner one (1) base for infringement after warning the defensive team.
- S7.3.04) The Pitcher MUST have both feet in contact with the Pitching Rubber until the ball is hit.
- (a) Where a pitcher leaves his/her position early and has no involvement with the play, the play shall stand. If the pitcher leaves his/her position early and has direct involvement in the play, the batter shall be awarded first base, and all runners forced to advance shall advance.
- S7.3.05) The Catcher must be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball is hit. All Catchers in Tee Ball Leagues MUST wear a Batting Helmet as protective headwear.
- S7.3.06) Players may not spend more than two consecutive innings in the outfield.

#### S7.4 COACHES AND MANAGERS

- S7.4.01) In the LA5-6 and LA6-7 TEEBALL LEAGUES ONLY: up to 2 Coaches/Managers may be positioned in the area of the Outfield, and behind and away from outfield players, during their team's Defensive Innings. They may only instruct their team's players and MUST NOT touch any ball which is "live" and in play, nor interfere with any play in progress.
- (a) Coaches in LA7-8 Teeball Leagues shall be permitted in the outfield up to and including Round five (5) of the Competition, then must remain in the dugout after this point.
- S7.4.02) If a Coach/Manager interferes with a LIVE ball, all runners shall advance two bases from the last base legally touched.

#### S7.5 BASE RUNNING

- S7.5.01) **For LA5-6 Teeball Leagues:** A Batter-runner heading to First Base shall not be allowed to be 'tagged' out.
- For LA6-7 and LA7-8 Teeball Leagues,** only the First Baseman shall be permitted to tag the Batter-Runner heading to first base.
- S7.5.02) Any unassisted put out at First Base must be made by the First Baseman only - Any other fielder can make a play at First Base where the ball has been thrown to them from another fielder.
- S7.5.03) Any unassisted put out at Home Plate must be made by the Catcher only - any other fielders shall be required to throw the ball to the Catcher for the out to count.
- S7.5.04) **For LA5-6 and LA6-7 Teeball Leagues,** A fielder may record a putout on a runner who is not forced to advance, if that runner is within sliding distance of the base at which the play is being made.
- S7.5.05) **For LA5-6 Teeball League:** Once a ball is caught to record an out, the play shall finish and all runners will be returned to the base they were in contact with at the time of the hit.
- For LA6-7 and LA7-8 Teeball Leagues:** OABR shall apply on catches.

### S7.5A) RUNNING ON INFIELD HITS

S7.5A.01) **For all TEEBALL LEAGUES:** On an infield hit players may only advance one base. This rule overrides any other consideration on these plays.

### S7.5B) RUNNING ON OUTFIELD HITS

S7.5B.01) **LA5-6 Teeball Leagues** - on an outfield hit, runners may not advance beyond the bag they are heading to once any player has possession of the ball. This rule overrides any other considerations on these plays.

**LA6-7 and LA7-8 Teeball Leagues** - on an outfield hit, runners may not advance beyond the bag they are heading to once the ball has been returned to the infield and a defensive player has possession of the ball. This rule overrides any other considerations on these plays.

### S7.5C) Advancing

S7.5C.01) Balls thrown out of play shall not advance runners.

S7.5C.02) After the Batter/Runner has reached first base safely, runners may not continually advance on overthrows.

S7.5.06) No Runner shall be permitted to leave a base before the ball is hit. The Umpire shall not call "Play" until ALL Runners are in contact with their bases. If, after a warning is given by the Umpire to a Runner for an infringement of this Rule, the Runner once again is caught leaving a base early, the Runner shall be given "OUT".

### S7.6 INFIELD FLY

S7.6.01) The Infield Fly rule shall not apply

### S7.7 "TIME" RULE

S7.7.01) The Umpire shall call "TIME" when he/she sees no further play is imminent - that is, the defence attempts no further play and the ball is in the secure possession of an infielder in or adjacent to the diamond.

S7.7.02) If the lines defining the diamond are not marked, then the Umpire will judge as to the approximate confines of the diamond on any play.

### S7.8 COMPLETION OF AN INNING

S7.8.01) **For LA5-6 Teeball Leagues:** The inning shall only finish once nine (9) batters have completed their turn at bat. The defence may record as many outs as are available during the inning.

S7.8.02) **For LA6-7 and LA7-8 Teeball Leagues:** The inning shall be complete once three (3) outs are recorded, or nine (9) batters have completed their plate appearances, whichever occurs first.

S7.8.03) There is no run limit in Teeball Leagues.



## SECTION 8 - SPECIFIC PLAYING RULES – ROOKIES LEAGUE

### S8.1 GAME PLAY

- S8.1A.01) MACHINE PITCH: The Umpire Calls "Play" the Pitcher takes a step forward to place the match ball in the mouth of the Zooka, he/she then steps back to his plate. The ball passes the electronic eye, Zooka activates and starts to operate "5 seconds", after three synchronized beeps and bright LED flashes, which allow the batter, get their timing it pitches a strike.
- S8.1A.02) COACH PITCH: When the umpire calls time, a designated thrower (adult) shall throw to batters of their own team. There is no requirement for this to be either overhand or underhand, however, it is recommended to throw overhand with sufficient distance to be easily caught by the catcher.

### S8.1B) The Machine

- S8.1B.01) The Home team or The Association is to provide the Zooka machine. Please ensure the machines are recharged after each use.
- S8.1B.02) Be sure to familiarise yourselves with the error messages.
- S8.1B.03) If the machine will not operate, check for battery charge.
- S8.1B.04) Another common problem is the cup has moved down the barrel, lodging across the sensors and stopping the machine.
- S8.1B.05) Make sure the machine is off and get someone with a small arm to push the cup back down the barrel as far as it will go, then restart the machine.
- S8.1B.06) The Zooka is to be set 6 feet in front of the Pitchers Plate (40' from home plate) and a little to the third base side. The measurement is from the rear of home plate to the rear of the middle leg of the machine. Two of the three legs face home plate, with the third pointing back to second base. The pitcher remains on the 1st base side of the machine, with the Umpire positioned on the 3rd base side or behind the machine.
- S8.1B.07) For Machine Pitch Leagues the setting should be approximately 40-43 MPH. This is approximately 60 per cent of machine power. Remember to achieve a pitch at the right speed the machine power setting is the one you need to set first.
- S8.1B.08) It is recommended each team is to have 10 minutes hitting practice prior to the game commencing. This will start with the away team first, then ending with the home team, who will remain on the diamond to field first. This of course relies on the Zooka being setup and ready to go 20 minutes prior to game time.
- S8.1B.09) Any machine throwing a high percentage of balls versus strikes is to have adjustments made as required, at the direction of the umpire.
- S8.1B.10) If a batted or thrown ball hits the machine, the ball shall be called "DEAD", and:
- S8.1B.11) The batted ball striking the Machine shall be counted as a "hit" and the Batter shall be awarded First Base. Any Runner on base shall not proceed to another base but must return to the base last occupied unless "forced" to another base.
- S8.1B.12) If the ball is thrown deliberately at the Machine, any Runner on base shall be awarded the base they were advancing to PLUS an extra base.
- S8.1B.13) Should a machine breaks down during a game and no replacement is available for use, or in the event of rain, then the game shall be played as a Coach Pitch game.

**S8.1C) Coach / Designated Pitcher**

- S8.1C.01) Each team shall appoint a coach or 'designated pitcher' for the duration of the game. This can be one of the coaches, or any other adult associated with the team.
- S8.1C.02) The designated pitcher shall be positioned approximately six (6) feet in front of the pitcher's mound and approximately two (2) feet towards third base.
- S8.1C.03) The designated pitcher shall throw to their own team's batters.
- S8.1C.04) If a hit ball makes contact with a designated pitcher, the batter shall be awarded first base and only runners forced to advance by this action shall advance.
- S8.1C.05) If a designated pitcher makes deliberate contact with a batted ball, the batter shall be declared out and all runners shall return to the base they occupied at the time of the pitch. For the purpose of this rule, any self-preservation actions taken by a designated pitcher on a hit ball that would have hit them regardless, shall not be considered as deliberate contact.
- S8.1C.06) Once the ball is in play, the designated pitcher shall make every effort to clear the field of play so as not to interfere with the defensive team.

**S8.2 BATTERS**

- S8.2.01) **MACHINE PITCH:** Each pitch shall be called either "ball" or "strike" in accordance with the LL Rulebook.
- (a) Batters shall not be awarded first base after four (4) balls, however, the machine shall be re-calibrated.
- S8.2.02) **COACH PITCH:** Each batter will be allowed a maximum of 5 pitches or 3 swinging strikes, whichever occurs first.
- (a) If the batter fouls the fifth pitch, they may continue to foul additional pitches until the ball is hit or the batter strikes out.

**INSTRUCTION TO UMPIRES:** *With this rule, it is recommended that the pre-pitch signal and verbalisation be in terms of pitches and (swinging) strikes, ie. "Three pitches with two strikes".*

- S8.2.03) A batter hit by a pitched ball will not be awarded first base, however, the pitch will count against the batter's maximum number of pitches.
- S8.2.04) No Bunting shall be permitted.

**PENALTY:** *First offence, the ball shall be dead and a strike added to the batter's count, should the batter already have two other swings or four pitches, the batter shall be declared out on strikes. For any subsequent offence, the batter shall be called out immediately.*

**S8.3 THE PITCHER**

- S8.3.01) The Pitcher MUST have both feet in contact with the "Pitching Rubber" until the ball is hit.
- S8.3.02) A "BALK" shall be called for any infringement and applied as per the Official Australian Rules of Baseball.

**S8.4 THE CATCHER**

- S8.4.01) Catchers MUST be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball is hit.
- S8.4.02) Catchers MUST wear full protective Catcher's Gear as per Rule S5.6.02) above.

- S8.4.03) When a Catcher comes to bat and there are Two (2) outs in any innings, the Catcher is to be replaced by a "Courtesy Runner" on reaching bases safely. The "Courtesy Runner" used shall be the last player from the batting side recorded as an "OUT".

This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.

- S8.4.04) Players who assume the position of Catcher shall be limited to three (3) in the number of innings they are permitted to catch in a game. A single pitch from the machine in any innings shall be classed as an innings caught.

(a) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Catchers do not exceed the number of innings caught.

(b) **The penalty** for over catching a player in the number of innings caught shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement.

- S8.4.05) **ONCE A PLAYER HAS BEEN REMOVED/REPLACED AS CATCHER DURING A GAME, HE/SHE CAN NOT SERVE AS CATCHER AGAIN IN THAT GAME.**

- S8.4.06) All Changes for Catchers must be reported to both the Chief Umpire and Scorers for both teams.

## S8.5 DROPPED THIRD STRIKE

- S8.5.01) On any third strike not swung at, or swung at and completely missed, where the Catcher does not catch the ball, the Batter is "OUT" (scored as a strike out) and the ball remains "live" and in play.

## S8.6 BASE RUNNING

### S8.6A) Stealing

- S8.6A.01) Base Runners are NOT permitted to leave the bases they occupy until the ball has reached home plate.

- S8.6A.02) **MACHINE PITCH:** Runners shall only be permitted to steal a base if the pitched ball goes behind the catcher, or is deflected off the catcher by more than 15 feet.

a) Runners on Third Base at the time of a pitch are NOT permitted to "steal" home unless the Catcher makes a play to another base. If a successful play is made on a Runner from Third Base who attempts to "steal", the Runner shall be called "OUT".

b) Base runners are not permitted to steal more than one base per PITCHED ball. **This rule overrides any other considerations on this type of play.**

- S8.6A.03) **COACH PITCH:** Runners shall not be permitted to steal on any pitch.

### S8.6B) Leaving Early

The violation by one Base Runner shall affect all other Base Runners in the following situations:

- S8.6B.01) **LEAVES EARLY - NO HIT:** if a play is made on the runner(s) and results in an out(s), the out(s) shall stand, otherwise the runner(s) shall be returned to base legally occupied at time of pitch.

- S8.6B.02) **LEAVES EARLY - BALL HIT IN PLAY:** if a play is made on the runner(s) and results in an out(s), the out(s) shall stand, otherwise the runner(s) shall be returned to base

legally occupied at time of pitch, or the base nearest to this base if forced to advance by the Batter becoming safe.

- S8.6B.03) The Batter shall not be permitted to advance beyond first base, unless awarded such due to a ball hit out of play.
- S8.6B.04) No runner who leaves early shall be permitted to score, unless forced to do so by an award of bases on a ball hit out of play.
- S8.6B.05) If the runner cannot be placed back to third base or a preceding base in accordance with Rule S8.6B.02) above, then they shall return to the dugout, but no run shall be recorded.
- S8.6B.06) Any Base Runner who, in the Umpire's judgement, leaves the bases early shall be given a warning for the violation which is to be noted in the Scorebook. If, after a warning is given, the Base Runner once again leaves the bases early during the game, the Base Runner shall be given "OUT"

### S8.6C) Thrown ball out of play

- S8.6C.01) Runners shall not advance on a ball that goes out of play on an over-throw.

### S8.6D) Advance on over throws

- S8.6D.01) Runners shall not advance on wild throws on an attempted play.

## S8.7 "INFIELD FLY"

- S8.7.01) The "Infield Fly Rule" shall apply in this League.
- S8.7.02) If a fly ball that is not caught required the closest fielder to be within reach or run around the machine, or any designated pitcher who does not clear the vicinity, and would have otherwise been caught with reasonable effort the play shall be declared as INTERFERENCE.
- The ball shall be dead, the batter declared out and all runners must return to the base legally occupied at the time of the pitch.
  - If the catch is made, then the ball is live, runners must tag up and may advance at their own risk as per a normal caught fly ball.

## S8.8 "TIME" RULE

- S8.8.01) When a ball is hit by the Batter play shall proceed normally until the ball is in control of the Pitcher within the confines of the infield and, in the Umpire's judgement, the Batter/Runner and any other Base Runners cannot advance further without being put out in the normal course of play. The Umpire shall then call "TIME".

## S8.9 COMPLETING AN INNING

- S8.9.01) An innings shall be complete when the defensive team completes three (3) outs, or the offensive team scores 4 runs in the first four innings.
- On a play where the fourth (4<sup>th</sup>) run is scored, only the maximum limit or any runners awarded to home by a ball hit (ground rule double or homerun), thrown or deflected out of play (including detached equipment rules), or other infractions by the offensive team (ie. Obstruction) shall also be scored.

NOTE: Where the ball remains alive and in the field of play, the innings is completed as soon as the fourth run scores – any subsequent runners touching home plate shall not count.

- The four-run limit shall only apply in the first four innings of the game. For all subsequent innings, the team that is in front shall have the option to declare their innings once they have scored four runs in that inning.

## SECTION 9 - SPECIFIC PLAYING RULES – PLAYER PITCH

### S9.1 THE BATTER

S9.1.01) Batters shall have pitches called as per the LL Rulebook.

§9.1.02) ~~LL-MINORS~~ **MINOR LEAGUES AND LITTLE LEAGUE DIV2 ONLY:** for the first seven (7) rounds, batters who receive four (4) balls in any single at bat shall complete their at bat with use of a hitting tee and be limited to a maximum of 2 bases off the hit.

- (a) Players are still required to attempt the hit the ball with a full swing, in line with the Rules S7.2 above.
- (b) Should the player mishit their attempt, each swing shall count as a regular strike on their at bat.

### S9.2 PITCHERS AND CATCHERS

S9.2.01) All pitchers should have a maximum of 60 seconds or six (6) warm-up pitches between innings.

After 45 seconds has elapsed between innings, the umpire shall advise the pitcher that they have two (2) remaining warm-up pitches.

- (a) A player entering the game for an injury, without the opportunity to warm-up beforehand, shall be permitted any number of pitches deemed necessary to warm-up, however, this should not exceed a maximum of two (2) minutes or exceed 12 pitches.

S9.2.02) All Changes for both Pitchers and Catchers must be reported to both the Chief Umpire and Scorers for both teams.

S9.2.03) These Leagues shall have limits placed on the number of "Pitches" thrown to the batter by players who assume positions as Pitchers in games, and on the number of "Innings" caught by players who assume positions as Catchers in games. Limits which shall apply are as follows:

COMPETITION / LEAGUE	LEAGUE AGE	MINOR	SUBSTANTIAL 1	SUBSTANTIAL 2	SUBSTANTIAL 3	MAJOR	
Little Leagues	9,10,11,12	1 – 20	21 - 35	36 - 50	NOT PERMISSABLE IN GWBA COMPETITIONS	NOT PERMISSABLE IN GWBA COMPETITIONS	
Intermediate	11,12,13	1 – 20	21 - 35	36 - 50			
Junior Leagues	13,14	1 – 20	21 - 35	36 - 50			51 - 65
Senior Leagues	15,16	1 – 30	31 - 45	46 - 60			61 - 75
<b>DAYS REST REQUIRED:</b>		0	1	2	3		

Table 6 – Pitching Assignments

S9.2.04) A single pitch in any innings shall be classed as an innings pitched or caught.

- (a) A pitcher’s limit and rest periods will be determined by the lowest threshold allowable by either their League Age OR Competition they are competing in as outlined in Table 6 – Pitching Assignments above.

NOTE: A League Age 14 player in Senior League would be limited to 65 pitches (League Age limit), likewise, a League Age 15 player permitted to pitch in Junior League would also be limited to 65 pitches (Competition limit).

- (b) Any player in the position of catcher for more than three (3) innings shall require one (1) calendar days rest from the position of catching. Any single pitch in any inning shall count as an inning caught for the purpose of this rule.
- (c) No catcher shall be used for more than 27 "defensive outs" in a calendar day.



S9.2.05) Pitching assignments and the respective days rests shall apply as calendar days.

*"REST" - players shall not be permitted to undertake competitive pitching work during their required days rest. Players may participate in activities such as a light bullpen, however, they should observe the rest period required for the assignment directly below the one completed (ie. any player who throws a Substantial 2 assignment should have a complete days rest from any pitching related work, as per requirement of the Substantial 1. Similarly, a Junior League or Senior League player who throws a Substantial 3 assignment, should not participate in any pitching related activities for two calendar days).*

S9.2.06) Once removed from the position of pitcher, they shall not be permitted to return to the position of pitcher in the same game.

S9.2.07) In determining the pitching assignment, this shall be determined as at the first pitch thrown to their final batter faced. A pitcher reaching the maximum pitch threshold during a single batter may 'complete the batter' and not be penalised for reaching a higher limit.

**NOTE: Where a pitcher exceeds a particular pitching assignment during their final batter, the assignment they are to be credited with, and the pitch number at which they commenced the final batter, should be noted on the result sheet and score books.**

**The Official GWBA Scorebooks (from Summer 2016|17) has a place to note Last Batter Pitches - LBP for this purpose.**

S9.2.08) Scorers should notify the Chief Umpire, who will in turn advise the defensive team's Coach, when a Pitcher is within ten (10) pitches of the maximum allowable number, or a Catcher is into their final innings.

(a) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Pitchers do not overpitch in the number of pitches or thrown in a game, or that their Catchers do not exceed the number of innings caught in a game. The penalty for overpitching a player either in pitches or innings, or over catching a player in innings, shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement. In the final series only, the penalty for such breaches will not only be the loss of the game, but the awarding of the win to the opposing team, suspension of the coach for up to four (4) games for a first offence and automatic suspension for the following season for a second infringement.

S9.2.09) Defensive Visits shall be in line with Little League Rules, specifically 8.06.

(a) A Coach or Manager may come out once (**Minor Leagues:** twice) in one inning to visit with a pitcher, but the second time (**Minor Leagues:** third) in the same inning the player must be removed as a pitcher.

(b) A Coach or Manager may come out twice (**Minor Leagues:** three times) in one game to visit with a pitcher, but the third time (**Minor Leagues:** fourth) in the same game the player must be removed as a pitcher.

(c) A Coach or Manager may talk to any other player(s) during a Defensive Visit. A Coach or Manager who is granted time out to talk to any defensive player shall be charged with a visit against the pitcher on the mound.

(d) If a Coach or Manager fails to first advise the umpire of a defensive change when a pitcher is forced to be removed in accordance with rules S9.2.09)(a) and S9.2.09)(b) above, the pitcher shall be placed on the bench for the completion of that inning. A

reserve player may be substituted at this point, however, if no reserve is available, the team must complete the inning with one less player.

**NOTE:** A Coach or Manager granted time to check on a player due to injury concern shall not be charged with a visit. The Umpire should accompany the Coach or Manager and ensure that only the potential injury is discussed, or otherwise charge a defensive visit.

**NOTE:** During a change of innings, a Coach or Manager shall be charged with a visit where they cause the game to be delayed beyond the 60 second change over. If they leave the field upon the umpire advising of two remaining warm-up pitches, they shall not be charged with a visit.

### S9.2A) Pitcher and Catcher interchanges:

- S9.2A.01) Players shall not be permitted to play the positions of pitcher and catcher in the same game.
- S9.2A.02) Any pitcher who has thrown more than 40 pitches may not be used in the position of catcher for the remainder of the day.
- S9.2A.03) Any catcher who is in that position during any three innings shall not be permitted to be used in the position of pitcher for the remainder of the day.

### S9.2B) Pick offs:

- S9.2B.01) **MINOR LEAGUES AND LITTLE LEAGUES** pitchers shall not be permitted to attempt "pick offs" in these Leagues.
- S9.2B.02) **INTERMEDIATE, JUNIOR LEAGUE and SENIOR LEAGUES** pitchers shall be allowed to "pick off" in these Leagues. "Pick offs" attempted shall not be counted as balls pitched.

### S9.2C) Balks:

- S9.2C.01) **MINOR LEAGUES AND LITTLE LEAGUES:** There shall be NO Pitcher's "balk" in these Leagues.
- S9.2C.02) **INTERMEDIATE, JUNIOR and SENIOR LEAGUES:** Balks shall apply to Pitchers in these Leagues as per the Little League Rulebook.

**NOTE:** In the Little League Rulebook, it is not a balk if a pitcher feints a throw to third base.

### S9.2D) CATCHERS

- S9.2D.01) Catchers MUST be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball leaves the Pitcher's hand.
- S9.2D.02) All Catchers MUST wear full protective Catcher's Gear as per S5.6.02).
- S9.2D.03) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher is to be replaced by a "Courtesy Runner" on reaching bases safely. The "Courtesy Runner" used shall be the last Batter "OUT". This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.

### S9.3 "DROPPED" THIRD (3RD) STRIKE

- §9.3.01) **LITTLE LEAGUE MINORS, MINOR LEAGUES AND LITTLE LEAGUE DIV2:** If the Catcher does not catch the third Strike, the Batter is "OUT" (scored as a strike out) and the ball remains "live" and in play.

If a batter makes contact with the ball but is uncaught, this shall be deemed an ordinary foul.

S9.3.02) **LITTLE LEAGUE MAJORS, INTERMEDIATE, JUNIOR and SENIOR LEAGUES:** The Official Baseball Rules shall apply. [**LL MAJORS ONLY:** see base running limits Rule S9.4A.08) below]

## S9.4 BASE RUNNING

### S9.4A) MINOR LEAGUES AND LITTLE LEAGUES:

S9.4A.01) When the Pitcher is in contact with the "pitching rubber" and in possession of the ball, and the Catcher is in position in the "Catcher's Box" ready to receive delivery of the ball, Base Runners may NOT leave their bases until the ball REACHES THE BATTER. The violation of this rule (hereafter called leaving early) by one Base Runner shall affect all other Base Runners in the following situations:

S9.4A.02) **LEAVES EARLY - NO HIT:** if a play is made on the runner(s) and results in an out(s), the out(s) shall stand, otherwise the runner(s) shall be returned to base legally occupied at time of pitch.

S9.4A.03) **LEAVES EARLY - BALL HIT IN PLAY:** if a play is made on the runner(s) and results in an out(s), the out(s) shall stand, otherwise the runner(s) shall be returned to base legally occupied at time of pitch, or the base nearest to this base if forced to advance by the Batter becoming safe.

S9.4A.04) The Batter shall not be permitted to advance beyond first base, unless awarded such due to a ball hit out of play.

S9.4A.05) No runner who leaves early shall be permitted to score, unless forced to do so by an award of bases on a ball hit out of play.

S9.4A.06) If the runner cannot be placed back to third base or a preceding base in accordance with Rule S9.4A.03) above, then they shall return to the dugout, but no run shall be recorded.

S9.4A.07) Any Base Runner who, in the Umpire's judgement, leaves early shall be given a warning for the violation which is to be noted in the Scorebook. If, after a warning is given, the Base Runner once again leaves the bases early during the game, the Base Runner shall be given "OUT".

S9.4A.08) **For ~~LL Minors~~ Minor Leagues and Little League Div2:** Runners shall only be permitted to steal a maximum of one base per pitched ball. This rule shall override all other considerations on this play.

**For LL Majors:** Runners shall only be permitted to steal a maximum of one base per pitched ball. However, if a play is attempted on that runner and results in a wild throw or misfield outside of the vicinity of the base, then that runner shall be allowed to attempt to advance a maximum of one additional base.

**NOTE:** Base running limitations for stolen bases shall apply to dropped third strikes in [Little League Div1](#)

S9.4A.09) Runners may not advance on any thrown ball from the catcher to the pitcher, unless misfielded by the pitcher.

S9.4A.10) NOTE: Once the catcher is in possession of the ball, runners should be returning to their bases.

### S9.4B) JUNIOR AND SENIOR LEAGUES:

S9.4B.01) Base running, leads and stealing as per OABR.

### S9.4C) THROWN BALLS OUT OF PLAY

S9.4C.01) OABR Rules shall apply to all balls thrown out of play.

## S9.5 COMPLETING AN INNING

S9.5.01) An innings shall be complete when the defensive team completes three (3) outs, or the offensive team scores 4 runs in the first four innings.

- (a) On a play where the fourth (4<sup>th</sup>) run is scored, only the maximum limit or any runners awarded to home by a ball hit (ground rule double or homerun), thrown or deflected out of play (including detached equipment rules), or other infractions by the offensive team (ie. Obstruction) shall also be scored.

NOTE: Where the ball remains alive and in the field of play, the innings is completed as soon as the fourth run scores – any subsequent runners touching home plate shall not count.

- (b) The four-run limit shall only apply in the first four innings of the game. For all subsequent innings, the team that is in front shall have the option to declare their innings once they have scored four runs in that inning.

