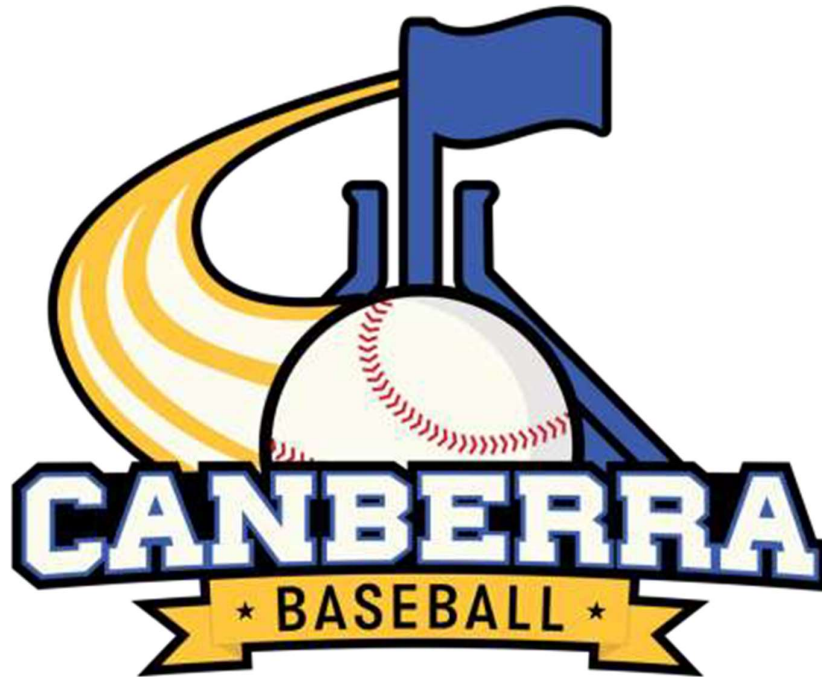


# BASEBALL CANBERRA JUNIOR LOCAL RULES



Interpretation of these Local Rules is vested in the Baseball Canberra Executive and Board of Director

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## SECTION 1: GENERAL

Where not specifically mentioned in these Local Rules the Little League International Regulations, Playing Rules and Operations Policies (Green Book), and the Official Baseball Rules will apply.

### **RULE 1: CODES OF BEHAVIOUR**

The following codes of behavior apply to players, coaches, officials, and spectators.

- (a) Good relationships must be fostered between clubs and their teams before, during and particularly after games. Spectators should not only support their own team, but also show appreciation of good play by the opposition, and never barrack against or belittle their opponents.
- (b) The authority and decisions of the umpire must be respected. If any person directs abuse, intimidating language, or tactics to any umpire they will be reported, and further disciplinary action may occur.
- (c) The coach of each team must insist that their players always behave in a sportsmanlike manner, especially towards members of the opposing team. The use of intemperate or unseemly language by players or coaches is absolutely forbidden.
- (d) Club representatives of each team, including coaches and managers, are required to draw the attention of their spectators or their own players to the above conditions regarding behavior if these conditions are being disregarded.
- (e) Scorers are match officials and are to comply with the location and conduct rules prescribed in these rules and by the ACT Scorers Association. Scorers must sit together, preferably behind the play at home plate, but away from spectators. Scorers are to be fully conversant with the Local Rules with particular regard to pitch counts and eligibility. Players are not to approach scorers unless so directed by coaches, managers, or umpires.
- (f) Persons occupying bench areas or coaches boxes are deemed to be team/club officials.
- (g) Players, coaches, officials and/or spectators may be reported for misconduct.
- (h) Players, managers, and coaches are not permitted to consume alcoholic beverages, smoke or chew tobacco on the playing field, benches or dugout. Nor shall any of the above-mentioned persons leave the playing field for such a purpose. Penalty: person/s to be placed on report or ejected or both. Scorers are NOT permitted to smoke.

## SECTION 2 - COMPETITION STRUCTURE

### **RULE 2: STRUCTURE**

The Baseball Canberra junior competition shall be structured to align to the *Little League International Inc.* and *Baseball Australia* age groupings, which prescribe that a player must be under the respective age as of the 31<sup>st</sup> of August each year. (For the 2022/23 season, this date is **31/08/2022**):

T-Ball	<b>Under 7</b> (or 6-year-old and younger)
Little League Minor (Machine Pitch)	<b>Under 9</b> (or 8-year-old and younger)
Little League Minor (Player Pitch)	<b>Under 11</b> (or 10-year-old and younger)
Little League Major	<b>Under 13</b> (or 12-year-old and younger)
Junior League	<b>Under 15</b> (or 14-year-old and younger)
Senior League	Under 17 (or 16-year-old and younger)

### **RULE 3: AGE QUALIFICATIONS**

The Competitions Age Chart, posted on the Baseball website, stipulates the League Age requirements for athletes participating in Baseball Canberra Junior Competitions

- (a) **Note 1:** To be eligible to qualify for a Baseball Canberra Charter Team a player must play in at least sixty percent (60%) of the Minor Round games (cancelled games are not included in the final count) of the Baseball Junior Competition.

- (b) **Note 2:** All Charter Rules, Regulations and Policies are listed in the Little League International Rule Book. You can find these online at: [littleleague.org/playing-rules/rules-regulations-policies](http://littleleague.org/playing-rules/rules-regulations-policies)
- (c) **Note 3:** Junior players must not play in a League lower than that of their age unless a dispensation has been granted by the General Manager, Baseball Canberra. Refer to Rule 9 for exemptions.

**RULE 4: PLAYING FIELD DIMENSIONS**

	T-Ball	Machine Pitch	LL Minor	LL Major	Junior League	Senior League
<b>Pitching Distance</b>	N/A	42'	42'	46'	54'	60' 6"
<b>Base Paths</b>	50'	60'	60'	60'	80'	90'
<b>Outfield (min)</b>	N/A	200'	200'	200'	300'	300'
<b>Passed Ball Line</b>	17'	25'	25'	25'	45'	60'

**Note 1:** Use of outfield cones is encouraged to set out the field for a better playing experience and manage pedestrian traffic.

**RULE 5: MATCH POINTS & PENALTIES**

For a playing win	2 Points
For a bye or no game	No Points
For a draw	1 Points
For a playing loss	0 Points
For a win on forfeit	2 Points
For a loss on forfeit	0 Points ( <u>with prior notification</u> to opposition & Baseball Canberra)
For a loss on forfeit	-3 Points ( <u>without prior notification</u> to opposition & Baseball Canberra)

**Note 1:** T-Ball and Little League Minor (Machine Pitch) do not play Finals

**RULE 6: JUNIOR CLUB CHAMPIONS**

The Baseball Canberra Junior Club Champion will be awarded to the Club with the most points accrued across Little League Minor (Player Pitch), Little League Major, Junior League & Senior League. Points will be awarded in the reverse order in each category according to final rankings at the end of the regular season. Example, if a team finishes 1<sup>st</sup> in an eight (8) team competition they will receive eight (8) points towards the championship, if a team finishes 2<sup>nd</sup> in a 6 team competition, they will receive 5 points. If a club has more than one (1) team in a particular age/category, each team's points will count toward the club's overall total.

**SECTION 3 - PLAYER ELIGIBILITY & REGISTRATION**

**RULE 7: ELIGIBILITY**

- (a) A player is eligible to take part in any match in the respective age groupings provided they are within the ACTBA age matrix for the season of the competition. The age matrix is as posted on the Baseball Canberra website.
- (b) Points / fines (\$50.00 per incident) and loss of match (including finals) penalties will be applied to the playing of over age players without approved dispensation, defaulters and to the playing of ineligible players. A defaulter is classed as a person who is unfinancial to Baseball Canberra, a club or, any senior or junior representative squad or Academy program. A club may also be classed as a defaulter to Baseball Canberra. If a club plays a defaulter, it will be classed as a forfeit by the offending club or team. Any player who is not registered on the Baseball Canberra data base prior to the start of the season, shall be ineligible to play until confirmed on the data base.
- (c) Players wishing to transfer from another club within Baseball Canberra must receive clearance by Baseball Canberra prior to participating in any games. Clearance is required in respect of all local players. Clearance can be done electronically via email, the clearance request must be sent to the president of the former club and copied to Baseball Canberra a minimum of 1 week prior to the player participating in any Baseball Canberra league game. If the clearance request is rejected, the player seeking clearance will not be permitted to play until the dispute is resolved.

- (d) Where a team cannot field nine (9) players during the regular season, they may borrow players from another team in a younger age group or a lower division. This can be either within its club or, if players and coaches agree, from an opposing team. A minimum of seven (7) players must be available to take the field; otherwise that team will be required to forfeit.
- (e) For player eligibility during the finals see Section 8 - Finals Series.

#### **RULE 8: REGISTRATION / CLEARANCE**

- (a) All players must be registered with Baseball Canberra and recorded on the database prior to the start of the season. Any player who joins thereafter must be entered on the data base prior to playing. Playing a player not registered on the database in the prescribed time period will result in forfeiture of the game.
- (b) All transfers within the ACT, during the season, must be cleared (in accordance with Rule 7 [b]) by the previous club. There is to be no transfer of any junior player/s to another club within the ACT after the 31st December. Any games played with the previous club are to be transferred to the new club, for final series eligibility. Playing an un-cleared player will result in the forfeit of the game.

#### **RULE 9: PLAYER DISPENSATION**

Baseball Canberra may give dispensation to over age players so that they may play the season in a younger age competition, upon written request by the Club, endorsed by the Club's President. Such authorisation may be granted to players whose physical skills or abilities render them unsafe to compete in their relevant age division or to Clubs in exceptional circumstances (to be decided on a case-by-case basis). If there is no authorisation see Rule 7 [b] for penalties.

Any player granted dispensation to play in a younger age group, will be bound by the pitching and catching restrictions of that lower age group.

Any applications to have a younger player play the season in a higher age group only, based only on advanced skill level, must be made in writing to and approved by Baseball Canberra.

**Note:** A player that is registered to play in their age competition, can play in a higher age competition.

### **SECTION 4 - UNIFORMS, EQUIPMENT & PROTECTION**

**Point 1:** As this section deals mainly with safety requirements, the coach or an official of the club that fails to adhere to direction or fails to ensure that their team, or anyone associated with that team for that day, is non-compliant with this section, will be placed on report. Further disciplinary action may be forthcoming from Baseball Canberra, this includes suspension, fines of not less than fifty dollars (\$50) or both. This action may be applied against an individual or team.

**Point 2:** Clubs are reminded to ensure adequate sun protection is provided for players and officials

#### **RULE 10: HEAD INJURY**

If any player suffers a loss of consciousness, it is a requirement by Baseball Canberra that the player does not play for sixteen (16) days unless a physician certifies otherwise. If the prognosis by a qualified physician has deemed a longer absence, then that must be adhered to. Any such injury is to be reported to Baseball Canberra within 48 hours. The player will be granted those games missed, for eligibility purposes, on production of a medical certificate to the Baseball Canberra office, as soon as possible after the incident.

#### **RULE 11: PLAYER DISABILITY**

Any player who has a permanent disability of any limb, that prevents them from competing to their fullest, has dispensation for a courtesy runner once they have reached first (1st) base of their own accord and, without detriment to their continued participation.

#### **RULE 12: BLOOD RULE**

- (a) Any player/s who are injured and who require treatment to stem the flow of blood may leave the game without penalty.
  - [i] If a baserunner, a courtesy runner may be used until replaced by the original player.
  - [ii] If at bat, the player may obtain treatment and, if the flow of blood is unable to be treated within a reasonable period of time (3 minutes), that player may be replaced with a courtesy batter and with the same count applied.
  - [iii] If on the field a courtesy fielder may be used while treatment is applied.
- (b) Players who are unable to return into the game shall be replaced. The following shall apply:
  - [i] No ejected player may be used as a replacement player.
  - [ii] If no reserves a person who has left the game may be used but only as a courtesy player.
  - [iii] All soiled clothing must be replaced.

**Note** Refer to the *Baseball Australia Infectious Disease Policy* for a more detailed explanation.

#### **RULE 13: UNIFORMS [Includes Dress Code for Coaches]**

- (a) It is a requirement, with the exception of T-ball, that all players appear in the full registered uniform of their club. All defensive players, except catchers, must wear a club cap on the playing field. All offensive players must wear a two-eared batting helmet (preferably of club's colour) on the playing field including the 'on-deck' batter and if in the coach's box.
- (b) All male players must wear sporting protectors.
- (c) Mouth guards are optional and recommended as advisory safety equipment.
- (d) Baseball caps may have an optional flap at the back for sun protection.
- (e) It is also a requirement that coaches be dressed appropriately. Sandals, thongs, bare feet, torn clothing or singlets are not allowed. Any person not correctly attired is not allowed on the playing field or in the dugout.

#### **RULE 14: ADVERTISING ON UNIFORMS**

- (a) Selective advertising is permissible.
- (b) Cigarette and alcohol advertising is not permitted.

#### **RULE 15: BASEBALLS & BATS**

- (a) Baseballs used in any match shall be as approved by Baseball Canberra and shall be in good condition.
- (b) The current regulations for Bats are as posted on the Baseball Canberra website.

#### **RULE 16: HELMETS**

Double-eared batting helmets (preferably of club's colour), complying to the NOCSAE standard, and in good condition, must be worn by all players during their time at bat and for the entire duration of their time on the base paths in all matches, and by on deck batters, player base coaches and bat boys/girls. Players are not to use one-eared helmets.

#### **RULE 17: CATCHERS**

- (a) Any person, whether a player or adult, warming up a pitcher must wear a facemask, throat guard and helmet.
- (b) All catchers are to wear facemasks with a formed or attached throat guard.
- (c) Pitch ball catchers are to wear helmets, throat guards, chest plates and leggings. Use of a designated catcher's mitt is optional.

## **RULE 18: FOOTWARE**

- (a) Molded or nylon cleats, screw-in plastic studs in good condition, molded, flexible or dimpled sole type shoes may be worn.
- (b) Metal cleats may be worn in Junior League and Senior League.
- (c) Screw in metal studs or fixed metal studs [e.g. football boots] are not allowed at any time or in any age group.

## **SECTION 5 - GAME PRELIMINARIES**

## **RULE 19: MANAGING AND COACHING**

- (a) One manager or coach may be used in each coach's box at first and third base during their offensive inning. In keeping with the image of the game, full uniforms are desirable. Player base coaches must wear double-eared helmets.
- (b) In T-ball and Little League (Machine Pitch) - one manager or coach of the offensive team is also permitted to be on the field.
- (c) Players, managers, and coaches must remain on the benches or in their prescribed area during the game.
- (d) If a manager or coach goes onto the playing field (crosses the baseline) more than once during their defensive half of an inning while the same player is pitching, such manager or coach must make a pitching change. This rule is to be enforced by the umpire, but in no way be used to counteract the provisions of Rule 32 (Wasting of Time). A manager or coach may, at any time without penalty, go onto the ground for the sole purpose of giving aid to a sick or injured player.
- (e) Coaches or managers are to check footwear (refer Rule 18) and check that all male players are wearing sporting protectors (refer Rule 13).
- (f) All junior coaches are to hold, or have applied for, Working with Vulnerable People accreditation, must hold the on-line Australian Sports Commission - Community Coaching, General Principles and Child Safety accreditation and must have a current or be working towards a Baseball Australia USA Coaching Level A Certificate if coaching T-Ball, Little League Minor or Little League Major, or Level B is coaching Junior League or Senior League.

## **RULE 20: UMPIRES**

- (a) It is the responsibility of the home team to appoint accredited (Level O minimum) umpires to control pitch-ball matches, with two umpires each for Little League Major, Junior League and Senior League. Note: games can proceed with one umpire. In all pitch-ball age groups it is encouraged that the chief umpire work from behind home plate. If there are no umpires available, the coach of the home team is to umpire the game or forfeit. If the home team coach has to umpire, then their responsibility as coach is passed to another team/club official.
- (b) Baseball Canberra reserves the right to investigate reports on umpiring and take such actions as it deems necessary.
- (c) The umpire shall be deemed to be the official representative of Baseball Canberra for 30 minutes before the scheduled commencement of a game until 30 minutes after the completion of the game.
- (d) For final series games, the ACTBUA will be approached to umpire all finals. However, until informed otherwise the clubs involved shall provide between them, two accredited umpires. One of whom will call from behind the plate and the other will act as base umpire (the more experienced person to act as chief).
- (e) Non-compliant bats must be removed from the dugout/bench and not be permitted to be used in the game.

**PENALTY: Failure by a club to comply with any of the conditions concerning umpires may result in the offending clubs being fined and the loss of match points by the offending Club. A fine of ten dollars (\$10.00) for each offence under Rule 20 [a] and a twenty dollar fine (\$20.00) for each offence under Rule 20 [d] and the loss of match/match points by the offending club for either rule.**



**RULE 21: SCORERS**

Each Club shall supply one scorer for each match in which any team competes, and such scorer shall:

- (a) render assistance to the Umpire of the match by completing the Official Result Sheet and responding to requests for game information
- (b) sit together during their game in a neutral location with an unobstructed view of the play
- (c) be subject to appropriate qualification as Baseball Canberra may from time to time prescribe upon the recommendation of the ACT Baseball Association Scorer's Association.

**Note: It is not always possible to have two scorers. If only one scorer is available it is encouraged that both Coaches endorse the Match Report.**

**RULE 22: ADVERSE WEATHER/GROUND CONDITIONS**

In the event of wet weather, all clubs are to nominate a person responsible for reporting ground conditions of that day's scheduled competition games to their opposition. For any other information on ground closures, refer to the ACT Baseball Association Facebook page.

Where inclement weather or ground conditions prevent a game commencing, the umpire, in consultation with Club officials, may call off that and any subsequent game at that ground provided, that in their combined judgement, there is no possibility of subsequent games commencing that day.

In all cases, an ACTBUA official and/or Club President (or delegated officiator) has the 'final call' with regard to termination of play, not the respective coaches. (Duty of care to players).

In the event of a wash-out, in any grade, regular season games will not be rescheduled. Affected teams will not receive any points, and no score will be recorded.

**SECTION 6 - WHAT CONSTITUTES A GAME**

**RULE 23: REGULATION GAME**

It shall be deemed a regulation game when play is terminated due to adverse weather or ground conditions or other unforeseen circumstances after 3 complete innings or the halfway point of the prescribed game duration (including finals).

If the criteria for a regulation game cannot be completed due to weather, unsafe or an unsuitable playing arena or light during the minor rounds, the game will be deemed a 'no game' and a 0-0 score recorded.

**RULE 24: FORFEITED GAME**

Should either team have less than the required regulation team of seven (7) players in attendance at the scheduled starting time, the defaulting team may borrow players from another of their club's teams or the opposition team (with approval) in order to field nine (9) players. If after ten (10) minutes a team is still unable to field seven (7) players, the match will be forfeited to their opponents and a score of seven (7) runs to nil (0) will be recorded against them. Should both teams be at fault the umpire will declare a 'no game'.

**RULE 25: DURATION OF PLAY**

All games will be on a home and away basis. All home and away games will be timed game and, apart from mid-week games, will be played on a Saturday. Games will be a maximum number of innings or a timed game, whichever occurs first.

Age / Division	Duration of Games
T-ball	60 minutes
Little League Minor (machine pitch)	70 minutes Or five (5) innings, whichever comes first
Little League Minor (player pitch)	80 minutes Or five (5) innings, whichever comes first

Little League Major	120 minutes Or six (6) innings, whichever comes first
Junior League	120 minutes Or Seven (7) innings, whichever comes first
Senior League	120 minutes Or Seven(7) innings, whichever comes first

**Timed Games:** The teams shall not start a new inning with ten (10) minutes until time of game. The actual starting time is that as notified to the scorers by the umpire-in-chief. An inning in progress shall be completed only where necessary (i.e. where the home team is in front at the relevant maximum time limit, the game shall cease then, without the inning being completed).

A game will not continue past the maximum time limit once a result has been achieved. The umpire-in-chief shall be the timekeeper, or may appoint a timekeeper, and all times shall be taken from the umpire's or appointed timekeeper's watch.

For example: If a two-hour game is scheduled to commence at 1:00pm and, for whatever reason commences at 1:10pm, then the actual completion time is 3:00pm (10-minute rule) unless in the middle of an inning.

Change of Inning (This rule only applies to Little League Major, Junior League & Senior competitions): Both the offensive and defensive team must be ready to commence play within 60 seconds from the time that the third out was made in the previous inning. The Umpire in Chief is responsible for enforcement of this ruling.

**PENALTY: Offensive team not ready - After expiration of 1 minute the umpire shall request the batter take their position in the batter's box. If the batter does not take their position, the umpire will then call 'strike' every 20 seconds or, until the batter takes their place in the batter's box. Defensive team not ready - After 1 minute the umpire shall call "play". The umpire shall then call "Ball" every 20 seconds, or until the pitcher and catcher take their position.**

**NOTE:** The umpire in chief may allow more time, as considered reasonable, if the catcher is the 3<sup>rd</sup> out of the inning or is on base when the 3<sup>rd</sup> out was made. In such cases the defensive team must have another player or coach warm up the pitcher in preparation for the recommencement of play. Anyone warming up a pitcher must wear a facemask when in the squatting position, otherwise they must be in an upright ("standing") position.

## SECTION 7 - MATCH CONDUCT

### **RULE 26: THE HOME TEAM**

The home team sets up the diamond, occupies the 1st base side dugout (may differ at Club grounds), bats 2nd and provides accredited umpires. The umpire/s and both coaches will ensure that bases are pegged into position and that no tent or caravan type pegs are used. It is preferable that all bases should be pegged unless the age group/division warrants the use of Hollywood bases. The emphasis is on safety for the players.

### **RULE 27: PRE-MATCH DIAMOND WARM-UP**

Umpires should be in attendance at the diamond at least twenty-five (25) minutes prior to the scheduled start time to check the ground conditions.

When time permits, twenty-five (25) minutes before the scheduled starting time of a game the home team shall be entitled to a warm-up on the playing diamond, not to exceed ten (10) minutes.

Fifteen (15) minutes before the scheduled starting time of a game the visiting team shall be entitled to a warm-up on the playing diamond, not to exceed ten (10) minutes.

Five (5) minutes before the scheduled starting time of a game the playing field must be vacated. Both managers and coaches must meet with the umpire/s to submit lineups, determine ground rules, ground conditions, and sign off on the umpires check sheet. The home team is to provide 2 new and 2 used balls (4 total) to the umpire. The used balls must be in good condition and approved by the umpire. All obstacles, identified by the umpire, shall be notified to the Managers or Coaches prior to the commencement of the game.

Any moveable obstacle, for example broken glass, rubble or syringes\* (\*reportable to Baseball Canberra) are to be removed by an adult from any area, so as not to endanger the health of any player or official

## **RULE 28: MANDATORY PLAY**

Every rostered player present at the start of a game, who has not played in a previous game on that day, must participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purposes of this rule, “six (6) defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies a defensive position while six outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, reaches base safely, or, after reaching base safely, the inning or game ends. For the purposes of meeting the requirements of Mandatory Play, is when a player assumes the position of a batter with no count and one of the following occurs:

- (a) He/she is retired as a batter; or
- (b) He/she is retired as a batter-runner; or
- (c) He/she reaches base and scores; or
- (d) After he/she reaches base, the inning or game ends.

**PENALTY: A determined breach of Rule 28 during the Minor Rounds, for a first offence the player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed, second offence, the offending Coach will receive a one game suspension. During the finals series, the offending team will record a loss.)**

**NOTE: Where a game, for any reason, does not reach the mandated duration, mandatory play is not applicable.**

## **RULE 29: ONE-SIDED GAMES**

All pitch ball games, including finals, shall be called when one team is leading by:

- (a) fifteen (15) or more runs at the completion of the fourth (4<sup>th</sup>) inning (3.5 if home team is leading)
- (b) Ten (10) or more runs at the completion of the fifth (5<sup>th</sup>) inning (4.5 if home team is leading)
- (c) eight (8) or more runs at any time after the completion of the sixth (6<sup>th</sup>) inning (5.5 if home team is leading).

## **RULE 30: BATTING ROTATION**

Where a team is unable to field nine (9) players, its batting order shall consist of its total complement of players in rotation (ie. there will be no automatic outs).

## **RULE 31: RE-ENTRY RULE**

A starting player may only re-enter the line-up due to an injury to another player and will re-enter in the batting position of the injured player. If multiple players are on the bench, the opposing coach will elect which player re-enters the game. The re-entry rule does apply to finals games.

## **RULE 32: WASTING OF TIME**

- (a) It is contrary to the spirit of the game for teams to engage in the practice of wasting time, particularly in the closing minutes of a time-limited contest. Umpires are to take all necessary steps to prevent such malpractice, and persons in charge of teams are warned that Baseball Canberra will not tolerate such tactics. The umpire shall nullify any actions by a team which, in the opinion of any umpire, constitutes the wasting of time in order to gain an advantage or place its opponents at a disadvantage.
  - [i] The attention of managers, coaches and umpires is drawn to the Official Baseball Rules which allow for a game to be forfeited if a team employs tactics designed to delay or shorten the game. In every case where an umpire invokes the penalties set out in (a) and (b) of this rule, the umpire must make a report, naming the offending team, manager and coach, and e-mail the Baseball Canberra office within 48 hours of the completion of the game.
- (b) Baseball Canberra will investigate each such report and may take whatever action it considers appropriate in the circumstances including, but not limited to, a fine of fifty dollars (\$50.00), suspension

and loss of match/match points.

- (c) A relief pitcher who is brought to the mound during an inning in progress will be permitted a maximum of eight [8] warm-up pitches.

**RULE 33: DESIGNATED HITTERS**

There are no designated hitters allowed in any age group of the local junior competition.

**RULE 34: OFFENSIVE RUN RULE**

- (a) An offensive run rule of five (5) runs (no more than 5 runs to score per half inning) shall apply for Little League Minor and Little League Major games.
- (b) An offensive run rule of 5 (5) runs (no more than 5 runs to score per half inning) shall apply for Junior League and Senior League games.

**RULE 35: BALK RULE FOR JUNIOR LEAGUE AND OVER**

All balks will be called for all games in the Junior League age group and over.

**RULE 36: PITCHING/CATCHING RESTRICTIONS**

- (a) The pitch restrictions for a junior player competing in the Baseball Canberra Senior Competition can be found at Appendix 3 - of the Baseball Canberra Senior League Local Rules - Pitching/Catching restrictions. Those restrictions for pitching and catching will apply to all players who are under the age of 18 years of age at 31 December of the relevant Baseball Canberra senior competition and who are playing in the Baseball Canberra senior competition during that season. Pitching and catching limits for the junior competition are identical, and are set as per this Rule,
  - [i] according to the relevant minimum age group the particular junior can qualify for, and
  - [ii] apply for the entire season, irrespective of whether the junior has a birthday during the season. Where dispensation has been granted to a player, under Rule 8(e)[i], to play in a younger age group, the junior player will be bound by the pitching and catching restrictions of the lower age group
- (b) Pitching restrictions: The following pitching limits apply to individual games:

Little League Minor (player pitch)	75 pitches per game or 3 innings whichever comes first
Little League Major	85 pitches per game
Junior League	95 pitches per game
Senior League	95 pitches per game

- (c) A player undertaking a Major pitching assignment, will be entitled to finish pitching to a batter once started, if the at-bat commences prior to the relevant pitch count limit as stated in Rule 36 (b).
- (d) A pitcher's assignment will be classified as:

Assignment	Little League Minor	Little League Major	Junior League	Senior League
MAXIMUM	66-75	66-85	76-95	76-95
MAJOR	51-65	51-65	61-75	61-75
SUBSTANTIAL	36-50	36-50	46-60	46-60
MODERATE	21-35	21-35	31-45	31-45
SHORT	1-20	1-20	1-30	1-30

- [i] Any player pitching a Maximum assignment will be required to complete one day's rest before any playing participation except as a designated hitter or for pinch hitting and pinch running
- [ii] No rest days are required after a Short pitching assignment. However, for two (2) Short assignments on successive days or on the same day, (1) One days' rest is required from pitching and catching.
- [iii] An "assignment" is any pitching role of any length in any game: the delivery of even one pitch shall be considered one assignment.
- [iv] A player once removed, as a pitcher may not pitch again in the same game.

Assignment	Rest Period
Maximum	One (1) day's rest from any defensive role An additional three (3), bringing the total to four (4) day's rest from pitching.
Major	One (1) day's rest from catching Three (3) day's rest from pitching
Substantial	One (1) day's rest from catching Two (2) day's rest from pitching
Moderate	One (1) day's rest from catching One (1) day's rest from pitching
Short	Zero (0) day's rest from pitching No rest day's are required after a Short pitching assignment however, for two (2) short assignments on successive days or on the same day, one (1) day's rest is required from pitching and catching

**Optional Pitcher Re-entry:**

A player may be removed from the defence/replaced to warm up as pitchers but must start the next innings or that player is deemed removed from the game. The player filling the position can be any player not in the line-up at that time, does not take a position in the lineup and any outs made are scored to the original occupant.

Note: The intent of this Option is to smooth the flow of the game, minimise time wasting and to give the replacement pitcher the opportunity to adequately warm-up and be ready to take the mound.

**RULE 37: CATCHING RESTRICTIONS**

- (a) Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day.
- (b) A pitcher cannot play the position of catcher for the remainder of that calendar day.
- (c) One ball caught in an innings constitutes an innings caught.
- (d) The following restrictions apply.
  - [i] T-ball: Catchers are restricted to a maximum of two (2) innings.
  - [ii] Little League Minor (machine pitch): Catchers are restricted to a maximum of two (2) innings.
  - [iii] Little League Minor (player pitch): Catchers are restricted to a maximum of three (3) innings.
  - [iv] Little League Major: Catchers have no innings restrictions
  - [v] Junior League and Senior League: Catchers have no innings restrictions.

**IMPORTANT:** Catching limits are set according to the relevant minimum age category the player can qualify for, and not the age group that he/she is playing in

**RULE 38: PITCHER / CATCHER RESTRICTION INFRINGEMENT PENALTIES**

- (a) It is the Coaches responsibility for ensuring their pitchers/catchers do not exceed the relevant restrictions.
- (b) Loss of match points (will not affect the runs for and against), or loss of match if it is a final, for any junior pitcher or catcher exceeding the pitching/catching restrictions for any reason. (Notwithstanding finishing to a batter as per Rule 36) It is the Coaches responsibility for ensuring their pitchers/catchers do not exceed the relevant restrictions.
- (c) Loss of all match points for that match or loss of match if match is a final for playing a player who:
  - [i] is a non-league approved over age player.
  - [ii] Is a defaulter, and / or
  - [iii] Is not eligible to play for any other reason as per these Local Rules or the Rules of Baseball.

**Note:** If the club has been informed that a player who falls into any of the above categories and then plays that player the following penalties will apply. A fine of fifty dollars (\$50.00) per incident will be imposed on that club as well as the penalty in Rule 38 and any suspension that Baseball Canberra determines, consistent with Baseball Australia penalty for such breaches, should be imposed on the coaching staff.

## **RULE 39: COLLISION RULE**

### **Collisions at Home Plate**

- (a) A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate). If, in the judgment of the Umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the Umpire shall declare the runner out (even if the player covering home plate loses possession of the ball). In such circumstances, the Umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision. If the runner slides into the plate in an appropriate manner, he shall not be judged to have violated Rule 6.01 (i).
- [i] *Rule of Baseball 6.01 (i) (1) Comment:* The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or 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 catcher in violation of Rule 6.01, or otherwise initiated a collision that could have been avoided. A slide into the plate in an appropriate manner, he shall not be adjudged to have violated Rule 6.01. 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 catcher. In the case of a headfirst slide, a runner shall be deemed to have slid appropriately if his body should hit the ground before contact with the catcher. If the catcher blocks the pathway of the runner, the umpire shall not find that the runner initiated an avoidable collision in violation of this Rule 6.01 (i) (1).
- (b) Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. If, in the judgment of the Umpire, the catcher without possession of the ball blocks the pathway of the runner, the Umpire shall call or signal the runner safe. Notwithstanding the above, it shall not be considered a violation of this Rule 6.01 (i) (2) if the catcher blocks the pathway of the runner in order to field a throw, and the Umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

## **RULE 40: MATCH RESULTS**

- (a) It is the responsibility of all teams to have a scorer and submit a match report. Properly completed legible and signed match reports must be emailed to the Baseball Canberra office within 48 hours following completion of the scheduled game. Match reports must be lodged for games not commenced due to weather, ground conditions, forfeit, etc. All match reports are to be sent to [competitions@baseballcanberra.com.au](mailto:competitions@baseballcanberra.com.au)
- (b) Match reports will only list players who participate in the game from the respective teams and must include all pitchers and the number of pitches thrown and innings pitched and, all catchers and the number of innings caught.

## **RULE 41: REPORTED PERSONS**

- (a) Within 48 hours of the conclusion of the game an umpire who reports or removes any player, coach, manager, other club official or spectator from a game for any reason shall forward a report in writing to the Baseball Canberra General Manager
- (b) Reported persons may be requested to appear before General Manager, who shall deal with the matter, and if warranted, impose a penalty.
- (c) Any reported person and their club will be notified of the time, date and venue of any such hearing outlined in Rule 6 [b] above, including the nature of the complaint being investigated.
- (d) A parent and/or adult representative of their club must accompany any juvenile reported to such a hearing.
- (e) A player under suspension in either the Baseball Canberra Junior or Senior competitions shall not be permitted to play in either normal competition rounds or final series. Baseball Canberra will be advised of every Junior suspension.
- (f) Any suspended player, who is also a member of a representative squad or team, will be required to meet with the Coaching Director who may impose further squad sanctions.

**RULE 42: PROTESTS**

- (a) All protests relating to alleged misapplication of the rules or playing conditions must be notified to the umpire at the time the play under protest occurs, and before the next pitch. Any 'judgement' call by an umpire is non- appealable.
- (b) Scorers should note:
  - [i] the time of day.
  - [ii] the number of outs.
  - [iii] the name of the batter at bat.
  - [iv] the count on the batter; and
  - [v] the names and positions of base runners.
- (c) Protests must be lodged in writing with Baseball Canberra not later than 48 hours after the conclusion of the match in which the protest play occurred. A fee of fifty dollars (\$50) must accompany any such lodgment or the protest will not be considered.
- (d) Baseball Canberra shall convene a committee to consider any protest. This committee will meet and resolve the protest as soon as possible for any competition matches but no later than 24 hours before the next scheduled round of final matches. If the appeal is dismissed or deemed frivolous, the fee shall be forfeited. In all other cases the fee shall be refunded. If the protest is upheld and the committee determines that the game must be replayed from the point of protest, Official Baseball Rules shall apply. The committee shall also determine the date on which such replay shall occur.

**SECTION 8 - FINALS SERIES**

**RULE 43: PARTICULAR RULES APPLICABLE TO FINALS**

- (a) There will be no finals in T-ball or Little League (machine pitch).
- (b) The team ranked first in Little League Minor (player pitch), Little League Major, Junior League and Senior League age groups, based on the competition table, shall be declared the minor premier.
- (c) Teams to participate in the final series will be determined by Baseball Canberra at the completion of the league schedule, using the following formula, if required:

For all Grades. The teams will be ranked according to highest points percentage. The top ranked team in each grade will be determined to be the minor premiers.

<b>Points percentage calculation =</b>	<b>(win's x 2) + ( draws x 1) = Team Points</b>
	then
	<b>(Team Points) ÷ (Total games played x 3)</b>

- [i] If the teams are equal the head-to-head method between the teams tied will be used to gain a result.
- [ii] If the teams are still equal, the best for and against (run differential) record for the affected teams will be used to gain a result.
- [iii] If the teams are still equal, the best percentage of runs against divided by defensive innings [between the teams tied] will be ranked higher. Where a half inning has commenced it will count as a full half inning (i.e. whole number) regardless of how many outs are made.
- [iv] If the teams are still equal, the best percentage of runs against divided by defensive outs will be applied against the top team in the competition.
- [v] If the teams are still equal, the best percentage of runs against divided by defensive outs against the second-place team (and each subsequent team if still equal) will be applied.
- [vi] If the teams are still equal, the highest percentage of (runs for divided by offensive outs)/(runs against divided by defensive outs) (between the teams tied) will be applied. If the teams are still equal the same formula is applied the first-place team, then the second-place team, etc. as in 4.

- [vii] If this does not determine a result a play-off will be required.
- (d) If the score is tied at the completion of regulation time and/or innings, extra innings are to be played to obtain a result.
  - (e) For a player to be eligible to compete in the final series they shall have played at least 25% of the matches for a club, in that team, within the ACT in the current Junior competition. A player may play up and in more than one final series provided they have played at least 25% of the games at their proper age category.
  - (f) Baseball Canberra will supply baseballs for grand finals only.
  - (g) Baseball Canberra will arrange umpires using ACTBUA resources, where available.
  - (h) Baseball Canberra will provide an on-site independent tribunal at the finals to resolve disputes.
  - (i) Baseball Canberra may, if possible, reschedule washed out grand final games.
  - (j) In the event of multiple divisions with an age-group, players are eligible for the team in which they have played the majority of their games - assuming they have met the criteria to play for that club in the finals.
    - [i] In the event of equal games played between grades, the club can choose where the player can play.
    - [ii] Lower division players can play up, but higher division players cannot play down.

**RULE 44: TIE BREAKER WHERE EXTRA INNINGS (FINALS ONLY)**

Where extra innings are required and any "extra inning" is about to commence, the Team at bat shall commence the TOP of the inning with runners on first and second base. The batter who leads off an inning shall continue to be the batter who would have normally led off the inning. The runner on first shall be the batter, (or substitute batter), immediately preceding the batter who leads off the inning. The runner on second base shall be the batter, (or substitute batter), immediately preceding the runner on first base. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game, as would be the case with any substituted player pursuant to the Official Baseball Rules.

For purposes of this Rule, any "extra inning" is defined as the sixth inning or later in a five-inning game, the seventh inning or later in a six inning game, the eighth inning or later in a seven inning game.



## Senior League Consolidated Rules – Appendix 1

**Age Group:** refer to Baseball Canberra Age Matrix

**Pitching Distance:** 60 feet & 6 inches or 18.45 meters

**Diamond Paths:** 90 feet or 27.44 meters

**Home Run Fence:** Left & Rightfield 300 feet or 91.44m & Centrefield 330 feet or 100.61m

**Ball Size:** 9.25 inches

**Bat Regulations:** 2 5/8-inch barrel with BBCOR OR Wood/Wood Composite, no more than 36 inches in length.



**Innings:** 7 innings or 120 minutes, whichever comes first.

**Game Time:** No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs. No new inning will commence after this time, but an inning in progress should be completed, unless not necessary to do so i.e. where the home team is in front at the relevant maximum time limit. If that is the case, then a result has been achieved and the game should cease.

**Maximum Runs per Innings:** 5 runs

**Balks:** Balk rule will be enforced.

**Mercy Rule:** 15 runs in front in, or on completion of, the 4<sup>th</sup> inning, 10 runs in front in, or on completion of, the 5<sup>th</sup> inning or 8 runs in front in or on the completion of the 6<sup>th</sup> inning.

**Team Composition:** Teams must have 7 players to start a game, otherwise a forfeit will apply (7-0).

**Pitch Count:** Maximum 95 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound. **Penalties:** Please refer to the Baseball Canberra Junior Local Rules for further pitching rules, day's rest requirements and penalties.

**Pitcher/Catcher Rule:** A player cannot pitch then catch.

**Catching Restrictions:** No innings restrictions.

**Automatic Out Rule:** When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

**Mandatory Play Rule:** All players on the team sheet, who have not played in a previous game on that day, must take part in the game for a minimum of 6 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

**Collision Rule:** Runners MUST slide if a collision play is likely to occur at a base (except First Base).

**Collision Rule Penalty:** The runner will be given out.

**Catcher Speed Up Rule:** A courtesy runner for the catcher is optional with none or one out but mandatory with two out in timed games and should be someone not currently in the active line-up or the most recent out when there are no reserve.

## Junior League Consolidated Rules – Appendix 2

**Age Group:** refer to Baseball Canberra Age Matrix

**Pitching Distance:** 54 feet or 16.46 meters

**Diamond Paths:** 80 feet or 24.39 meters

**Home Run Fence:** Left & Rightfield 250 feet or 76.22m & Centrefield 300 feet or 91.44m

**Ball Size:** 9.25 inches

**Bat Regulations:** 2 5/8-inch barrel with BBCOR OR USA Baseball marking, no more than 34in in length.



**Innings:** 7 innings or 120minutes, whichever comes first.

**Game Time:** No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs. No new inning will commence after this time, but an inning in progress should be completed, unless not necessary to do so i.e. where the home team is in front at the relevant maximum time limit. If that is the case, then a result has been achieved and the game should cease.

**Maximum Runs per Innings:** 5 runs

**Balks:** Balk rule will be enforced.

**Mercy Rule:** 15 runs in front in, or on completion of, the 4<sup>th</sup> inning, 10 runs in front in, or on completion of, the 5<sup>th</sup> inning or 8 runs in front in or on the completion of the 6<sup>th</sup> inning

**Team Composition:** Teams must have 7 players to start a game, or a forfeit will apply (7-0).

**Pitch Count:** Maximum 85 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound. **Penalties:** Please refer to the Baseball Canberra Junior Local Rules for further pitching rules, day's rest requirements and penalties.

**Pitcher/Catcher Rule:** A player cannot pitch then catch.

**Catching Restrictions:** No innings restrictions.

**Automatic Out Rule:** When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

**Mandatory Play Rule:** All players on the team sheet, who have not played in a previous game on that day, must take part in the game for a minimum of 6 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

**Collision Rule:** Runners MUST slide if a collision play is likely to occur at a base (except First Base).

**Collision Rule Penalty:** The runner will be given out.

**Catcher Speed Up Rule:** A courtesy runner for the catcher is optional with none or one out but mandatory with two out in timed games and should be someone not currently in the active line-up or the most recent out when there are no reserves.

## Little League Major Consolidated Rules – Appendix 3

**Age Group:** refer to Baseball Canberra Age Matrix

**Pitching Distance:** 46 feet or 14.02 meters

**Base Paths:** 60 feet or 18.28 meters

**Home Run Fence:** 200 feet or 61m- use of outfield cones is encouraged

**Ball Size:** 9.25 inches

**Bat Regulations:** 2 5/8-inch barrel with USA Baseball marking, no more than 33in in length.

**Innings:** 6 innings or 120 minutes, whichever comes first.

**Game Time:** No new innings after 110 minutes with the time being the moment the third out of the previous innings occurs. No new inning will commence after this time, but an inning in progress should be completed, unless not necessary to do so. i.e. where the home team is in front at the relevant maximum time limit. If that is the case, then a result has been achieved and the game should cease.

**Maximum Runs per Half Innings:** 5 runs

**Balks:** Balk rule will NOT be enforced.

**Mercy Rule:** 15 runs in front in, or on completion of, the 3rd inning, 10 runs in front in, or on completion of, the 4<sup>th</sup> inning or 8 runs in front in or on the completion of the 5<sup>th</sup> inning

**Team Composition:** Teams must have 7 players to start a game, or a forfeit will apply (7-0).

**Pitch Count:** Maximum 85 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound. **Penalties:** Please refer to the Baseball Canberra Junior Local Rules for further pitching rules, day's rest requirements and penalties.

**Pitcher/Catcher Rule:** A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day.

**Catching Restrictions:** No innings restrictions.

**Automatic Out Rule:** When a team plays with eight (8) or less players, no automatic out will be recorded against the vacant batting position. A player who declines to bat or cannot complete their 'at bat' will be recorded as an out.

**Mandatory Play Rule:** All players on the team sheet, who have not played in a previous game on that day, must take part in the game for a minimum of 6 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

**Collision Rule:** Runners MUST slide if a collision play is likely to occur at a base (except First Base).

**Collision Rule Penalty:** The runner will be given out.

**Catcher Speed Up Rule:** A courtesy runner for the catcher is optional with none or one out but mandatory with two out in timed games and should be someone not currently in the active line-up or the most recent out when there are no reserves.

**Baserunning:** Batter runners coming from home plate are not permitted to slide/dive into first base. At all other bases, including home plate, the respective runner must slide whenever there is a play at that base. (Note: if an umpire has to make a call, that will be regarded as a situation where there is a play at that base. In particular, on any force play at second, third or home, the runner has to slide, because on such a force play, the umpire is going to make a call). **Penalty for breach:** Warning for first offence per team, ball is dead, and any base runners return to their last legally occupied base. For the second and subsequent offence per team, the runner is to be called out. Runners may advance from any base at their own risk once the ball has crossed home plate.

All baserunners must remain in contact with a base until the ball crosses home plate. When any runner leaves the base before the ball has crossed home plate, the pitch shall be declared a no pitch and the runner is warned. First offence is a warning, second and subsequent offence by that team the runner will be called out.

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ANOTHER EASY WAY TO IDENTIFY A NEW USA BASEBALL APPROVED BAT, IS TO LOOK FOR A GREEN STICKER ON THE BARREL



## Little League Minor (Player Pitch) Consolidated Rules – Appendix 4

**Age Group:** refer to Baseball Canberra Age Matrix

**Pitching Distance:** 42 feet or 12.80 meters

**Diamond Paths:** 60 feet or 18.28 meters

**Home Run Fence:** 200 feet or 61 meters – use of outfield cones is encouraged

**Ball Size:** 9 inches Reduced Injury Ball

**Bat Regulations:** 2 5/8-inch barrel maximum with USA Baseball marking, no more than 33 inches in length.

**Innings:** 5 innings or 70 minutes, whichever comes first

**Game Time:** No new innings after 70 minutes with the time being the moment the third out of the previous innings occurs. No new inning will commence after this time, but an inning in progress should be completed, unless not necessary to do so i.e. where the home team is in front at the relevant maximum time limit. If that is the case, then a result has been achieved and the game should cease.

**Maximum Runs per Innings:** 5 runs

**Team Composition:** Teams must have seven players to start a game, or a forfeit will apply (7-0).

**Pitch Count:** Maximum is 75 pitches. A pitcher reaching the maximum number of pitches may complete the batter before being removed from the mound.

**Pitcher/Catcher Rule:** A player cannot catch then pitch, nor may a player pitch then catch. No player may pitch in 2 games on the same day. Catchers are restricted to a maximum of three (3) innings.

**Mandatory Play Rule:** All players on the team sheet, who have not played in a previous game on that day, must take part in the game for a minimum of 6 defensive outs and 1 plate appearance. Players not listed on the team sheet cannot take part in the game.

**Catcher Speed Up Rule:** A courtesy runner for the catcher is optional with none or one out but mandatory with two out in timed games and should be someone not currently in the active line-up or the most recent out when there are no reserves.

**Baserunning:** Batter runners coming from home plate are not permitted to slide/dive into first base. At all other bases, including home plate, the respective runner must slide whenever there is a play at that base. (Note: if an umpire has to make a call, that will be regarded as a situation where there is a play at that base. In particular, on any force play at second, third or home, the runner has to slide, because on such a force play, the umpire is going to make a call). **Penalty for breach:** Warning for first offence per team, ball is dead and any base runners return to their last legally occupied base. For the second and subsequent offence per team, the runner is to be called out. Runners may advance from any base at their own risk once the ball has crossed home plate.

All baserunners must remain in contact with a base until the ball crosses home plate. When any runner leaves the base before the ball has crossed home plate, the pitch shall be declared a no pitch and the runner is warned. First offence is a warning, second and subsequent offence by that team the runner will be called out.

**Third strike:** The batter is out when the umpire indicates a third strike, whether or not the catcher legally catches the pitch. A third strike, which is not caught by the catcher, is alive until it goes out of play and runners on base may advance at their own risk.

**Ball four:** The ball is alive until no further play is possible.

**Bases:** All bases are to be of standard regulation size. (i.e. first base is to be a single, standard base).

**The infield fly rule:** does apply.

**Optional batting line-up:** The batting line up of a team may, at the option of that team's coach, consist of all available players in rotation. For example, if the team has 12 players available for the game it may bat all 12 players in order of rotation until there are 3 outs (subject to Rule 32). (This does not mean that coaches can change the order of players in the batting line-up to suit, this would be classed as batting out of order).

**Optional substitution of players in the field:** If a team elects to bat according to Rule 37 [i], defensive players may be moved on and off the field from one innings to the next as desired. i.e. a player may (from a defensive perspective) leave and re-enter the game. There are to be no more than 9 players in defensive positions at any time. **Note:** The purpose of the Optional Batting and Optional Substitution rules is to ensure as much as possible that all players participate equally in a game.

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## Little League (Machine Pitch) Consolidated Rules – Appendix 5

**Age Group:** refer to Baseball Canberra Age Matrix

**Pitching Distance:** 43 feet or 13.1 meters

**Diamond Paths:** 60 feet or 18.28 meters

**Bat Regulations:** 2 5/8-inch barrel maximum with USA Baseball marking

**Home Run Fence:** 200 feet or 60.98 meters

**Ball Size:** 9 inches Reduced Injury Balls

**Bases:** Safety bases will be used. The Safety base is a double base. The 'white' inside half (i.e. the size of a normal base) belongs to the first baseman, and the outside 'yellow' half belongs to the base runner. The safety base is to be positioned with the white half in 'fair' territory and, the yellow half in 'foul' territory.

**Innings:** 5 innings or 80 minutes, whichever comes first.

**Game Time:** No new innings after 70 minutes with the time being the moment the third out of the previous innings occurs.

**Maximum Runs per Innings:** 4 runs

**Mercy Rule:** No mercy rule.

**Finals:** No premiership table will be contested.

### **Team Composition:**

**Fielding:** A maximum of nine (9) defensive players may take the field at any one time. No player may field in the same position in consecutive innings. The offensive (batting) line-up shall consist of all available players.

**Batting:** Each batting team shall bat until 3 outs have occurred, but at no time will they bat more than 9 hitters per innings. If there have not been 2 outs in the innings, when the 9th hitter comes up to bat, a 2 out situation will be in force meaning that no more runs may score once the out is made. If the out is not made, the batting team will retire when the batter runner scores, and the innings will end.

### **General Rules**

Games will be played as close to normal baseball rules as possible, including a walk being awarded after 4 balls and the batter is out after 3 strikes (**Until the completion of October**), after strike 3, the batter will be permitted **1 (only)** attempted swing by 'soft-toss', from the side, to put the ball in play. **From November onwards**, after 3 strikes the batter will be declared out).

A defensive player is to be positioned as the "pitcher-fielder" and is to be placed adjacent to (within 1 metre), and behind the position of the normal pitching plate.

### **Base running:**

- (a) Runners are not permitted to slide / dive into first base. Warning for first offence per team, second and subsequent offence per team the batter runner is to be called out.
- (b) Sliding into all other bases is permitted.
- (c) When any runner leaves the base before the batter has hit the ball, the pitch should be declared a no pitch and the runner is warned. Subsequent breaches by that team will result in the runner being declared out.
- (d) The infield fly rule does not apply.
- (e) The batting order will resume from where it left in the previous inning.
- (f) Once the ball is in play, normal rules apply. The ball continues to be in play until the pitcher has control of the ball. If any base runner has already left a base when the pitcher gains control of the ball they may continue to the next base.

Official scoring is not required at games but both clubs are advised to appoint a person to record scores and keep track of outs.



**Machine Rules:**

The pitching machine used shall be the Louisville Slugger Blue Flame Pitching machine - item no 040LS006. The front of the machine will be 42 feet from home plate and shall be securely fastened. The pitching machine should be placed directly in line with home plate and on the diagonal between first & third bases. The machine speed shall be set at the speed approved by Baseball Canberra. That is the machine is set so the handle holes down from top = 4, throwing arm holes from the non-hinged end = 3 pedal, holes from hinged end = 4. The batting teams coach may adjust the pitching angle to enable the batter to hit the ball, but not the approved speed.

**Pitch declared a Ball:** If the machine projects a pitch to a position outside the strike zone and the batter does not swing at it, it is to be called a Ball (as per normal Baseball Rules). If the machine continues to project outside of the strike zone, then the machine is to be adjusted immediately following the completion of the current 'at bat' (i.e. do not wait until the end of the innings)

**Hit by 'Machine' Pitched Ball:** In the event that a batter is hit by a machine pitched ball outside of the strike zone the ball will be called dead, and no play will occur. The batter will be allowed to advance to first base. (If the reason for the HPB is misalignment of the machine, the machine is to be realigned and adjusted immediately by the acting official. If the HPB is the result of the batter's inability to avoid the pitch, then the coach of the batter is to provide instruction to the batter to prevent a reoccurrence.)

**Machine Interference:** Where a batted ball hits the machine, or the machine interferes with a pitchers play on a batted ball, or, in the opinion of the umpire/acting official, an infield fly could lead to a fielder colliding with the pitching machine, the ball will be declared a dead ball.

(This is not to be confused with the 'dead ball' rule of baseball where a ball is thrown out of the recognised field of play. Where a fielded ball is thrown, and this hits the pitching machine the ball is to be played out).

## T-Ball Consolidated Rules – Appendix 6

**Age Group:** refer to Baseball Canberra Age Matrix

**Diamond Paths:** 50 feet or approximately 15 meters

**Home Run Fence:** 100 feet or 30 meters

**Ball Size:** 8.5 inch soft-core, injury prevention ball

**Bat Regulations:** 2 5/8-inch barrel with USA Baseball marking.



**Batting:** A 'foul strike' arc shall be made from foul line to foul line in front of home plate on a six (6) metres radius from the point of home plate.

**Bases:** Bases shall be any Youth League base except 1<sup>st</sup> base, which must be a Safety Base. A Safety Base is a double base that has a white inside half (belongs to the First Baseman/fielder) and a yellow or orange outside half (belongs to the runner). The Safety Base is to be positioned with the white half in the field of play, and the yellow/orange half in 'foul' territory.

**Team Composition:** Teams must have seven players to start a game. Up to 12 players may bat in the team's line up. A maximum of 9 defensive players may take the field.

**Innings:** A batting inning shall consist of 3 outs or a maximum of 9 batters, whichever comes first. When the 9<sup>th</sup> hitter come up to bat, a 2 out situation will occur, meaning that no runs may score after an out is made. If the out isn't made, the batting team will retire, and the inning will end when all runners have crossed home plate.

**Game Time:** 60 minutes.

**Maximum Runs per Innings:** No limit.

**Scoring:** Each team is required to have their own Scorer. Teams get one point per runner that crosses the plate during the offensive batting inning and one point per out in their defensive fielding inning. Scores will not be published on any Media.

**Finals:** No premiership table will be contested.

**Mandatory Play Rule:** All players on the team sheet should play at least 2 full innings, except in the case of injury or illness.

**Coaches On offence:** one coach may assist the batter at the tee; one may coach at first base and one at third base. Base coaches must stay in the vicinity of first and third base. Others must stay in the dugout with the players. Coaches may not physically assist a base runner. **Penalty:** Runner is returned to previous base, if possible.

**Coaches On defense:** one coach may assist players by standing in the shallow outfield; the rest must remain in the dugout.

**Catcher:** Players catch in full gear. A responsible ball retriever stands close by the catcher and retrieves the balls that are missed. Balls can be put in a bucket and returned to the coach/pitcher when required.

**Batter:** Batters face a limit of 4 pitches to try and get their hit in play, after the fourth attempt it is 'tee time' and the tee is brought out to home plate and the batter gets to hit the ball off the tee, batter and runners are only allowed to advance one base on a tee hit.

**Bunting:** Not permitted

**Base Running:** Runners run bases as though there is always 0 out. No stealing, no pass balls. Runners only advance on hits. Runners are not permitted to slide / dive into first base. Warning for first offence per team, second and subsequent offence per team the batter runner is to be called out. A base runner must be in contact with the base at the time the ball is hit by the batter (i.e. base stealing is not permitted). If not, dead ball is called, and the base runner must return to the previously occupied base.

Being organised is the key. Batters will enjoy more "at bats" and fielders more fielding time if each team's bench during their batting innings is organised and moving. Supervision on the bench, an allocated backup-catcher and tee manager is paramount to keep the game flowing and ultimately rewarding the players with more opportunities to touch the ball.

**Games will be played as close to normal baseball rules as possible, including 3 strikes (missed swings at the Tee) and the batter is out.**

The infield fly rule does not apply.

Time shall be called when, in the opinion of the umpire, all possible play has ceased, i.e. when an infielder has control of the ball in the infield and has called time. If a runner has passed the mid-way point between bases, they are permitted to continue to that base.

Winning coaches are required to submit final scores on the Match Report to the Baseball Canberra office. Official scoring is not required at games but both clubs are advised to appoint a person to record scores, ensure every player that took part is listed and keep track of outs. Scores are for statistical purposes only. No competition table applies.