

BASEBALL CANBERRA JUNIOR LEAGUE LOCAL RULES



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

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SECTION 1 – GENERAL

Where not specifically mentioned in these local rules the Little League Rule's (Green Book) 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 behave in a sportsmanlike manner at all times, 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 coach's 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.

RULE 2 COMPETITION 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 31st August each year. (For the 2020/21 season, this date is **31/08/2021**).

- | | |
|---|--|
| [a] T-Ball | Under 7 (or 6-year-old and younger) |
| [b] Little League Minor (machine pitch) | Under 9 (or 8-year-old and younger) |
| [c] Little League Minor (player pitch) | Under 11 (or 10-year-old and younger) |
| [d] Little League Major | Under 13 (or 12-year-old and younger) |
| [e] Junior League | Under 15 (or 14-year-old and younger) |
| [f] Senior League | Under 18 (or 17-year-old and younger) |

RULE 3 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 Minor (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 5 (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 and are must hold the on-line Australian Sports Commission – *Community Coaching, General Principles* and *Child Safety* accreditation. Coaches must also be working towards the new USA Coaching certificates.**

RULE 4 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. In all pitch-ball age groups the chief umpire will 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 (see Rule 15) 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. A fine of ten dollars (\$10.00) for each offence under Rule 4 [a] and a twenty dollar fine (\$20.00) for each offence under Rule 4 [d] and loss of match/match points by the offending club for either rule

RULE 5 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 6 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.
- [g] 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 7 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.
- [e] If the appeal is dismissed or deemed frivolous, the fee shall be forfeited. In all other cases the fee shall be refunded.
- [f] 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 2 - PLAYER ELIGIBILITY & REGISTRATION

RULE 8 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 (refer Rule 40). 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.
- [d] Dispensation for over-age players
 - (i) Baseball Canberra may give dispensation to over age players so that they may play 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 8 [d] for penalties.
 - (ii) Any player granted dispensation under Rule 8 [e] (i) to play in a younger age group, will be bound by the pitching and catching restrictions of that lower age group.
- [e] Any applications to have a younger player play in a higher age group, based only on advanced skill level, must be in writing to Baseball Canberra.
- [f] 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.
- [g] Where a team cannot field nine (9) players during the course of the regular season, they may borrow players from another team in the same age group, 1 age group below or a lower division. This can be either within its club or, if players and coaches agree, from the opposing team. A minimum of seven (7) players must be available to take the field; otherwise that team will be required to forfeit. However, a player that has successfully entered the junior player selection pool, may play for ANY team that are in need of players. Should players be chosen from the player pool to play for any one team, there are no restrictions on that player pitching or catching UNLESS the player has done either prior to the second game.
- [h] Should a junior team (LL Minor, Major, JL, SL/Colts) participate in finals, the team may utilise the player pool, however, the club must first use players that have played as a "Support player" through out the season before picking anyone else and the team must select the player who has played the highest number of games for the club in need before selecting anyone else.
- [i] For the player pool to function, players must ensure they register in the Baseball Canberra player pool and must prioritise their registered club.
- [j] For player eligibility during the finals see Rule 30.

RULE 9 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 8 [g]) 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 forfeiture of game.

SECTION 3 - UNIFORMS, EQUIPMENT & PROTECTION

Note 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.

Note 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 BIN 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 base-runner, 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 The ABF Infectious Disease Policy will give more detailed explanations.

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.
- [d] Use of a designated catcher's mitt is optional.

RULE 18 FOOTWEAR

- [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 above.
- [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 4 - MATCH CONDUCT

RULE 19 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 20 PRE-MATCH DIAMOND WARM-UP

- [a] 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.
- [b] 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.
- [c] 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.
- [d] 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.
- [e] 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 21 DURATION OF PLAY

[a] 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 five (5) innings, whichever comes first
Junior League	120 minutes Or Seven (7) innings, whichever comes first
Colts	120 minutes Or Nine (9) innings, whichever comes first

[b] 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)

[c] A game will not continue past the maximum time limit once a result has been achieved.

[d] 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.

[e] 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 3rd out of the inning or is on base when the 3rd 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 face-mask when in the squatting position, otherwise they must be in an upright ("standing") position.

RULE 22 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 (refer Rule 8 [h]). 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 nine (9) runs to nil (0) will be recorded against them. Should both teams be at fault the umpire will declare a ‘no game’.

RULE 23 ADVERSE WEATHER/GROUND CONDITIONS

[a] 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.

- [b] 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.
- [c] In all cases, the umpire has the ‘final call’ with regard to termination of play, not the respective coaches. (Duty of care to players).
- [d] In the event of a wash-out, in any /all grade/division, regular season games will not be rescheduled. Affected teams will not receive any points, and no score will be recorded.

RULE 24 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 (including finals).

RULE 25 ONE-SIDED GAMES

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

- twenty (20) or more runs at the completion of the fourth (4th) inning (3.5 if home team is leading)
- fifteen (15) or more runs at the completion of the fifth (5th) inning (4.5 if home team is leading)
- ten (10) or more runs at any time after the completion of the seventh (7th) inning (6.5 if home team is leading).

RULE 26 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,

- according to the relevant minimum age group the particular junior can qualify for, and
- apply for the entire season, irrespective of whether or not 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 which ever comes first
Little League Major	85 pitches per game
Junior League	95 pitches per game
Senior League / Colts	95 pitches per game

- [c] A player undertaking a Major pitching assignment, will be entitled to finish pitching to a batter once started, as long as the at-bat commences prior to the relevant pitch count limit as stated in Rule 26 [b].
- [d] A pitcher’s assignment will be classified as:

Assignment	Little League Minor	Little League Major	Junior League	Senior League / Colts
MAXIMUM	66-75 4 days rest	66 – 85 4 days rest	76 – 95 4 days rest	76 – 95 4 days rest
MAJOR	51 - 65 3 days rest	51 – 65 3 days rest	61 – 75 3 days rest	61 – 75 3 days rest
SUBSTANTIAL	36 – 50 2 days rest	36 – 50 2 days rest	46 – 60 2 days rest	46 – 60 2 days rest
MODERATE	21 – 35 1 day rest	21 – 35 1 day rest	31 – 45 1 day rest	31 – 45 1 day rest
SHORT	1-20 0 day rest	1 – 20 0 day rest	1 – 30 0 days rest	1 – 30 0 days rest

1. 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
2. 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.

3. An “assignment” is any pitching role of any length in any game: the delivery of even one pitch shall be considered one assignment.
4. A player once removed, as a pitcher may not pitch again in the same game.

Assignment	Rest Period
Maximum	<ul style="list-style-type: none"> • One (1) days rest from any defensive role • An additional three (3), bringing the total to four (4) days rest from pitching.
Major	<ul style="list-style-type: none"> • One (1) days rest from catching • Three (3) days rest from pitching
Substantial	<ul style="list-style-type: none"> • One (1) days rest from catching • Two (2) days rest from pitching
Moderate	<ul style="list-style-type: none"> • One (1) days rest from catching • One (1) days rest from pitching
Short	<ul style="list-style-type: none"> • Zero (0) days rest from pitching • No rest days are required after a Short pitching assignment however, for two (2) short assignments on successive or on the same day, one (1) days rest is required from pitching and catching

CATCHING RESTRICTIONS

1. Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day.
2. A pitcher that exceeds a short assignment in a game cannot play the position of catcher for the remainder of that calendar day.
3. One ball caught in an innings constitutes an innings caught.
4. The following restrictions apply.
5. T-ball: Catchers are restricted to a maximum of two (2)innings.
6. Little League Minor (machine pitch): Catchers are restricted to a maximum of two (2) innings.
7. Little League Minor (player pitch): Catchers are restricted to a maximum of three (3) innings.
8. Little League Major: Catchers have no restrictions
9. Junior League and Senior League / Colts no 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)

PENALTY

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 26 [c].) It is the Coaches responsibility for ensuring their pitchers/catchers do not exceed the relevant restrictions.

RULE 27 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 28 MATCH RESULTS

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 generalmanager@actbaseball.com

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 29 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 30 PARTICULAR RULES APPLICABLE TO FINAL SERIES

- [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.
 - (i) For all Grades. The teams will be ranked according to highest point percentage. The top ranked team in each grade will be determined to be the minor premiers.
$$\text{Points percentage} = \frac{\text{wins} * 3 + \text{draws} * 2 + \text{losses} * 1 - \text{Points Penalties}}{(\text{wins} + \text{draws} + \text{losses}) * 3}$$
 - (ii) If the teams are equal the head to head method between the teams tied 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 outlined in 30[e].
 - (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 31 DESIGNATED HITTERS

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

RULE 32 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 / Colts games.

RULE 33 BALK RULE FOR JUNIOR LEAGUE AND OVER

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

RULE 34 PARTICULAR RULES APPLICABLE TO COLTS (Senior League)

- [a] Normal rules of Little League apply. "Green book"
- [b] Full size diamonds to be used, as per Rule 42, Playing field dimensions.
- [c] Full pitching distance of 60 feet 6 inches to apply, as per Rule 42, Playing field dimensions.
- [d] Five run offensive run rule will apply.
 - [e] Game duration and start time will be as set out in Rule 43. No new inning will commence after this time, but an innings in progress will be completed, unless not necessary (i.e. where home team is in front at the relevant maximum time limit, the game shall cease then, without the inning required to be completed).
- [f] All balks will be enforced, as per Rule 33.
- [g] Any player that is a 1st grade consistent starter (Elite Performance or Club Baseball) cannot play in the Colts Competition. Should a player need to be used due to lack of numbers, written approval must be sent to BC and approval given prior to the player taking part in the game. **Exceptions: if a player does not arrive on the day of match play OR an injury. This must be put in writing after the completion of the game to be submitted with the match report.**

RULE 35 PARTICULAR RULES APPLICABLE TO JUNIOR LEAGUE

- [a] Normal rules of Little League apply. "Green book"
- [b] Base paths shall be 80', as per Rule 42, Playing field dimensions.
- [c] Pitching distance of 54' to apply, as per Rule 42, Playing field dimensions.
- [d] Five run offensive run rule will apply.
- [e] Game duration and start time will be as set out in Rule 43, Game Duration and Start Time. No new inning will commence after this time, but an innings in progress will be completed, unless not necessary to do so (i.e. where home team is in front at the relevant maximum time limit, the game shall cease then, without the inning being completed).
- [f] All balks will be enforced, as per Rule 33.

RULE 36 PARTICULAR RULES APPLICABLE TO LITTLE LEAGUE MAJOR

- [a] Normal rules of Little League to apply. "Green book"
- [b] Base runners are not permitted to slide (feet first) into first base. Warning for first offence per team; second and subsequent offences per team the batter runner is to be called out.
- [c] Pitching distance for all pitchers to apply, as per Rule 42, Playing field dimensions.
- [d] Each diamond will have base paths of the distance set out in Rule 42, Playing field dimensions.
- [e] Five (5) run offensive run rule will apply.
- [f] Game duration and start time will be as set out in Rule 43, Game Duration and Start Time. No new inning will commence after this time, but an innings in progress will be completed, unless not necessary to do so (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).

RULE 37 PARTICULAR RULES APPLICABLE TO LITTLE LEAGUE MINOR (player pitch)

- [a] 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, for the second and subsequent offences 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.

Penalty: When any runner in 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 offences by that team the runner will

be called out. For either offence – ball is dead and any base runners return to their last legally occupied base

[b] 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.

[c] Ball four. The ball is alive until no further play is possible.

[d] All bases are to be of standard regulation size. (i.e. first base is to be a single, standard base).

[e] Pitching distance for all pitchers to apply, as per Rule 42, Playing field dimensions

[f] Game duration and start time will be as set out in Rule 43, Game Duration and Start Time. No new innings will commence after this time, but an innings in progress will be completed unless it is not necessary to do so i.e. the home team is in front at the relevant time limit or if the team batting is behind by more than 7 runs.

[g] Five run offensive run rule will apply.

[h] The infield fly rule does apply.

[i] 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).

[j] Optional substitution of players. 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 Rule 37 [i] is to ensure as much as possible that all players within these age groups / divisions participate equally in a game. If used "as intended" these rules should see all players bat within one of each other in any given game and no player miss more than 2 defensive innings on the field.

[j] Rules pertaining to Little League that are not covered in this document should be referred to the Official Little League Rule Book.

RULE 38 PARTICULAR RULES APPLICABLE TO MACHINE PITCH

GENERAL RULES

[a] Safety bases will be used in Little League Minor (machine pitch)

(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.

[b] 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.

[c] Each batting team shall bat until 3 outs have occurred, but at no time will they bat more than 9 hitters per innings.

[d] 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.

[e] 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 round [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).**

[f] 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.

[g] Base running:

(i) Runners are not permitted to slide / dive into first base. Warning for first offence per team, second and subsequent offences per team the batter runner is to be called out.

(ii) Sliding into all other bases is permitted.

(iii) 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.

(iv) The infield fly rule does not apply.

[h] The batting order will resume from where it left in the previous inning.

[i] 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.

- [j] Baseballs, will be as approved by the Baseball Canberra for the relevant baseball season, and these shall be in good condition, as per Rule 15(a).
- [k] Winning coaches are required to submit final scores on the Monday following each match to the Baseball Canberra office. Official scoring is not required at games but both clubs are advised to appoint a person to record scores and keep track of outs. Scores need to be submitted to ensure a competition table is recorded.

MACHINE RULES

- [l] 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.
- [m] 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.
- [n] The batting teams coach may adjust the pitching angle to enable the batter to hit the ball, but not the approved speed (paragraph [m] refers).
- [o] 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).
- [p] 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)
- [q] 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.)
- [r] 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).

RULE 39 PARTICULAR RULES APPLICABLE TO T Ball

- [a] Bases shall be any Youth League base except for first base, which shall be a Safety Base. The Safety base is a double base. The inside half (white) belongs to the first baseman, and the outside half (yellow) 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.
- [b] Coaches
 - (i) 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.
 - (ii) On defense - one coach may assist players by standing in the shallow outfield; the rest must remain in the dugout.

RULES [c] – [d] will be in effect as of December 31st 2020

- [c] **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**
- [d] **A batting innings shall consist of a maximum of 10 batters, after December 31st 2020, the rule will transition to 3 outs OR 10 batters, whichever comes first.**
- [e] **When the 9th hitter comes up to bat a 2 out situation will occur meaning that no more runs may score after an out is made. If an out is not made, the batting team will retire when the batter-runner scores and the innings will end.**
- [f] **A maximum of nine (9) defensive players may take the field.**
- [g] **Each player should play at least two (2) full innings in defense, except in the case of injury or illness.**
- [h] The infield fly rule does not apply.
- [i] Bunting is not permitted
- [j] Base running:
 - (i) Runners are not permitted to slide / dive into first base. Warning for first offence per team, second and subsequent offences per team the batter runner is to be called out.

- (ii) 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.
 - (iii) 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.
- [k] 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.
- (i) If the ball is struck hard enough to roll past the foul strike line it is fair whether the tee is touched by the bat, or not. If the ball is hit so as to land in fair territory and roll back across the foul strike line it will be a foul ball.
 - (ii) The batter's feet must remain in the batter's box throughout the swing and until the ball is struck.
- [l] 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.

SECTION 5 - MATCH POINTS AND PENALTIES

RULE 40 AWARDS

- [a] For a playing win - 3 points
- [b] For a bye - no points
- [c] For a draw - 2 points
- [d] For a playing loss - 1 point
- [e] For a win on forfeit - 3 points
- [f] For a loss on forfeit - 0 points (with notification to opposition & Baseball Canberra)
- [g] For a loss on forfeit - -3 points (without notification to opposition & Baseball Canberra)

Note: The junior club championship will be awarded to the club with the most points across Little League (minor), 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 1st in an 8 team competition they will receive 8 points towards the championship, if a team finishes 2nd in a 6 team competition they will receive 5 points. If a club has more than 1 team in a particular age/category each team's points will count toward the club's overall total.

RULE 41 PENALTIES

- [a] 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 26 [c].) It is the Coaches responsibility for ensuring their pitchers/catchers do not exceed the relevant restrictions.
- [b] Loss of all match points for that match or loss of match if match is a final for playing a player who:
 - Is a non-league approved over age player;
 - Is a defaulter; and / or
 - 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 40 [b] and any suspension that Baseball Canberra imposes on the coaching staff.

SECTION 6 - PLAYING FIELD DIMENSIONS

RULE 42 PLAYING FIELD DIMENSIONS

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

RULE 43 Game Duration

Age Group	Duration
T-Ball	60 min
Little League Minor (machine pitch)	70 min (10 minute rule)
Little League Minor (player pitch)	80 min (10 minute rule)
Little League Major	120 min (10 minute rule)
Junior League	120 min (10 minute rule)
Senior League / Colts	120 min (10 minute rule)