

BASEBALL CANBERRA JUNIOR LOCAL RULES



BASEBALL
CANBERRA

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Document Preparation

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To avoid doubt, where not specifically mentioned in these Junior Local Rules (JLRs), the ***Little League International Regulations, Playing Rules and Operations Policies***, and the Official Baseball Rules apply.

RULE 1: CODES OF BEHAVIOUR

- (a) Clubs and teams must foster positive relationships before, during and especially after games. Spectators should support their own team, acknowledge good play by the opposition, and never barrack against or belittle 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 behaviour.
- (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 JLRs with particular regard to pitch counts and eligibility. Players are not to approach scorers unless so directed by coaches, managers, or umpires. **Scorers are NOT permitted to smoke.**
- (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.**

RULE 2: COMPETITION STRUCTURE

The BC 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 the respective league age as of the 31st of August each year.

Little League T-Ball (Grand Slam)	League Ages 4, 5 & 6
Rookie Ball (Coach Pitch)	League Ages 7 & 8
Little League Minor (Player Pitch)	League Ages 9 & 10
Little League Major	League Ages 11 & 12
Junior League	League Ages 13 & 14
Senior League	League Ages 15 & 16

AGE QUALIFICATIONS

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

- (a) **Note 1:** To be eligible to qualify for a BC Charter Team a player must play in at least sixty percent (60%) of the regular 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
- (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, BC. (Refer to Rule 3 for exemptions).

PLAYING FIELD DIMENSIONS

	T-Ball	Rookie Ball	LL Minor	LL Major	Junior League	Senior League
Pitching Distance	N/A	N/A	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'

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

MATCH POINTS & PENALTIES

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

Note 1: T-Ball and Rookie Ball do not play Finals

JUNIOR CLUB CHAMPIONS

The BC Junior Club Champion will be awarded to the Club with the most points accrued 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 eight (8) team competition they will receive eight (8) points towards the championship, if a team finishes 2nd in a six (6) team competition, they will receive five (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.

RULE 3: PLAYER ELIGIBILITY & REGISTRATION

ELIGIBILITY

- (a) A player is eligible to take part in any match in the respective League Age groupings provided they are within the BC age matrix for the season of the competition. The age matrix is as posted on the BC website.
- (b) **Points / fines (\$50.00 per incident) and loss of match (including finals)** penalties will be applied to the playing of any over age players without approved dispensation, any BC Defaulters and/or of ineligible players. A defaulter is classed as a person who is unfinancial with BC, a club or any senior or junior representative squad or Performance Development program. A club may also be classed as a defaulter to BC. 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 BC database shall be ineligible to play until confirmed on the data base.

- (c) Players wishing to transfer from another club within BC must receive clearance by BC 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 BC a minimum of 1 week prior to the player participating in any BC 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 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.**

REGISTRATION / CLEARANCE

- (a) All players must be registered with BC 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 period will result in forfeiture of the game.
- (b) All transfers within the ACT, during the season, must be by their previous club. There is to be no transfer of any junior player/s to another club within the ACT after the 31st of 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.**

PLAYER DISPENSATION

BC 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 BC.

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

RULE 4: UNIFORMS, EQUIPMENT & PROTECTION

Point 1: As this section deals mainly with safety requirements, any coach or 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 compliant with this section, will be placed on report. Further disciplinary action may be forthcoming from BC, this includes **suspension, fines of not less than fifty dollars (\$50.00) 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

HEAD INJURY

If any player suffers a loss of consciousness, it is a requirement by BC 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 BC within 48 hours. The player will be granted those games missed, for eligibility purposes, on production of a medical certificate to the BC office, as soon as possible after the incident.

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.

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.

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.**

ADVERTISING ON UNIFORMS

- (a) Selective advertising is permissible.
- (b) Cigarette, Alcohol and Gambling advertising is not permitted.

BASEBALLS & BATS

- (a) Baseballs used in any match shall be as approved by BC and shall be in good condition.
- (b) The current regulations for Bats are as posted on the BC website and can be found in the League specific rules in the Appendices.

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.

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.

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 Senior League only.
- (c) Screw in metal studs or fixed metal studs (e.g. football boots) are not allowed at any time or in any age group.

RULE 5: GAME PRELIMINARIES

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 Rookie Ball - 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 for 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 hold a current, or be working towards, a ***Baseball Australia USA Coaching***

Level A Certificate if coaching *Rookie Ball, Little League Minor* or *Little League Major*, or *Level B* if coaching *Junior League* or *Senior League*.

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) BC 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 BC for thirty (30) minutes before the scheduled commencement of a game, and until thirty (30) minutes after the completion of the game.
- (d) For final series games, the ACTBUA will be approached to provide accredited Senior umpires to 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 twenty dollars (\$20.00) for each offence and the loss of match points.

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 BC 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.

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 and the BC General Manager. 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' regarding 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.

RULE 6: WHAT CONSTITUTES A GAME

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 three (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 field or poor light during the minor rounds, the game will be deemed a 'no game' and a 0-0 score recorded.

FORFEITED GAME

Should either team have less than the required regulation 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'.

DURATION OF PLAY

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

Age / Division	Duration of Games
T-ball	60 minutes
Rookie Ball	70 minutes or Five (5) innings, whichever comes first
Little League Minor	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 within 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 sixty (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 one (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 twenty (20) seconds or, until the batter takes their place in the batter's box. Defensive team not ready - After one (1) minute the umpire shall call "play". The umpire shall then call "Ball" every twenty (20) seconds, or until the pitcher and catcher take their position. All position players **must** be on the field.

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 to 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.

RULE 7 - MATCH CONDUCT

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.

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 BC) are to be removed by an adult from any area, so as not to endanger the health of any player or official

MANDATORY PLAY

Every rostered player present at the start of a game, excluding *Senior League*, 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 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, put-out 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 put-out 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 during the regular Rounds, for a first offence the player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), plus 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.

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 (4th) inning (3.5 if home team is leading)
- (b) ten (10) or more runs at the completion of the fifth (5th) inning (4.5 if home team is leading)
- (c) eight (8) or more runs at any time after the completion of the sixth (6th) inning (5.5 if home team is leading).

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 (i.e. there will be no automatic outs).

RE-ENTRY RULE

A starting player, once removed, 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 also applies to finals games.

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 BC 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 BC office within 48 hours of the completion of the game.
- (b) BC 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.

DESIGNATED HITTERS

There are no designated hitters allowed in any age group of the local junior competition, except for *Senior League* (as per *Little League International Rules*).

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*, *Little League Major*, *Junior League*, and *Senior League* games.

BALK RULE FOR JUNIOR LEAGUE AND OVER

All balks will be called for all games in the Junior League and Senior League age groups.

PITCHING/CATCHING RESTRICTIONS

- (a) The pitch restrictions for a junior player competing in the BC Senior Competition can be found in **Rule 20** - of the *BC Senior Local Rules - Pitching/Catching restrictions*. Those restrictions for pitching and catching will apply to all players who are under the age of 18 at 31st December of the relevant BC senior competition and who are playing in the BC 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:

<i>Little League Minor</i>	75 pitches per game or three (3) innings, whichever comes first
<i>Little League Major</i>	85 pitches per game
<i>Junior League</i>	95 pitches per game
<i>Senior League</i>	95 pitches per game

- (c) A player undertaking a 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). The player's assignment will also revert to the count at the first pitch thrown to that last batter.

- (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. After pinch hitting or pinch running, the player must be substituted and not enter a fielding position.
- [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, one (1) 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 defense/replaced to warm up as pitcher but **must** then 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 lineup 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.

CATCHING RESTRICTIONS

- (a) A catcher may pitch only if they have caught three (3) or less innings.
- (b) A pitcher cannot then play the position of catcher if they have passed their short assignment.
- (c) One pitch caught in an inning constitutes an innings caught.
- (d) The following innings restrictions apply.
 - [i] **T-ball**: Catchers are restricted to a maximum of two (2) innings.
 - [ii] **Rookie Ball**: Catchers are restricted to a maximum of two (2) innings.
 - [iii] **Little League Minor**: 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.

NOTE: 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.

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 JLRs or the Official Baseball Rules.
 - [iv]

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 any suspension that BC determines, consistent with Baseball Australia penalties for such breaches.**

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 **OBR 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.

MATCH RESULTS

- (a) It is the responsibility of all teams to have a scorer and submit a match report. A Properly completed, legible and signed Match Report must be emailed to the BC office within forty-eight (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 gm@baseballcanberra.com.au

- (b) Match reports will only list players who actually participate in the game and must include all pitchers including number of pitches thrown and innings pitched and, all catchers and the number of innings caught.

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 BC 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 BC Junior or Senior competitions shall not be permitted to play in either normal competition rounds or final series. BC will advise of all Junior suspensions.
- (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.

PROTESTS

- (a) All protests relating to alleged misapplication of the rules or playing conditions must be notified to the umpire immediately when 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 BC not later than forty-eight (48) hours after the conclusion of the match in which the protest play occurred.

- (d) BC 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 twenty-four (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.

FINALS SERIES

PARTICULAR RULES APPLICABLE TO FINALS

- (a) There will be no finals in T-Ball or Rookie Ball.
- (b) The team ranked 1st in Little League Minor, Little League Major, Junior League and Senior League age groups, based on the competition table, shall be declared the ‘minor premier’ (see points calculation, below).

- (c) Teams to participate in the final series will be determined by BC at the completion of the league schedule, using the following formula, if required:

For all Grades (excluding T-Ball and RB): 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’.

Points percentage calculation =	$(\text{win's} \times 2) + (\text{draws} \times 1) = \text{Team Points}$
	then
	$(\text{Team Points}) \div (\text{Total games played} \times 3)$

- [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 twenty-five percent (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 twenty-five percent (25%) of the games at their proper age category.
- (f) BC will supply baseballs for grand finals only.
- (g) BC will arrange umpires using ACTBUA resources, where available.
- (h) BC will provide an on-site independent tribunal at the finals to resolve disputes.
- (i) BC 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.

TIE BREAKER IN EXTRA INNINGS (FINALS ONLY)

Where extra innings are required, the Team at bat shall commence the TOP of the inning with runners on 1st and 2nd 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 1st shall be the batter, (or substitute batter), immediately preceding the batter who leads off the inning. The runner on 2nd base shall be the batter, (or substitute batter), immediately preceding the runner on 1st 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 (6th) inning or later in a five (5) inning game, the seventh (7th) inning or later in a six (6) inning game, the eighth (8th) inning or later in a seven (7) inning game.

Senior League Consolidated Rules – Appendix 1

Age Group: refer to BC Age Matrix

Pitching Distance: 60 feet & 6 inches or 18.45 meters

Base 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: Seven (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: Five

(5) runs

Balks: Balk rule will be enforced.

Mercy Rule: Fifteen (15) runs in front in, or on completion of, the 4th inning, ten (10) runs in front in, or on completion of, the 5th inning or eight (8) runs in front in or on the completion of the 6^h inning.

Team Composition: Teams must have seven (7) players to start a game, otherwise a forfeit will apply, seven to nil (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 JLRs for further pitching rules, day's rest requirements and penalties.

Pitcher/Catcher Rule: A catcher may pitch if they have caught three (3) or less innings. A pitcher cannot play the position of catcher if they have passed their short assignment. A pitcher cannot return to pitch once removed.

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: Mandatory play is not applicable. A Designated Hitter may be used.

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 (0) or one (1) out but mandatory with two (2) 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 BC Age Matrix

Pitching Distance: 54 feet or 16.46 meters

Base 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: Seven (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: Five (5) runs

Balks: Balk rule will be enforced.

Mercy Rule: Fifteen (15) runs in front in, or on completion of, the 4th inning, ten (10) runs in front in, or on completion of, the 5th inning or eight (8) runs in front in or on the completion of the 6th inning

Team Composition: Teams must have seven (7) players to start a game, otherwise a forfeit will apply, seven to nil (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 JLRs for further pitching rules, day's rest requirements and penalties.

Pitcher/Catcher Rule: A catcher may pitch if they have caught three (3) or less innings. A pitcher cannot play the position of catcher if they have passed their short assignment. A pitcher cannot return to pitch once removed.

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 (0) or one (1) out but mandatory with two (2) 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

LOOK FOR THIS STAMP ON THE HANDLE



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



Age Group: refer to BC 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 strongly encouraged

Ball Size: 9.25 inches

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

Innings: Six (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: Five (5) runs

Balks: Balk rule will NOT be enforced.

Mercy Rule: Fifteen (15) runs in front in, or on completion of, the 3rd inning, ten (10)
runs in front in, or on completion of, the 4th inning or eight (8) runs in front in or on the
completion of the 5th inning

Team Composition: Teams must have seven (7) players to start a game, otherwise a
forfeit will apply, seven to nil (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 JLRs for further pitching rules, day’s rest requirements and penalties.

Pitcher/Catcher Rule: A catcher may pitch if they have caught three (3) or less innings.
A pitcher cannot play the position of catcher if they have passed their short assignment.
A pitcher cannot return to pitch once removed.

Catching Restrictions: League age 10yrs – 3 innings; league age 11/12 – no
restrictions.

Continuous Batting Order: All players on the team sheet must be included in the
batting order.

Automatic Outs: 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, must take part in the game for a minimum of 6 continuous defensive outs. Players not listed in the team sheet are not eligible to take part in the game.

Collision Rule: Runners MUST slide if a play is likely to occur at a base (except 1st Base).

Collision Rule Penalty: The runner will be given out.

Catcher Speed Up Rule: A courtesy runner for the catcher is optional with none (0) or one (1) out but mandatory with two (2) 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 1st 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 2nd, 3rd, or home, the runner must 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 the runner will be called out.

Defensive changes: Defensive changes are unlimited and can be made at any time; however, players who pitch or catch are limited by relevant limits and rest requirements for those positions.

Little League Minor Consolidated Rules – Appendix 4

Ball Size: 9 inches Reduced Injury Ball

Age Group: refer to BC 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 strongly encouraged

LOOK FOR THIS STAMP ON THE HANDLE OF YOUR



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



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

Innings: Five (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. 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: Five (5) runs

Team Composition: Teams must have a minimum seven players to start a game, otherwise a forfeit will apply, seven to nil (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 catcher may only pitch if they have caught three (3) or less innings. A pitcher cannot play the position of catcher if they have passed their short assignment. A pitcher cannot return to pitch once removed. Catchers are restricted to a maximum of three (3) innings.

No Walks Rule: In the event of a Ball 4 (walk) from the defensive pitcher, the offensive coach will then '*coach pitch*' to that batter, with the count reset to 0-0. This provides a 2nd opportunity for the hitter to put the ball into play. (The offensive coach must also wear a glove to protect against a come-backer). This 2nd opportunity for the hitter will be treated as normal at-bat, *with strike 3 – OUT or ball 4 – WALK*. To not further delay game time, in no circumstances will additional pitches be delivered. This is a 'hard-love' situation for player development.

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.

Minimum Pitching Assignment: each LL Minor player **must** be provided with two (2) 'moderate' pitching assignment per season (preferably, one before, and one after the season mid-point). Exceptions to this rule include players that enter the season late (e.g. return from O/S). In those cases, reasonable attempts will be made by the coaches to provide the player with their two (2) pitching assignments within remaining games.

Catcher Speed Up Rule: A courtesy runner for the catcher is optional with none (0) or one (1) out but mandatory with two (2) 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 1st 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 2nd, 3rd, or home, the runner must 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 a live ball, unless it goes out of play, and runners on base may advance at their own risk.

Ball four: Relevant to the final's series only - 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 twelve (12) players available for the game it may bat all twelve (12) players in order of rotation until there are three (3) outs. Coaches **cannot** change the order of players in the batting line-up at any time; this would be classed as batting out of order).

Optional substitution of players in the field: 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 nine (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.

Rookie Ball (Coach Pitch) Consolidated Rules – Appendix 5

Age Group: refer to BC Age Matrix

Base Paths: 60 feet or 18.28 meters

Pitching Distance: Coaches *must pitch from the knee*, no closer than 6 metres (20ft) from the batter. They must also wear a baseball glove for protection against a ‘come-backer’.

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 (RIF)

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: Five (5) innings or 70 minutes, whichever comes first.

Game Time: No new innings after 60 minutes with the time being the moment the third out of the previous innings occurs.

Maximum Runs per Innings: Five (5) 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 three (3) outs have occurred, but at no time will they bat more than nine (9) hitters per innings. If there have not been two (2) outs in the innings, when the 9th hitter comes up to bat, a two (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 four (4) balls and the **batter is out after three (3) strikes.**

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

Base running:

- (a) Runners are not permitted to slide / dive into 1st 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.

Coach Interference: Where a batted ball hits the coach or, in the opinion of the umpire/acting official, an infield fly could lead to a fielder colliding with the coach, the ball will be declared a dead ball and the pitch replayed.

CHEAT SHEET

PLAYING FIELD DIMENSIONS (Note, use of outfield cones is encouraged)

	T-Ball	RB CP	LL Minor	LL Major	JL	SL
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'

MATCH POINTS & PENALTIES (Note, *T-Ball* and *Rookie Ball* do not play Finals)

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 & BC)
For a loss on forfeit	-3 Points (<u>without prior notification</u> to opposition & BC)

DURATION OF GAMES (*Note, BC's heat policy and common sense may dictate changes on game day)

Age / Division	Duration of Games
T-ball	60 minutes
Rookie Ball (coach pitch)	70 minutes or Five (5) innings, whichever comes first
LL Minor (player pitch)	80 minutes or Five (5) innings, whichever comes first
LL Major	120 minutes or Six (6) innings, whichever comes first
JL	120 minutes or Seven (7) innings, whichever comes first
SL	120 minutes or Seven (7) innings, whichever comes first

PITCHING RESTRICTIONS (Note, the following pitching limits apply to individual games)

LL Minor (player pitch)	75 pitches per game or 3 innings, whichever comes first
LL Major	85 pitches per game
JL	95 pitches per game
SL	95 pitches per game

PITCHING ASSIGNMENT & REST PERIODS

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

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 days 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