



- COMPETITION RULES -

2011/12 Summer Season

WARNING about the inherent dangers of the sport of baseball and similar games modified for junior players.

The Rules and Procedures issued by Hills are designed to maximise the enjoyment, fairness and safety of our game. Officials, parents, spectators and players should be aware that baseball, like all sports, will always have inherent dangers which cannot be mitigated. Some of these dangers arise from batted balls, thrown bats, collisions, errant throws of the ball, and potential injuries when running. Care should be taken by all concerned to minimise such dangers through use of appropriate equipment, proper training methods and an awareness of the risks.

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

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General Meetings	2nd Tuesday of each calendar month, except January (no meeting).

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SECTION 1 - Administration

Rule 1. Competition Administration & Miscellaneous

1.1 Scope

- 1.1 (a) This RuleBook contains all of the general rules related to competitions conducted by The League. Rules that are specific to particular age-groups and grades are contained in individual Conference Rule Sheets, which are in Section 3 of this document.
- 1.1 (b) Note that some aspects of the conduct of Competitions are subject and subordinate to other documentation (eg:- the ASC's "Drugs in Sport" policy), for which appropriate references are given in the body of this RuleBook.
- 1.1 (c) This RuleBook should be read in conjunction with the HJBA Constitution and the Official Rules of Baseball as endorsed by the ABF.

1.2 Precedence of Rules

- 1.2 (a) These Rules shall have precedence over other documentation on any matters contained herein **EXCEPT WHERE** such other documentation has the force of law.
- 1.2 (b) On matters where these Rules are silent, the Official Rules of Baseball as endorsed by the ABF shall have final order of precedence.

1.3 Gender References

In these Rules, any reference to the male gender is deemed to include the female gender and vice versa.

1.4 Definitions

- 1.4 (a) "ABF" means the Australian Baseball Federation, the peak body for baseball administration in Australia, of which NSWBL is an affiliated member.
- 1.4 (b) "Affiliated Club" means a body, whether incorporated or not, who is a member of The League under authority of The HJBA Constitution.
- 1.4 (c) "Competition Secretary" means the manager of competitions run by The League who is appointed in accordance with Rule 1.7 (a).
- 1.4 (d) "Competition" means a Conference or collection of Conferences played under the same Rules.

- 1.4 (e) “Conference” means a group of teams of the same age group and similar ability, who play each other throughout the Season and, in some cases, in a Playoff Series to determine a champion.
- 1.4 (f) “Courtesy Player” means a player in one team who is lent to the opposing team at a particular fixture, because the second team does not have at least nine players available.
- 1.4 (g) “Club” means a club admitted to membership of The League in accordance with the Constitution.
- 1.4 (h) “Club Team” means a team registered with The League by a Club, comprised of any Members of The League participating in any competition organised by The League.
- 1.4 (i) The “Constitution” means the Constitution of HJBA as lodged with the NSW Office of Fair Trading.
- 1.4 (j) “Delegate” means a Representative of a Club duly appointed or elected by each Club and notified to The League in accordance with Rule 1.5 .
- 1.4 (k) “Finals Series” means, in respect of Liveball only, the three fixtures scheduled at the conclusion of the Regular Season to decide the winner of each competition.
- 1.4 (l) “General Meeting” means a formal meeting of HJBA {usually the 2nd Tuesday of each month} comprised of the Executive Committee of HJBA and delegates from each Affiliated Club.
- 1.4 (m) “HJBA” means Hills Junior Baseball Association Inc, a body incorporated under the authority of the Associations Incorporation Act (1984) [NSW].
- 1.4 (n) “Home Club” means the Affiliated Club with which a particular player is registered, or with whom a particular person (being a non-player) is associated as a Team Official, unaccredited Umpire, Club Official or a parent (or other appropriate adult in charge of) of a Registered Player.
- 1.4 (o) “Liveball” means Competitions in the U/11, U/12, U/14 and U/17 age-groups where, for the entire season, a junior player pitches.
- 1.4 (p) The “League” means HJBA.
- 1.4 (q) “Member” means any player registered with any Club, AND any Official granted membership of The League under the Constitution.
- 1.4 (r) “Modball” means Competitions in the Don Petroff and Col Daisley Leagues for the U/10 age-group.
- 1.4 (s) “NSWBL” means the NSW Baseball League, the peak body for baseball administration in NSW, of which HJBA is an affiliated member.

- 1.4 (t) “Playoff Series” or “Playoffs” means the Finals Series.
- 1.4 (u) “Regular Season” means the fixtures scheduled to be played between Club Teams prior to the Finals Series OR prior to the conclusion of a Competition where no Finals Series is played.
- 1.4 (v) “Representative Player” means a player involved in one of The League’s Representative teams playing in a NSWBL inter-district competition. Such competitions are currently known as Association Cup and Sydney Junior Championships.
- 1.4 (w) “Teeball” means Competitions in the U/8 age-group, and Competitions in the Leo Kelly and Jeff Catt Leagues in the U/10 age-group, and Competitions in the U/12 Teeball conference.
- 1.4 (x) “Trophies” means tokens of achievement provided by The League and may take the form of conventional trophy icons, medals, plates or other form as determined by The League from time to time. Such trophies may vary in form from Conference to Conference.
- 1.4 (y) Any reference in this RuleBook to “weather” or “inclement weather” is hereby deemed to also include extreme heat as defined by The League’s Heat Policy, available at Appendix 21 and in the website Library as document A21.

1.5 Communication & Representation – Club Delegates

- 1.5 (a) A Club is required to nominate a Delegate to represent it to The League and declare the name, email address, landline phone number(s) and mobile phone number of that person to the Competition Secretary no later than 5pm on Friday, August 12th, 2011. The Delegate will be the official Representative of the Club in all matters where the Club is required to be represented, informed or consulted. A person without an email address is ineligible to be nominated as a Delegate.
- 1.5 (b) In the event that a Club fails to properly nominate a Delegate required by Rule 1.5 (a), The League shall consider the Secretary of such Club as the Delegate until advised otherwise.
- 1.5 (c) The Competition Secretary and/or The League will deliver all formal communication addressed to a Club to the Delegate via email.
- 1.5 (d) Any change to the identity of the Delegate during the season will be recognised by The League in due course after notification, but correspondence with the Club involved will be to the nominated Delegate of record as of August 12th, 2011 until such recognition of change occurs. Non-receipt of any correspondence asserted by a Club will not be acknowledged by The League as long as such correspondence is duly delivered to the Delegate of record.

1.6 Fees & Participation

- 1.6 (a) The League will assess fees payable by Clubs for participation on the basis of a membership fee (assessed per club) plus a capitation fee (assessed per player). These fees will be issued in two stages:-
- i) An invoice issued in late September 2011 on the basis of final team rosters received under the terms of Rule 2.2 (b), *then*
 - ii) Further invoices raised on an ad hoc basis for Additional Players as they are notified to The League under the terms of Rule 2.2 (c). Such invoices will be raised approximately monthly if and as required.

Note that NSWBL will also assess a fee per player for capitation and insurance. These fees are payable direct to NSWBL.

- 1.6 (b) Affiliated Clubs shall remit all moneys due to The League within 14 days of any demand or invoice issued by The League.
- 1.6 (c) No team may participate in the Finals Series if their Home Club, or any member of their Home Club, has unpaid fees, penalties, fines or any other debt due to The League as of 5pm on the Friday prior to the Finals Series in March 2011.
- 1.6 (d) Affiliated Clubs who owe unpaid capitation fees to The League as at 5pm on Friday, October 21st 2011 may, at the discretion of the Competition Secretary, be denied competition points for any game played by any Team thereafter until the debt is paid.
- 1.6 (e) In assessing capitation fees payable by a Club to The League, a penalty for late payment will be charged. The penalty shall be 2% of the total capitation fee per week {or part thereof} calculated from October 21st 2011 until the date of payment.

1.7 The Competition Secretary

- 1.7 (a) The Competition Secretary shall be appointed by a majority vote of Delegates at each AGM of The League for the 12 months following each AGM. In the absence of such a vote the Secretary of HJBA shall be declared the Competition Secretary.
- 1.7 (b) The Competition Secretary shall:-
- i) Ensure the smooth conduct of the Competitions as far as possible and discharge their responsibilities in these Rules.
 - ii) For the term of his/her appointment, liaise and/or negotiate with third parties (eg:- Councils, the media etc) as the representative of HJBA regarding competitions.
 - iii) Be the final point of arbitration for any disputes among competition participants ***SUBJECT TO*** the jurisdiction of a

Judiciary Committee constituted under the provisions of The League's Judiciary Procedure at Appendix 1 .

- iv) Collate any injury reports, including those from Representative fixtures, and submit them to the responsible authority for insurance purposes.
- v) Develop and publish Competition Draws to facilitate The League's competition schedule.
- vi) Alter the Competition Draws in accordance with these Rules, to cope with any unforeseen circumstances affecting play or the conduct of a Competition.
- vii) Generally have the power to make any decisions on issues not addressed within these Rules or the Official Rules of Baseball as endorsed by the ABF.

- 1.7 (c) Should the Competition Secretary be unable to discharge his/her responsibilities during the season by reason of illness or other unavailability, the Executive Committee of The League shall have the power to appoint another person to act as Competition Secretary during the period of that illness or unavailability.

1.8 Umpires

- 1.8 (a) Each Club for each fixture where one of their teams is designated as Home Team shall appoint at least one umpire (preferably two for Liveball) for that fixture. If only one umpire is made available, that umpire shall be the Umpire-in-Chief for that fixture and will umpire at home plate **SUBJECT TO** Rule 1.8 (h).

Penalty:- Failure to appoint at least one umpire to each home game: \$5 per offence

- 1.8 (b) In the event of an umpire or umpires appointed in accordance with Rule 1.8 (a) not attending the venue at the time scheduled for commencement of the fixture, an umpire or umpires shall be appointed by the Managers or Head Coaches of the competing teams in congress and the game shall proceed.

Penalty:- See Rule 1.8 (a) above.

- 1.8 (c) In the event that an umpire cannot complete a fixture once it has started by way of medical incapacity or any other reason, a replacement umpire shall be appointed by the Managers or Head Coach of the competing teams in congress and the game shall proceed from that point.

- 1.8 (d) In the event that a replacement umpire cannot be appointed under the terms of Rule 1.8 (b) or Rule 1.8 (c) (by way of disagreement between the parties, unavailability of a candidate or any other reason), then

- i) If not a Regulation Game, the game shall be abandoned, be declared a Washout, and will be replayed under the terms of Rule 5.6 .
 - ii) If a Regulation Game, the result at that time will stand.
- 1.8 (e) The League reserves the right to appoint one or more umpires to any game for any reason. If The League exercises this right, The League's appointment will take precedence over a Club appointment.
- 1.8 (f) The League reserves the right to refuse a Club appointment of a particular umpire either in general, for a period of time, or for specific fixtures.
- 1.8 (g) Umpires for the Playoff Series will be appointed by The League.
- 1.8 (h) There is a general presumption that the Umpire-in-Chief will officiate from behind the plate, but The League recognises that this is not always possible nor, in some cases, desirable. Umpires in The League's competitions are volunteers and must have the right to do the job in the way they best see fit. To allow the Umpires to do so from behind the plate where possible:-
 - i) Clubs shall make adequate protective gear available to their umpires at no cost to the umpires.
 - ii) Regardless of the requirements of any Umpires' Association rule, convention or accreditation process, umpires are permitted to kneel rather than crouch if this helps avoid physical discomfort.
 - iii) Where possible, Clubs should roster umpires who are able to officiate from behind the plate in at least:-
 - [a] *Modball fixtures, and*
 - [b] *Division 1 Liveball fixtures.*

Notwithstanding the above, the fact that an umpire officiates from the infield, adjacent to the pitcher's rubber, shall not be grounds for complaint nor protest from any team.

- 1.8 (i) Any person participating as an Umpire in any fixture is hereby deemed to have agreed to comply with the Umpires' Code of Conduct (available as Appendix 10, and in the website Library called Document A10), whether or not s/he has signed that form or not. The responsibility for communicating this Rule to prospective Umpires rests with the Secretary of each Club.

Rule 2. Eligibility & Registration

2.1 Club Eligibility

2.1 (a) In order to nominate teams to any of The League's competitions, a Club must be an Affiliated Club in accordance with The League's Constitution, **EXCEPT THAT:-**

- i) The League may allow unaffiliated Clubs, on a casual and not necessarily recurring basis, to nominate teams to any of The League's Competitions if the Competition Secretary forms the opinion that this is in the best interests of The League.
- ii) In the event that the Competition Secretary forms such an opinion, entry of teams from unaffiliated clubs shall not grant such unaffiliated Clubs any membership rights within The League.

2.1 (b) Affiliated Clubs shall provide access to at least one Home Ground in accordance with Rule 2.8 , for each Conference where the Affiliated Club wishes to nominate one or more teams.

Penalty:- *Should an Affiliated Club be unable to provide access to adequate Home Grounds as required by Rule 2.8 , such Club will pay a levy of \$150 per team per season to The League.*

2.1 (c) Each Home Ground shall have both a comprehensive first-aid kit and an ample supply of ice (or other medically acceptable alternative substance such as "cold-packs") available during the scheduled time of all fixtures. It shall also maintain availability of the Thermo-hygrometer device issued by The League, used to test for extreme heat conditions.

Penalty:- *A fine of \$10 per week for any Club who hosts fixtures without the required facilities.*

2.1 (d) Any Club who wishes to have any of its teams play in a uniform substantially different to the style or colours used in the 2010/11 summer season shall apply to the Competition Secretary for approval prior to 5pm on Friday, August 19th 2011:-

- i) The Competition Secretary shall approve such a uniform change if, at his/her sole discretion, the change will not cause confusion during a game **AND** provided that such a uniform change does not detract from the character of the sport.
- ii) No team shall take the field in a uniform which has not been either approved in accordance with this rule or used without complaint in prior seasons. Any team who does so shall be

deemed to have forfeited any games played in illegal uniforms.

- iii) Any Club unsatisfied with any decision of the Competition Secretary on this matter may appeal to a full General Meeting.

2.2 Team Eligibility

Subject to the specific exemption allowed in Rule 2.1 (a) above:-

- 2.2 (a) To be eligible to participate in any of The League's competitions, teams must be nominated by an Affiliated Club to the Competition Secretary in writing. Affiliated Clubs must provisionally nominate teams to the Competition Secretary by age-group and grade no later than 5pm on Friday, August 19th 2011, and may do so either verbally or in writing.

Penalty:-	<i>Failure to provisionally nominate teams by the deadline incurs a fine of \$5/team</i>
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- 2.2 (b) Affiliated Clubs must confirm the provisional team nominations required by Rule 2.2 (a) no later than 5pm on Friday, September 2nd 2011, and shall do so by providing The League with completed Team Rosters.

- i) A blank Team Roster form (Excel format) is on The League's website.
- ii) Although Clubs may complete Team Roster forms in writing and physically provide them to The League, the preferred method is to download the forms package from the website, complete it electronically and submit it to The League by email. The electronic version of the form package is an Excel spreadsheet.

Penalty:-	<i>Failure to provide complete Team Rosters by the deadline incurs a fine of \$5/team</i>
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- 2.2 (c) Clubs must provide advice of additional players who register after submission of team Rosters by providing completed "Additional Player" forms as appropriate, and within 7 days of such additional players registering with the Club concerned. This form is included with the Team Roster form package.

Penalty:	<i>Failure to notify within 7 days, a fine of \$5/player</i>
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- 2.2 (d) Each nominated team must contain a minimum of seven registered players.
- 2.2 (e) Each nominated team may contain up to a maximum of twelve registered players.

- 2.2 (f) No player may be registered in more than one Team at any single point in time, nor for more than one Club. If a player, during the season, wishes to transfer from one Team to another, or from one Club to another, there must be no overlap in his playing time between the two Teams/Clubs, and such transfer will supersede any previous nomination(s).
- 2.2 (g) No team may participate in The League's competitions unless at least one eligible Team Official for that team (see Rule 2.7) has attended the appropriate pre-season Rules Meeting. The Competition Secretary may, at his/her absolute discretion, waive this Rule 2.2 (g) if s/he is satisfied that at least one eligible Team Official for that team is sufficiently experienced with this RuleBook. The Rules Meetings will take one of two forms:-
- i) For liveball and modball conferences, a short meeting one evening close to the commencement of the liveball season, or
 - ii) For TeeBall conferences, an "Introduction to Teeball" event conducted on a weekend prior to the commencement of the teeball season.

2.3 **Player Eligibility**

- 2.3 (a) To be eligible to participate in any of The League's Competitions, each player individually, and each team collectively, and ***SUBJECT TO*** the provisions of Rule 3.10 :-
- i) Must have assented to The League's Player Code of Conduct in accordance with Rule 7.1 (a), ***AND***
 - ii) Must be of the appropriate age cohort as required by the appropriate Conference Rule Sheet (ie:- as at December 31 in each year) ***OR*** have been granted Dispensation in accordance with The League's Dispensation Policy at Rule 3.9 , ***OR*** as otherwise provided in Rule 2.3 (b) ***AND***
 - iii) Must be named on a Team Roster provided to The League, ***AND***
 - iv) Must have consent to play from a parent or other appropriate adult, by way of having provided a Parental Waiver available at Appendix 5 to their Home Club, ***AND***
 - v) Must not be under any currently "in force" sanction or penalty imposed by their Home Club, HJBA, NSWBL or the ABF.

***Penalty:- Fielding illegal players:- loss of game
by forfeit***

- 2.3 (b) In the Youth League and Cashmore Conferences only, players who have their 16th birthday on or before December 31st, 2011 (hereby

defined as “U/17 players”) are eligible to participate ***SUBJECT TO*** the following conditions:-

- i) An U/17 player cannot be registered and playing in any senior league within NSW for the duration of the 2011/12 HJBA summer season. This prohibition includes social leagues such as Pacific Coast, Sydney Metro and similar, and includes any competition run by the NSWBL Major League Committee including U/18.
- ii) Any U/17 player trailing for a team described in Rule 2.3 (b)(i) is ineligible to play in The League’s competitions until the trials are resolved. A player who trials but fails to secure a place in such senior team is eligible to play in The League’s competitions on any date after such senior team is publicly announced.
- iii) An U/17 player who, at any time during the 2011/12 summer season, makes himself available or takes the field for any senior team described in Rule 2.3 (b)(i) shall complete the requirements of the Dispensation Procedure described at Rule 3.9 before playing any further games in The League’s competitions. If a player intends to so make himself available later in the season, he may seek Dispensation at any time.
- iv) The League may, in the interests of fair play or safety, impose specific restrictions on individual U/17 players in any conference for part or all of the season. Such restrictions may be imposed by the Competition Secretary at first instance and if so, shall be subject to ratification by the next scheduled General Meeting. Such restrictions may include, but are not limited to:-
 - [a] *A general prohibition on pitching and/or catching,*
 - [b] *Restrictions on the number of pitches allowed,*
 - [c] *Restrictions on the number of innings caught,*
 - [d] *Restrictions on being used as a Substitute Player in any HJBA conference other than the one in which he is registered.*
- v) All specific restrictions imposed on individual players under Rule 2.3 (b) (iv) will be published on the HJBA website for the duration of the current season.

***Penalty: Fielding U/17 players illegally: loss
of game by forfeit.***

- 2.3 (c) In the event that the Competition Secretary requires proof of age of any player, that player’s Birth Certificate (or passport, driver’s license or other suitable means of identification) shall be made available to the

Competition Secretary within 7 days of any such request. Failure to comply by any player (or such failure by his parent or guardian) may render the subject player ineligible to take any further part in The League's Competitions until the matter is resolved.

- 2.3 (d) The League will not accept any new registrations for the current season after January 31st, 2012.

2.4 Eligibility for Playoff Series

- 2.4 (a) To be eligible to participate in a Playoff Series for a team, a player must have participated in five games during the Regular Season for that team, either as a registered player or legal substitute.
- 2.4 (b) The Competition Secretary may, at his/her discretion, grant a special waiver of this rule in exceptional circumstances.
- 2.4 (c) No unregistered player is eligible to participate in any fixture in a Playoff Series.

<i>Penalty:-</i>	<i>Fielding illegal players in a Playoff game: loss of game by forfeit.</i>
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2.5 Eligibility for Representative Teams

- 2.5 (a) To be eligible for selection in any of The League's Representative teams, players must:-
- i) Be of the correct age cohort to participate in the appropriate NSWBL competition,
 - ii) Be registered with an Affiliated Club prior to their first attendance at the trials, or indicate to the selectors that s/he will be registered with an Affiliated Club before playing in any Representative Team,
 - iii) Be registered for the 2011/12 summer season (or indicate to the selectors that s/he will be so registered) with the same Affiliated Club as they were in the 2010/11 summer season, unless they meet the requirements of Rule 2.10 or are in possession of a valid Player Release under the provisions of Rule 2.9 .
 - iv) Upon their first appearance at trials (which will generally be conducted prior to commencement of the Regular Season), indicate their willingness to assent to the NSWBL Code of Conduct, which is required to participate in any Representative team. A copy of this document is available at <http://www.nsw.baseball.com.au>.
 - v) Upon their first appearance at trials (which will generally be conducted prior to commencement of the Regular Season), indicate their willingness to pay any fees required by The

League or NSWBL in connection with Representative Team participation.

- 2.5 (b) To participate as a Coach or Manager in any of The League's Representative teams, the applicant shall apply in writing to The League after nominations for Team Officials are called, and shall do so using the form provided at Appendix 16

This will generally be on or after June 1st and will be published on the Hills website. The League will not appoint any applicant unless s/he has:-

- i) Provided the names of two referees, and
- ii) Has undergone a face-to-face interview with a member of The League's Executive Committee for the purpose of complying with The League's ChildSafe Policy, and
- iii) Has agreed to be bound by the terms of the NSWBL Code of Conduct for the position for which s/he has applied.

- 2.5 (c) To be eligible to participate as a Coach in any of The League's Representative teams, the applicant shall have gained or be in the process of gaining at least Level 3 Accreditation under the new (2011) NCAS Guidelines.

2.6 Eligibility for League Development Activities

- 2.6 (a) To be eligible to be invited to any Development activities organised by The League, players must:-

- i) Be registered with an Affiliated Club or, in the case of Winter Development, indicate their intention to so register at the appropriate time for the forthcoming summer season,
- ii) Be registered, or indicate their intention to be so registered, with the same Affiliated Club as they were in the previous summer season, unless they meet the requirements of Rule 2.10 or are in possession of a valid Player Release under the provisions of Rule 2.9 .
- iii) Indicate their willingness to pay any fees required by The League in connection with participation in Development.

- 2.6 (b) To participate as a Coach or Assistant Coach in any of The League's Development activities, the applicant shall apply in writing to The League, and shall do so using the form provided at Appendix 16. The League will not appoint any applicant unless s/he has:-

- i) Provided the names of two referees, and

- ii) Has undergone a face-to-face interview with a member of The League's Executive Committee for the purpose of complying with The League's ChildSafe Policy.
- iii) Agreed to be bound by the terms of The League's Officials Code of Conduct for the position for which s/he has applied.

2.7 Eligibility of Officials

Team Officials may participate in The League's Competitions provided that:-

- 2.7 (a) Each has assented to The League's Officials Code of Conduct in accordance with Rule 7.2 , **AND**
- 2.7 (b) Each has current Working With Children documentation, as required by Rule 2.11 , on file with their Home Club or with HJBA, **AND**
- 2.7 (c) Each has provided their Home Club with a Certificate of Completion for the online training course
- 2.7 (d) No Team Official may participate if they are under any currently "in force" sanction or penalty imposed by their Home Club, HJBA, NSWBL or the ABF.

2.8 Venue Eligibility:- Field Specifications

- 2.8 (a) Fields shall be of a standard suitable to The League generally, and specifically suitable for the age-group for which they are proposed.
- 2.8 (b) Fields shall be dressed as follows:-
 - i) Marked batting boxes 1.83m x 1.22m (6' x 4') for Liveball and Modball competitions only, on both sides of home plate, with the inside edge of each box 15cm (6") from the respective outside edges of home plate as shown in Figure 1 .

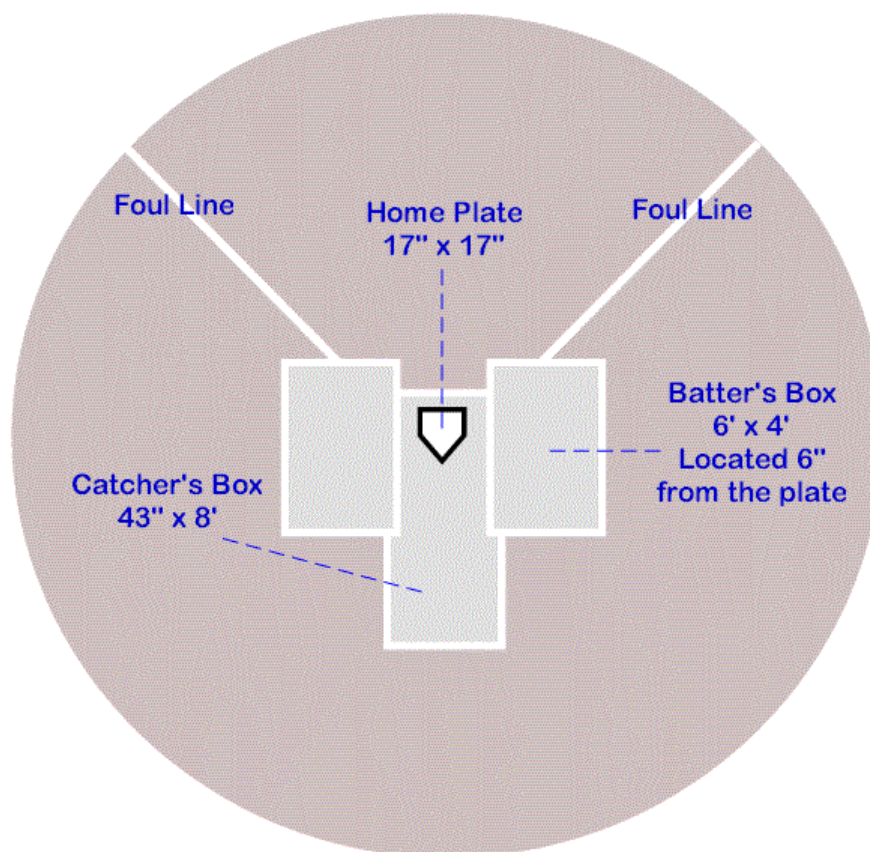


Figure 1

- ii) If an unenclosed field, marked pass ball lines a minimum distance of 6.1m (20') from the foul line and on both the 1st base and 3rd base sides of the diamond, to extend a minimum distance of 12.2m (40') beyond 1st base and 3rd base respectively, as shown in Figure 2, except for diamonds being used only for Teeball.
- iii) A pitchers' rubber 152mm x 610mm (6'' x 24'').
- iv) Optionally, a rectangular catcher's box 1.09m (43'') wide with its leading edge aligned with the infield side of home plate and with home plate centred on that edge, and extending x 2.44m (8') toward the backstop, as shown in Figure 1
- v) Bases 38.1cm (15'') square and padded to a maximum thickness of 7.6cm (3''), in accordance with Rule 2.8 (c).
- vi) Foul lines marked from the outside edges of home plate to the outside edges of 1st base and 3rd base respectively, and for a minimum distance of 27.43m (90') beyond each base as shown in Figure 2.
- vii) Optionally, a base running line beginning 6.1m (20') from home plate and running parallel to the 1st base foul line, at a distance 914cm (3') on the foul side of that line, and extending no further than adjacent to 1st base, as shown in Figure 2.

- viii) For Teeball only, a quarter circle with a radius of 7.62m (25') centred on a focus at the midpoint of the infield edge of home plate and marked between the 1st base and 3rd base foul lines, as shown in Figure 2 as the "Teeball Minimum Distance".
- ix) For Teeball only, a line beginning on the foul line 6.1m (20') beyond 1st base and drawn parallel to the 1st – 2nd running line until it intersects a similar line starting on the foul line 6.1m (20') beyond 3rd base and drawn parallel to the 2nd – 3rd running line, as shown in Figure 2. This line is known as the "Teeball infield boundary".

Note that the absolute placement of this line will differ between conferences in different age-groups.

This marking may, at the Club's discretion, be indicated by mowing the grass shorter than the outfield.

For diamonds that are used for different teeball ages, it is acceptable to place a cone or other marker at the appropriate distance, in foul territory.

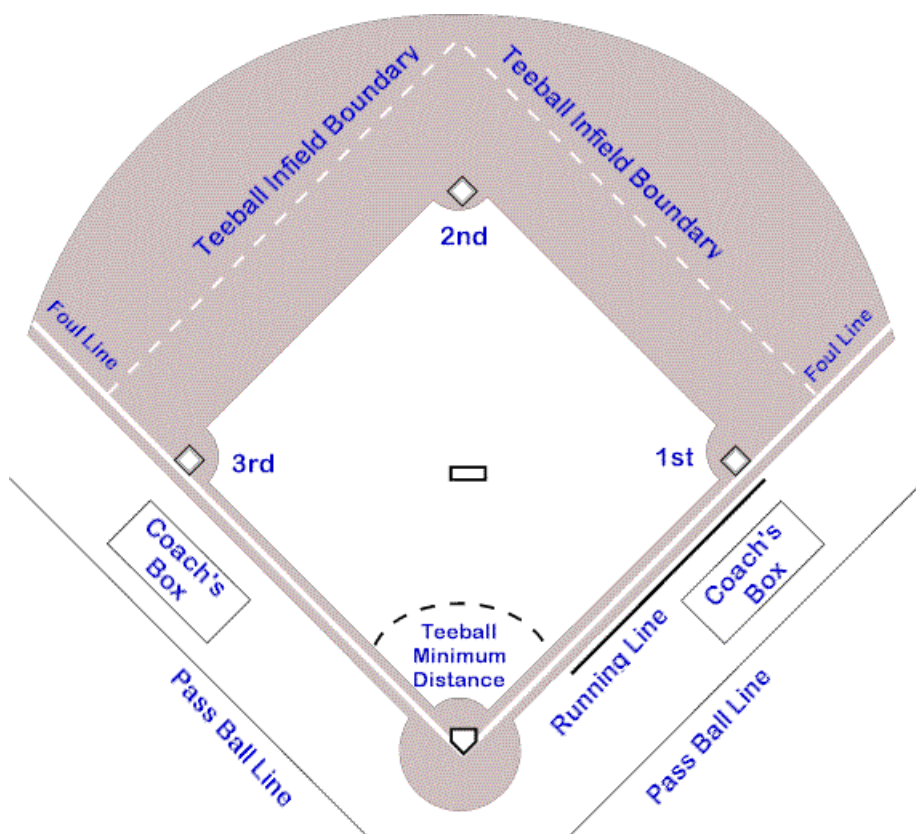


Figure 2

- 2.8 (c) All fields must have breakaway bases for games played in liveball or modball. For teeball, breakaway bases are optional, **HOWEVER** if they are not available at a particular field, then lightweight "throwdown" bases are recommended. Use of a conventional base is permitted for teeball only if it is not pegged down or affixed to the ground in any way.

2.9 Player Release

- 2.9 (a) In exceptional circumstances, a player (or player's family) may wish to permanently change their Home Club, where "permanently" means for the remaining duration of that player's involvement with junior baseball. Such players are entitled to apply to their Home Club for a Player Release which, if granted, will allow that player to change their Home Club without any disadvantage related to selection in The League's Representative teams or Development Activities.

A Player Release Form is included as Appendix 15.

- 2.9 (b) Acceptable reasons for considering such a Player Release include:-

- i) A Home Club who cannot nominate a team in the Player's age-group this season, and is unlikely to be able to nominate a team in future seasons in that Player's future age-group(s), for at least the remaining duration of that Player's junior baseball career.
- ii) A Home Club who, although able to nominate a team in the Player's current age-group, can only do so in a conference which is completely inappropriate for that Player's skillset. This situation needs to be one that is likely to remain in future seasons in that Player's future age-group(s), for at least the duration of that Player's junior career.
- iii) Changed personal circumstances. An example would be where a Player changed residential address prior to the cutoff date of August 31st this year (as required by Rule 2.10), remained with their original Home Club, and now finds it difficult or impossible to attend training sessions.
- iv) Undue hardship. An example would be a Player with limited support (eg:- working parents, lack of public transport, or no motor vehicle, etc) who was able to secure transportation last season for games or training, but cannot do so this season, and has instead found a way to attend training and games for a different Club.

- 2.9 (c) Note that to be successful, an application for a Release must carry the endorsement of the Player's parent or other appropriate adult, the Home Club and the Competition Secretary. It also needs to be frank and honest regarding the facts involved. Any application which is found to be deceptive, unduly selfish or lacking in integrity will be dismissed.

- i) Any decision of the Competition Secretary is subject to appeal to the next scheduled General Meeting of The League, but applicants should note the logistics involved in doing so. If an application is rejected by the Competition Secretary, an appeal is unlikely to be heard before the time required for presentation of the Release (ie:- prior to Representative trials).

- ii) A decision of a Club to reject such an application is final and is not subject to any right of appeal.
- 2.9 (d) Players who wish to secure a Player Release should submit their application (on the form at Appendix 15) to their Home Club Secretary well in advance of the season (mid-July at the latest), and allow two weeks for processing. The Competition Secretary shall advise both the Player and the Home Club of the outcome of any such application as soon as practicable.
- 2.9 (e) Prior to endorsing a Player Release, the Competition Secretary shall investigate whether the subject player can be reassigned to a Composite Team under the provisions of Rule 3.6 or a League-Sponsored Team under the provisions of Rule 3.7 . Should the Competition Secretary decide, at his/her absolute discretion, that the interests of the League are better served by such reassignment, the the Competition Secretary shall decline to endorse the Player Release.
- 2.9 (f) Note that if a player does not wish to trial for one of The League's Representative teams or participate in League Development Activities in the 2011/12 season, there is no reason to seek a Release.

2.10 Change of Residential Address

- 2.10 (a) A player who has changed, or will change residential address between September 1st this year and August 31st last year is permitted to change their Home Club to another without any disadvantage related to selection in The League's Representative teams or Development Activities, and without the requirement to secure a Release as required by Rule 2.9 .
- 2.10 (b) The Competition Secretary may, in exceptional circumstances, extend the coverage of this Rule 2.10 . Such exceptional circumstances may include dual-residency, extended temporary absence from home, or similar situations. Should the Competition Secretary do so, the subject Player shall be deemed to be in compliance with this Rule 2.10

2.11 Prohibited Employment Declaration

- 2.11 (a) It is a legal requirement in NSW that all adults who have "*direct contact with children where that contact is not directly supervised*" provide a signed "Prohibited Employment Declaration" to their Home Club. The League requires all Team Officials to provide this documentation, and for the Club Secretary to affirm that it has been provided when submitting completed Team Roster forms as required by Rule 2.2 (b).
- 2.11 (b) Any applicant for a position as a Team Official with any of The League's Representative teams shall provide The League with a signed "Prohibited Employment Declaration" as required by Rule 2.5 (b), notwithstanding that such applicant may have already provided his/her Home Club with the equivalent document in compliance with Rule 2.11 (a).

2.12 NSWBL requirements:- the National “My Club” Database

It is a requirement of affiliation with NSWBL that all clubs enter certain information to the “MyClub” database, accessed by selecting the “My Club” link from www.nsw.baseball.com.au. Such information includes contact details for the club itself, and details of all player registrations.

NSWBL have indicated that this requirement is mandatory and non-negotiable. Affiliated Clubs are responsible individually for this task.

Rule 3. Rosters, Grading & Scheduling of Fixtures

3.1 Team designation

- 3.1 (a) Teams in the Competition Draws are designated by Club Name and also, where requested by the Club involved, a Team Name.
- 3.1 (b) Teams named first in any Draw are defined as the Home Team and shall occupy the 1st Base dugout and field first.
- 3.1 (c) Clubs have the responsibility of grading their teams and nominating each team to an appropriate Conference.
- 3.1 (d) Where a Club nominates two or more teams to the same Grade or Conference, each Team shall be considered as a separate identity and players from such Teams are not interchangeable.

3.2 Fixtures

- 3.2 (a) Up to two fixtures will be scheduled on Saturday mornings on available grounds. The first will commence at 8:30am and the second will commence at 10:30am, except as provided by Rules 3.2 (c), 3.2 (d) and 3.2 (e).
- 3.2 (b) It is the Home Club’s responsibility to dress the diamond for the first fixture and to re-dress it for the second fixture, in accordance with Rule 2.8 (b).
- 3.2 (c) Fixtures may, at the option of the Competition Secretary, be scheduled for Friday night instead of, but not in addition to, Saturday morning fixtures for the same teams.
- 3.2 (d) Fixtures may be scheduled for play as Twilight Games in any or all Liveball conferences, which will generally be on Saturday evenings commencing at 6pm.
- 3.2 (e) Fixtures may be scheduled for play as Midweek Games in any or all Liveball conferences. Dates & times for such Midweek Games will be agreed between the Clubs involved, and will not be prescribed by The League except as provided elsewhere herein.

3.3 Alterations to the Draw

Alterations to the draw by agreement among any parties without the approval of The League are not permitted, and if any game is played as a result of such unapproved agreement, the game shall be declared a No Game.

3.4 Representative Player Discretion

In the event that a Team has two or more Representative Players and the Draw disadvantages such Team as a result of restrictions on the participation of those players vs opposition teams in fixtures organised by The League, the Competition Secretary may, at his/her option, reschedule one or more fixtures to nullify or mitigate such a disadvantage.

3.5 Re-Grading

Applications for a team to be regraded may be made to the Competition Secretary, and shall be made in writing supported by the reasons for the application, and shall be signed by an official of the Club making such application. The Competition Secretary may approve or reject such application at his/her discretion and, if approved, shall re-draw the affected Conferences and advise members via (at least) a notice on the website.

3.6 Composite Teams

In cases where a Club is unable to submit a team of at least nine properly graded players in a particular conference, that Club is free to contact other Clubs to seek additional players. If another Club with the same problem agrees with the first Club to submit a team consisting of players from both Clubs, then The League will permit this. The resulting Team will be known as a Composite Team.

- 3.6 (a) The Team's administrative details, including logistics of where the home ground is located for that Composite Team, which Club provides equipment, personnel or other resources, and what fees are charged to players, is entirely a matter for negotiation between the two involved Clubs.
- 3.6 (b) Players involved in such teams will be known as Loan Players under the terms of Rule 3.8 .

3.7 League Sponsored Teams

In cases where a Club is unable to submit a team of at least nine properly graded players in a particular conference, that Club is free to notify The League that it wishes certain named players to participate in a Team selected and organised by The League itself. The resulting Team will be known as a League Sponsored Team.

- 3.7 (a) The Team's administrative details, including logistics of where the home ground is located for that League Sponsored Team, which Clubs provide equipment, personnel or other resources, and what fees are charged to players, is a matter for The League. In so dealing with the

Team, The League will work with the Clubs involved to seek a mutually satisfactory outcome.

3.7 (b) Fees charged to players by each Home Club will stand as billed, notwithstanding that such fees may differ among Clubs or players.

3.7 (c) Players involved in such teams will be known as Loan Players under the terms of Rule 3.8 .

3.8 Loan Players

Players who participate in League Sponsored Teams under Rule 3.7 or in Composite Teams under Rule 3.6 will be known as Loan Players. Such Loan Players:-

3.8 (a) Shall retain their membership and registration status with their Home Club as if they were playing for a Club Team, with all that entails. They are entitled to be named as Substitutes for their Home Club, and to the benefit of any activity organised by their Home Club, including social functions, clinics, training etc.

3.8 (b) Shall retain the right to trial for any Hills Representative Teams and to participate in Development activities organised by The League.

3.9 Dispensations

A Dispensation Policy, included as Appendix 19 exists to allow The League to permit a player to play outside his/her natural age-group. Requests for Dispensation must be on the appropriate Form, included at Appendix 4.

3.10 Substitute Players

In the event that a team cannot field nine eligible players for any fixture, it may instead include players from outside those named on the Team Roster, subject to the following Rules:-

3.10 (a) Substitutes shall have the abbreviation "SUB" marked adjacent to their name on the Result Sheet for the game in which they play. Unregistered Substitutes shall instead have the abbreviation "SUB: UNREG" marked adjacent to their name on the Result Sheet.

3.10 (b) An Unregistered Substitute shall be allowed to play in not more than 3 games anywhere within The League's Competitions, after which time s/he must become a Registered Player. An Unregistered Substitute is a player who has not paid a fee to any Affiliated Club.

i) Unregistered Players are not insured by BNSW.

ii) Unregistered Players must nonetheless assent to the Players Code of Conduct before taking the field.

iii) Unregistered Players are not eligible to play in any game involved in any Playoff Series.

- iv) No Unregistered Player shall precede a Registered Player in the batting lineup.
- 3.10 (c) A Registered Substitute, being a Registered Player, may be named on a Lineup and participate on the following conditions:-
- i) If s/he is currently named on a Team Roster in the same age-group as, but at a lower grade than, the fixture for which s/he intends to substitute, then s/he may substitute without requiring the permission of The League.
 - ii) If s/he is currently named on a Team Roster in the same age-group and the same grade as the fixture for which s/he intends to substitute, then s/he may substitute only with the permission of The League via the Dispensation Procedure in accordance with Rule 3.9 .
 - iii) If s/he is currently named on a Team Roster in a lower age-group than the fixture for which s/he intends to substitute, then s/he may substitute only with the permission of The League via the Dispensation Procedure in accordance with Rule 3.9 .
 - iv) No Registered Player may substitute in any more than four games for another Team, although s/he may substitute in more than four games in total, for multiple Teams, during a season.
 - v) Upon purporting to substitute for a fifth game for another Team, the Player shall be deemed to have joined that Team for the balance of the season and may no longer play for his/her original Team, in accordance with Rule 2.2 (f).
 - vi) The intent of this Rule 3.10 (c) is for players to substitute for Teams, other than their own, but still from the same Club. In cases where there is any involvement by the subject player in Composite Teams or League Sponsored Teams, the Competition Secretary shall determine the application of this Rule 3.10 to the use of Substitutes.
- 3.10 (d) No Substitute may bat ahead {in the lineup} of a player registered in a Team.
- 3.10 (e) A Substitute is eligible to play defensively **ONLY** in the outfield.
- 3.10 (f) **EXCEPT FOR** a Division 1 conference, Substitutes may play only with the consent of the opposing Team. In the event that the Substitutes proposed are unacceptable to the opposing team then the opposing team must provide adequate Courtesy Players under the provisions of Rule 3.12 to allow the first team to field a team of nine defensively.

In Division 1 conferences, such consent from the opposing team is not required, and defensive provision of Courtesy Players is optional. See Rule 3.11 .

- 3.10 (g) In addition to any other rule herein, players from the Division 1 conference of a lower age-group (ie:- Petroff, Douglass & Hay respectively) may not be used as Substitutes in a higher-age Southern or Eastern liveball conference.

3.11 Courtesy Players & Automatic Outs – Division 1 Liveball

- 3.11 (a) In the event that a Division 1 Liveball team cannot field at least nine eligible players at any time during any fixture, and has insufficient legal substitutes available to bring the team up to nine or more players, then the opposing team may at its option provide adequate Courtesy Players to allow the first team to field a team of nine defensively **SUBJECT TO** the provisions of Rule 5.9 (a) which require a forfeit unless at least seven eligible players are present **UNLESS** the failure to have seven players is as a result of injury or illness as described in Rule 3.11 (c).
- 3.11 (b) Such Courtesy Player(s) shall not bat for the affected team and an automatic out (without any charge against the pitcher of record) shall be recorded each and every time a missing player should have come to bat, at his proper turn in the lineup, but does not because of his absence **PROVIDED ONLY** that the affected team has fewer than nine players available at that time. For clarity, this means that an automatic out shall not be applied if a team has nine or more eligible players remaining in its lineup {including substitutes} at the time when a missing player ought to have come to bat, regardless of the missing player's place in the original lineup.
- 3.11 (c) In the event that a team has seven or more eligible players present at the field {including substitutes} at any time during any fixture, but an injury or injuries or illness reduces the number of actual participants to less than seven (whether such event was in warming up or in the course of the game), then the provisions of this Rule 3.11 concerning Courtesy Players shall apply **AND** the provisions of Rule 5.9 (a) shall be waived.

3.12 Courtesy Players – Divisions 2 & 3 Liveball, Teeball & Modball

- 3.12 (a) In the event that a team cannot field nine eligible players for any fixture, and has no legal substitutes available, then the opposing team must provide adequate Courtesy Players to allow the first team to field a team of nine defensively **SUBJECT TO** the provisions of Rule 5.9 (a) which require at least seven eligible players to be present **UNLESS** the failure to have seven players is as a result of injuries as described in Rule 3.12 (c).
- 3.12 (b) Such Courtesy Player(s) need not bat for the affected team but may do so with the consent of both teams. If the Courtesy Player(s) do not bat, then the batting lineup of the affected team shall be collapsed around the missing players such that the remaining players bat in order without any automatic outs being recorded.

- 3.12 (c) In the event that a team has seven or more eligible players present at the field but an injury or injuries reduces the number of actual participants to less than seven (whether such injuries be in warming up or in the course of the game), then the provisions of this Rule 3.12 concerning Courtesy Players shall apply **AND** the provisions of Rule 5.9 (a) shall be waived.

Rule 4. Competition Formats

The League conducts competitions called “Conferences” among groups of teams organised by game format, age-group and grade. Rules specific to each game format are documented in the Conference Rule Sheet for each Conference. The Conferences are summarised in the table at Page 76.

4.1 Regular Season

- 4.1 (a) The Regular Season for Liveball conferences comprises a round robin format where each team in a Conference plays each other team a number of times, determined by the number of teams in each Conference.
- 4.1 (b) The Regular Season for Modball conferences comprises a round robin format where each team in a Conference plays each other team a number of times, determined by the number of teams in each Conference.
- i) Games scheduled before Christmas will be played with an adult pitching. This format is known as the Modball Phase of the competition,
 - ii) Games scheduled for Calendar 2012 (ie:- the last five or six games of the season) will, subject to Rule 4.1 (b)(iii), be played with a team member pitching. This format is known as the Liveball Phase of the competition.
 - iii) The Competition Secretary may, after consultation with Teams playing ModBall prior to Christmas 2010, decide to have the season finish without a Liveball Phase in a Modball Conference. This decision will be based on the ability and development of the children involved.
- 4.1 (c) The Regular Season for Teeball conferences comprises a round robin format where each team in a Conference plays each other team a number of times, determined by the number of teams in each Conference.

4.2 Competition Structure

- 4.2 (a) The competition structure for each game format is as follows:-

- i) Liveball Conferences shall play approximately one fixture per week in the Regular Season between September this year and February next year (excluding most school holidays), followed by a Playoff Series in accordance with Rule 4.7 . Some Twilight or Midweek Games may be scheduled.
- ii) Modball Conferences shall play approximately one fixture per week in the Regular Season between September this year and March next year (excluding most school holidays), with Premiers declared in accordance with Rule 4.5 .
- iii) The Super-8, U/9, U/10 and U/12 Teeball Conferences shall play approximately one fixture per week in the Regular Season between September this year and March next year (excluding most school holidays), with Premiers declared in accordance with Rule 4.5
- iv) U/8 Akers Conferences shall play approximately one fixture per week in the Regular Season between September this year and March next year (excluding most school holidays). A Conference Champion will not be declared. See Rule 4.4 .

4.3 Competition Points

- 4.3 (a) For Conferences where Competition Points are awarded, they are awarded on the following basis:-

Result	Points	Deemed Score
Win	2 points	Actual
Win by Forfeit	2 points	6:0
Bye	2 points	0:0
Draw	1 point each	Actual
No Game	0 points	0:0
Loss	0 points	Actual

4.4 Conference Champions, U/8 Teeball

- 4.4 (a) Teeball in Akers are non-competition Conferences and Competition Points are not awarded. There is no Conference Champion declared.
- 4.4 (b) The Super-8 Conference is competitive and is subject to Rule 4.5 .

4.5 Conference Champions, Modball & Teeball except Akers conferences subject to Rule 4.4 .

- 4.5 (a) There is no Playoff Series for Modball nor Teeball in any age. The team which finishes the Regular Season with the most Competition Points shall be declared Conference Champion, and the team which finishes the Regular Season with the second-most Competition Points shall be declared Conference Runner-Up.

- 4.5 (b) Both the Conference Champions and Conference Runners-Up are entitled to 14 trophies (endorsed “Champion” and “Runner-up” as appropriate), and provided at The League’s expense.
- 4.5 (c) In the event that two or more teams achieve equal Competition Points to qualify for the place of Conference Champion or Conference Runner-Up, both/all such teams shall be declared Joint Champions or Runners-Up as appropriate. There is no countback or head-to-head calculation to split them.
- 4.5 (d) Should two or more teams achieve the status of Joint Champions or joint Runners-Up in accordance with Rule 4.5 (c), The League will provide additional trophies at its own expense so that all such players in all subject teams receive the appropriate trophy.

4.6 Conference Champions, Liveball, including U/11

In Liveball Conferences, the Conference Champions will be determined by a Playoff Series as described in Rule 4.7 , following the Regular Season .

4.7 Playoff Series Format

In Liveball Conferences, the Regular Season will be followed by a Playoff Series, comprising three fixtures to determine the Conference Champion:-

- 4.7 (a) Firstly, teams are designated as follows:-
 - i) At the conclusion of the Regular Season, the team finishing with the most Competition Points shall be designated “Team A” for the purpose of this Rule.
 - ii) At the conclusion of the Regular Season, the team finishing with the second most Competition Points shall be designated “Team B” for the purpose of this Rule.
 - iii) At the conclusion of the Regular Season, the team finishing with the third most Competition Points shall be designated “Team C” for the purpose of this Rule.
 - iv) At the conclusion of the Regular Season, the team finishing with the fourth most Competition Points shall be designated “Team D” for the purpose of this Rule.
- 4.7 (b) Should two or more teams be equal on Competition Points at the conclusion of the Regular Season, their respective positions for the purpose of Rule 4.7 (a) shall be determined as follows:-
 - i) Firstly by the number of games won divided by the number of games lost against the other team(s) involved, and if not resolved, **THEN:-**

- ii) By the number of runs scored against the other team(s) involved divided by the number of runs conceded to the other team(s) involved, and if not resolved, **THEN**
- iii) By the number of runs scored against all other opponents divided by the number of runs conceded to all other opponents, and if not resolved, **THEN**
- iv) If only two teams remain tied, **THEN** by an Elimination Game between the two teams concerned, scheduled at a time and place of The League's choosing. Should that Elimination Game be tied under these Rules (or not proceed to a result), the final placing of both teams shall be decided by the toss of a coin under the supervision of the Competition Secretary.
- v) If more than two teams remain tied, **THEN** by the toss of a coin or coins, drawing of straws or some other method of randomly deciding the placement of the teams involved, under the supervision of the Competition Secretary.
- vi) For the purpose of this Clause 4.7 (b), the term "other team(s) involved" means the other team(s) involved in the tie.
- vii) For the purpose of this Clause 4.7 (b), the term "all other opponents" means all opponents in that Conference other than the team(s) involved in the tie.

4.7 (c) Deleted.

4.7 (d) Playoff Fixtures shall be named and played as follows:-

- i) In the first Playoff round, Team A shall play Team B in the Major Semi-Final, and Team C shall play Team D in the Minor Semi-Final.
- ii) In the second Playoff round, the loser of the Major Semi-Final shall play the winner of the Minor Semi-Final. This game is defined as the Final.
- iii) In the third Playoff round, the winner of the Major Semi-Final shall play the winner of the Final. This game is defined as the Grand Final.
- iv) The winner of the Grand Final shall be declared Conference Champion, and the loser shall be declared Conference Runner-Up.
- v) Both teams participating in the Grand Final are entitled to 13 trophies each (endorsed "Champion" and "Runner-Up" as appropriate), and provided at The League's expense.

4.7 (e) For all fixtures in a Playoff Series only, the Umpire-in-Chief shall toss a coin to determine which team is designated as the home team for that

fixture. The Head Coach of the team finishing the Regular Season in the highest place under the terms of Rule 4.7 (a) will call the toss.

- 4.7 (f) For all fixtures in a Playoff Series only, should any two teams conclude any fixture tied, the affected fixture will be extended for up to two additional innings, without regard to the scheduled completion time. Should a result be achieved after playing only one additional inning, that result shall stand. Should a result not be achieved after two additional innings, then
- i) In the Semi-Final and Final fixtures, the team that finished the Regular Season in the highest position [in accordance with Rules 4.7 (a) and, if relevant, Rules 4.7 (b) and 4.7 (c)] shall be declared the winner of that fixture by a score of 6:0, or
 - ii) In the Grand Final, both teams shall be declared Joint Champions, and there shall be no Runner-Up declared.
- 4.7 (g) The terms of Rule 10.6 (a) do not apply during a Playoff Series. A Team may name less than “*all available players*” in the lineup for games in a Playoff Series fixture, and less than “*all available players*” may bat, **PROVIDED THAT** a Team must name at least nine players in the lineup, and **SUBJECT TO** Rule 4.7 (m).
- 4.7 (h) The terms of Rule 5.3 (a) do not apply during a Playoff Series. All fixtures in a Playoff Series will proceed to the actual playing time or innings limit as described in Rule 5.1, according to the Umpire’s watch, and allowing for late starts.
- 4.7 (i) The terms of Rules 5.6 (c), 5.6 (d) and Rule 5.6 (e) do not apply during a Playoff Series. The terms of Rule 5.6 (a) shall apply to fixtures in a Playoff Series **EXCEPT THAT:-**
- i) If the Minor Semi-Final described in Rule 4.7 (d)(i) is washed out, the fixture shall be replayed midweek during the week following the scheduled time for it, at a time and venue decided by the Competition Secretary. If the replay is again washed out, or if the fixture cannot proceed to a result for any other reason, the team finishing the Regular Season in 3rd place shall be deemed the winner by a margin of 6:0.
 - ii) If the Major Semi-Final described in Rule 4.7 (d)(i) is washed out, the team finishing the Regular Season in 1st place shall be deemed the winner by a margin of 6:0.
 - iii) If the Final described in Rule 4.7 (d)(ii) is washed out, the fixture shall be replayed midweek during the week following the scheduled time for it, at a time and venue decided by the Competition Secretary. If the replay is again washed out, or if the fixture cannot proceed to a result for any other reason, the team finishing the Regular Season in the higher place on the Competition Ladder shall be deemed the winner by a margin of 6:0.

- iv) If the Grand Final described in Rule 4.7 (d)(iii) is washed out, the fixture shall be replayed as soon as possible, either midweek or on a future weekend, at a time and venue decided by the Competition Secretary. Multiple attempts, if required, will be made to ensure this fixture is played by the conclusion of the season. If, in the opinion of the Competition Secretary, scheduling the replay becomes logistically impossible, the two teams will be declared Joint Champions.
- 4.7 (j) The terms of Rule 3.12 do not apply during a Playoff Series. Teams in Division 2 or Division 3 Conferences shall, during a Playoff Series, be subject to the terms of Rule 3.11 instead, as if they were Division 1 teams.
- 4.7 (k) During a Playoff Series, the terms of Rule 3.10 (f) {requiring consent from the opposing team for the use of otherwise legal Substitutes in Conferences other than Division 1} shall not apply.
- 4.7 (l) The terms of Rule 3.10, insofar as they relate to Unregistered Substitutes, do not apply during a Playoff Series. No unregistered player may participate in any fixture during a Playoff Series. Furthermore, attention is drawn to the provisions of Rule 3.10 (c) [*Registered Players*] and Rule 3.9 [*Dispensations*] regarding the eligibility of players to participate in a Playoff Series.
- 4.7 (m) In addition to any other rule herein, no Substitute during a Playoff Series fixture may be named in the Lineup to bat ahead of a player named on that Team's Roster, nor may a Substitute take the field defensively while any player named on that Team's Roster is on the bench, whether in accordance with Rule 4.7 (g) or otherwise.
- 4.7 (n) In addition to any other rule herein, Teams shall take all reasonable steps to invite Registered Players from a lower grade in the same age-group to substitute in Playoff Series games before using substitutes who are available to the Team via a Dispensation in accordance with Rule 3.9.
- 4.7 (o) Deleted in Rev 3.4. See Rule 3.10 (g) instead.
- 4.7 (p) Substitutes cannot be listed on the Lineup to bat 10, 11 or 12. Their only involvement can be as replacements for a starting player who is injured or becomes ill during the game, or as a replacement for an absent starting player if such absence causes the Team to have less than nine starting players (whether at the commencement of the game or during it).

Players who are legally available as potential Substitutes may sit in the dugout with the Team **PROVIDED THAT** they are in full uniform.
- 4.7 (q) Rule 1.8 (d) {requiring game abandonment in the absence of an umpire} shall apply to fixtures in the Finals Series **ONLY IF** the situation leaves the game without any umpires. The absence of a second umpire in a scheduled crew of two or more shall not force game

abandonment:- it shall proceed with only one (plate) umpire. The rest of Rule 1.8 remains in force.

4.8 Association Perpetual Trophies

In recognition of the contribution to local baseball made by clubs and individuals, the League shall award perpetual trophies as follows:-

- 4.8 (a) Each season, the **Club Championship**, calculated on the basis of the points [See Rule 4.3 (a)] collected by each team during the Regular Season only (ie:- the Playoff series in those conferences involving one do not count) multiplied by the “CC Weight” shown in the table on Page 76 for that team’s conference, and then totalled for each club.
- 4.8 (b) Each season, the **Incentive Shield**, calculated on the basis of the points [See Rule 4.3 (a)] collected by each team during the Regular Season only (ie:- the Playoff series in those conferences involving one do not count), then totalled for each club, and then divided by the number of eligible teams entered for that club. To be eligible for the Incentive Shield, a club must have 5 or more teams playing in competitive conferences (ie:- those where points are awarded).
- 4.8 (c) The **President’s Award**, presented annually in June of each year, to an individual person who has made a significant, lasting and exceptional contribution to Hills Juniors, during the preceding summer season and before. This award is at the discretion of the President of the day, and there is no compulsion to award it each year.

Rule 5. Game Duration & Completion

5.1 Absolute Duration

The duration of games is shown in the Conference Rule Sheets for each age-group and grade, and is expressed as a time limit or number of innings, whichever occurs first, **SUBJECT TO** Rule 5.3 .

5.2 Innings Changeovers

- 5.2 (a) In Liveball conferences, and the Liveball Phase of Modball conferences, the lesser of sixty seconds or five (5) pitches warm-up will be allowed between innings.
- 5.2 (b) In Teeball conferences, and the Modball Phase of Modball conferences, players are encouraged to hustle on and off the field. There is no mandatory changeover period.
- 5.2 (c) Changes to fielding positions must be made through the umpire and must provide for the minimum of disruption to the game.

5.3 Completion of Game

References herein to Early and Late games mean the 1st and 2nd fixtures respectively scheduled at a venue on the same day or night, whether on the same diamond or not.

Should there ever be three or more fixtures scheduled back-to-back at a venue, the principles of this Rule shall apply, with the first fixture being regarded as the Early game, and subsequent fixtures being regarded as Late games with a cascading order of precedence:- each one [potentially] affecting the others in order¹.

5.3 (a) There is no general allowance for a late start.

- i) Early Games will finish at the scheduled completion time regardless of the actual starting time, subject to Rule 5.3 (c).
- ii) However, Late games shall have their “scheduled completion time” adjusted **IF** an Early game delays their starting time in any way². Such adjustment will allow minimum game time in accordance with Rule 5.1 .

5.3 (b) The top of an innings shall not commence within 5 minutes of the scheduled completion time of a fixture, unless such scheduled completion time for a Late game is adjusted in accordance with Rule 5.3 (a) (ii). This five-minute window is calculated from the time of the final out of the bottom of the preceding inning, according to the umpire’s watch.

5.3 (c) If the top of the final inning legally commences in accordance with Rule 5.3 (b), that half-inning is to be played to completion, and the bottom half of the inning is to be played in accordance with the rules of baseball and regardless of the additional time involved, viz:-

- i) If the home team is leading at the completion of the top half of the final inning, play will cease and a result will be recorded in favour of the home team.
- ii) If the away team is leading or the score is tied at the completion of the top half of the final inning, the bottom half of the inning will proceed:-

[a] If the home team takes the lead in the bottom half of the final inning, play will cease and a result will be recorded in favour of the home team. If the home team scores more than one

¹ Such a situation will be very rare, but may occur:- in the case of Gala Days: when a suspended or protested game is replayed as a partial double-header between two teams: in multiple-game twilight fixtures: in multiple-game washout replays: in tournament conditions: etc.

² “In any way” includes: unavailability of a diamond because it is still in use by an Early game at the scheduled starting time for the Late game: unavailability of a diamond because there was insufficient time to dress it properly after completion of an Early game: an Early game still in progress on an adjacent diamond where there is a safety concern in commencing the Late game: unavailability of an umpire appointed for a Late game when s/he is still involved in an Early game (other than as a spectator): unavailability of a player in a Late game when s/he is still involved in an Early game (other than as a spectator) still in progress: and so on.

run on the final play of the game, all such runs scored will count in the result.

[b] If the home team is trailing and does not tie the game or take the lead in the bottom half of the final inning, a result will be recorded in favour of the away team.

[c] If the scores are tied after completion of the bottom half of the final inning, a tie will be recorded.

5.4 Regulation Games

- 5.4 (a) In Liveball and Modball conferences, a Regulation Game must progress for at least the lesser of 60 minutes of actual playing time or three complete {top and bottom half} innings **EXCEPT THAT** once the home team leads after 2½ innings, the game shall be deemed a Regulation Game at that point and a result shall be declared.
- 5.4 (b) In Teeball conferences, a Regulation Game must progress for at least the lesser of 40 minutes of actual playing time or three complete {top and bottom half} innings **EXCEPT THAT** once the home team leads after 2½ innings, the game shall be deemed a Regulation Game at that point and a result shall be declared.

5.5 Weather & Other Unforeseen Circumstances

- 5.5 (a) Each Club Delegate shall be responsible for informing the Competition Secretary of ground closures prior to 7am on each Saturday of scheduled play (4pm Friday for scheduled Friday fixtures). Such advice of ground closures will be recorded by the Competition Secretary on The League's Weather Info Line at 1-900-920-229, Line 4.
- 5.5 (b) If a game cannot commence due to weather or other unforeseen circumstances, the affected fixture is to be declared a Washout and is to be replayed in accordance with Rule 5.6 .
- 5.5 (c) If a game in progress is suspended (ie:- the umpire orders all players from the field) due to weather or other unforeseen circumstances outside the control of the participating teams, the game shall only recommence if a Regulation Game can be completed in the remaining available game time. If a game so affected cannot recommence, it shall be declared a Washout and is to be replayed in accordance with Rule 5.6 .
- 5.5 (d) Once a game is abandoned due to weather or unforeseen circumstances:-
- i) If a Regulation Game, the result shall revert to the score at the bottom of the last complete innings.
 - ii) If not a Regulation Game, it will be deemed a "Washout" and no result shall be recorded at that time. The fixture shall be replayed in accordance with Rule 5.6 .

- iii) In the case of a game which had commenced, Pitch Counts and Pitching Assignments recorded by both teams at the point of abandonment shall stand.
- 5.5 (e) If inclement weather or other unforeseen circumstance forces the closure of any scheduled venue more than 18 hours before the scheduled commencement of any game, the Competition Secretary may at his/her discretion endeavour to find an alternate venue. If s/he is able to find an alternate venue, s/he will inform the Delegates of the Clubs involved not later than 15 hours before the scheduled commencement of the game(s) involved. If 15 hours notice of an alternate venue is given by the Competition Secretary and the alternate venue remains open at the scheduled commencement time of the affected fixture, the fixture will proceed.
- 5.5 (f) Once a fixture has commenced, the Umpire-in-Chief shall be the sole judge as to whether play is suspended because of inclement weather or other unforeseen circumstances.
- 5.5 (g) The Head Groundskeeper for the Home Club shall be the sole judge as to whether any fixture may commence as scheduled ***SUBJECT TO*** recognition that in many cases the local Council makes these decisions.
- 5.5 (h) Should neither an official Umpire nor Head Groundskeeper be in attendance at a ground during inclement weather, and should the teams involved disagree as to the fitness of the venue for play, the fixture shall be deemed a Washout and will be replayed in accordance with Rule 5.6 .
- 5.5 (i) The provisions of this Rule 5.5 shall not be applied to game delay or abandonment caused by a lack of eligible players as described by Rule 5.9 (a), notwithstanding that this situation may otherwise be considered as “other unforeseen circumstances”. Should injury or illness prevent a player taking the field when required to do so, the provisions of Rule 10.4 (a)(iii) shall be applied.
- 5.5 (j) For the purpose of this Rule 5.5 , any game affected by The League’s Heat Policy is hereby deemed to be affected by “weather” or “inclement weather” as appropriate. For clarity, this means that a heat-affected game will be treated exactly the same as a rain-affected one, including the use of the term “Washout” for both, and thus the application of Rule 5.6 .

5.6 Replay of Washouts & Abandoned Games

Any Washout game is to be replayed as soon as practicable, and under conditions as close as possible to those existing at the time of the originally scheduled fixture, ***SUBJECT TO*** the provisions of this Rule:-

- 5.6 (a) Notwithstanding any other provision of any rule herein, there shall be no compulsion to replay Washout games within four rounds of the originally scheduled date prior to the commencement of Daylight

Savings time in NSW. The phrase “four rounds” means “four weeks during which a fixture for the affected Conference was originally scheduled.” By way of explanation, if the last game before Xmas is washed out {say: December 16th}, the replay is to occur within four playing weekends, not necessarily by January 16th.

- 5.6 (b) In the first instance, the Washout is to be played, at the originally scheduled venue, during one of the Washout Dates in the published Competition Draw for the affected Competition **PROVIDED THAT** such Washout Date is within four rounds of the originally scheduled fixture.
- i) If this is impossible or impractical, the Washout is to be played midweek within four rounds of the originally scheduled fixture, at the originally scheduled venue.
 - ii) If this is impossible or impractical, the Washout is to be played midweek within four rounds of the originally scheduled fixture at a neutral venue decided by the Competition Secretary.
 - iii) For the purposes of the above, the words “impossible or impractical” mean either:-
 - [a] *that one or both teams decline the rescheduling in accordance with the principles in Rule 5.6 (c), or*
 - [b] *that any “Washout” dates in the Competition Draw are already filled with other Washout games.*
 - iv) There is no provision to carry washouts forward beyond the four-round window. Any unplayed game after four rounds shall be declared either a forfeit in accordance with Rule 5.6 (d) or a No-Game, at the discretion of the Competition Secretary.

Penalty:-	<i>In the event of the fixture being declared a forfeit, a fine of \$20 for the offending team, OR</i>
	<i>In the event of the fixture being declared a No Game, a fine of \$10 each to both teams</i>

- 5.6 (c) Either team involved in a Washout may decline to replay the fixture if one or more of the following conditions exist:-
- i) The team is unable to field nine eligible players (including Substitutes) at the proposed time of replay,
 - ii) The team has one or more Representative Players who would, if the replay proceeded, be under more onerous pitching or catching restrictions than they would have been if the original fixture was played as scheduled,

- iii) The team cannot provide appropriate coaches, umpires (if the home team), scorers or other volunteers due to conflicting personal commitments of those volunteers.
- 5.6 (d) The League reserves the right, in exceptional circumstances, to declare a forfeit in favour of one team involved in a Washout Replay where The League believes that the concessions available in Rule 5.6 (c) are being abused by the other team involved for the purpose of gaining a competitive advantage in the applicable Conference.
- 5.6 (e) Notwithstanding any other provision of this Rule 5.6 , all washed out Regular Season games shall be rescheduled in accordance with Rule 5.6 (b) as follows:-
- i) In conferences that involve a Playoff Series described at Rule 4.7 , by 9:30pm on a Wednesday in February yet to be declared by the Competition Secretary, ***SUBJECT TO*** Rule 5.6 (e) (iv).
 - ii) In other conferences except U/8 and U/7 teeball, by 9pm on the Friday night prior to the last scheduled Saturday morning fixture for that conference in this season.
 - iii) In U/8 and U/7 teeball, by agreement between the teams involved.
 - iv) Should a game scheduled after Christmas this year, in a conference that involves a Playoff Series described at Rule 4.7 be washed out, then the Competition Secretary shall have the power to determine if, where and when that Washout will be rescheduled. The primary consideration will be the effect on participation in the Playoff Series for all teams in the affected conference.

5.7 Delays

As our Competitions involve timed games, unreasonable delays will not be tolerated in *Liveball conferences only*. The umpires shall enforce this policy:-

- 5.7 (a) The umpire shall allow a maximum of 60 seconds after the final out of a half inning for the players in the next half-inning to take the field and be prepared for the first pitch of that half-inning ***SUBJECT TO*** the umpire always having the right to extend this period if he feels the pitcher is not sufficiently warm.
- i) If a pitcher will not pitch when the umpire calls “Play” the umpire may call a ball on the batter, and continue to do so at 10-second intervals while the pitcher refuses to pitch.
 - ii) If a batter fails to step into the batter’s box and receive a pitch when the umpire calls for him to do so, the umpire may call a strike on the batter and continue to do so at 10-second intervals while the batter refuses to take the box.

- 5.7 (b) In any situation other than situations dealt with explicitly herein, where the umpire believes that the game is being unreasonably delayed, he may take action to remove the cause of the delay:-
- i) In the first instance, the team causing the delay is to be warned.
 - ii) If, in the umpire's opinion, the team involved does not respond appropriately to this first warning, a second warning may be issued regardless of whether the offence is strictly the same as that which drew the first warning.
 - iii) If, in the umpire's opinion, the team does not respond appropriately to the second warning, the umpire may impose a penalty on the offending team which may be:-
 - [a] in cases of flagrant disregard for the umpire's warnings, ejection of one or more individual persons.*
 - [b] In cases less serious than [a] above, and where the offensive team is at fault, the umpire may charge that team with one or more strikes, or*
 - [c] In cases less serious than [a] above, and where the defensive team is at fault, the umpire may credit the offensive team with one or more balls.*
 - [d] In the event that balls or strikes are charged to either team under the provisions of Clause [b] or [c] above, no charge shall be recorded against the pitch count of the pitcher of record.*
 - iv) If, despite a sanction being imposed under Clause (iii) above, the delays continue, the umpire may terminate the game and award a forfeit to the non-offending team in accordance with Rule 5.9 .
- 5.7 (c) Participants are reminded that under the terms of Rule 7.3 , the Head Coach of each team is responsible for the behaviour of that team's supporters, including parents. The umpire shall deal with any unreasonable delays resulting from the actions of parents or supporters as if a team member committed the offence.

5.8 "No Game"

If a scheduled Regular Season game cannot be played in accordance with Rule 5.6 (e), and a result cannot be otherwise resolved within these Rules, the fixture shall be recorded as a "No Game" and no points will be awarded to either team.

5.9 Forfeit

- 5.9 (a) Other than as provided for in Rule 11.1 (U/17 – All conferences), any team which cannot provide seven eligible players, not including

Substitutes under the provisions of Rule 3.10 , within 15 minutes after the scheduled commencement time will be deemed to forfeit and the score shall be recorded as 6:0 to the non-offending team. The term “provide” for the purpose of this rule means having seven eligible players at the venue or in the precinct thereof.

- 5.9 (b) Any team which refuses to proceed with a game within 15 minutes after the scheduled commencement time, after being directed to do so by the Umpire, will be deemed to forfeit and the score shall be recorded as 6:0 to the non-offending team.
- 5.9 (c) After the commencement of play and before a game has progressed to a Regulation Game as provided in for in Rule 5.4 , any team which commits an offence that results in that game being abandoned shall lose the game on forfeit by a margin of:-
- i) If, at the point of abandonment, the non-offending team leads by six runs or more, the score shall stand, otherwise:-
 - ii) The score of the non-offending team shall be the offending team's score plus six . The offending team shall retain its runs scored at the point of abandonment.
 - iii) In calculating scores for the purpose of this Rule 5.9 (c), the score shall be the score at the point of abandonment, without reversion to equalise the innings played.
- 5.9 (d) The provisions of this Rule 5.9 shall also apply in circumstances where a team of its own accord abandons a game in progress.

Penalty:-	<i>A fine of \$20 will be billed to the Club involved in any forfeit by any of its teams.</i>
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5.10 Mercy Rule

In U/17, U/14 and U/12 Conferences at Division 2 or 3, the maximum number of runs that can be scored in any inning is seven. Once the 7th run in an inning crosses the plate, the Umpire shall call “Side” and that half-inning will finish.

Rule 6. Equipment

6.1 Game Balls

- 6.1 (a) Approved balls for each Conference are named on the appropriate Conference Rule Sheet, and are:-
- i) For U/14 and U/17 conferences, quality leather baseballs.
 - ii) For U/12 conferences, Kenko “C” class balls
 - iii) For the U/11 Liveball conference, Kenko “C” class balls

- iv) For Modball conferences, Kenko “C” class balls
 - v) For U/8 Teeball conferences, K500 balls
 - vi) For all Teeball conferences other than U/8, Kenko “C” class balls
- 6.1 (b) Each team named as the Home Team is to provide the umpire with two balls of good condition at the commencement of each game. These balls remain the property of the Club providing them.
- 6.1 (c) Both teams involved are to have a reasonable number of additional balls available (of a reasonable standard) and to provide them upon the Umpire’s request. All balls provided remain the property of the Club providing them.
- 6.1 (d) No fixture will be abandoned or forfeited for lack of game balls. The Umpire, in the case of lack of balls of appropriate condition from both teams, shall reduce the standard required until balls are made available by either team.

6.2 Helmets

Each team must provide an adequate number (minimum five) of protective double-eared helmets. Helmets are mandatory for the batter, base runners, “on deck” batter, and all batboys/girls.

6.3 Catcher’s Equipment

- 6.3 (a) All catchers are required to wear a protective helmet, face-guard and separate protective throat guard. The separate protective throat guard need not be added to properly fitting “hockey mask” style helmets where the frame and shell are an integrated unit and there is insufficient gap for the ball to bounce up under the mask.
- 6.3 (b) Catchers are also required to wear a chest-plate and leggings.
- 6.3 (c) Any person warming up a pitcher shall wear a facemask and helmet (either double-eared or catcher’s style) at all times, irrespective of whether in the bullpen, on the diamond or in the vicinity of the playing field.

6.4 Groin Protector

All players, male or female, and at all ages, are encouraged to wear a groin protector or protective cup & athletic support. Players without this equipment shall not play, **HOWEVER** it is the responsibility of the player and his/her parent/guardian to comply with this Rule and The League shall not be responsible for ensuring compliance nor for the consequences of any injury resulting from non-compliance.

6.5 Mouth Guard

Mouth guards are recommended for all players in all age groups but are not mandatory.

6.6 Shoes

- 6.6 (a) In U/8 Conferences, The League will allow the use of sneakers or smooth-soled tennis shoes, although these are not recommended. Flexible soft-stops or dimple-type soles are acceptable in all conferences. Junior soccer boots without any metal components (except for lace eyelets) are acceptable and recommended in all conferences.
- 6.6 (b) In U/10, U/11 and U/12 conferences, flexible soft-stops or dimple-type soles are recommended. Junior soccer boots without any metal components (except for lace eyelets) are acceptable.
- 6.6 (c) Plastic cleats are acceptable in all U/14 conferences and above.
- 6.6 (d) Metal cleats are acceptable in all U/16 conferences
- 6.6 (e) Removable plastic studs which incorporate a metal screw are not allowed in any conference.

6.7 Bats

- 6.7 (a) Bats used in Liveball or Modball conferences shall be one piece of solid round hardwood, or one piece of hollow metal (aluminium, magnesium or similar). The specifications for allowable bat sizes are shown in each Conference Rule Sheet. The specifications shown are, in order:-
- i) Maximum Length
 - ii) Combination of diameter & weight/length differential. This is expressed as a maximum weight/length differential for each published diameter.
 - iii) Note that several combinations of diameter & weight/length differential may be published.

Specifications are:

Conference	Age	Maximum Length	Barrel Diameter	Weight/Length Differential
Youth & Cashmore Leagues	U/17	34"	2¾"	- 5
		34"	2¼"	- 10
Graham Hay League Peter Street North	U/14	32"	2¾"	- 8
		32"	2¼"	- 10
Peter Street South	U/14	32"	2¼"	- 10

Ken Douglass League	U/12	31"	2¼"	- 10
Phil Leonard Leagues	U/12	31"	2¼"	- 10
U/12 Teeball League	U/12	29"	2¼"	N/A
Jim Bergan League	U/11	31"	2¼"	- 10
U/10 Div 1 Modball	U/10	29"	2¼"	N/A
Don Petroff League	U/10	29"	2¼"	N/A
Col Daisley League	U/10	29"	2¼"	N/A
Leo Kelly League	U/10	29"	2¼"	N/A
Jeff Catt League	U/10	29"	2¼"	N/A
Wendy Vigenser League	U/9	29"	2¼"	N/A
Virginia Akers Leagues	U/8	26"	2¼"	N/A

- 6.7 (b) Bats used in Teeball conferences shall be wood or hollow aluminium. The maximum length of the bat is 26" with a barrel diameter of 2¼". There is no mandated weight/length differential.
- 6.7 (c) Bats designed for use with the Kenko "C" ball will be legal only in liveball or modball conferences where that ball is used. Such bats may be rubber-sleeved, made from composite materials or otherwise marketed as compliant with the objects of Nankyu baseball:- the sole requirement for legality shall be the design criteria of the product as determined by the Competition Secretary.
- i) Sanction by the Competition Secretary shall be in writing under his signature or by email. A copy of such letter or email should be retained by the bat's owner or the team coach for the duration of this season, and must be presented to an umpire upon request.
 - ii) Such bats shall be legal in all U12 and U/11 liveball conferences, and U/10 modball conferences, notwithstanding the requirement of Rule 6.7 (a) for bats to be otherwise of "one-piece" construction.
 - iii) An umpire shall remove any such bat from a game if, in his judgement, it is likely to be refused sanction as required by this Rule.
 - iv) No penalty shall be charged against a team in respect of a situation where a bat is removed from a game, prior to sanction of the bat by the Competition Secretary under this Rule 6.7 (c). Such a penalty will be enforced only if the subject bat is again used after being refused sanction by the Competition Secretary.

- 6.7 (d) Notwithstanding any other provision of this Rule 6.7 , any bat permitted by BNSW for use in its U/16 SJC competition shall be legal in the Hills U/17 Youth League conference.
- 6.7 (e) Bats not conforming to the published specifications are to be removed from the game by the Umpire-in-Chief and all instances of actual or attempted use of illegal bats are to be notified to The League and recorded on the Result Sheet.
- 6.7 (f) Bats shall be designed for the game of baseball, and be marketed and otherwise identified as being “baseball bats”. The use of softball bats is not permitted in any Conference.

6.8 Teeball equipment

- 6.8 (a) The tee must be constructed with safety as a prime requirement and the umpire has the right to reject a tee which s/he considers unsafe. The tee must also be capable of easy removal should a play at home plate be imminent.

6.9 Compliance & Penalties

- 6.9 (a) Players with illegal equipment are not to use that illegal equipment in any game, and should such equipment be clothing or footwear, shall not participate in any game wearing the illegal clothing or footwear.
- 6.9 (b) Players who are unable to take either the field or their turn at bat, as a result of this Rule 6, are deemed to be absent for the period of such inability. The provisions of Rule 3.11 or Rule 3.12 (as appropriate) shall be used to deal with the absence.
- 6.9 (c) Players with illegal footwear or clothing are permitted to rejoin the game if they are able to secure legal footwear or clothing (as appropriate) for the balance of the game. For the period that they are absent the provisions of Rule 3.11 or Rule 3.12 (as appropriate) shall be used to deal with the absence.

Rule 7. Conduct, Misconduct, Protests & Dispute Resolution

7.1 Player Code of Conduct

- 7.1 (a) All players shall have agreed to The League's Player Code of Conduct before participating in any game organised by The League. This includes Unregistered Substitutes.
- 7.1 (b) A player's Agreement as required by Rule 7.1 (a) can be by:-
 - i) Signing a copy of the form at Appendix 6 and submitting it to the player's Home Club, **OR**
 - ii) Assenting to a Club Code of Conduct in accordance with the procedures of an Affiliated Club, provided that the Club Code

of Conduct contains at least the terms included in Appendix 6,
OR

- iii) Assenting to either The League's Player Code of Conduct at Appendix 6 or a Club Code of Conduct conforming to the provisions of Appendix 6, using procedures contained in an electronic or online registration process. Such a process need not require a require a written signature.

- 7.1 (c) Any player participating in a game organised by The League shall be deemed to have agreed to the requirements of the Player Code of Conduct, and shall be treated in any disciplinary matter as if s/he had explicitly agreed to these requirements.

Should any player claim, as a defence to any disciplinary matter brought against him/her under the Player Code of Conduct, that s/he had not agreed to the Player Code of Conduct, that player's Home Club will have committed an offence under these Rules.

7.2 Officials' Code of Conduct

- 7.2 (a) All Officials associated with a team participating in any game organised by The League shall have agreed to The League's Officials' Code of Conduct at Appendix 7 before participating such a game. This includes people filling casual vacancies in a team's Official Staff.

- 7.2 (b) A person's agreement as required by Rule 7.2 (a) can be by:-

- i) Signing a copy of the Form at Appendix 7 and submitting it to the person's Home Club, **OR**
- ii) Assenting to a Club Code of Conduct in accordance with the procedures of an Affiliated Club, provided that the Club Code of Conduct contains at least the terms included in Appendix 7, **OR**
- iii) Assenting to either The League's Official's Code of Conduct at Appendix 7 or a Club Code of Conduct conforming to the provisions of Appendix 7, using procedures contained in an electronic or online registration process. Such a process need not require a require a written signature.

- 7.2 (c) Persons defined as "Officials" for the purpose of this Rule shall include at least:-

- i) A Head Coach, and
- ii) A Scorer

And may also include, at the option of the Team,

- iii) One or more Assistant Coaches, and/or
- iv) A Manager, and/or

- v) Such additional personnel as the Team wishes.

7.3 Head Coach responsible for parents & supporters' conduct.

- 7.3 (a) Each team's Head Coach is responsible for the behaviour of his team's supporters: including parents, other family members, friends and other children in the vicinity of the playing field.
- 7.3 (b) In the event that any person, who is a non-participant in a particular game, is charged with a disciplinary offence under these Rules, The League may also bring associated charges under this Rule 7.3 against the Head Coach of a team.
- 7.3 (c) In the event that any person, being a non-participant in a particular game, is made the subject of an Umpire's Report (whether that person is conclusively identified or not), and The League is unable to bring disciplinary action against that person by reason of lack of jurisdiction, then The League may charge a Head Coach under this Rule.

Penalty:-	<i>If charges are proven against a Head Coach in respect of this Rule, a fine of \$50 charged to the Club involved.</i>
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7.4 Uniforms

- 7.4 (a) All players shall take the field in a uniform of a type and style either used in last year's summer season, or changed in accordance with Rule 2.1 (d).
- 7.4 (b) On-field Officials shall wear such uniform components that identify them as Officials of their team. Such uniform components shall include, as a minimum, a club cap or hat and a club shirt or playing top. The preferred uniform components also include baseball pants and belt. "On-field Officials" for the purposes of this Rule do not include scorers or managers.
- 7.4 (c) "Patches" or screen-printing or embroidery or similar techniques used to display sponsor information on uniforms will be acceptable **PROVIDED THAT** such material occupies no more than 20 square centimetres in total on the uniform surface, and:-
- i) Such 20cm² limit does not apply to any sponsorship information for the benefit of The League, NSWBL or the ABF.
 - ii) Such 20cm² limit does not apply to information for the benefit of the ABF licensing programme and specifically excludes uniform patches in compliance with the ABF licensing programme.
 - iii) Such sponsor information shall not include any depiction or endorsement of alcohol or tobacco products.

- 7.4 (d) Should any player or Official fail to wear full and correct uniform, they may be subject to disciplinary proceedings if reported, **HOWEVER** a game shall not be abandoned or forfeited in this event and any result achieved will stand.

Penalty:- For uniform offences, a fine of \$5 per occurrence per person.

7.5 Prohibited Substances - Alcohol & Tobacco

- 7.5 (a) No Player or Official or Umpire may smoke on a playing field, nor in surrounding dugouts or spectator areas, nor within the general precinct of the playing field. This prohibition shall also apply to “warming up” of players on the playing field or surrounding areas.
- 7.5 (b) No Player or Official or Umpire may consume alcohol on a playing field, nor in surrounding dugouts or spectator areas, nor within the general precinct of the playing field. This prohibition shall also apply to “warming up” of players on the playing field or surrounding areas.
- 7.5 (c) Officials and Umpires are permitted to smoke and/or consume alcohol responsibly after the conclusion of all games for that day at a venue **PROVIDED THAT** this behaviour is not otherwise prohibited by a Club or the license for use of the playing field (generally local Councils or schools) or the law generally, and **PROVIDED THAT** the person concerned is not wearing any HJBA shirt, cap, jacket or other apparel identifying them with The League.
- 7.5 (d) The relevant Club will be responsible for the payment of fines imposed as a result of the breach of this Rule by any person.

Penalty:- A fine of \$50 per occurrence for any offence under this Rule.

7.6 Drug Use

- 7.6 (a) The parent/guardian of each player is responsible for the use of any prescribed medication by any player, and for the administration of that medicine to the player.
- 7.6 (b) Parents & Guardians should be aware that the use of any medication may increase the risk of injury to that player. The League is not responsible for any consequence of such increased risk.
- 7.6 (c) All Clubs are to ensure that players are advised to contact the ASADA drug advisory hotline on 1800 020 506 (or visit www.asada.gov.au) if in doubt about medication.
- 7.6 (d) The League supports the Anti-Doping Policy published by the ABF (see www.baseball.com.au) and will enforce it.
- 7.6 (e) If a player is using a medication prohibited in sport, the details accompanied by a letter from the player’s doctor should be forwarded

to the Home Club involved and held on file. The League may require this documentation.

7.7 Liability for Fines

In the event that a monetary fine is assessed under the authority of these Rules against any person or Team, that fine will be levied against, and be payable to The League by, that person's Home Club. The Home Club is encouraged to develop a policy regarding whether or not to recover it from the person(s) involved in due course.

7.8 Protests

- 7.8 (a) A team official may lodge an Official Protest based on a decision of an umpire or a ruling pursuant to the Official Rules of Baseball or these Rules. Such protests must be:-
- i) Indicated to the Umpire in Chief at the time of the disputed decision and before the next ball is pitched, and may only be made if the Umpire refuses to change his ruling, and
 - ii) Not in respect of a judgement decision by the Umpire, and
 - iii) Recorded in the scorebook of the protesting team, such scorebook being signed by the umpire at the conclusion of the game.
- 7.8 (b) The existence of a pending Protest must be notified by phone or email to the Competition Secretary by 7:30pm on the Sunday following the subject fixture.
- 7.8 (c) A copy of the scorebook, the Result Sheet, a Statement of Protest {included as Appendix 11} signed by an official of the Club involved, and any supporting material must be provided to the Competition Secretary not later than 5pm on the Wednesday following the fixture. The Club involved will be billed a fee of \$50 upon receipt of this material.
- i) Should the Protest fail, the fee of \$50 will be retained by The League, or
 - ii) Should the Protest be upheld, the \$50 fee will be refunded and a fine of \$50 will be charged to the Home Club of the offending team, in addition to any other penalties imposed.
- 7.8 (d) Failure to provide the material required, in the timescales proscribed by Rules 7.8 (b) and 7.8 (c) will result in the Protest failing to proceed.
- 7.8 (e) A valid Protest duly lodged will be dealt with in the first instance by the Competition Secretary, who may seek whatever further evidence s/he requires to render a decision on the protest. When satisfied as to the circumstances involved, the Competition Secretary shall render a

decision on the Protest and advise that decision {by email} to both Clubs involved in the subject fixture.

- 7.8 (f) Any Club wishing to appeal such decision by the Competition Secretary shall notify the Competition Secretary by email of their intention within 7 days of receipt of the Competition Secretary's advice of his/her decision. Such an appeal will be to the next scheduled General Meeting of The League, and the decision of that meeting in the matter will be final.

7.9 Notice of Breach

- 7.9 (a) A team manager or coach may also lodge a Notice of Breach, asserting a breach of this RuleBook, at any time during the season by any team or individual, in the event that an irregularity is discovered after the time allowed for an Official Protest. Examples include the alleged fielding of an illegal player or an alleged breach of pitching restrictions, discovered after the game, or an off-field infringement of any Code of Conduct. There is no fee for lodging a Notice of Breach.
- 7.9 (b) Any matter related to an Umpire's decision which ought properly to have been dealt with by an Official Protest under the terms of Rule 7.8 must be so dealt with. Use of this Rule 7.9 to seek redress for issues related to an Umpire's decision, even if discovered later than allowed in Rule 7.8 (a)(i), is not permitted.
- 7.9 (c) Such a Notice of Breach need not be provided at any particular time nor via any particular delivery method, but it must be in writing and on the prescribed form at Appendix 12.
- 7.9 (d) Such a Notice of Breach will be dealt with by the next scheduled General Meeting and not by the Competition Secretary **HOWEVER**, the Competition Secretary shall investigate the facts asserted in a Notice of Breach and will present his/her findings and recommendations to that meeting.
- 7.9 (e) The actions available to the meeting include such measures as reversing the result of a game, declaring a particular game to be forfeit, imposing sanctions on an offending coach or player, and imposing a fine on a Club.
- 7.9 (f) A Notice of Breach must be signed by an administrative official of the Club involved.
- 7.9 (g) Once the General Meeting renders a decision on the merits of any Notice of Breach, no appeal is available and any such decision will be final.

7.10 Reported & Ejected Players & Officials – Judiciary Policy

- 7.10 (a) An umpire may make a person the subject of a report or eject a person from a game.

- 7.10 (b) Should an umpire make any player, coach or manager the subject of a report, whether or not that person was ejected, the person concerned shall appear before a Judiciary Hearing constituted in accordance with the terms of the Judiciary Procedure in Appendix 1 , and the Umpire shall advise the person concerned of this requirement.
- 7.10 (c) If the reported player, coach or manager wishes to appeal any decision of the Judiciary Hearing, such appeal shall be in accordance with the Judiciary Procedure contained in Appendix 1 .
- 7.10 (d) If, as a result of an ejection, a team has less than seven eligible players remaining available then that team shall forfeit the game in accordance with Rule 5.9 .
- 7.10 (e) Any Official who is ejected from a game or suspended from participating in The League's competitions for any part of the season may be replaced by a Substitute Official for the period that the ejected/suspended official cannot participate. Such a Substitute Official:-
- i) Shall meet the requirements of Rule 2.7 (a) prior to taking the field in any official capacity,
 - ii) Shall be entitled to take the field immediately after ejection of any Official, and shall have all the rights and responsibilities of the Official that they replace.
 - iii) Shall be exempted from the requirements of Rule 7.4 regarding uniforms for a period of four weeks from the date of their first appearance as a Substitute Official.
 - iv) Shall not be allowed unsupervised access to any child unless and until they complete the requirements of Rules 2.7 (b) and 2.7 (c) regarding our ChildSafe Policy.

The intent of this Rule is not to lessen the impact of suspension for the adult concerned, but to ensure that the team has adequate adult supervision and guidance, in order to minimise the risk of harm to the children and to ensure that their experience is not diminished by the actions of an adult.

7.11 Cited Persons – Code of Conduct Breaches

- 7.11 (a) The League may cite a person if it has grounds to believe that person has breached any Code of Conduct. Such grounds include, but are not limited to: a report from any member of the League's Executive: a complaint from any member of Hills Juniors including parents/guardians/carers of minors: or a complaint from any other person.
- 7.11 (b) Should a person be so cited, s/he shall appear before a Code of Conduct (CoC) Hearing conducted in accordance with Appendix 23, also available from the website Library as document A23.

- 7.11 (c) If the cited person wishes to appeal any decision of the CoC Hearing, such appeal shall be in accordance with the Procedure contained in Appendix 23.
- 7.11 (d) In the event that The League is unable to conclusively identify an individual person to be cited, The League is entitled to serve notice on any club likely to be able to identify that person. Subsequent failure of that club to name that person will mean that the club itself may (at the option of The League) stand charged with the offence that is alleged in the citation.

7.12 Failing to return property

- 7.12 (a) Any player, official or other person who fails to return gear, equipment or uniform items to a Club or to The League within 7 days of being asked to do so shall be considered a defaulter and is:-
- i) Liable to be reported to NSWBL for inclusion on its Defaulters' List, and
 - ii) Ineligible to take any further part in any of The League's competitions in any capacity, and
 - iii) Liable to further legal action by The League on its own behalf or on behalf of a Club to recover such property or secure compensation for the loss thereof.

7.13 Member Protection Policy

- 7.13 (a) In addition to the specific provisions of these Rules and associated documentation, The League is a respondent to the NSWBL Member Protection Policy, available from the "Policies" tab of the NSWBL website at www.nsw.baseball.com.au.
- 7.13 (b) Any reports of a breach of The League's ChildSafe Policy (included as Appendix 17) should be reported to The League's Child Protection Officer, contact details for whom are in the policy document. Any breach of the NSWBL Member Protection Policy should be reported to the NSWBL Member Protection Officer, contact details for whom can be found by contacting NSWBL. Effectively, The League's ChildSafe Policy deals with complaints on behalf of children (ie: usually players), whereas the NSWBL policy deals with complaints on behalf of adults as well.

7.14 Ground Officials

Home Clubs shall comply with the provisions of Appendix 22 which requires the appointment of a Ground Official at all venues for all fixtures, and for the full duration of the time when such grounds are open to HJBA competitions.

- 7.14 (a) Should a Ground Official not be appointed in accordance with Appendix 22 at any venue and at any time, games shall not proceed

and visiting teams shall record a win by forfeit during such period of non-compliance.

- 7.14 (b) Furthermore, the Home Club shall be fined \$10 per team per game-day for such non-compliance.
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Rule 8. Player Restrictions.

8.1 Pitching Restrictions

Pitchers in Liveball Conferences, and the Liveball Phase of Modball Conferences shall be limited to the number of innings they may pitch, and the number of pitches they may throw. These restrictions are contained in the Conference RuleSheets and are expressed as the number of pitches and number of innings. In all cases, the lesser of these two restrictions shall have precedence.

- 8.1 (a) A single pitch delivered to the plate in any innings shall be deemed as an inning pitched for the purpose of calculating the number of innings in which the pitcher has participated.
- 8.1 (b) Players are permitted to participate in more than one game per week, but should they do so then:-
- i) Deleted,
 - ii) Deleted,
 - iii) No player shall throw more than 130 pitches in any 5-day period.
- 8.1 (c) No player may pitch and catch in the same game, in any Conference.
- 8.1 (d) The scorers shall inform the Umpire when a pitcher has pitched the allowed maximum. The Umpire shall inform the defensive coach who is responsible for changing the pitcher.
- 8.1 (e) Notwithstanding the terms of Rule 8.1 (d), it shall always remain the duty of the Head Coach to ensure that no player in his Team overpitches.
- 8.1 (f) A pitcher will not be permitted to complete pitching to the batter in the box, should their limit be reached while that batter is at bat.
- 8.1 (g) Any ball pitched that is called a “balk” by the umpire shall be counted as a ball in the pitcher’s count.
- 8.1 (h) Relief pitchers may come from the field or from the bench.
- 8.1 (i) Once a pitcher is relieved, whether mid-inning or between innings, s/he cannot pitch again in that game. For clarity:- no player may undertake more than one pitching assignment per game.

- 8.1 (j) If, due to an oversight by the scorers, a pitcher pitches more than his allowed maximum, the gains by the offensive team shall stand and the gains by the defensive team shall be negated.
- 8.1 (k) Prior to commencement of any game, the Head Coach for each team shall inform the scorers of any special pitching restrictions (eg:- restrictions on rep players such as those contained in Rule 8.4 affecting any player on his team.

8.2 Rest Periods

Pitchers in all Liveball Conferences (and the Liveball phase of ModBall Conferences) shall have their pitching activity described in terms of "Assignments". Such Assignments are described by the number of pitches involved as follows:-

Type	U/12	U/14	U/17
MINOR	1 – 29	1 – 29	1 - 29
SUBSTANTIAL	30 - 44	30 - 44	30 - 54
MAJOR	45 - 65	45 - 65	55 - 75

- 8.2 (a) No player may pitch a SUBSTANTIAL Assignment on the same day that he pitches a MINOR Assignment.
- 8.2 (b) No player may pitch a MAJOR Assignment on the same or next day after pitching a MINOR Assignment.
- 8.2 (c) Once a pitcher completes a single MINOR assignment, that player requires no rest before again pitching or playing in future games: may take any non-battery field position in that game after being relieved: may pitch again that day but only in a second MINOR assignment: and may pitch a MINOR or SUBSTANTIAL assignment on the next day.
- 8.2 (d) Once a pitcher completes a second MINOR assignment on the same day as the first, where the aggregate of all pitches thrown is less than a MINOR assignment, then that player may play any non-battery field position after completing the second pitching assignment of the day, and requires one day's rest before again playing in the battery.
- 8.2 (e) Once a pitcher completes a second MINOR assignment on the same day as the first, where the aggregate of all pitches thrown is equal to or greater than a SUBSTANTIAL assignment then that player must be removed from the game after completing the second pitching assignment of the day, and requires two day's rest before again playing in the battery.
- 8.2 (f) Once a pitcher completes a second MINOR assignment on the day after the first, where the aggregate of all pitches thrown is less than a MINOR assignment, then that player may take any non-battery field

position in that game after being relieved and in subsequent games, but requires one day's rest before again playing in the battery.

- 8.2 (g) Once a pitcher completes a second MINOR assignment on the day after the first, where the aggregate of all pitches thrown is equal to or greater than a SUBSTANTIAL assignment then that player may take any non-battery field position in that game after being relieved and in subsequent games, but requires two day's rest before again playing in the battery.
- 8.2 (h) Once a pitcher completes a SUBSTANTIAL assignment, having not pitched at all the day before, that player may take any non-battery field position in that game after being relieved and in subsequent games, but requires two day's rest before again playing in the battery:-
- 8.2 (i) Once a pitcher completes a SUBSTANTIAL assignment, having pitched a MINOR assignment the day before, that player must be removed from the game after being relieved, cannot play in any field position in subsequent games on that day, and requires three day's rest before again playing in the battery.
- 8.2 (j) Once a pitcher completes a MAJOR assignment:-
 - i) In the Division #1 Conferences of U/17, U/14 and U/12, that player must be removed from the game after being relieved, cannot play in any field position in subsequent games on that day or the following day, and requires three day's rest before again playing in the battery
 - ii) In the Division #2 & Division #3 Conferences of U/17, U/14 and U/12 and in the U/11 Liveball Conference, that player may take any non-battery field position in that game and subsequent games on the same day, and requires three day's rest before again playing in the battery

8.3 Catching Restrictions

- 8.3 (a) In accordance with Rule 8.1 (c), no player may pitch and catch in the same game.
- 8.3 (b) Representative players who catch in any game within The League's competitions are subject to additional restrictions in accordance with Rule 8.4 .

8.4 Specific Restrictions on Representative Players.

For the duration of the BNSW Representative Competitions, Representative players are subject to BNSW restrictions on pitching and catching activities. In order to provide our Representative coaches with the maximum latitude, the following Rule applies while NSWBL Representative Competitions are underway and involve Hills teams in a particular age-group

- 8.4 (a) No Representative player shall, in a game organised by The League within three days of the next scheduled Representative fixture, throw more than a Substantial assignment, being an absolute maximum of:-
- i) If an U/12 player, 44 pitches
 - ii) If an U/14 player, 54 pitches
 - iii) If an U/16 player, 64 pitches
- 8.4 (b) No Representative player shall pitch in more than one game organised by The League within three days before the next scheduled Representative fixture.
- 8.4 (c) For the purposes of Rule 8.4 (a) and Rule 8.4 (b), the phrase “*within three days*” means that a player who does exceed the quoted limits must have a minimum of “*three days rest*” as required by NSWBL Representative Competition Rules concerning Major Assignments. By way of example, if the player is scheduled to play in a Representative game on Sunday, he can only exceed the limits in Rules 8.4 (a) and 8.4 (b) in a game no later than the preceding Wednesday. The “*three days’ rest*” is deemed by NSWBL to be Thursday, Friday and Saturday.
- 8.4 (d) In addition to the specific terms of this Rule 8.4 , the Competition Secretary shall place restrictions on individual players in accordance with this Rule 8.4 (d), viz:-
- i) The Competition Secretary will liaise with the Representative coach for each rep team, and agree on the pitchers and catchers required for the upcoming rep fixture(s) each week, and the type of pitching assignments likely for each pitcher.
 - ii) The Competition Secretary will then decide on restrictions to be imposed on individual players for any of The League’s fixtures to be played within three days of the next scheduled rep fixture.
 - iii) Such individual restrictions will be notified by email to the player’s Home Club’s Delegate or such other person as the Club nominates.
 - iv) Such individual restrictions will generally be:-
 - [a] *For catchers, a maximum of 3 innings to be caught for a Club Team.*
 - [b] *For U/12 and U/14 pitchers, a maximum of 24 pitches for a Club Team.*
 - [c] *For U/16 pitchers, a maximum of 29 pitches for a Club Team.*
 - v) Deleted.

- 8.4 (e) It is always the responsibility of the Head Coach to ensure that a pitcher does not overpitch, and that catchers do not overcatch or pitch illegally. Errors by the Scorers shall be a defence only insofar as the severity of any sanction imposed on the coach is concerned.
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Rule 9. Scoring & Competition Results

9.1 Recording of Results

- 9.1 (a) Each team must keep its own score, as well as its opponent's score, for each fixture played. Each team shall do so by appointing a Scorer for each fixture who shall record the scores in a scorebook approved by the NSW Scorers' Association.
- 9.1 (b) Each Team must secure a signature in its scorebook from the Umpire-in-Chief after the conclusion of each game. Failure to do so will render the recorded result open to challenge from the opposing team.
- 9.1 (c) The Home Team Scorer shall record, on the Result Sheet provided by The League and annexed as Appendix 13, results of each game including all information required.
- 9.1 (d) Scorers shall also record any injuries on Injury Forms provided by The League, and annexed as Appendix 14.
- 9.1 (e) Any reportable incidents are to be recorded on the Result Sheet in the space provided. A Reportable Incident is hereby defined as
- i) A Protest by either team under the provisions of Rule 7.8 , or
 - ii) A Report by an umpire under the provisions of Rule 7.10 (a), or
 - iii) Any other event which, in the opinion of either Head Coach, the Umpire or any Scorer, ought to be notified to The League.
- 9.1 (f) Each Club is responsible for providing a scorebook for the use of each of its own team scorers during the season.

9.2 Notification of Results

- 9.2 (a) Results of each fixture are to be notified to each Club's Recorder as soon as possible after the completion of the game. The method of doing so is the responsibility of each Club.
- 9.2 (b) Each Home Team scorer shall provide the Result Sheet referred to in Rule 9.1 (c) to his/her Club's Recorder by hand delivery, mail or fax {method to be determined by the Club}, no later than each Tuesday following each weekend of play.
- 9.2 (c) Each Club's Recorder shall notify The League of the results of all fixtures involving that Club in each Round, by an email containing

Conference Name, Team Name, opposition team name and result, no later than:

- i) 8am on the Monday after any game scheduled for weekend play, **OR**
- ii) No later than 8pm on the day after any game scheduled for midweek play.

Penalty:- *Failure to provide all results on time: \$10 per club for each week involved.*

- 9.2 (d) Each Club's Recorder shall collate the Result Sheets referred to in Rule 9.2 (b), file them, and provide them to The League upon request from the Competition Secretary. Such a request will not be made in respect of this season after 31st March next year.

Penalty:- *Failure to provide a Result Sheet promptly when requested: \$10 per club for each week involved.*

- 9.2 (e) Any injuries requiring completion of an Injury Form are to be notified to The League by phone, fax or email no later than 6pm on Sunday of the weekend where the injury occurred. There is no formal penalty for failure to do so, but Club Administrators should be aware that there may be insurance implications (and hence liability) if this paperwork is not completed promptly.

9.3 Scorers are part of the Umpires' crew

Scorers are "officials" during a game. While it is natural for a parent to want to support their child, there is a protocol for the behaviour of scorers. We'll stop short of requiring assent to a formal Code of Conduct this season, but all scorers should be aware that:-

- 9.3 (a) You are part of the [neutral] Umpire's crew:- you do not represent your team.
- 9.3 (b) You should not barrack for your own team or child.
- 9.3 (c) You should not question an umpire's call unless you are asked for help by that umpire. This will sometimes happen in [for example] circumstances where the umpire has lost the count. However, even if both you and the other scorer agrees that this is the case, you should not bring it to the umpire's attention unless asked.
- 9.3 (d) In situations where the wrong batter steps into the box, or a wrong player takes the field, you should stay silent. Correcting the error is up to the managers/coaches involved, not you.

Section 2 - Playing Rules

Rule 10. General Playing Rules

10.1 *Designated Hitter*

- 10.1 (a) The concept of a Designated Hitter is not recognised within The League's competitions, and purported attempts to use the concept in any form are not legal.

10.2 *Sliding & Collision Avoidance*

- 10.2 (a) If a play on a runner is imminent at any base except 1st, the runner must slide or otherwise attempt to avoid a collision with a fielder who has the ball and is in a position:-
- i) On an unforced play, to apply a tag to the runner, or
 - ii) On a forced play, to tag the base.
- 10.2 (b) When there is a collision between a runner and a fielder who is clearly in possession of the ball or in the act of fielding a ball, then:-
- i) If, in the Umpire's judgment, the runner could have avoided the collision, the runner shall be given out even if the fielder loses possession of the ball, and whether or not a tag (on an unforced play:- to the base, and on a forced play:- to the runner) was applied. The ball shall be declared dead and all other runners will return to the last base legally obtained before the collision.
 - ii) If, in the Umpire's judgment, either player's intent was flagrant, malicious or otherwise primarily to cause harm or pain to the other, the guilty player shall be ejected from the game. If the runner is ejected, he shall first be declared out and all other runners will return to the last base legally obtained before the collision.
 - iii) If, in the Umpire's judgment, the collision was unavoidable and accidental, or if the runner executed a proper slide without malicious intent, it will be considered a legal play, and the ball will remain live.
- 10.2 (c) Head-first slides are illegal except as otherwise provided by this Rule 10.2 (c). The penalty for an illegal slide is that the runner or batter/runner (as appropriate) is to be given out. Players are permitted to slide head-first into a base ONLY:-
- i) To avoid a pickoff attempt by the pitcher, or
 - ii) After over-running a base, to attempt to return to the last base legally obtained, or

- iii) In the course of a run-down play, to avoid the final tag attempt by the defence **PROVIDED THAT** the runner is no further away from the target base than s/he would have been had this situation involved a pickoff attempt by the pitcher, in the judgement of the Umpire.

This rule is a protection issue. The intent of this rule is:-

- i) To permit headfirst slides only when the player dives headfirst into a base from a standing start or after a couple of steps equivalent to a normal secondary lead, and
- ii) To prohibit such slides when a player has developed significant momentum by running for a considerable distance prior to the slide.
- iii) It is considered that the risk of injury is greater when a player slides headfirst after gaining the momentum that s/he will so gain after taking more than a couple of steps in a sprint.
- iv) The judgement of the umpire shall be the sole relevant criteria as to whether the runner had developed sufficient momentum to put himself at increased risk within the context of this Rule.

10.3 On Deck batter

Batters on deck shall stand to the safe side of the diamond, viz:-

- i) For a right-handed batter at the plate, the on-deck batter shall stand on the 3rd-base side of the diamond, or
- ii) For a left-handed batter at the plate, the on-deck batter shall stand on the 1st-base side of the diamond.

10.4 Injuries

- 10.4 (a) A player who is injured, becomes ill or is unable to continue playing for any reason may be replaced by another player on the following conditions:-

- i) The replaced player may take no further part in the game unless re-entering under the provisions of Rule 10.4 (a)(ii) or in accordance with Rule 10.5 .
- ii) Any player who has been replaced may re-enter the game for another player only when sickness, injury or other inability to continue playing incapacitates that other player. A replaced player may not do so if there are other substitutes available. In this case, the re-entered player may only play in the outfield.
- iii) If, as a result of this rule and after any injury, a team has less than nine players remaining in its batting lineup for the remainder of a game, the provisions of Rule 3.11 or Rule 3.12 (as appropriate) concerning Courtesy Players shall apply.

10.5 Blood Rule

Should injury to a Player, Official, Umpire or other person during a game produce blood, that person is to be immediately removed from the playing field until the wound is dressed and the flow of blood ceases.

- 10.5 (a) If a player when removed is a runner or fielder, that player may be replaced by another runner or fielder and may re-enter the game in his original position in the lineup following treatment.
- 10.5 (b) If a player when removed was a batter but sustained the injury by way of being hit by a pitched ball, that player shall be replaced by another batter/runner who shall be awarded 1st base. The injured player may re-enter the game in his original position in the lineup following treatment.
- 10.5 (c) If a player when removed was a batter but sustained the injury other than by being hit by a pitched ball, the at-bat will be abandoned without recording an out, and the next scheduled batter shall step to the plate with a fresh count. The injured player may re-enter the game in his original position in the lineup following treatment. In this event, pitches delivered during the at-bat will be recorded against the pitch count of the pitcher.
- 10.5 (d) Any player who cannot take his place in the game within 15 minutes of producing blood shall be deemed to be injured under the provisions of Rule 10.4 and shall be dealt with under the terms of that Rule.

10.6 Lineup to include all available players

- 10.6 (a) During the Regular Season, all available players must be named in the batting lineup and all must bat in their turn. The definition of “Available Players” does not include potential Substitutes who may attend the game.
- 10.6 (b) Deleted in this version.
- 10.6 (c) Deleted in this version.
- 10.6 (d) Deleted in this version.
- 10.6 (e) In all conferences, should some number of players less than the notional maximum permitted to play defensively be available, then all players available must play on the field in that team’s defensive half of the first inning.

10.7 Midweek play – special concession regarding the lineup card

In any fixture scheduled for midweek (ie:- not on Saturday), it is allowable for a Team to modify its lineup by adding a player at any time prior to the first at-bat for that player. This Rule is a concession that recognises the fact that Teams may not always be able to identify all Available Players prior to the commencement of twilight or night fixtures midweek.

- 10.7 (a) Teams who wish to do so shall ask the Umpire for Time, and advise both the Umpire and Scorers of the change as soon as practical, and
 - 10.7 (b) A Team may not add a player to the lineup after their first batter has received the first pitch of his second plate appearance in a game.
-

Rule 11. Playing Rules specific to Age-Groups

11.1 U/17 – All conferences

Fork balls are not to be thrown in Under 17 competitions. This is a protective rule and the emphasis is on the throwing action of the pitcher and **NOT** the movement of the ball. When a fork ball is called by the umpire, the pitch will be called a ball and the ball is dead **EXCEPT THAT** should the batter hit the ball and the batter and all runners legally advance at least one base, play will continue without reference to the legality of the pitch.

11.2 U/14 – All Conferences

- 11.2 (a) In the U/14 Conferences, the balk rule is to apply at the discretion of the Umpire, and shall be based on the intent to deceive.
- 11.2 (b) Curve balls, sliders, split-finger fastballs and fork balls are not to be thrown in Under 14 competitions. This is a protective rule and the emphasis is on the throwing action of the pitcher and **NOT** the movement of the ball. When a curve ball, slider or fork ball is called by the Umpire, the pitch will be called a ball and the ball is dead **EXCEPT THAT** should the batter hit the ball and the batter and all runners legally advance at least one base, play will continue without reference to the legality of the pitch.

11.3 U/12 Liveball.

- 11.3 (a) When the pitcher is in contact with the pitcher's rubber and is in possession of the ball, with the catcher in the catcher's box ready to receive the pitch, base runners must be in contact with their base and shall not leave until after the pitch is thrown and:-
 - i) In the Douglass conference, when the ball leaves the pitcher's hand,
 - ii) In all Leonard conferences:-
 - [a] *When the ball reaches the batter, or*
 - [b] *On a wild pitch, when the ball passes into foul territory.*
- 11.3 (b) The violation of Rule 11.3 (a) {hereafter called "leaving early"} by one base runner shall affect all base runners:-
 - i) When a base runner or runners leaves early and the batter does not hit the ball, the runner(s) are permitted to continue at first instance.

- [a] *If a play is made on any one or more runner(s) and the runner(s) are put out, the out(s) shall stand.*
 - [b] *If any runner gains the base to which he is advancing safely, the Umpire shall call “time” and the runner(s) will be returned to the base they legally occupied before the pitch.*
 - [c] *The Umpire shall not call “time” in accordance with Rule [b] above, until the defensive team has completed any play they are attempting in order to put a runner out.*
- ii) When a base runner leaves early and the batter hits the ball to the outfield, the runner(s) are permitted to continue at first instance.
 - [a] *If the batter/runner is put out, the out shall stand. The defensive team will then be permitted to execute any other play which is available to them to attempt to put out another runner or runners, and any outs achieved shall stand. At the conclusion of the play, the Umpire shall call “time” and any runners who have advanced will be returned to the base they legally occupied before the pitch.*
 - [b] *If the batter gains a base hit, the defensive team will be permitted to execute any play which is available to them to attempt to put out a runner or runners. At the conclusion of the play, the Umpire shall call “time”, any out(s) made shall stand, and any runners who have advanced will be returned to the base they legally occupied before the pitch, **OR** to the earliest base so available as a result of the batter becoming a batter/runner and after any runner(s) put out are removed from the base path, **SUBJECT TO** Rule [c] below.*
 - [c] *The Umpire-in-Chief shall determine the base value of the hit described in Rule [b] above. In no event shall the batter advance beyond 1st base on a single or error, nor beyond 2nd base on a clean double, nor beyond 3^d base on a clean triple. Any runners forced by the batter/runner shall, unless put out, be entitled to the base they occupy at the conclusion of the play. Any runners unforced by the batter/runner shall, unless put out, be entitled to the award of only the number of bases equal to the base value of the hit.*
 - [d] *The Umpire shall not call “time” in accordance with Rules [a] or [b] above, until the defensive team has completed any play they are attempting in order to put a runner out*
- iii) When a base runner leaves early and the batter bunts or hits the ball to the infield, the runner(s) are permitted to continue at first instance.
 - [a] *If the batter/runner is put out, the out shall stand. The defensive team will then be permitted to execute any other play which is available to them to attempt to put out another runner or runners, and any outs achieved shall stand. At the conclusion of the play, the Umpire shall call “time” and any*

runners who have advanced will be returned to the base they legally occupied before the pitch.

*[b] If the batter gains a base hit, the defensive team will be permitted to execute any play which is available to them to attempt to put out a runner or runners. At the conclusion of the play, the Umpire shall call “time”, any outs made shall stand, and any runners who have advanced will be returned to the base they legally occupied before the pitch, **OR** to the earliest base so available as a result of the batter becoming a batter/runner and after any runner(s) put out are removed from the base path.*

[c] The base value of an infield base hit is one base.

[d] No run will score from either primary or secondary plays following a pitch where a runner leaves early.

*[e] Should there be three runners on base and the batter gain a base hit, all runners shall advance one base **EXCEPT THAT** the runner at third base will be removed from the base without a run being scored or an out recorded for him.*

[f] The Umpire shall not call “time” in accordance with Rule ii)[b] above, until the defensive team has completed any play they are attempting in order to put a runner out

iv) When an Umpire detects a base runner leaving early, the Umpire shall immediately indicate the violation.

11.3 (c) The balk rule is not in force.

11.3 (d) On a dropped third strike the batter is automatically out **HOWEVER** the ball remains live and runners may advance at their own risk.

11.3 (e) A batter who becomes a runner as a result of a base-on-balls (ie: “walk”) may not advance beyond 1st base on that play, nor may any baserunners who are forced advance more than one base on that play. **HOWEVER** should the defensive team attempt a secondary play, runners may advance further at their own risk.

11.3 (f) There shall be no stealing of home base. Base runners reaching 3rd base shall advance to home base only in the following circumstances:-

i) On a batted ball, or

ii) On a forced walk, or

iii) Where a pitched ball evades the catcher, or

iv) Where an attempt is made by any member of the defensive team to throw any runner out, or

v) On a wild throw by the catcher back to the pitcher.

11.3 (g) Curve balls, sliders, split-finger fastballs and fork balls are not to be thrown in Under 12 competitions. This is a protective rule and the

emphasis is on the throwing action of the pitcher and **NOT** the movement of the ball. When a curve ball, slider or fork ball is called by the Umpire, the pitch will be called a ball and the ball is dead **EXCEPT THAT** should the batter hit the ball and the batter and all runners legally advance at least one base, play will continue without reference to the legality of the pitch.

11.4 U/11 Liveball Conference

The provisions of Rule 11.3 , as they relate to the Phil Leonard South Conference, will apply to this Conference.

11.5 U/10 Modball Conferences

- 11.5 (a) Teams are permitted to use 10 players in defence. The additional defensive player must play in the outfield. An illustration is available at Figure 3.

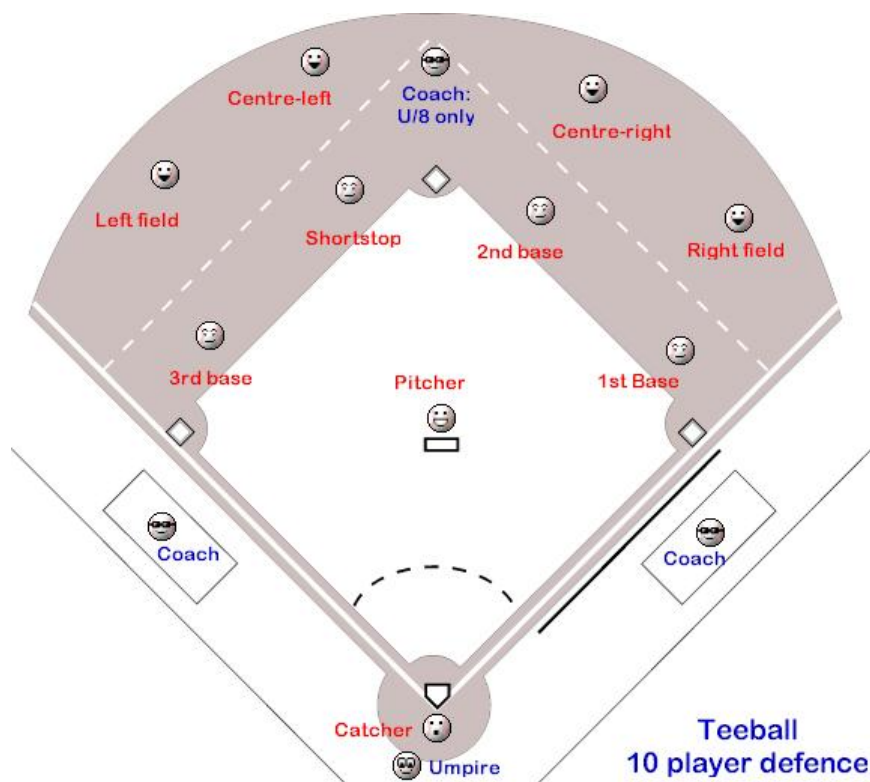


Figure 3

- 11.5 (b) The infield fly rule is not in force.
- 11.5 (c) Each team is entitled to bat up to nine batters in each inning, or to bat until the third out is recorded, whichever comes first. When the ninth batter is at the plate, the scorers shall inform the Umpire who shall advise both teams by calling "Last Batter".
- i) If the last batter does not reach 1st base safely and makes the third out of the inning, no runs shall score on that play.
 - ii) If a base runner makes the third out of the inning on a force play, no runs shall score on that play.

- iii) If the last batter reaches 1st base safely but then makes the third out of the inning after passing 1st base, any runs scored prior to the out shall count.
 - iv) If the last batter, or any forced runner, makes the first or second out of the inning on that play, all runs scored in the play shall count.
- 11.5 (d) On a dropped third strike, the batter is automatically out and the ball is dead.
- 11.5 (e) Bunting is not permitted. All batters must take a full and forceful swing. However, there is no minimum distance that the ball must travel to put it in play.
- 11.5 (f) Fouls are to be regarded in accordance with the Official Rules, specifically: a third strike hit foul does not cause the batter to be out (as is the case with teeball) unless it was a foul tip caught by the catcher.
- 11.5 (g) There shall be no stealing of bases nor shall any runner advance as a result of a pitched ball evading the catcher.
- 11.5 (h) During the Modball Phase of the competition as described in Rule 4.1 (b)(i), the offensive team is to provide a Pitching Coach (preferably an adult) who will pitch overarm to all batters in that team from a distance of 12.80m (42 feet).
- 11.5 (i) During the Liveball Phase of the competition as described at Rule 4.1 (b)(ii), a member of the team will pitch. Such a team member shall, unless otherwise explicitly stated in these Rules, be subject to any Rules governing Liveball. During the Liveball Phase of the Competition,
- i) Pitchers shall be limited to 3 innings or 65 pitches, whichever occurs first:
 - ii) A pitcher shall not pitch more than 4 innings in any one weekend or 2-day period, and shall be subject to the other provisions of Rule 8.1 ,
 - iii) The balk rule is not in force.
 - iv) Pitchers shall pitch from the rubber (46').
- 11.5 (j) During the Modball Phase of the competition, there is no provision for a base on balls (walk) to be awarded for any reason. The Pitching Coach shall continue to pitch until the batter hits the ball or is struck out.
- This rule 11.5 (j) also applies in the case of a batter being hit by a pitched ball. Should a pitch strike the batter the Umpire is to call the pitch a 'Ball'.
- 11.5 (k) Any batted ball striking the Pitching Coach, before or after being touched by an infielder, will be declared a "dead ball". The batter will be awarded 1st base and runners (if any) shall advance only if forced.

- 11.5 (l) Should a Pitching Coach interfere with a batted ball: interfere with a thrown ball: or prevent a fielder from making a play, the ball shall be declared a “dead ball” and the batter shall be called out. Runners shall return to the base last occupied before the offence was committed.
- 11.5 (m) The Umpire-in-Chief shall officiate from behind the plate and call balls and strikes as appropriate.
- 11.5 (n) Rule 11.9 concerning the Umpire calling “Time” applies to this conference.
- 11.5 (o) Rule 11.8 concerning Pass Balls applies to this conference.
- 11.5 (p) Should a fixture prior to Christmas 2010 be washed out or otherwise need to be replayed in the 2010 calendar year, it shall be played:
- i) If neither team has, at the date of the replay, played any game under Liveball rules, then the replay shall be under Modball Rules, or
 - ii) If either team has, at the date of the replay, played any game under Liveball rules, then the replay shall also be under Liveball rules.
- 11.6 Teeball Conferences, including Leonard, Catt, Vigenser, Akers North & West, and Super-8**
- 11.6 (a) Teams are permitted, at their option, to use additional defensive players:-
- i) 10 players in Leonard Teeball, Catt and Vigenser conferences. The additional defensive player must play in the outfield. An illustration is available at Figure 3.
 - ii) 11 players in Akers North & West and Super-8 conferences. One additional player must play in the outfield and the other in the infield. An illustration is available at Figure 4.

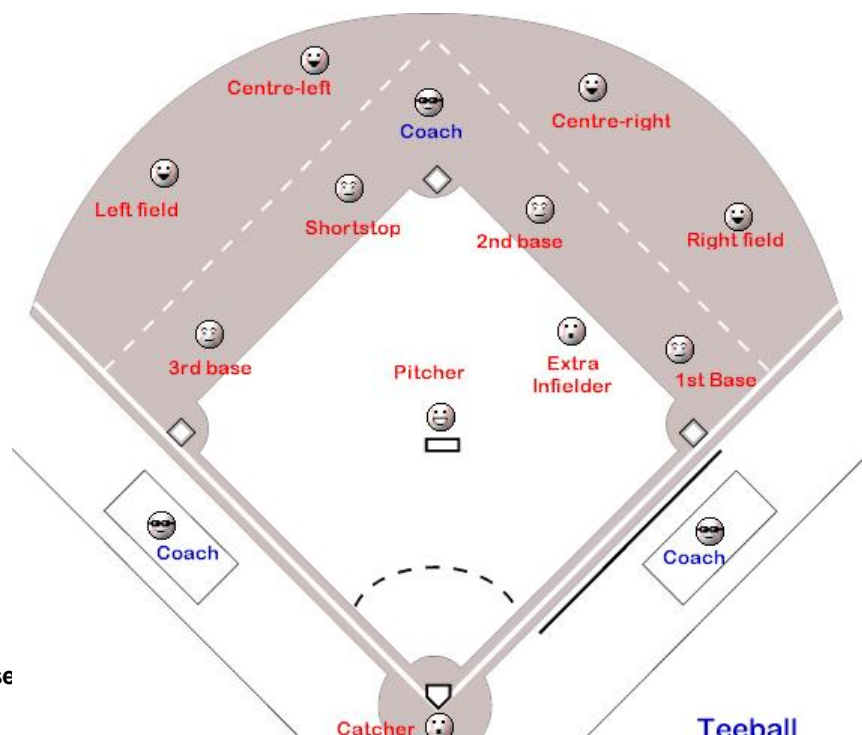


Figure 4

- iii) If a team in the Akers North or West or Super-8 conferences elects to have only 10 players, the additional defensive player must play in the outfield. An illustration is available at Figure 3.
- 11.6 (b) The infield fly rule is not in force.
- 11.6 (c) Each team is entitled to bat up to nine batters in each inning, or to bat until the third out is recorded, whichever comes first. When the ninth batter is at the plate, the scorers shall inform the Umpire who shall advise both teams by calling “Last Batter”.
- i) If the last batter does not reach 1st base safely and makes the third out of the inning, no runs shall score on that play.
 - ii) If a base runner makes the third out of the inning on a force play, no runs shall score on that play.
 - iii) If the last batter reaches 1st base safely but then makes the third out of the inning after passing 1st base, any runs scored prior to the out shall count.
- 11.6 (d) If the last batter, or any forced runner, makes the first or second out of the inning on that play, all runs scored in the play shall count.
- 11.6 (e) When placing a tee for a batter, the base or back foot of the tee shall be in contact with the front edge of home plate, but without overlapping, and the stem of the tee shall be as close as possible to home plate.
- 11.6 (f) There are no batting boxes in Teeball, notwithstanding that such boxes may be marked on the ground. Therefore, a player cannot be given out for batting out of the box pursuant to the Official Rules of Baseball.
- 11.6 (g) The Umpire shall announce the commencement of each plate appearance by calling “Batter Up”. The next batter shall come to the plate and take a set stance in preparation to hit the ball.
- 11.6 (h) Prior to allowing the batter to hit the ball, the Umpire shall call “Field Set?” at which time the defensive players and officials must take their positions:-
- i) The pitcher must have both feet in contact with the pitcher’s rubber when the ball is hit.
 - ii) No defensive player may be closer to home plate than the pitcher.
 - iii) The catcher must wear a double-eared helmet and must stand behind home plate and within the catcher’s box when the ball is hit.
 - iv) No defensive player may stand in foul territory.

- v) Outfielders must not occupy territory that ought to be regarded as the infield. Therefore, no outfielder stand closer to home plate than the Teeball Infield Boundary as illustrated in Figure 2 at Rule 2.8 (b)(ix) and therefore shall be no closer to home plate than:-
 - [a] *In the U/9 and U/8 conferences, 21.4m (70 feet)*
 - [b] *In the U/10 and U/12 conferences, 24.4m (80 feet)*
 - vi) In U/8 teeball conferences, a coach from the defensive team may stand in the outfield.
 - vii) The coaches from the offensive team shall stand within the confines of the coaches boxes, or, if not marked, in the proximity of where they should be.
 - viii) All runners shall be in contact with a base.
 - ix) The batter in his batting stance shall have the toes of both feet on a line (whether marked or not) which is parallel to the side edge of home plate closest to them.
- 11.6 (i) Upon the umpire being satisfied that all participants are ready and in their correct positions, s/he shall call “Play” or “Play Ball”. After the umpire does so:-
- i) The batter cannot reposition his back foot such that the resulting hit will be in a significantly different direction to that which was likely originally. Front foot movement is permitted, but only toward the pitcher. The intent of this rule is to promote proper batting mechanics by encouraging the batter to step towards the pitcher.
 - ii) The defensive team players cannot substantially reposition themselves in the field. Should the umpire note such repositioning, s/he may elect either:-
 - [a] *to allow the play to progress or*
 - [b] *to call the ball dead and require the batter to swing again.*

In doing so, to nullify any advantage that the defensive team may have gained by such repositioning.
- 11.6 (j) Players in fielding positions or on the bench may be interchanged at any time, provided that the umpire has called “Time”.
- 11.6 (k) There is no provision for a base on balls (walk) to be awarded. Batters will continue to attempt to hit the ball fair until they succeed or strike out.
- 11.6 (l) A strike will be charged to the batter if s/he:-
- i) Swings at the ball and misses completely, or

- ii) Makes contact with the ball and it is hit foul, or
- iii) Makes contact with the ball but it fails to travel the required distance pursuant to Rule 11.6 (n), or
- iv) Moves his back foot in contravention of Rule 11.6 (i)(i). Such an offence shall be called “foul”.
- v) Takes a practice or levelling swing (which, however described, is not legal). Batters may, however, stand with their arms extended and the bat near the ball or tee prior to taking their stance in preparation to swing.

Upon being charged with three strikes, the batter will be out.

11.6 (m) Bunting is not permitted. All batters must take a full and forceful swing.

11.6 (n) For a batted ball to be in play, it must travel at least 7.62m (25 feet) from home plate. Diamonds dressed for Teeball are required to have a quarter-circle marked at this distance.

11.6 (o) There is a bat-drop zone which is an area that extends from the 1st base foul line a distance of 2m (6') into foul territory, and from home plate to a distance 4.58m (15') towards 1st base. This area need not be marked on the field. Batter/runners are required to drop the bat into this zone after hitting the ball, and are not permitted to throw or toss the bat in a manner dangerous to any other person. Any player who does so shall be warned by the umpire upon a first offence and, upon a second and upon each subsequent breach of this Rule in the same game, shall be called out.

11.6 (p) There shall be no stealing of bases.

11.6 (q) The Umpire-in-Chief shall officiate from behind the plate.

11.6 (r) Rule 11.9 concerning the umpire calling “Time” applies to this conference.

11.6 (s) Rule 11.8 concerning Pass Balls applies to this conference.

11.6 (t) The “Pass Ball Line” in Teeball is the foul line.

11.7 U/8 Teeball Conferences: Virginia Akers South and East

11.7 (a) Teams are permitted, at their option, to use additional defensive players:-

- i) 11 players. One additional player must play in the outfield and the other in the infield. An illustration is available at Figure 5.

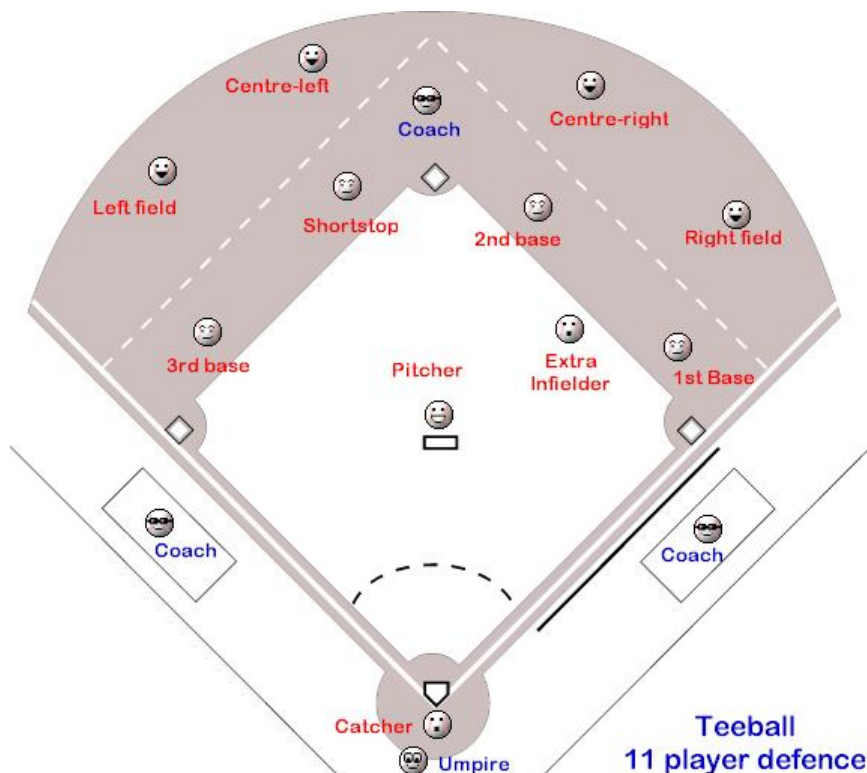


Figure 5

- ii) If a team elects to have only 10 players, the additional defensive player must play in the outfield. An illustration is available at Figure 3.

11.7 (b) The infield fly rule is not in force.

11.7 (c) The concept of “three outs to end an inning” does not apply. All batters listed in the Lineup shall have one turn at bat per inning, regardless of how many outs are made by the defence. When the final batter is at the plate, the scorers shall inform the umpire who shall advise both teams by calling “Last Batter”.

- i) If the last batter does not reach 1st base safely and makes an out, no runs shall score on that play.
- ii) If a base runner makes an out on a force play, no runs shall score on that play.
- iii) If the last batter reaches 1st base safely but then makes an out after passing 1st base, any runs scored prior to the out shall count.
- iv) Because this format is, by definition, only used in non-competitive Teeball Conferences, the umpire’s decision about whether the final run of an inning scores or not is irrelevant. That “final run” will not be a run potentially scored while an out is being made, but rather will be a run potentially scored after a hit from the last batter. The umpire will call “Time” in accordance with Rule 11.9 and play will cease at that point. It is a judgement call from the umpire as to whether a run had been scored at the point when “Time” was called.

- v) There is no need to make any Rules to cope with games where the teams have a different number of players. The emphasis is on fun and participation. All players from each team will bat once in every inning.
 - vi) The batting team need not start each inning with the same batter;- it may instead choose to start an inning with any batter **PROVIDED THAT** the batting order remains the same for the entire game. This rule is intended to allow all players the opportunity to cross Home Plate and score a run (the high point for some younger players) at least once in each game. Teams who choose this option shall inform the other team and scorers of their intent to do so as a matter of courtesy.
- 11.7 (d) When placing a tee for a batter, the base or back foot of the tee shall be in contact with the front edge of home plate, but without overlapping, and the stem of the tee shall be as close as possible to home plate.
- 11.7 (e) There are no batting boxes in Teeball, notwithstanding that such boxes may be marked on the ground. Therefore, a player cannot be given out for batting out of the box pursuant to the Official Rules of Baseball.
- 11.7 (f) The umpire shall announce the commencement of each at-bat by calling “Batter Up”. The next batter shall come to the plate and take a set stance in preparation to hit the ball.
- 11.7 (g) Prior to allowing the batter to hit the ball, the umpire shall call “Field Set?” at which time the defensive players and officials must take their positions:-
- i) The pitcher must have both feet in contact with the pitcher’s rubber when the ball is hit.
 - ii) No defensive player may be closer to home plate than the pitcher.
 - iii) The catcher must wear a double-eared helmet and must stand behind home plate and within the catcher’s box when the ball is hit.
 - iv) No defensive player may stand in foul territory.
 - v) Outfielders must not occupy territory that ought to be regarded as the infield. Therefore, no outfielder stand closer to home plate than the Teeball Infield Boundary as illustrated in Figure 2 at Rule 2.8 (b)(ix) and therefore shall be no closer to home plate than 21.4m (70 feet)
 - vi) A coach from the defensive team may stand in the outfield.
 - vii) The coaches from the offensive team shall stand within the confines of the coaches boxes, or, if not marked, in the proximity of where they should be.

- viii) All runners shall be in contact with a base.
 - ix) The batter in his batting stance shall have the toes of both feet on a line (whether marked or not) which is parallel to the side edge of home plate closest to them.
- 11.7 (h) Upon the umpire being satisfied that all participants are ready and in their correct positions, s/he shall call “Play” or “Play Ball”. After the umpire does so:-
- i) The batter cannot reposition his back foot such that the resulting hit will be in a significantly different direction to that which was likely originally. Front foot movement is permitted, but only toward the pitcher. The intent of this rule is to promote proper batting mechanics by encouraging the batter to step towards the pitcher.
 - ii) The defensive team players cannot substantially reposition themselves in the field. Should the umpire note such repositioning, s/he may elect either:-
 - [a] *to allow the play to progress or*
 - [b] *to call the ball dead and require the batter to swing again.*
- In doing so, to nullify any advantage that the defensive team may have gained by such repositioning.
- 11.7 (i) Players in fielding positions or on the bench may be interchanged at any time, provided that the umpire has called “Time”.
- 11.7 (j) There is no provision for a base on balls (walk) to be awarded. Batters will continue to attempt to hit the ball fair until they succeed or strike out.
- 11.7 (k) A strike will be charged to the batter if s/he:-
- iii) Swings at the ball and misses completely, or
 - iv) Makes contact with the ball and it is hit foul, or
 - v) Makes contact with the ball but it fails to travel the required distance pursuant to Rule 11.6 (n), or
 - vi) Moves his back foot in contravention of Rule 11.6 (i)(i). Such an offence shall be called “foul”.
 - vii) Takes a practice or levelling swing (which, however described, is not legal). Batters may, however, stand with their arms extended and the bat near the ball or tee prior to taking their stance in preparation to swing.

Upon being charged with three strikes, the batter will be out.

- 11.7 (l) Bunting is not permitted. All batters must take a full and forceful swing.

- 11.7 (m) For a batted ball to be in play, it must travel at least 7.62m (25 feet) from home plate. Diamonds dressed for Teeball are required to have a quarter-circle marked at this distance.
- 11.7 (n) There is a bat-drop zone which is an area that extends from the 1st base foul line a distance of 2m (6') into foul territory, and from home plate to a distance 4.58m (15') towards 1st base. This area need not be marked on the field. Batter/runners are required to drop the bat into this zone after hitting the ball, and are not permitted to throw or toss the bat in a manner dangerous to any other person. Any player who does so shall be warned by the umpire upon a first offence and, upon a second and upon each subsequent breach of this Rule in the same game, shall be called out.
- 11.7 (o) There shall be no stealing of bases.
- 11.7 (p) The Umpire-in-Chief shall officiate from behind the plate.
- 11.7 (q) On unforced plays, there is no requirement to tag the runner to secure the out. The out will be awarded if a fielder simply gains control of the ball and steps on the base to which a runner is advancing (or vice versa) before that runner secures that base, and whether or not the fielder directly fields the ball from the bat or takes a throw from another fielder. However, should a runner retreat instead of trying to advance (which is his/her right if the play is unforced), that runner shall not be called out.
- 11.7 (r) Rule 11.9 concerning the umpire calling "Time" applies to this conference.
- 11.7 (s) Rule 11.8 concerning Pass Balls applies to this conference.
- 11.7 (t) The "Pass Pall Line" in Teeball is the foul line.

11.8 Pass Ball Rule for Teeball

The concept of the Hills pass ball rule is to encourage fielders to throw the ball and thereby attempt to make a play. The intent of the rule is to ensure that there is no penalty for the defensive team as long as they try to make the out.

- 11.8 (a) If the ball is hit within the infield, is fielded by an infielder who then throws it, and the throw goes wild and beyond the pass ball line, this is known as a **Class A Pass Ball**, or alternatively as a Pass Ball on an **Infield Primary Play**.

The offensive team shall be awarded one base beyond the base legally occupied by each runner prior to the hit. The batter goes to 1st base, and all runners advance one base whether forced or not.

- 11.8 (b) If the ball is hit into the outfield, is fielded by an outfielder who then throws it toward a base, and the throw goes wild and beyond the pass ball line, this is known as a **Class B Pass Ball**, or alternatively as a Pass Ball on a **Outfield Primary Play**.

The offensive team shall be awarded one base beyond the base legally occupied by each runner at the time when the ball is thrown. All runners advance one additional base whether forced or not.

- 11.8 (c) If the ball is hit into the outfield, is fielded by an outfielder who then throws it to an infielder who receives it, and then relay-throws it, and the relay-throw goes wild and beyond the pass ball line, this is known as a **Class B Pass Ball**, or alternatively as a Pass Ball on a **Secondary Play**.

The offensive team shall be awarded one base beyond the base legally occupied by each runner at the time when the ball is relay-thrown by the infielder. All runners advance one additional base whether forced or not.

- 11.8 (d) Runners may only proceed on any other wild throw while the ball remains inside the pass ball lines: and in game formats other than Teeball, whether fair or foul. However, should a second wild throw occur after a Primary Play, which in the opinion of the umpire would cause the offensive team to gain an additional base or more, the ball will be dead and the umpire will call “Time”. Base runners will remain at the base legally gained at the time of the second wild throw.

- 11.8 (e) Deleted.

- 11.8 (f) The “pass ball line(s)” cited above are hereby defined as the foul lines.

11.9 Time Rule for Teeball & Modball

The intent of this “Time” rule is to provide a playing experience for younger children which mirrors the dynamics of a Liveball game. The rule is designed to stop further activity once a play has reached a natural conclusion, and once it has achieved the outcome that a similar play would have achieved in a Liveball game.

Think of regular baseball. If, for example, a situation exists where no sane runner would attempt another base because the risk of being put out is too high, he would hold his current base. It is this scenario that the Time Rule is attempting to mimic.

When an infielder has control of the ball and the umpire sees no play imminent, then the umpire will call “Time”. Runners at that point will return to the base they last legally occupied.

- 11.9 (a) Players are not to be encouraged to hold the ball in the air and call time. The call must come from the umpire.
- 11.9 (b) Outfield players must be encouraged to throw the ball to an infielder rather than run to the infield holding it. “Time” will not be called in favour of a team where an outfielder runs into the infield, until the player is well inside the diamond, but “Time” will be called if a throw is made to an infielder who takes control of the ball, even if he is not strictly inside the diamond at the time:- umpires have the latitude to

decide whether the receiver is in “an infield position”. This latitude is in order to encourage the throw.

- 11.9 (c) The situation of fielders chasing runners around the base paths is to be discouraged. Although a rundown is a legitimate play in baseball, such a play involves multiple throws. A fielder who chases a runner without attempting a throw to another fielder is not learning behaviour that will benefit them in Liveball. Therefore, an umpire who sees this type of behaviour will discourage it by making an early “Time” call in future plays, denying the fielder a chance to make outs by sprinting toward a runner ahead of him.

11.10 “Backwards” Teeball – Reversing the diamond

This rule simply documents a game concept that may or may not be used in particular Conferences. It is not formally part of any Conference unless specifically included.

The rationalé is that by artificially “enclosing” the Teeball field: the game will move faster: average hits will not score home runs just because the ball gets through the defence: but true home-run calibre hits (over the fence) will become special.

Essentially, the game is played to the rules of U/8 Teeball, except that:-

- 11.10 (a) Home plate is placed 130’ (39.62m) from the back-net or fence as illustrated below. Note that this field configuration cannot be used where there is a mound. On diamonds with a mound, set up the “Backwards” field in the leftfield and/or rightfield corner(s) instead.



- 11.10 (b) Draw the circle required by Rule 2.8 (b) (viii) centred on home plate as placed above, but oriented back toward the fence.
- 11.10 (c) All other field markings required by Rule 2.8 (b) as they relate to Teeball should be marked, but “reversed” in orientation and focused on the new location of home plate.

Section 3 – Conference Rule Sheets

Summary ...

Hills Juniors Conference Format snapshot, 2011/12 season

Conference	Eligibility		Game Level		Bat Specifications			Balls		Rules		Competition	
	Age	Birth Year @ 2011/12 season	Format	Grade	Maximum Length	Barrel Diameter	Differential	Specs	CFR (Rule)	Competition Format	Special Rules	Points awarded	CC weight
Shipley Youth League	U/17	1996, 1997 1995 conditional	Baseball	1	34"	2 3/4"	-5 -10	Baseball	12	Home&Away, Playoffs		Yes	4
Cashmore North	U/17	1996, 1997 1995 conditional	Baseball	2	34"	2 3/4"	-5 -10	Baseball	13	Home&Away, Playoffs	7 run limit	Yes	2
Cashmore South	U/17	1996, 1997 1995 conditional	Baseball	3	34"	2 3/4"	-5 -10	Baseball	14	Home&Away, Playoffs	7 run limit	Yes	1
Graham Hay League	U/14	1998, 1999	Baseball	1	32"	2 3/4"	-8 -10	Baseball	15	Home&Away, Playoffs		Yes	4
Peter Street North	U/14	1998, 1999	Baseball	2	32"	2 3/4"	-8 -10	Baseball	16	Home&Away, Playoffs	7 run limit	Yes	2
Peter Street West	U/14	1998, 1999	Baseball	2	32"	2 3/4"	-8 -10	Baseball	17	Home&Away, Playoffs	7 run limit	Yes	2
Peter Street South	U/14	1998, 1999	Baseball	3	32"	2 3/4"	-10	Baseball	18	Home&Away, Playoffs	7 run limit	Yes	1
Ken Douglass League	U/12	2000, 2001	Baseball	1	31"	2 3/4"	-10	Kenko C	19	Home&Away, Playoffs		Yes	4
Phil Leonard North	U/12	2000, 2001	Baseball	2	31"	2 3/4"	-10	Kenko C	20	Home&Away, Playoffs	7 run limit	Yes	2
Phil Leonard South & East	U/12	2000, 2001	Baseball	3	31"	2 3/4"	-10	Kenko C	21	Home&Away, Playoffs	7 run limit	Yes	1
Jeff Catt Premier TeeBall	U/12	2000, 2001	TeeBall	N/A	29"	2 3/4"	N/A	Kenko C	22	Round Robin	9 batters or 3 outs	Yes	1
Jim Bergan League	U/11	2001, 2002	Baseball	1	31"	2 3/4"	-10	Kenko C	23	Home&Away, Playoffs	7 run limit	Yes	4
Don Petroff League	U/10	2002, 2003	ModBall	1	29"	2 3/4"	N/A	Kenko C	24	Round Robin	9 batters or 3 outs	Yes	4
Col Daisley League	U/10	2002, 2003	ModBall	N/A	29"	2 3/4"	N/A	Kenko C	25	Round Robin	9 batters or 3 outs	Yes	2
Jeff Catt League	U/10	2002, 2003	TeeBall	N/A	29"	2 3/4"	N/A	Kenko C	26	Round Robin	9 batters or 3 outs	Yes	1
Wendy Vigenser League	U/9	2003, 2004	TeeBall	N/A	29"	2 3/4"	N/A	Kenko C	27	Round Robin	9 batters or 3 outs	Yes	1
Akers Super-8 Teeball	U/8	2004+	TeeBall	1	24"	2 3/4"	N/A	K500	28	Round Robin	9 batters or 3 outs	Yes	1
Virginia Akers Nth & West	U/8	2004+	TeeBall	N/A	24"	2 3/4"	N/A	K500	29	Non-competitive	9 batters or 3 outs	No	0
Virginia Akers Sth & East	U/8	2004+	TeeBall	N/A	24"	2 3/4"	N/A	K500	30	Non-competitive	Everyone bats, no tags, Backwards field allowed	No	0

Note:- The column "CC Weight" refers to the weighting for each conference that is used when calculating the Club Championship

Rule 12. Conference Rule Sheet – Barry Shipley Youth League

Age Group.....	U/17
Birth Year.....	1996, 1997 ... & 1995 (Conditional)
Division	One
Game Format.....	Live Ball
Approved balls	Leather Baseball
Approved bats.....	34" max
	-10 @ 2¼" diameter
	- 5 @ 2¾ diameter
	Also:- all bats approved for U/16 SJC competition by BNSW/ABF
Approved shoes	Plastic or Metal cleats
Defence	9 players
Base Paths.....	90' (27.43m)
Pitching Distance	60'6" (18.44m)
Game Duration.....	1¾ hrs or 6 innings
Run Scoring	No limit
Pitching Restrictions.....	Maximum 4 innings, 85 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	Yes
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Official Rules of Baseball
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 13. Conference Rule Sheet – Brian Cashmore North League

Age Group.....	U/17
Birth Year	1996, 1997 ... & 1995 (Conditional)
Division	Two
Game Format.....	LiveBall
Approved balls	Leather Baseball
Approved bats.....	34" max
	-10 @ 2¼" diameter
	- 5 @ 2¾ diameter
Approved shoes	Plastic or Metal cleats
Defence	9 players
Base Paths.....	90' (27.43m)
Pitching Distance	57' (17.38m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 75 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Official Rules of Baseball
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 14. Conference Rule Sheet – Brian Cashmore South League

Age Group.....	U/17
Birth Year	1996, 1997 ... & 1995 (Conditional)
Division	Three
Game Format.....	LiveBall
Approved balls	Leather Baseball
Approved bats.....	34" max
	-10 @ 2¼" diameter
	- 5 @ 2¾ diameter
Approved shoes	Plastic or Metal cleats
Defence	9 players
Base Paths.....	90' (27.43m)
Pitching Distance	57' (17.38m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 75 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Official Rules of Baseball
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.Conference

Rule 15. Rule Sheet – Graham Hay League

Age Group.....	U/14
Birth Year	1998, 1999
Division	One
Game Format.....	LiveBall
Approved balls	Leather Baseball
Approved bats.....	32" max
	-10 @ 2¼" diameter
	-8 @ 2¾ diameter
Approved shoes	Rubber or Plastic cleats
Defence	9 players
Base Paths.....	80' (24.40m)
Pitching Distance	54' (16.46m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	No limit
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	Yes
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Discretion based on the intent to deceive.
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 16. Conference Rule Sheet – Peter Street North League

Age Group.....	U/14
Birth Year	1998, 1999
Division	Two
Game Format.....	LiveBall
Approved balls	Leather Baseball, Wet-weather ball
Approved bats.....	32" max
	-10 @ 2¼" diameter
	-8 @ 2¾" diameter
Approved shoes	Rubber or Plastic cleats
Defence	9 players
Base Paths.....	80' (24.40m)
Pitching Distance	50' (15.37m) - 54' (16.46m) for rep players
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Discretion based on the intent to deceive.
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 17. Conference Rule Sheet – Peter Street West League

Age Group.....	U/14
Birth Year	1998, 1999
Division	Two
Game Format.....	LiveBall
Approved balls	Leather Baseball, Wet-weather ball
Approved bats.....	32" max
	-10 @ 2¼" diameter
	-8 @ 2¾" diameter
Approved shoes	Rubber or Plastic cleats
Defence	9 players
Base Paths.....	80' (24.40m)
Pitching Distance	50' (15.37m) - 54' (16.46m) for rep players
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Discretion based on the intent to deceive.
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 18. Conference Rule Sheet – Peter Street South League

Age Group.....	U/14
Birth Year.....	1998, 1999
Division	Three
Game Format.....	LiveBall
Approved balls	Leather Baseball
Approved bats.....	32" max, -10 @ 2¼" diameter
Approved shoes	Rubber or Plastic cleats
Defence	9 players
Base Paths.....	80' (24.40m)
Pitching Distance	50' (15.37m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Official Rules of Baseball
Infield Fly.....	Official Rules of Baseball
Stealing home	Official Rules of Baseball
Balk Rule.....	Discretion based on the intent to deceive.
Runners' Leads.....	Official Rules of Baseball
Stealing immediately after a walk.....	Official Rules of Baseball
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk).....	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 19. Conference Rule Sheet – Ken Douglass League

Age Group.....	U/12
Birth Year	2000, 2001
Division	One
Game Format.....	LiveBall
Approved balls	Kenko C
Approved bats.....	31" max, -10 @ 2¼" diameter, <u>OR</u> Purpose-built Nankyu bats are acceptable
Approved shoes	Flexible soft-stops and similar
Defence	9 players
Base Paths.....	70' (21.30m)
Pitching Distance	48' (14.63m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	No limit
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoffs
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	Yes
Dropped 3rd Strike	Batter is out, ball is live
Infield Fly.....	Official Rules of Baseball
Stealing home	Allowed when the ball evades the catcher, wild throw back to the pitcher, or after any play is attempted by the defence.
Balk Rule.....	Does not apply
Runners' Leads.....	Runner may leave once the pitch leaves the pitcher's hand.
Stealing immediately after a walk.....	Prohibited
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk).....	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 20. Conference Rule Sheet – Phil Leonard North League

Age Group.....	U/12
Birth Year	2000, 2001
Division	Two
Game Format.....	LiveBall
Approved balls	Kenko C
Approved bats.....	31" max, -10 @ 2¼" diameter <u>OR</u> Purpose-built Nankyu bats are acceptable
Approved shoes	Flexible soft-stops and similar
Defence	9 players
Base Paths.....	60' (18.30m)
Pitching Distance	46' (14.03m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Batter is out, ball is live
Infield Fly.....	Official Rules of Baseball
Stealing home	Allowed when the ball evades the catcher, wild throw back to the pitcher, or after any play is attempted by the defence.
Balk Rule.....	Does not apply
Runners' Leads.....	Runner may leave once the pitch crosses the plate or goes into foul territory.
Stealing immediately after a walk.....	Prohibited
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk).....	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 21. Conference Rule Sheet – Phil Leonard South & East Leagues

Age Group.....	U/12
Birth Year	2000, 2001
Division	Three
Game Format.....	LiveBall
Approved balls	Kenko C
Approved bats.....	31" max, -10 @ 2¼" diameter <u>OR</u> Purpose-built Nankyu bats are acceptable
Approved shoes	Flexible soft-stops and similar
Defence	9 players
Base Paths.....	60' (18.30m)
Pitching Distance	42' (12.80m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	No
Dropped 3rd Strike	Batter is out, ball is live
Infield Fly.....	Official Rules of Baseball
Stealing home	Allowed when the ball evades the catcher, wild throw back to the pitcher, or after any play is attempted by the defence.
Balk Rule.....	Does not apply
Runners' Leads.....	Runner may leave once the pitch crosses the plate or goes into foul territory.
Stealing immediately after a walk.....	Prohibited
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk).....	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 22. Conference Rule Sheet – Jeff Catt Premier Teeball League

Age Group.....	U/12
Birth Year	2000, 2001
Division	Ungraded
Game Format.....	TeeBall
Approved balls	Kenko C
Approved bats.....	29" max, 2¼" diameter
Approved shoes	Flexible soft-stops and similar
Defence	10 players
Base Paths.....	60' (18.30m)
Pitching Distance	46' (14.03m) { <i>Rubber</i> }
Game Duration.....	1½ hrs or 7 innings
Run Scoring	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Round Robin.
Playoff Eligibility	N/A
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field
Automatic outs for missing players?	No
Dropped 3rd Strike	N/A
Infield Fly.....	Does not apply
Stealing home	All stealing is prohibited
Balk Rule.....	N/A
Runners' Leads.....	Runner may leave only once the ball is hit.
Stealing immediately after a walk.....	All stealing is prohibited
Pass Ball Rule.....	Teeball Pass Ball Rule is in force.
Base on Balls (Walk)	N/A
Bunting.....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	N/A

Rule 23. Conference Rule Sheet – Jim Bergan League

Age Group.....	U/11
Birth Year	2001, 2002
Division	One
Game Format.....	LiveBall
Approved balls	Kenko C
Approved bats.....	31" max, -10 @ 2¼" diameter <u>OR</u> Purpose-built Nankyu bats are acceptable
Approved shoes	Flexible soft-stops and similar
Defence	9 players
Base Paths.....	60' (18.30m)
Pitching Distance	42' (12.80m)
Game Duration.....	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions.....	Maximum 3 innings, 65 pitches
Catching Restrictions	None
Rep Player Restrictions.....	See below
Competition Format.....	Round Robin + 3-game Playoff Series
Playoff Eligibility	5 games minimum during the Regular Season
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Lesser of 60 seconds or 5 pitches
Automatic outs for missing players?	Yes
Dropped 3rd Strike	Batter is out, ball is live
Infield Fly.....	Official Rules of Baseball
Stealing home	Allowed when the ball evades the catcher, wild throw back to the pitcher, or after any play is attempted by the defence.
Balk Rule.....	Does not apply
Runners' Leads.....	Runner may leave once the pitch crosses the plate or goes into foul territory.
Stealing immediately after a walk.....	Prohibited
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk).....	Official Rules of Baseball
Bunting.....	Official Rules of Baseball
Pitch & Catch in the same game?	No

Rep Player Restrictions

Restrictions on representative players will be notified each week by the Competition Secretary, by email, to the coaches/managers involved and/or to club delegates. Such restrictions will consider whether a particular rep team plays that weekend, and {after consultation with rep officials} the expected involvement of particular individuals in those games.

Rule 24. Conference Rule Sheet – Don Petroff League**Modball & Liveball phases**

This conference is constructed so that there may be an option to move from Modball to Liveball after Xmas each season. The decision as to whether this happens is made by the Competition Secretary mid-season, based on the skill level across the conference. The Rules above are to cope with a phase-change should it occur.

In the Modball phase ...

Age Group.....	U/10
Birth Year	2002, 2003
Division	One
Game Format.....	ModBall [to Xmas, potentially liveball afterwards]
Approved balls	Kenko C
Approved bats.....	29" max, 2¼" diameter
	Purpose-built Nankyu bats are acceptable
Approved shoes	Flexible soft-stops and similar
Defence	10 players
Outfield defence.....	Subject to Rule 2.8 (b) (ix)
Base Paths.....	60' (18.30m)
Pitching Distance	42' (12.80m) { <i>Pitching Coach</i> }
	46' (14.03m) { <i>Rubber</i> }
Game Duration.....	1½ hrs or 7 innings
Run Scoring	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Regular Season Round Robin. No Playoffs
Playoff Eligibility	N/A
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field.
Automatic outs for missing players?	No
Dropped 3rd Strike	Batter is out, ball is dead
Infield Fly.....	Does not apply
Stealing home or after a walk.....	All stealing is prohibited
Balk Rule.....	Does not apply
Runners' Leads.....	Runner may leave only once a pitch is hit.
Pass Ball Rule.....	Teeball Pass Ball Rule 11.8 is in force.
Base on Balls (Walk)	N/A. Pitcher continues until the ball is hit or batter strikes out, even if a batter is hit by a pitch.
Bunting.....	Prohibited.
Pitch & Catch in the same game?	No

In the Liveball phase ...

All Rules.....Refer Phil Leonard South Rule Sheet.

Rule 25. Conference Rule Sheet – Col Daisley League

Age Group.....	U/10
Birth Year	2002, 2003
Division	Ungraded
Game Format.....	ModBall
Approved balls	Kenko C
Approved bats.....	29" max, 2¼" diameter
	Purpose-built Nankyu bats are acceptable
Approved shoes	Flexible soft-stops and similar
Defence	10 players
Outfield defence.....	Subject to Rule 2.8 (b) (ix)
Base Paths.....	60' (18.30m)
Pitching Distance	42' (12.80m) { <i>Pitching Coach</i> }
	46' (14.03m) { <i>Rubber</i> }
Game Duration.....	1½ hrs or 7 innings
Run Scoring	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Regular Season Round Robin. No Playoffs.
Playoff Eligibility	N/A
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field.
Automatic outs for missing players?	No
Dropped 3rd Strike	Batter is out, ball is dead
Infield Fly.....	Does not apply
Stealing home or after a walk.....	All stealing is prohibited
Balk Rule.....	Does not apply
Runners' Leads.....	Runner may leave only once a pitch is hit.
Pass Ball Rule.....	Teeball Pass Ball Rule 11.8 is in force.
Base on Balls (Walk)	N/A. Pitcher continues until the ball is hit or batter strikes out, even if a batter is hit by a pitch.
Bunting.....	Prohibited.
Pitch & Catch in the same game?	No

Rule 26. Conference Rule Sheet – Jeff Catt League

Age Group.....	U/10
Birth Year	2002, 2003
Division	Ungraded
Game Format.....	TeeBall
Approved balls	Kenko C
Approved bats.....	29" max, 2¼" max barrel diameter
Approved shoes	Flexible soft-stops and similar
Defence	10 players
Outfield defence	Subject to Rule 2.8 (b) (ix)
Base Paths.....	60' (18.30m)
Pitching Distance	46' (14.03m) { <i>Rubber</i> }
Game Duration.....	1½ hrs or 7 innings
Run Scoring	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Round Robin.
Playoff Eligibility	N/A
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field
Automatic outs for missing players?	No
Dropped 3rd Strike	N/A
Infield Fly.....	Does not apply
Stealing home	All stealing is prohibited
Balk Rule.....	N/A
Runners' Leads.....	Runner may leave only once the ball is hit.
Stealing immediately after a walk	All stealing is prohibited
Pass Ball Rule.....	Teeball Pass Ball Rule is in force.
Base on Balls (Walk).....	N/A
Bunting.....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	N/A

Rule 27. Conference Rule Sheet – Wendy Vigenser League

Age Group.....	U/9
Birth Year	2003, 2004
Division	Ungraded
Game Format.....	TeeBall
Approved balls	Kenko C
Approved bats	29" max, 2¼" max barrel diameter
Approved shoes	Flexible soft-stops and similar
Defence	10 players
Outfield defence	Subject to Rule 2.8 (b) (ix)
Base Paths.....	60' (18.30m)
Pitching Distance	46' (14.03m) { <i>Rubber</i> }
Game Duration.....	1½ hrs or 7 innings
Run Scoring	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Round Robin. Points awarded.
Playoff Eligibility	N/A
Regulation Game	60 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field
Automatic outs for missing players?	No
Dropped 3rd Strike	N/A
Infield Fly.....	Does not apply
Stealing home	All stealing is prohibited
Balk Rule.....	N/A
Runners' Leads.....	Runner may leave only once the ball is hit.
Stealing immediately after a walk	All stealing is prohibited
Pass Ball Rule.....	Teeball Pass Ball Rule is in force.
Base on Balls (Walk)	N/A
Bunting.....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	N/A

Rule 28. Conference Rule Sheet – Super-8 Teeball

Age Group.....	U/8
Birth Year.....	2004+
Division	One
Game Format.....	TeeBall
Approved balls	K500
Approved bats.....	24" max, 2¼" diameter
Approved shoes	Flexible soft-stops and similar
Defence	11 players
Base Paths.....	50' (15.24m)
Pitching Distance	42' (12.80m) { <i>Rubber</i> }
Game Duration.....	1¼ hrs or 7 innings
Scoring.....	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Round Robin. Points awarded.
Playoff Eligibility	N/A
Regulation Game	40 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field
Automatic outs for missing players?	No
Dropped 3rd Strike	N/A
Infield Fly.....	Does not apply
Stealing home	All stealing is prohibited
Balk Rule.....	N/A
Runners' Leads.....	Runner may leave only once the ball is hit.
Stealing immediately after a walk	All stealing is prohibited
Pass Ball Rule.....	Teeball Pass Ball Rule is in force.
Base on Balls (Walk).....	N/A
Bunting.....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	N/A

Rule 29. Conference Rule Sheet – Virginia Akers League, North & West

Age Group.....	U/7 and U/8
Birth Year.....	2004+
Division	Ungraded
Game Format.....	TeeBall
Approved balls	K500
Approved bats.....	24" max, 2¼" diameter
Approved shoes	Flexible soft-stops and similar
Defence	11 players
Base Paths.....	50' (15.24m)
Pitching Distance	42' (12.80m) { <i>Rubber</i> }
Game Duration.....	1¼ hrs or 7 innings
Scoring.....	9 batters or 3 outs
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Home & Away. Non-competitive
Playoff Eligibility	N/A
Regulation Game	40 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field
Automatic outs for missing players?	No
Dropped 3rd Strike	N/A
Infield Fly.....	Does not apply
Stealing home	All stealing is prohibited
Balk Rule.....	N/A
Runners' Leads.....	Runner may leave only once the ball is hit.
Stealing immediately after a walk	All stealing is prohibited
Pass Ball Rule.....	Teeball Pass Ball Rule is in force.
Base on Balls (Walk).....	N/A
Bunting.....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	N/A

Rule 30. Conference Rule Sheet – Virginia Akers League, South & East

Age Group.....	U/7 and U/8
Birth Year.....	2004+
Division	N/A
Game Format.....	TeeBall
Approved balls	K500
Approved bats.....	24" max, 2¼" diameter
Approved shoes	Flexible soft-stops and similar
Defence	11 players
Base Paths.....	50' (15.24m)
Pitching Distance	42' (12.80m) { <i>Rubber</i> }
Game Duration.....	1¼ hrs or 7 innings
Scoring.....	9 batters minimum, else the entire team each inning. Three outs does not apply.
Pitching Restrictions.....	N/A
Catching Restrictions	None
Representative Restrictions.....	N/A
Competition Format.....	Home & Away. Non-competitive.
Playoff Eligibility	N/A
Regulation Game	40 minutes or 3 innings - (or 2½ if home team leads)
Innings changeover.....	Hustle on & off the field
Automatic outs for missing players?	No
Dropped 3rd Strike	N/A
Infield Fly.....	Does not apply
Stealing home	All stealing is prohibited
Balk Rule.....	N/A
Runners' Leads.....	Runner may leave only once the ball is hit.
Stealing immediately after a walk	All stealing is prohibited
Pass Ball Rule.....	Teeball Pass Ball Rule is in force.
Base on Balls (Walk).....	N/A
Bunting.....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	N/A
Special rule	The requirement to tag on unforced plays is not applicable. See Rule 11.7 (q).
Field setup	Use either conventional field dressing or "Backwards Teeball" {See Rule 11.10 }, at the option of the host club.

Schedule of Administrative Penalties

- Rule 1.6(d) Captitation fees due to Hills Juniors remaining unpaid after October 23rd, 2009 may involve the Club losing competition points thereafter (discretion of Competition Secretary) until the debt is paid.
- Rule 1.6(e) After October 23rd, 2009, any unpaid capitation fees will attract a penalty of 2% per week.
- Rule 1.8 Failure to appoint at least one umpire to each home game:- \$5 per scheduled fixture.
- Rule 2.1(b) Failure to provide adequate venues for home games @ \$150/team/season. The money raised will be disbursed to the Club(s) who actually hosts these games.
- Rule 2.1(c) Failure to provide a first-aid kit, ice or a thermo-hygrometer for each and every weekend. \$10 per playing day.
- Rule 2.2(a) Failure to nominate teams by Aug 21 = a fine of \$5/team eventually registered..
- Rule 2.2(b) Failure to provide complete team rosters by Sept 4th = a fine of \$5/team
- Rule 2.2(c) Failure to notify additional players after Sept 4th = a fine of \$5/player
- Rule 5.6(b) Failure to replay washouts in good time = a fine of \$10 each to both teams if declared a “No-Game”, or a fine of \$20 to the offending team if a forfeit is declared.
- Rule 5.9(e) For any forfeit = a fine of \$20.
- Rule 7.4 Uniform offences = a fine of \$5 per occurrence per person.
- Rule 7.5 Alcohol or tobacco consumption = a fine of \$50 per occurrence.
- Rule 7.14 Failure to appoint a Ground Official = \$10/team per occurrence.
- Rule 7.8(c) A fee of \$50 to lodge an Official Protest. Refunded if upheld and back-charged to the other club involved plus any other penalty imposed..
- Rule 7.9(e) Notice of Breach. Meeting has the power to impose a fine (unspecified)
- Rule 9.2(c) Failure to provide results on time = \$10 per club per week.
- Rule 9.2(d) Failure to deliver Result Sheets within 14 days after a request from The League to do so = \$10 per breach (ie:- \$10 per result sheet).

Metric Conversion Table

Common used measurement conversion table.

1 Foot = 304.8 mm
1 Inch = 25.4 mm

Feet	Inches	Metric mm	Metric m
3		914	0.91
4		1,219	1.22
6		1,829	1.83
8		2,438	2.44
15		4,572	4.57
20		6,096	6.10
25		7,620	7.62
40		12,192	12.19
42		12,802	12.80
46		14,021	14.02
48		14,630	14.63
50		15,240	15.24
54		16,459	16.46
57		17,374	17.37
60	6	18,440	18.44
60		18,288	18.29
70		21,336	21.34
80		24,384	24.38
90		27,432	27.43
130		39,624	39.62
	2 1/4	57	0.06
	2 5/8	67	0.07
	2 3/4	70	0.07
	3	76	0.08
	6	152	0.15
	15	381	0.38
	22	559	0.56
	24	610	0.61
	27	686	0.69
	29	737	0.74
	31	787	0.79
	34	864	0.86
	43	1,092	1.09

Changes since last issue

Changes this issue – Rev 4.1 = “Final” for 2011/12, eleventh edition

- Rule 19 Douglass League will play off a 70'x48' diamond to start the season. This is subject to review mid-season:- we will make that decision based on how well the kids are handling it.
- Rule 11.3 Also in Douglass only:- runners may now take a lead after the ball leaves the pitcher's hand (was previously "... *once the pitched ball passes the plate.*"). That rule for Leonard conferences remains unchanged.
- Rule 8.2 Drafting error corrected. References to LL, A and AA replaced by references to U/12, U/14 and U/16.
- Appendices Updated for current (2011/12) URLs in the Hills website.

Changes this issue – Rev 4.00. Pre-Season for 2011/12, tenth edition

- Rule 4.7 (b) Correcting a drafting error from last year. Words "... *for any position on the ladders except fourth ...* " were deleted.
- Rule 8 Completely overhauled. Now introduces Minor, Substantial and Major Assignment conventions. Note:- actual limits are different to those published by BNSW.
- Dates Various dates changed for this year (age eligibility, paperwork deadlines etc)

Changes this issue – Rev 3.99. In-Season for 2010/11, ninth edition

- Douglass..... Error re-corrected regarding runners' leads in both the CFR and Rule 11.3 (a). The change came about when Douglass moved to 60' base paths instead of 70'.

Changes this issue – Rev 3.98. Pre-Season for 2010/11, eighth edition

- Douglass CFR..... Error corrected regarding runners' leads. Now agrees with Rule 11.3 (a).
- Jim Bergan CFR..... U/11 Liveball. Conference Rulesheet updated to incorporate Rule 11.4. Administrative oversight in previous versions. Revises the situations where a runner at 3B can advance home. Now consistent with U/12 Liveball.
- Infield Fly Now applies in all U/12 liveball conferences (Phil Leonard Leagues)
- Appendices Updated for URLs relating to ChildSafe policy.
- Rule 6.7 (c) Purpose-built Kenko bats now allowed in Modball (previously only liveball). Changes to reflect this also made to appropriate Conference RuleSheets and the Summary.

Teeball Pass Ball ... Is in force for Daisley & Petroff (Modball).

Rule 11.8 (e) Deleted. Previously referred to a ball touching fences in an enclosed diamond as having “crossed the pass-ball line”. Redundant now with the re-wording of Rule 11.8 (f)

Rule 11.8 (f) Re-worded and simplified to define the foul line as the pass-ball line in all teeball conferences or derivative formats, including Modball.

All 2009/10 dates changed to 2010/11, as appropriate.

Rule 7.14 Ground Officials. Was provisional – now mandatory.

Rule 7.8 (d) Housekeeping. Previously, this referred to the timescale in Rule 7.8(b) only. Now widened to include the provisions of Rule 7.8(c) also.

Rule 9.3 Protocol for Scorers.

Rule 4.7 (c) Deleted. This used to require an elimination game if two or more teams were tied in 4th place going into the Finals Series. By deleting this Rule, the pre-Finals ladder will be determined using the balance of Rule 4.7.

Rule 10.2 Previously headed “Sliding”. Updated to “Sliding & Collision Avoidance”. Rules 10.2a and 10.2b replaced with the BNSW words. The rule concerning head-first slides has been renumbered to 10.2 (c).

Rule 11.3 (f) Amended to allow a runner at 3B in Leonard Sth to come home when a pitched ball evades the catcher or on a wild throw from the catcher back to the pitcher (previously applied to Leonard Nth and Douglass conferences only). Conference RuleSheet 21 also amended.

Appendices

Appendix 1 – Judiciary Procedure

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A1_Judiciary_Procedure.pdf

Appendix 4 – Dispensation Request Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A4_Dispensation_Form_Rev2_2.pdf

Appendix 5 – Parental Waiver

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A5_Parental_Waiver.pdf

Appendix 6 – Players' Code of Conduct

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A6_Players_CoC.pdf

Appendix 7 – Officials' Code of Conduct

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A7_Officials_CoC.pdf

Appendix 8 – Team Officials' Duty Statements

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A8_Duty_Statements.pdf

Appendix 9 – HJBA Privacy Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A9_Privacy_Policy.pdf

Appendix 10 – Umpires' Code of Conduct

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A10_Umpires_CoC.pdf

Appendix 11 – Statement of Protest

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A11_Protest_Form.pdf

Appendix 12 – Notice of Breach

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A12_Breach_Form.pdf

Appendix 13 – Result Sheet

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A13_Result_Sheet.pdf

Appendix 14 – Injury Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A14_Injury_Form.pdf

Appendix 15 – Player Release Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A15_Player_Release.pdf

Appendix 16 – League Officials Application Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A16_Officials_AppForm.pdf

Appendix 17 – ChildSafe Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A17_Childsafe_Policy.pdf

Appendix 18 – Working with Children Check form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A18_Working_with_Children.pdf

Appendix 19 – Dispensation Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A19_DispensationPolicy2_2.pdf

Appendix 20 – Child Protection Certificate Guidance

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A20_Online_Certificate.pdf

Appendix 21 – Heat Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A21_Heat_Policy_Rev1_2.pdf

Appendix 22 – Ground Officials

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A22_GroundOfficialsPolicy1.2.pdf

Appendix 23 – Code of Conduct Hearings

http://www.isport.australis.net.au/baseball/nswjhil/AA/2011/A23_CoC_Hearing_Proc.pdf

Appendix 24 – ChildSafe Policy Summary

http://www.isport.australis.net.au/baseball/nswjhl/AA/2011/A24_ChildSafe_Summary.pdf

Appendix 25 – ChildSafe Handbook

http://www.isport.australis.net.au/baseball/nswjhl/AA/2011/A25_ChildSafe_Handbook.pdf