



Hills Juniors

- COMPETITION RULES -

2024/25 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.

Codes of Conduct, Rights and Responsibilities of Participants in the sport of baseball and similar games modified for junior players.

The Codes of Conduct issued by Hills are designed to maximise the enjoyment, fairness and safety of our game. Players, parents, officials and spectators are reminded that Hills Baseball is a voluntary organisation. Our sport is administered and provided by volunteers for the enjoyment of its members and all participants. All players, officials and spectators are deemed to have agreed to their respective codes of conduct by participating in an association game or event. Violation of the codes of conduct may lead to disciplinary action, including suspensions and/or ejections.

This is children's sport, respect is our keyword. Respect all participants, equipment and the grounds on which we play. We promote positive role models and ask all spectators to encourage good sportsmanship and reward good play by all participants.

Read and abide by the Rights and Responsibilities of participants displayed at all facilities. Ground officials have the authority to ask offenders to leave the facility.

Contact information, acknowledgments:-

Competition Secretary	John Yard 9639-3859 <i>Game days only:</i> 0432-905-765 secretary@hillsbaseball.org.au (johnyardhere@yahoo.com.au)
HJBA Past President	Peter Schmidt (time immemorial)
HJBA President	Mark Gilchrist 0408 267857 president@hillsbaseball.org.au (mark@gilchristcomputers.com.au)
Mailing Address	19 Geraldine Ave, Baulkham Hills, 2153
Website	www.hillsbaseball.org.au
Results	results@hillsbaseball.org.au (hjba.results@gmail.com)
Weather Info Line	02 8604 2792
General Meetings	2nd Tuesday of each calendar month, except January (no meeting). NB: remote/electronic participation may be permitted

Conventions in formatting.. **Text highlighted in red** is New this edition.
Text struck out, ~~Struck out~~ is deleted.

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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 Association. 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.
- 1.1 (d) In this RuleBook, unless otherwise specifically stated, a reference to a month is deemed to be a reference to that month within the current Junior (Summer) season.¹

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 Association under authority of The HJBA Constitution.
- 1.4 (c) "Competition Secretary" means the manager of competitions run by the Association who is appointed in accordance with Rule 1.7 (a).

¹ For example, a reference to "October" in the 2018/19 RuleBook means "October 2018". Similarly, a reference to "March" means "March 2019". Both are months "...within the current season...". Only when a date reference also includes a year (eg:- "March, 2020") is this convention not valid.

- 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 Association in accordance with the Constitution.
- 1.4 (h)** “Club Team” means a team registered with the Association by a Club, comprised of any Members of the Association participating in any competition organised by the Association.
- 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 Association 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 10U, 12U, 14U, Intermediate and 17U 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 Association under the Constitution.
- 1.4 (r)** “Modball” means Competitions in the Don Petroff and Col Daisley Leagues for the 9U 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 any of the Association’s Representative teams, in any tournament or competition, in the Association’s uniform. Such competitions include Association Cup, State Cup, the Regional Tournament phase of Little League and beyond, and some events organised for girls by the NSWBL. It does not include players who play in their club uniform in {for example} tournaments such as the Champion of Champions, Rookies’ Cup, various gala days and suchlike.
- 1.4 (w)** “Teeball” means Competitions in the 7U, 8U age-groups, and the Jeff Catt League conferences in 9U and 12U age-groups.
- 1.4 (x)** “Trophies” means tokens of achievement provided by the Association and may take the form of conventional trophy icons, medals, plates or other form as determined by the Association 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 Association’s Heat Policy, available at Appendix 21 and in the website Library as document A21.
- 1.4 (z)** “WinterBall” means the competition(s) run by the Association during the period April – August of any calendar year.

1.5 Communication & Representation – Club Delegates

- 1.5 (a)** A Club is required to nominate a Delegate to represent it to the Association 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 the 2nd Friday in August. 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 Association shall consider the Secretary of such Club as the Delegate until advised otherwise.
- 1.5 (c)** The Competition Secretary and/or the Association 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 Association in due course after notification, but correspondence with the Club involved will be to the nominated

Delegate of record as of the 2nd Friday in August, until such recognition of change occurs. Non-receipt of any correspondence asserted by a Club will not be acknowledged by the Association as long as such correspondence is duly delivered to the Delegate of record.

1.6 Fees & Participation

1.6 (a) the Association 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 October 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 Association under the terms of Rule 2.2 (c). Such invoices will be raised approximately monthly if and as required.

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

1.6 (b) Affiliated Clubs shall remit all moneys due to the Association within 14 days of any demand or invoice issued by the Association.

1.6 (c) No team may participate in the Finals Series if their Home Club has unpaid fees, penalties, fines or any other debt due to the Association as of 5pm on the Friday prior to the start of the Finals Series. (Note: Refer to 2.4(a) for player eligibility)

1.6 (d) Affiliated Clubs who owe unpaid capitation fees to the Association as at 5pm on the 3rd Friday in November 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 Association, a penalty for late payment may, at the discretion of the Competition Secretary, be charged. The penalty shall be up to 2% of the total capitation fee per week {or part thereof} calculated from the 3rd Friday in November 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 Association 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 Association'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 Association'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 Association 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. Plate Umpires are to be a minimum of 14 years old and a minimum of 2 years older than the age group being umpired. 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 Association reserves the right to appoint one or more umpires to any game for any reason. If the Association exercises this right, the Association's appointment will take precedence over a Club appointment.
- 1.8 (f)** the Association 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 Association.
- 1.8 (h)** There is a general presumption that the Umpire-in-Chief will officiate from behind the plate, but the Association recognises that this is not always possible nor, in some cases, desirable. Umpires in the Association'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 Association's competitions, a Club must be an Affiliated Club in accordance with the Association's Constitution, **EXCEPT THAT:-**

- i) the Association may allow unaffiliated Clubs, on a casual and not necessarily recurring basis, to nominate teams to any of the Association's Competitions if the Competition Secretary forms the opinion that this is in the best interests of the Association.
- 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 Association.

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:-	<i>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 Association.</i>
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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 Association, used to test for extreme heat conditions as expressed in the Hills Heat Policy (appendix 21).

Penalty:-	<i>A fine of \$10 per week for any Club who hosts fixtures without the required facilities.</i>
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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 previous summer season shall apply to the Competition Secretary for approval prior to 5pm on the third Friday in August:-

- 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 Association'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 the 3rd Friday in August, and may do so either verbally or in writing.

Penalty:- Failure to provisionally nominate teams by the deadline incurs a fine of \$5/team

- 2.2 (b)** Affiliated Clubs must confirm the provisional team nominations required by Rule 2.2 (a) no later than 5pm on the 3rd Friday in October, and shall do so by providing the Association with completed Team Rosters.

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

Penalty:- Failure to provide complete Team Rosters by the deadline incurs a fine of \$5/team

- 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: Failure to notify within 7 days, a fine of \$5/player

- 2.2 (d)** Each nominated team must contain a minimum of seven registered players.

- 2.2 (e)** There is no longer a restriction on the maximum number of players on a team roster. HOWEVER, there is a maximum of 12 players allowed

on the game day lineup. All available players must bat in the normal season. rule 10.6 (a). The 13th (or greater) player may be substituted into the game by taking a starting player's batting position. Rule 10.6(b).

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). The Competition Secretary may, at his/her absolute discretion, grant a special waiver of this Rule 2.2 (f), in extraordinary circumstances.

2.2 (g) No team may participate in the Association'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 Association's Competitions, each player individually, and each team collectively, and ***SUBJECT TO*** the provisions of Rule 3.10 :-

- i) Must have assented to the Association'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 for 7Us & 8Us or as at August 31 for 9Us and above) **OR** have been granted Dispensation in accordance with the Association'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 Association, **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, BNSW or the ABF.

- vi) **And if League Age 12, participate in Leonard South or Lower divisions provide a Little League participation waiver.**

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 August 31st (hereby defined as “17U players”) are eligible to participate ***SUBJECT TO*** the following conditions:-

- i) An 17U player may participate in Shipley or Cashmore Conferences ~~cannot be registered and playing in any senior league within NSW for the duration of the current HJBA summer season. This prohibition includes social leagues such as Parkball, Pacific Coast, Sydney Metro and similar, and includes any competition run by the NSWBL Major League Committee including 17U. (This clause 2.3(b) i has been reinstated for the 2019/20 season)~~ **for 2024 - 17U players will be allowed to pitch up to two innings in Youth League. 17U players who are also included on the Rosters for State League must use wood bats in Youth League. 17U players will not be allowed to pitch in Cashmore West, and 17U players in Cashmore West cannot be playing State League.**
- ii) ~~Any 17U Shipley or Cashmore player trialling for a team described in Rule 2.3 (b)(i) is ineligible to play in the Association'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 Association's competitions on any date after such senior team is publicly announced.~~
- iii) An 17U Shipley or Cashmore player who, at any time during the current 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 Association's competitions. If a player intends to so make himself available later in the season, he may seek Dispensation at any time.
- iv) the Association may, in the interests of fair play or safety, impose specific restrictions on individual 17U 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 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 Association's Competitions until the matter is resolved.

2.3 (d) the Association will not accept any new registrations for the current season after January 31st.

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 and the **player/ player's family** must have NO unpaid fees, penalties, fines or any other debt due to the Association as of 5pm on the Friday prior to the start of the Finals Series **or must be current in a payment plan**. (Note: Refer to 1.6(c) for club eligibility)

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.

Penalty:- *Fielding illegal players in a Playoff game: loss of game by forfeit.*

2.5 Eligibility for Representative Teams

2.5 (a) To be eligible for selection in any of the Association's Representative teams, players must:-

- i) Be of the correct age cohort to participate in the appropriate BNSW 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 current summer season (or indicate to the selectors that s/he will 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 .
- 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 Association or NSWBL in connection with Representative Team participation.
- vi) **must have NO unpaid fees, penalties, fines or any other family debt due to the Association as of 5pm on the Friday prior to selection or must be **current** in an active payment plan.**
- vii) **Players are to trial in baseball attire. Club uniform items are acceptable. Representative uniform items are not to be worn.**

- 2.5 (b)** To participate as a Coach or Manager in any of the Association's Representative teams, the applicant shall apply in writing to the Association 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 Association 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 Association's Executive Committee for the purpose of complying with the Association'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 Association's Representative teams, the applicant shall have gained or be in the process of gaining at least Level B Accreditation under the current NCAS Guidelines. (or any new Accreditation as required by BNSW to Coach that team.)

2.6 Eligibility for League Development Activities

- 2.6 (a)** To be eligible to be invited to any Development activities organised by the Association, 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 Association in connection with participation in Development.
 - iv) **must have NO unpaid fees, penalties, fines or any other family debt due to the Association as of 5pm on the Friday prior to the activity or must be current in an active payment plan.**
- 2.6 (b)** To participate as a Coach or Assistant Coach in any of the Association's Development activities, the applicant shall apply in writing to the Association, and shall do so using the form provided at Appendix 16. the Association 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 Association's Executive Committee for the purpose of complying with the Association's ChildSafe Policy.
 - iii) Agreed to be bound by the terms of the Association'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 Association's Competitions provided that:-

- 2.7 (a)** Each has assented to the Association'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, BNSW or the ABF.

2.8 Venue Eligibility:- Field Specifications

2.8 (a) Fields shall be of a standard suitable to the Association 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 .

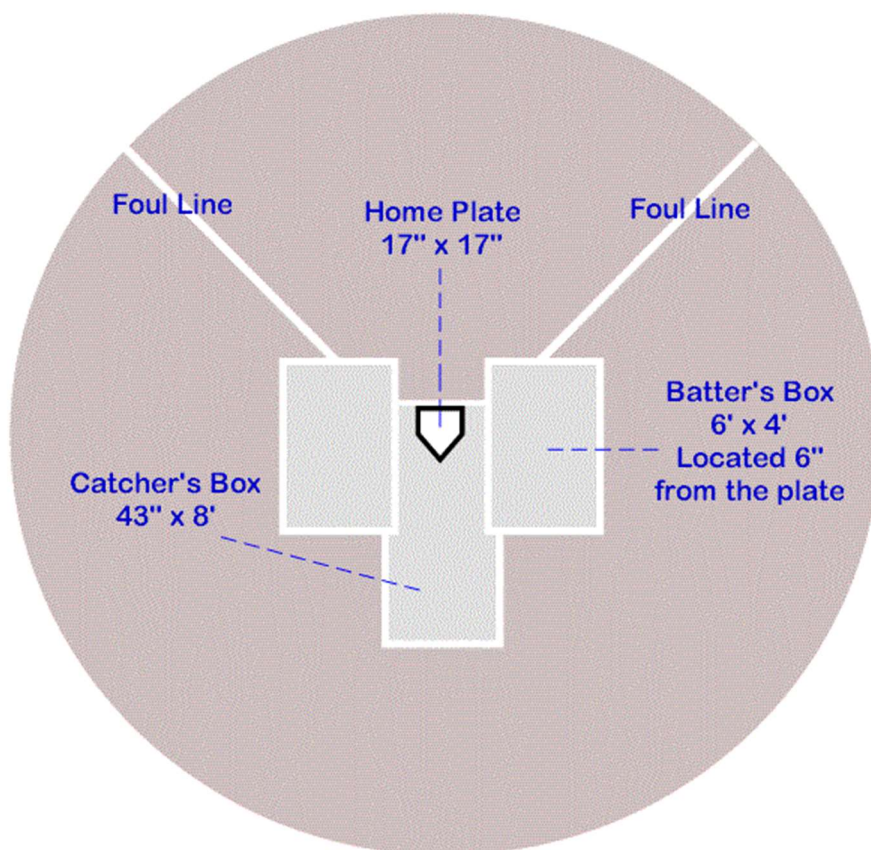


Figure 1

- 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 and Modball.
- 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 and Modball only, a quarter circle with a radius of 7.62m (25') centred on the intersection of the foul lines at 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. **Option: WHERE a 50' game and a 60' game are played on the same diamond, this Infield boundary may be marked midway, at 75' from home plate, rather than 2 lines at 70' and 80' from Home plate.**

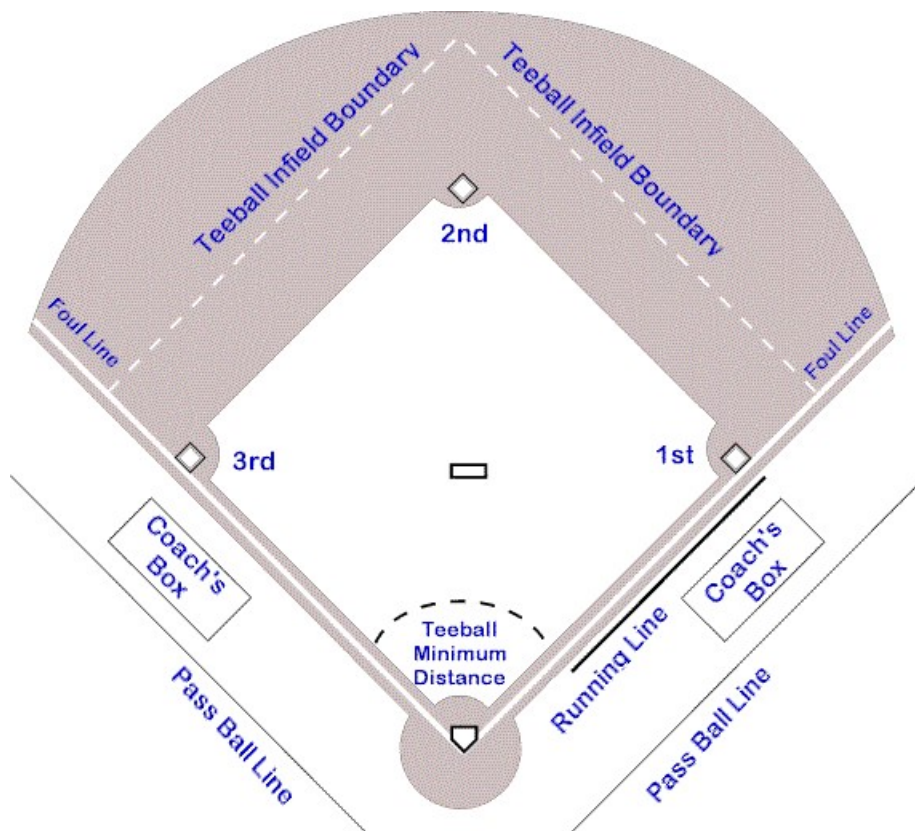


Figure 2

- 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. **Optionally: in Teeball and Modball, an extended “SAFETY” base may be used at 1st base. The part extending into foul territory is treated as an extension of 1st base to be used by the batter runner only. (it is not used to judge fair or foul balls.)**

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 Association’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 Association, 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, then 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 Association's Representative teams or participate in League Development Activities in the approaching season, there is no reason to seek a Release.

- 2.9 (g)** A player may apply to the competition secretary to be placed as a Friendship (Guest) player into another club of the association's choosing. Only players placed and granted Friendship status by the association retain the ability to trial for representative teams and development opportunities (per 3.8b) Friendship players must return to their home club the following season to retain their Representative and development opportunities.

2.10 Change of Residential Address

- 2.10 (a)** A player who has changed, or will change residential address into another club's catchment area, between September 1st this year and August 31st last year is permitted to change their Home Club to another club in that catchment area without any disadvantage related to selection in the Association's Representative teams or Development Activities, and without the requirement to secure a Release as required by Rule 2.9. This applies to players transferring into Hills from other associations as well as players transferring Home clubs within Hills.
WARNING: The Competition Secretary may issue a penalty of 2 years ineligibility to trial for Hills representative teams to players submitting proofs of residential address change that are found to be deceptive or lacking in integrity.
- 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, (Volunteer/Student 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*" must fulfil the requirements of the BNSW "WORKING WITH CHILDREN CHECK" prescribed for volunteers. The Association requires all Team Officials to provide documentary evidence and for the Club Secretary to keep a register of these documents (including their expiry dates) and 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 Association's Representative teams shall provide the Association with documentary evidence of the completion of the BNSW "WORKING WITH CHILDREN CHECK" prescribed for volunteers in addition to the documents 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 BNSW requirements:- including the National "Player" Database

It is a requirement of affiliation with BNSW that all clubs enter certain information to their "Membership" database, accessed by selecting the appropriate link from www.baseballnsw.com.au. Such information includes contact details for the club itself, and details of all player registrations.

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

Players transferring into Hills from other associations must also comply with the BNSW player Transfer policy and Procedure to be eligible for Representative selection in Hills.

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. (note: Substitute players from the same age group and grade must receive dispensation from the Association, see Rule 3.10 (c) ii. PRIOR to substituting.)

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 (d), 3.2 (e) and 3.2 (f).
- 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)** It is the Home Team's responsibility to leave the diamond in a clean and safe condition by raking and repairing foot holes in the pitching mound, batting boxes and running paths. Both teams are responsible for leaving their own dugouts and spectator areas in a clean and safe condition.
- 3.2 (d)** 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 (e)** 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 (f)** 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 Association 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 Association are not permitted, and if any game is played as a result of such

unapproved agreement, the game shall be declared a No Game. All games seeking and given approval for a MUTUAL change must be played BEFORE their drawn date or 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 Association, 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. **Clubs forcing a redraw by withdrawing or regrading teams may be levied an administrative fee. (refer scheduled penalties).**

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 Association 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 Association that it wishes certain named players to participate in a Team selected and organised by the Association 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 Association. In so dealing with the Team, the Association 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 Association.

3.9 Dispensations

A Dispensation Policy, included as Appendix 19 exists to allow the Association 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 or 10 eligible players where the pitcher may be removed from defence in accordance with protection rule 8.2 (j)(i), 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 Association's Competitions, after which time s/he must become a Registered Player. An Unregistered Substitute is a player who is not registered with a club affiliated with BNSW.
- 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 Association.
- 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 Association 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 Association 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. The Competition Secretary may, at his/her discretion, grant a special waiver of this rule in exceptional circumstances.

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 (Shipley-Youth, Hay and Douglas conferences) 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 six eligible players are present **UNLESS** the failure to have six 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 to bat at that time. For clarity, this means that an automatic out shall not be applied if a team has nine or more eligible batters remaining in its batting 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. A pitcher removed from the defensive half of the game in accordance with protection rule 8.2 (j)(i) must continue to bat.
- 3.11 (c)** In the event that a team has six 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 six (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 – Ungraded or Divisions 2 & 3 Liveball, Teeball & Modball

- 3.12 (a)** In the event that a team (playing in OTHER than Shipley, Hay or Douglas conferences) 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 six eligible players to be present **UNLESS** the

failure to have six 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 six or more eligible players present at the field but an injury or injuries reduces the number of actual participants to less than six (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 Association 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 85.

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 next calendar year (ie:- the last five or six games of the season) may, 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, decide to have the season finish without a Liveball Phase in a Modball Conference. This decision will be based on the draw and 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, 8U, 9U Teeball and 12U 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) 7U Akers Conferences and Funball 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:- (nb: refer to Section 3 – Conference Sheet Snapshot for Club Championship points weighting.)

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

4.4 Conference Champions, 7U Non-competitive Teeball

4.4 (a) Akers and Funball are non-competitive Teeball 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 & Competitive Teeball

- 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 Association’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 Association 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 10U

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, (ranking the results in descending order) 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** (at the Competition Secretary's sole discretion), by an Elimination Game between the two teams concerned, scheduled at a time and place of the Association's choosing. Should that Elimination Game be tied under these Rules (or not proceed, 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.
- viii) When one or more teams involved in the tie has their position/s resolved, they're placed, and the remaining tied teams restart the tie resolution from 4.7(b) i).

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 Association’s expense.
- 4.7 (e)** For all fixtures in a Playoff Series only, The team named 1st on the Finals Draw is the Home team, it will occupy the 1st Base Dugout and will choose to field or bat first.
- 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 or “Ungraded” 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. (Excluding pitchers removed from the defensive half of the game after pitching a Major assignment)
- 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). Exception: a 10th player may be named on the batting lineup in Shipley, Hay and Douglas leagues, to take the field for a pitcher removed by way of completing a Major assignment. All 10 must start and continue to bat in turn whether or not the pitcher is removed.

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 summer 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 85 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 summer 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 order².

- 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 way³. Such adjustment will allow minimum game time in accordance with Rule 5.1 .
- 5.3 (b)** The top of an innings shall not commence, **in Youth, Hay and Douglas Leagues, within 10 minutes, or in all other conferences**, 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 **Ten or** 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

² 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.

³ “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.

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. The score does NOT revert to the last complete innings.
- 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 run on the final play of the game, all such runs scored will count in the result **EXCEPT SUBJECT TO** Rule 5.10*

[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 Association'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 Association’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.

<p>Penalty:-</p>	<p><i>In the event of the fixture being declared a forfeit, a fine of \$20 for the offending team, OR</i></p> <p><i>In the event of the fixture being declared a No Game, a fine of \$10 each to both teams</i></p>
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- 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 Association reserves the right, in exceptional circumstances, to declare a forfeit in favour of one team involved in a Washout Replay where the Association 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 7U teeball, by 9pm on the Friday night prior to the last scheduled Saturday morning fixture for that conference in this season.
 - iii) In 7U 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 (Midweek/Twilight games - all conferences), any team which cannot provide six 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 six 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.

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

5.10 Mercy Rule

In 17U-Cashmore, 14U-Street, Intermediate-Catt, 12U Leonard, 10U-Bergan Conferences 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. (only exception is on enclosed fields for an OVER the Fence Home Run – where all runs will score)

For these conferences, this rule has precedence over Rule 5.3 (c) (ii)[a].

Youth, Hay and Douglas, 15 run Mercy rule after 4 innings, 10 run mercy rule after 5 innings.

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 16U, 14U and Catt-Intermediate conferences, quality leather baseballs.
 - ii) For 12U Douglas and Leonard North/West conferences, quality leather baseballs.
 - iii) For 12U Leonard South/East conferences, Kenko “C” class balls
 - iv) For 11U and 10U Liveball conference, Kenko “C” class balls
 - v) For Modball conferences, Kenko “C” class balls
 - vi) For all Teeball conferences other than 7U, Kenko “C” class balls
 - vii) For 7U Teeball conferences, K500 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. Coaches must wear Helmets when Base coaching in Youth, Hay and Douglas Leagues, (recommended for all other “hardball” leagues).

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, (adjusted to protect the clavicles) 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 Association shall not be responsible for ensuring compliance nor for the consequences of any injury resulting from non-compliance. Modball pitching coaches are encouraged to comply with this rule, wear a cap and use a glove for protection.

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 7U Conferences, the Association 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 9U, 10U, 11U and 12U 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 14U conferences and above.
- 6.6 (d)** Metal cleats are acceptable in all 16U conferences and Hay League
- 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 16U and 14U Liveball, shall be one piece of solid round hardwood or wood-composite or be “USABAT” compliant or be BBCOR compliant.

Bats used in 13U, 12U, 11U Liveball or 12U Teeball, shall be one piece of solid round hardwood or wood-composite or be “USABAT” compliant.

Bats used in 9U Modball or 9U, 8U, 7U Teeball shall be one piece of solid round hardwood or wood-composite or ~~metal (composites are not permitted)~~ be “USABAT” compliant.

exception: refer to 6.7(c) purpose built Nankyu bats may be used in conferences using the Kenco ball.

NOTE: Bats marked as “USABAT” compliant may be made from composite materials. **“USSSA” are NOT permitted.**

The specifications for allowable bats are shown in each Conference Rule Sheet.. The specifications shown are:-

- i) Material (NB: ONLY “USABats” may be composites)
- ii) Maximum Length
- iii) Combination of diameter & weight/length differential. This is expressed as a maximum weight/length differential for each published diameter.
- iv) Note that several combinations of diameter & weight/length differential may be published.

Specifications are:

Conference	Age	Material	Maximum Length	Barrel Diameter	Weight/Length Differential
ShIPLEY Youth League Cashmore Leagues	16U	Wood or “USABAT” or “BBCOR	34”	2 ⁵ / ₈ ”	-5
				2 ¹ / ₄ ”	N/A
Graham Hay League Peter Street Leagues	14U	Wood or “USABAT” or “BBCOR”	32”	2 ⁵ / ₈ ”	N/A
Jeff Catt Intermediate	13U	Wood or “USABAT”	31”	2 ⁵ / ₈ ”	N/A
Ken Douglass League Phil Leonard Leagues	12U	Wood or “USABAT” (South – Nankyu)	30”	2 ⁵ / ₈ ”	N/A
12U Teeball League	12U	Wood or “USABAT” or Nankyu	29”	2 ⁵ / ₈ ”	N/A
Jim Bergan League	11U	Wood or “USABAT” or or Nankyu	29”	2 ⁵ / ₈ ”	N/A
Don Petroff League Col Daisley Leagues 9U Teeball	9U	Wood or “USABAT” or Nankyu	28”	2 ⁵ / ₈ ”	N/A
Wendy Vigenser League	8U	Wood or “USABAT” or Nankyu	28”	2 ¹ / ₄ ”	N/A
Virginia Akers Leagues and Super 8 T-Ball	7U	Wood or “USABAT”	26”	2 ¹ / ₄ ”	N/A

6.7 (b) Bats used in 9U, 8U and 7U Teeball conferences shall be wood or ~~metal~~ **be “USABAT” Compliant.** The maximum length of the bats are shown in each Conference Rule Sheet. There is no mandated weight/length differential.

6.7 (c) Bats designed for use with the Kenko “C” ball will be legal only in 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 conferences where the Kenko “C” ball is used, 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 wood or wood composite bat permitted by BNSW for use in its 16U Representative competition shall be legal in the Hills Shipley Youth League conference. This allowance was removed from 2017-18~~

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 Association and recorded on the Result Sheet (Penalty: \$100 fine to the club, possible suspension of the head coach and loss of the game).

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 re-join 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 Association's Player Code of Conduct before participating in any game organised by the Association. 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 Association'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 written signature.
- 7.1 (c)** Any player participating in a game organised by the Association 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 Association shall have agreed to the Association'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 Association'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 Association 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 Association is unable to bring disciplinary action against that person by reason of lack of jurisdiction, then the Association 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, Jewellery, Medical Apparel.

- 7.4 (a)** All players shall take the field in a uniform of a type and style either used in the last summer season, or changed in accordance with Rule 2.1 (d). Players must not wear jewellery *such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewellery, hard cosmetic item or hard decorative item. (EXCEPTION: Jewellery that alerts medical personnel to a specific condition is permissible.)*".
- 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 Association, 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:-	<i>For uniform offences, a fine of \$5 per occurrence per person.</i>
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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 Association.
- 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 Association 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 Association 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 Association 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 Association 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 Association, 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 Association, 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. (Including a recommended penalty).
- 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.
- 7.9 (h)** It is incumbent on all game officials to prevent a "technical breach" of these rules from occurring. When a breach of these rules is found to be imminent, the umpire must be informed. The umpire will then notify both coaches of the impending breach.

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~~ six 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 Association'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 Association 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 Association is unable to conclusively identify an individual person to be cited, the Association 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 Association) 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 Association within 7 days of being asked to do so shall be considered a defaulter and is:-

- i) Liable to be reported to BNSW for inclusion on its Defaulters' List, and
- ii) Ineligible to take any further part in any of the Association's competitions in any capacity, and
- iii) Liable to further legal action by the Association 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 Association 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 Association's ChildSafe Policy (included as Appendix 17) should be reported to the Association'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 Association'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.

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 or the catcher 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, or pitch in the 1st game of a double header then catch in the second 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, this includes a pitcher removed for blood rule (10.5).
- 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 SINGLE GAME	Bergan, Leonard, Douglas	Hay, Street, Catt Intermediate	Cashmore	Youth League
MINOR	1 – 29	1 – 29	1 - 29	1 - 29
SUBSTANTIAL	30 - 49	30 - 54	30 – 54	30-65
MAJOR	50 - 65	55 - 65	55–75	66-85
MAXIMUM INNINGS	3 (N/A in Douglas)	3 (N/A in Hay)	3	N/A
CATCHER INNINGS	N/A	N/A	N/A	N/A
DOUBLE HEADERS				
MINOR	1 – 29	1 – 29	1 - 29	1 - 29
SUBSTANTIAL	30 - 49	30 - 54	30 – 54	30-65
MAJOR	50 - 75	55 - 75	55–85	66-95
MAXIMUM INNINGS	4 (N/A in Douglas)	4 (N/A in Hay)	4	N/A
CATCHER INNINGS	6	6	6	6

A rest “day” is defined as 1 whole calendar day. I.e: One day’s rest is the next whole calendar day. (NOT 24 hrs from the completion of an assignment).

- 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 calendar 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 defensive ½ of the game (but continue to bat) after

completing the second pitching assignment of the day, and requires two calendar 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 calendar 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 calendar 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 calendar 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 defensive ½ of the game (but continue to bat) after being relieved, cannot play in any field position in subsequent games on that day and requires three calendar 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 (17U Youth, 14U Hay, 12U Douglas), that player must be removed from the defensive ½ of the game. After being relieved, they must continue to bat, they cannot play in any field position in that game and are restricted to fielding at 1st base in subsequent games on that day or the following day, and requires three calendar day's rest before again playing in the battery.
 - ii) In the Division #2, Division #3 and Ungraded Conferences (17U Cashmore, 14U Street, Leonard, Catt Intermediate League and 10U Bergan Liveball), that player may take any non-battery field position in that game and subsequent games on the same day, and requires three calendar 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 catch and pitch in the same game. A catcher MAY Catch the 1st game of a double header then pitch a MINOR or SUBSTANTIAL in the 2nd game of a double header. A catcher is restricted to 6 innings in any one day.

- 8.3 (b)** Representative players who catch in any game within the Association'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 Association within three days of the next scheduled Representative fixture, throw more than a Substantial assignment, being an absolute maximum of:-
- i) If a Major/Minor player, 49 pitches
 - ii) If a Junior player, 54 pitches
 - iii) If a Senior or Big League player, 65 pitches
- 8.4 (b)** No Representative player shall pitch in more than one game organised by the Association 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 Association'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 Minor, Major and Junior League pitchers, a maximum of 24 pitches for a Club Team.*
 - [c] *For Senior and Big League 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.
- 8.4 (f) For the full duration of the Hills Juniors summer season, Representative Players who pitch shall do so from a pitcher's rubber located at the same distance from home plate as it would be in the Division #1 conference for that age group, regardless of the grade of the conference in which they play.
- 8.4 (g) 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 Association.

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 or Electronic/Digital Medium 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 Association and annexed as Appendix 13, results of each game including all information and signatures as required.
- 9.1 (d) Scorers shall also record any injuries on Injury Forms provided by the Association, and annexed as Appendix 14.

- 9.1 (e)** 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. Both teams have to submit the results of the game.
- 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, fax or approved digital copy {method to be determined by the Club}, no later than 6pm on the Sunday of the weekend's play.
- 9.2 (c)** Each Club's Recorder shall notify the Association 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) 8pm on the Sunday 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 Association upon request from the Competition Secretary. Such a request will not be made in respect of the current season after 31st March.

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 Association 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.
- 9.3 (e)** Scores are required to inform the umpire of an impending "Breach" of these rules. The umpire will then inform the Coaches.

Section 2 - Playing Rules

Rule 10. General Playing Rules

10.1 Designated Hitter / Slash-Bunt

- 10.1 (a)** The concept of a Designated Hitter is not recognised within the Association's competitions, and purported attempts to use the concept in any form are not legal.
- 10.1 (b)** The fake bunt and slash (Slash hit) is illegal. If, in the opinion of the Umpire, the batter 'slash hits' (fakes to bunt, withdraw the bunt and hits the ball) the batter is to be given out and the ball is deemed to be 'dead'.

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 a forced play:- to the base or the runner, and on an unforced 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 “fade away” slide around ~~home plate~~ **any base** in Youth League ONLY.
- ii) To avoid a pickoff attempt by the pitcher, or
- iii) After over-running a base, to attempt to return to the last base legally obtained, or
- iv) 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. If the pitcher is removed under this rule, they cannot return to pitch or catch but may take another position.
- 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, to a maximum of 12, 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. It is mandatory for both teams to supply a batting Lineup (in duplicate) to the umpire at the plate meeting.
- 10.6 (b)** Where a team has more than 12 players on the registered team list. The 13th (or greater) player may be substituted into the game by replacing a starting player on the game day lineup. The replaced player may not re-enter the game. Exception: unless they were removed under provision of the injury or blood rules (10.4, 10.5)
- 10.6 (c)** 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:- Monday to Friday), it is allowable for a Team to modify its lineup by adding a player (to a maximum of 12) 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 16U Barry Shipley – Youth League, 16U - Brian Cashmore and 14U Graham Hay

Fork balls are not to be thrown in these 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 an illegal pitch 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. Metal Cleats are permitted in these conferences only.

11.2 14U Peter Street – All Conferences, 13U Jeff Catt Intermediate

11.2 (a) In Peter Street Conferences and Intermediates, the balk rule is to apply at the discretion of the Umpire, and shall be based on the intent to deceive.

11.2 (b) Sliders, split-finger fastballs and fork balls are not to be thrown in Peter Street or Intermediate Conferences. (Curve Balls are legal.) This is a protective rule and the emphasis is on the throwing action of the pitcher and **NOT** the movement of the ball. When an illegal pitch 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 (c) 13U Jeff Catt - Southern conferences only, Runners are to remain in contact with bases per rules 11.3(a and b only) as it pertains to Douglass league.

11.3 12U Ken Douglas & 12U Phil Leonard (and Jeff Catt-Southern) conferences.

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 Phil 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.*

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

- 11.3 (d)** On a dropped third strike in Phil Leonard and Jim Bergan Leagues only, the batter is automatically out **HOWEVER** the ball remains live and runners may advance at their own risk. (Ken Douglas and Intermediate Leagues play to the rules of baseball.)
- 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)** In 12U Ken Douglas and 12U Phil Leonard conferences, 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 12U Ken Douglas League or 12U Phil Leonard conferences. This is a protective rule and the emphasis is on the throwing action of the pitcher and **NOT** the movement of the ball. When an illegal pitch 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 (h)** Phil Leonard South/East – Ball 4 variation.
- On reaching a count of 4 balls, the batter must complete their strike count off the Tee. Teeball rules 11.6 (e) to 11.6 (q) apply during this play. (All batters must take a full and forceful swing, the ball must reach the 25' quarter circle to become fair). ~~There is no limit in the number of bases obtained from the tee.~~ The batter and all runners are limited to obtaining or advancing a maximum of 2 bases when the ball is played off the tee. (this variation does NOT apply to “Hit by Pitch”. Where the ball is dead and the batter is awarded 1st Base.)

11.4 11U Liveball Conference

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

11.5 9U (Under 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.

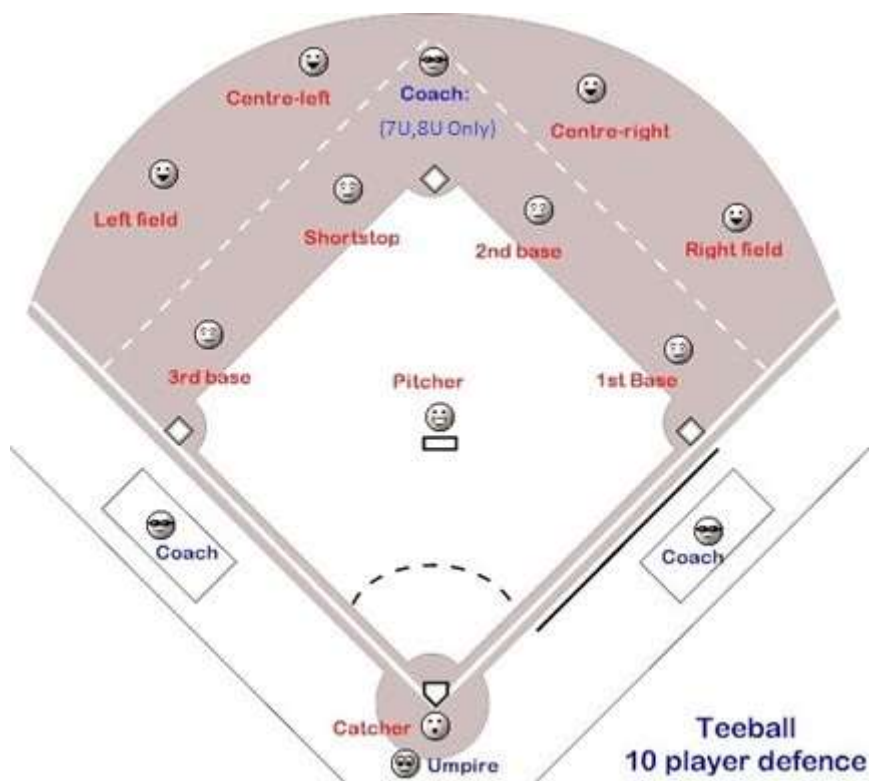


Figure 3

- 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 7.62m (25 feet) to 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 Phil Leonard South 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. ~~In Don Petroff Conferences 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'.

2024 – In all modball games. Each batter will be allowed a maximum of 5 pitches or 3 swinging strikes, whichever occurs first.
(a) If the batter fouls the fifth pitch, they may continue to foul additional pitches until the ball is hit or the batter strikes out. A batter hit by a pitched ball will not be awarded first base, however, the pitch will count against the batter's maximum number of pitches. No Bunting shall be permitted. The 'tee' would NOT be brought out after Ball four.

~~In Col Daisley Conferences, AFTER 4 balls in either phase of modball the use of the Tee to complete the strike count is mandatory. As per Leonard South, rule 11.3h (the pitching coach is to leave the infield.) The~~

~~batter and all runners are limited to obtaining or advancing a maximum of 2 bases when the ball is played off the tee. (Intentionally throwing 4 balls is un-sportsman like behaviour and will be treated as a Code of Conduct Violation.)~~

- 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. The “pass ball line(s)” for Modball are the 1st and 3rd base foul lines.
- 11.5 (p)** Should a fixture prior to Christmas be washed out or otherwise need to be replayed in the current 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 8U (Under 9) ,7U (Under 8) Conferences. (+ using the Tee after ball 4)**
- Liveball and Modball (when using the Tee after ball 4) rules 11.6(e to q)**
- 11.6 (a)** Teams are permitted, at their option, to use additional defensive players:-
- i) 10 players in 9U Catt Teeball and 8U Vigenser conferences. The additional defensive player must play in the outfield. An illustration is available at Figure 3.

- ii) 11 players in 7U 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) For conferences other than Akers, 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.

For Akers, the concept of “three outs to end an inning” does not apply. Akers are entitled to bat **up to 9 all available** batters **once** per inning, regardless of how many outs are made by the defence. Runners “put out” are to be removed from the bases. (the Comp Sec may also limit Akers to 10 defensive players.) **Because everyone bats once, the lead off hitter may change for each innings. Batters continue in order until all players have had their “at bat”. The batting order stays the same. There is no need to even the number of batters in each innings. (Akers is NON competitive, the total runs are not used.)**

When the **ninth last** 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 (or catcher’s helmet) and must stand behind home plate and within the catcher’s box when the ball is hit.
 - iv) No defensive player, other than the catcher, 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 8U and 7U conferences, 21.4m (70 feet)
 - [b] In the 9U and 12U conferences, 24.4m (80 feet)
 - [c] Where [a] and [b] are both played on the same diamond, it may be marked with a single infield boundary at 75’ from home plate.
 - vi) In 7U and 8U teeball conferences, a coach from the defensive team may stand in the outfield. Beyond the Infield Boundary as

illustrated in Figure 2 at Rule 2.8 (b)(ix). Defensive coaches must not interfere with a ball “in play”. Penalty: Ball is dead, all base runners are awarded 3 bases from the time of the interference.

- 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 or tee and it is hit foul, or
- iii) Makes contact with the ball or tee 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, (fair or foul) 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. This quarter circle, like all foul lines, is part of fair territory. In Funball only, this may be reduced or removed, on mutual agreement, to meet the abilities of the competing teams.

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 behind home plate or in foul territory in the vicinity of home plate and call fouls and strikes as appropriate.

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 Lines" are the 1st and 3rd base foul lines and for a throw by an infielder in 7Us, the Teeball Infield Boundary Line (2.8 (b) ix).

11.7 Teeball FUNBALL (this format not used from 2016+)

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.



- 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, only, at bat per inning, regardless of how many outs are made by the defence. Runners “put out” are to be removed from the bases. When the final batter is at the plate, the scorers shall inform the umpire who shall advise both teams by calling “Last Batter”.

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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 **ONLY** 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, other than the catcher, 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). **Where 7U and 8U games are both played on the same diamond, it may be marked with a single infield boundary at 75’ from home.**
 - vi) A coach from the defensive team may stand in the outfield.

- vii) The coaches from the offensive team should stand within the confines of the coaches boxes, or, if not marked, in the proximity of where they should be. (On mutual agreement a batting coach may assist the batter in stance or bat position but must not interfere with the defence or assist with the swing.)
- 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 or tee and it is hit foul, or
- v) Makes contact with the ball or tee 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, (fair or foul) the batter will be out. (or in Funball, another mutually agreed number of fouls.)

- 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. The quarter circle mark is in fair territory. (Funball may mutually agree to reduce 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 B all Lines" in Teeball are the 1st and 3rd base foul line and for a throw by an infielder in 7Us, the Teeball Infield Boundary Line (2.8 (b) ix).

11.8 Pass Ball (Wild Throw) Rule for Teeball & Modball

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, beyond the pass ball lines (or in 7U and 8U Tball, beyond second base,) with no defensive play imminent, 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 lines (with no defensive play imminent), 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 lines, 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)** The “pass ball line(s)” cited above are hereby defined as the 1st and 3rd base foul lines and for a throw by an infielder in 7Us, the Teeball Infield Boundary Line (2.8 (b) ix).

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. It is also to encourage an infielder “in control of the ball” to throw the ball to attempt an out, rather than holding the ball to kill the play.

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 7U 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 ...



(Little League Charters)

Conference Format snapshot, 2024/2025 season [Summer]

Hills Juniors

Conference			Eligibility		Times		Game Level		Bat Specifications			Balls		Diamond Size		Field		Rules		Competition	
Name	Age	Birth Year @ 2022/23 season	Format	Grade	Maximum Length	Material	Max Barrel Diameter	Differential (oz Inches)	Specs	In feet	Balance	CRS (Rule)	Competition Format	Pitch Limit	Duration	Special Rules	Points ?	OC weight			
Big League (LL Big)	18U	Sept 2006 - Aug 2008	Baseball	1	34"	Wood	2 1/8"	-3	Baseball	60"6" x 90"	9	12	Home&Away, Playoffs	129, 30 65, 66-85	1 1/2 Hrs		Yes	4			
	*1 Composite Wood allowed in all conferences																				
Shipley Youth League (LL Seniors)	16U	Sept 07 (prev) Sept 08 - Aug 10	Baseball	1	34"	USA or BBCOR or Wood	2 3/8"	-5	Baseball	60"6" x 90"	9	12	Home&Away, Playoffs (Optional 4 Team Draft)	129, 30 65, 66-85	2 1/2 Hrs	Mercy: 13 after 4 or 10 after 5	Yes	4			
	Cashmore North / West	16U	Saturday Mornings	2	34"	USA or BBCOR or Wood	2 3/8"	-5	Baseball	60"6" x 90	9	13	Home&Away, Playoffs	29, 54, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	2			
3				34"	Wood	2 1/4"	N/A	Baseball	60"6" x 90	9	14	Home&Away, Playoffs	29, 54, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	1				
Graham Hay League (LL Juniors)	14U	Sept 10 - Aug 12	Baseball	1	32"	USA or BBCOR or Wood	2 3/8"	N/A	Baseball	54 x 80	9	15	Home&Away, Playoffs (Optional 4 Team Draft)	29, 54, 65	2 Hrs	Mercy: 13 after 4 or 10 after 5	Yes	4			
Peter Street North / West	14U	Sept 10 - Aug 12	Baseball	2	32"	USA or BBCOR or Wood	2 3/8"	N/A	Baseball	50 x 80	9	16	Home&Away, Playoffs	29, 54, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	2			
Peter Street South / East	14U	Sept 10 - Aug 12	Baseball	3	32"	Wood	2 3/8"	N/A	Baseball	50 x 80	9	18	Home&Away, Playoffs	29, 54, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	1			
Jeff Catt Intermediate League West (LL Int)	13	Sept 11 - Aug 14	Baseball	1	31"	USA or Wood	2 3/8"	N/A	Baseball	50 x 70	9	19	Home&Away, Playoffs	29, 54, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	4			
Jeff Catt Intermediate League South (LL Int)	13	Sept 11 - Aug 14	Baseball	2	31"	USA or Wood	2 3/8"	N/A	Baseball	48 x 70	9	20	Home&Away, Playoffs	29, 54, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	1			
Little League Majors (when separate comp)	12U	Sept 12 - Aug 14	Baseball	LL	30"	USA or Wood	2 3/8"	N/A	Baseball	46 x 60	9		Player Draft Round Robin + Final	29, 49, 65	6 mins or 10 after 4	Mercy if leading by 10 runs after 4 innings	No				
Ken Douglas League (LL Majors)	12U	Sept 12 - Aug 14	Baseball	2	30"	USA or Wood	2 3/8"	N/A	Baseball	48 x 70	9	21	Home&Away, Playoffs (Optional 4 Team Draft)	29, 49, 65	2 Hrs	Mercy: 13 after 4 or 10 after 5	Yes	4			
Phil Leonard North/West (LL Majors)	12U	Sept 12 - Aug 14	Baseball	2	30"	USA or Wood	2 3/8"	N/A	Baseball	46 x 60		22	Home&Away, Playoffs	29, 49, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	2			
Phil Leonard South / East	12U	Sept 12 - Aug 14	Baseball	3	30"	USA or Wood or Also, League-approved Nantkyu	2 3/8"	N/A	Kenko C	42 x 60	9	23	Home&Away, Playoffs	29, 49, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	1			
Jeff Catt Premier League	12U	Sept 12 - Aug 14	Teeball	N/A	29"		2 3/8"	N/A		46 x 60	10	24	Round Robin		1 1/2 Hrs or 7 mins	9 batters or 3 outs	Yes	1			
Jim Bergen League (LL 10-11)	11U	Sept 13 - Aug 15	Baseball	N/A	29"	USA, Wood or Nantkyu	2 3/8"	N/A	Kenko C	42 x 60	9	25	Home&Away, Playoffs	29, 45, 65	1 1/2 Hrs or 6 mins	7 run limit	Yes	3			
Don Petroff League	10U	Sept 14 - Aug 17	ModBall	1	28"	USA, wood or Nantkyu	2 3/8"	N/A	Kenko C	25-42/46 x 60	10	26	Round Robin	5 Pitches	1 1/2 Hrs or 7 mins	9 batters or 3 outs	Yes	1			
Col Desley League			N/A	27																	
10U Teeball	10U	Sept 14 - Aug 17	Teeball	N/A	28"					46 x 60		29									
Wendy Vigenser League	8U	2016+2017	Teeball	N/A				N/A													
Super-3 Teeball	7U	2017+18	Funball	1	26"	USA or Wood	2 1/4"		K500	42 x 50	11	30	Round Robin		1 1/2 Hrs or 7 mins	9 batters or 3 outs	Yes	1			
Virginia Akers League			N/A	31	Non-competitive																
Funball (Not used in 2024)	7U	2017+18	Funball	N/A	26"	Wood						32			Inns	Everyone bats, no legs	No				
Note 1: The column "OC Weight" refers to the weighting for each conference that is used when calculating the Club Championship.																			8/69/2224		
Note 2: The column "CRS" refers to Conference Rule Sheet in the RuleBook that more fully outlines the playing rules.																					
IMPORTANT: All bats must be wood or carry the "USA BAT" certification. Bats with "BBCOR" Certification are permitted in 16U and 14U only. USSSA bats are illegal. Softball Bats are illegal. GRANDPATERING ALLOWANCE of 1 Year: Bats complying with LAST YEAR'S Rules, AND NOT specifically banned, may be used this season.																					
Sample USA Bat Licensing marks																					
																					

Note 1: The column "OC Weight" refers to the weighting for each conference that is used when calculating the Club Championship.

Note 2: The column "CRS" refers to Conference Rule Sheet in the RuleBook that more fully outlines the playing rules.

IMPORTANT: All bats must be wood or carry the "USA BAT" certification. Bats with "BBCOR" Certification are permitted in 16U and 14U only. USSSA bats are illegal. Softball Bats are illegal. GRANDFATHERING ALLOWANCE of 1 Year: Bats complying with LAST Year's Rules, AND NOT specifically banned, may be used this season.

Sample USA Bat

Licensing marks



Assessed: 8/30/2024

Rule 12. Conference Rule Sheet – Barry Shipley Youth League

Age Group	League Age 16, Per BNSW age Chart (16U)
Birth Year	Sep 2007 – Aug 2010 (Sep 07-Aug 08 Conditional)
Division	One
Game Format	Live Ball
Approved balls	Leather Baseball
Approved bats	34" Max, Wood or USABATs or BBCOR 2¼" diameter or - 5 2 ⁵ / ₈ " diameter
Approved shoes	Flexible Soft-stops or Plastic or Metal cleats
Defence	9 players
Base Paths	90' (27.43m)
Pitching Distance	60'6" (18.44m)
Game Duration	2 ¼ hrs or 6 innings (timed game only)
Run Scoring	No limit per innings, Mercy 15 after 4 innings or 10 after 5
Pitching Restrictions (assignments)	Max 4 innings or 85 pitches (Minor:29, Sub:65)
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

Pitchers need to be removed from the field, after being replaced and reaching the equivalent Major assignment (66 pitches). Player continues to bat

65 or less pitches, players are able to play in another defensive position, once relieved.

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.

17U State League Players must use WOOD bats
Overage players are limited to pitching 2 innings.

Rule 13. Conference Rule Sheet – Brian Cashmore West League

Age Group	League Age 16 (16U)
Birth Year	Sep 2007 – Aug 2010 (Sep 07-Aug 08 Conditional)
Division	Two
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	34" Max, Wood or USABATs or BBCOR 2¼" diameter or - 5 @ 2⅝" diameter
Approved shoes	Flexible Soft-stops or Plastic or Metal cleats
Defence	9 players
Base Paths	90' (27.43m)
Pitching Distance	60' 6" (18.44m)
Game Duration	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions (assignments)	Max 3 innings or 75 pitches (Minor:29, Sub:54)
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.

17U State League Players must use WOOD bats
Overage players are limited to pitching 2 innings.

Rule 14. Conference Rule Sheet – Brian Cashmore South & East League

Age Group	League Age 16 (16U)
Birth Year	Sept 2008 – Aug 2010 (Sept 07-Aug 08 not permitted)
Division	Three
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	34" Max, Wood or USABATs or BBCOR 2¼" diameter or - 5 @ 2 ⁵ / ₈ " diameter
Approved shoes	Flexible Soft-stops or Plastic or Metal cleats
Defence	9 players
Base Paths	90' (27.43m)
Pitching Distance	60' 6" (18.44m)
Game Duration	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions (assignments)	Max 3 innings or 75 pitches (Minor:29, Sub:54)
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 15. Conference Rule Sheet – Graham Hay League – LL Junior Charter

Age Group	League Age 14 – Per BNSW Age Chart (14U)
Birth Year	Sept 2010 – Aug 2012
Division	One
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	32" max, Wood or USABATs or BBCOR 2¼" diameter or 2 ⁵ / ₈ " diameter
Approved shoes	Flexible Soft-stops or Rubber, Plastic or Metal cleats
Defence	9 players
Base Paths	80' (24.40m)
Pitching Distance	54' (16.46m)
Game Duration	2 hrs or 6 innings Timed game only
Run Scoring	No limit per innings, Mercy 15 after 4 innings or 10 after 5
Pitching Restrictions (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:54)
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

See 8.1c,8.3a special Rules when Competition is playing Double Headers.

(Summary shown on the second page of this rule, below.)

Pitchers need to be removed from the field after being replaced and reaching the equivalent Major assignment (54 pitches). Player continues to bat.

54 or less pitches, players are able to play in another defensive position, once relieved (Curve ball is permitted; Sliders and Fork Balls remain illegal pitches in this league)

This rule continues on the next page. It contains the Rep and Double header restrictions.

Rule 15 continued - Graham Hay League – for Rep Player or Double Header 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.

Special Rules for Hay League - double headers (from rule 8.2)

With the double headers, the team with the double header can pitch ~~four innings or~~ 75 Pitches in either game.

If the Pitcher throws more than 29 pitches in Game 1, he cannot pitch again in game two. Less than 29 pitches in Game 1 then he is limited to 54 pitches in Game 2.

If Pitcher in Game 1 exceeds 54 pitches he can only play First Base in Game two.

Players can Catch game one and pitch game two, but only to 54 pitches. Cannot pitch and catch in the same game, nor can he pitch in Game one and Catch game two.

Catching limit for same Catcher is a total of six innings in the day.

Teams playing one game will play to normal Rules.

Rule 16. Conference Rule Sheet – Peter Street North & West League

Age Group	League Age 14 (14U)
Birth Year	Sept 2010 – Aug 2012
Division	Two
Game Format	LiveBall
Approved balls	Leather Baseball, Wet-weather ball
Approved bats	32" max, Wood or USABATs or BBCOR 2¼" diameter or 2 ⁵ / ₈ " diameter
Approved shoes	Flexible Soft-stops or Rubber or Plastic cleats
Defence	9 players
Base Paths	80' (24.40m)
Pitching Distance	50' (15.24m)
Game Duration	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:54)
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 South/East Leagues

Age Group	League Age 14 (14U)
Birth Year	Sept 2010 – Aug 2012
Division	Three
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	32" max, Wood or USABATs or BBCOR 2¼" diameter or 2 ⁵ / ₈ " diameter
Approved shoes	Flexible Soft-stops or Rubber or Plastic cleats
Defence	9 players
Base Paths	80' (24.40m)
Pitching Distance	50' (15.24m)
Game Duration	1½ hrs or 6 innings
Run Scoring	7 runs per inning
Pitching Restrictions (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:54)
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 – Jeff Catt Intermediate League - West

Age Group	League Age 12&13 – Per BNSW Age Chart (13U)
Birth Year	Sep 2011 - Aug 2014
Division	One
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	31" max, Wood or USABATs 2¼" diameter or 2 ⁵ / ₈ " diameter
Approved shoes	Flexible soft-stops and similar
Defence	9 players
Base Paths	70' (21.30m)
Pitching Distance	50' (15.24m)
Game Duration	1½ hrs or 6 innings
Run Scoring	No limit
Pitching Restrictions (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:54)
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	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

Pitch Rules for this League require that a Pitcher reaching the number of pitches that constitutes a Major assignment (55 pitches) is unable to play a defensive position once relieved as a Pitcher. The player will continue to bat.

54 or less pitches, players are able to play in another defensive position, once relieved

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 – Jeff Catt Intermediate League - South

Age Group	League Age 13 – Per BNSW Age Chart (13)
Birth Year	Sep 2011 - Aug 2014
Division	Three
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	31" max, Wood or USABATs 2¼" diameter or 2 ⁵ / ₈ " diameter
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	7 runs per inning
Pitching Restrictions (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:54)
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?	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	Runner may leave once the pitch is released from the hand
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 20. Conference Rule Sheet – Ken Douglas League

Age Group	League Age 12 – Per BNSW Age Chart (12U)
Birth Year	Sept 2012 - Aug 2014
Division	One
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	30" max, Wood or USABATs 2¼" diameter or 2 ⁵ / ₈ " diameter.
Approved shoes	Flexible soft-stops and similar
Defence	9 players
Base Paths	70' (21.30m)
Pitching Distance	48' (14.63m)
Game Duration	2 hrs or 6 innings
Run Scoring	No limit per innings, Mercy 15 after 4 innings or 10 after 5
Pitching Restrictions (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:49)
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	Official Rules of Baseball
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 is released from the hand
Stealing immediately after a walk	Prohibited on forced runners
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

Pitchers need to be removed from fielding after being replaced and reaching the equivalent Major assignment (50 pitches). Player continues to bat

49 or less pitches, players are able to play in another defensive position, once relieved

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 North & West League

Age Group	League Age 12 (12U)
Birth Year	Sept 2012 - Aug 2014
Division	Two
Game Format	LiveBall
Approved balls	Leather Baseball
Approved bats	30" max, Wood or USABATs 2¼" diameter or 2 ⁵ / ₈ " diameter.
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 (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:49)
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 on forced runners
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 – Phil Leonard South & East Leagues

Age Group.....	League Age 12 (12U)
Birth Year	Sept 2012 - Aug 2014
Division	Three
Game Format.....	LiveBall
Approved balls	Kenko C
Approved bats	30" max, Wood or USABATs 2¼" diameter or 2⅝" 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 (assignments).....	Max 3 innings or 65 pitches (Minor:29, Sub:49)
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	Not Applicable (Use the Tee after 4 balls)
Pass Ball Rule.....	Official Rules of Baseball
Base on Balls (Walk)	N/A Use Tee after 4 balls to complete the strike count. See Tball rules 11.6 (e-q)
Bunting (Pitching).....	Official Rules of Baseball
(Tee).....	Prohibited. Ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii)
Pitch & Catch in the same game?	No

NOTE: There is no Base on Balls (walk) in this Conference. After ball four the batting tee will be brought out. The 'count' on the hitter will continue. Bunting, when Batting Tee is being used, is prohibited. Swing of bat must be full and forceful, the ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii).

Batters and Base Runners are limited to advancing 2 bases when using the tee.

Rep Player Restrictions

Same as Douglas.

Rule 23. Conference Rule Sheet – Jeff Catt Premier Teeball League

Age Group	League Age 12 (12U)
Birth Year	Sept 2012 - Aug 2014
Division	Ungraded
Game Format	TeeBall
Approved balls	Kenko C
Approved bats	29" max, Wood or USABATs 2¼" diameter or 2⅝" diameter, or Purpose-built Nankyu bats are acceptable.
Approved shoes	Flexible soft-stops and similar
Defence	10 players
Base Paths	60' (18.30m)
Pitching Distance	46' (14.03m) {Rubber}
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 24. Conference Rule Sheet – Jim Bergan League

Age Group	League Age 11 (11U)
Birth Year	Sept 2013 - Aug 2015
Division	N/A
Game Format	LiveBall
Approved balls	Kenko C
Approved bats	29" Max, Wood or USABats 2¼" diameter or 2 ⁵ / ₈ " 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 (assignments)	Max 3 innings or 65 pitches (Minor:29, Sub:49)
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 on forced runners
Pass Ball Rule	Official Rules of Baseball
Base on Balls (Walk)	N/A see note.
Bunting	Official Rules of Baseball
Pitch & Catch in the same game?	No

NOTE: There is no Base on Balls (walk) in this Conference. After ball four the batting tee will be brought out. The Teeball rules 11.6 e-q will apply to this play. The 'count' on the hitter will continue. Bunting, when Batting Tee is being used, is prohibited. Swing of bat must be full and forceful, the ball must travel at least 7.62m (25'). See Rule 2.8 (b) (viii). Batters and Base Runners are limited to advancing 2 bases when using the tee.

Rule 25. Conference Rule Sheet – Don Petroff League**Modball & Liveball phases****In the Modball phase ...**

Age Group	9U (+Under 10)
Birth Year	Sept 2014 to Aug 2017
Division	One
Game Format	ModBall [to Christmas, potentially liveball afterwards depending on draw and skills]
Approved balls	Kenko C
Approved bats	28" max, Wood or USABAT 2¼" diameter or 2 5/8" diameter or 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	25' - 42' (7.62m - 12.80m) {Pitching Coach} 46' (14.03m) {Rubber}
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. 2024-Batter is limited to receiving 5 pitches but may continue if the 5 th is hit foul. The Tee is not used.
Bunting	Prohibited.
Pitch & Catch in the same game?	No

NOTE: Each batter will be allowed a maximum of 5 pitches or 3 swinging strikes, whichever occurs first. (a) If the batter fouls the fifth pitch, they may continue to foul additional pitches until the ball is hit or the batter strikes out. A batter hit by a pitched ball will not be awarded first base, however, the pitch will count against the batter's maximum number of pitches. No Bunting shall be permitted. The 'tee' would not be brought out after Ball four.

Rule 26. Conference Rule Sheet – Col Daisley League

Age Group	9U (+ Under 10s)
Birth Year	Sept 2014 to Aug 2017
Division	Ungraded
Game Format	ModBall (will start the season as TBall and change to Modball after 25 th Jan)
Approved balls	Kenko C
Approved bats	28" max, Wood or USABAT 2 1/4" diameter or 2 5/8" diameter or 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	25' - 42' (7.62m - 12.80m) {Pitching Coach} 46' (14.03m) {Rubber}
Game Duration	1 1/2 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 2 1/2 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. 2024-Batter is limited to receiving 5 pitches but may continue if the 5 th is hit foul. The Tee is not used.
Bunting	Prohibited.
Pitch & Catch in the same game?	No

NOTE: Each batter will be allowed a maximum of 5 pitches or 3 swinging strikes, whichever occurs first. (a) If the batter fouls the fifth pitch, they may continue to foul additional pitches until the ball is hit or the batter strikes out. A batter hit by a pitched ball will not be awarded first base, however, the pitch will count against the batter's maximum number of pitches. No Bunting shall be permitted. The 'tee' would not be brought out after Ball four.

Rule 27. Conference Rule Sheet – 9U Teeball League

Age Group	9U (+Under 10)
Birth Year	Sept 2014 to Aug 2017
Division	Ungraded
Game Format	TeeBall
Approved balls	Kenko C
Approved bats	28" max, Wood or USABAT 2¼" diameter or 2 5/8" diameter or 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	46' (14.03m) {Rubber}
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 28. Conference Rule Sheet – Wendy Vigenser League

Age Group	8U (+Under 9)
Birth Year	2016-2017
Division	Ungraded
Game Format	TeeBall
Approved balls	Kenko C
Approved bats	28" max, Wood or USABAT 2¼" diameter or 2 5/8" diameter or 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	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
Fielding Coach	1 fielding coach is permitted in the outfield at least 6.09m (20') beyond the base paths. Rule 11.6(h)

Rule 29. Conference Rule Sheet – Peter Schmidt Super-8 Teeball

Age Group.....	7U (+ Under 8)
Birth Year	2017-2018
Division	One
Game Format	TeeBall
Approved balls	K500
Approved bats	26" max, 2¼" diameter Wood or USABATs
Approved shoes	Flexible soft-stops and similar
Defence	11 players
Base Paths.....	50' (15.24m)
Pitching Distance.....	42' (12.80m) {Rubber}
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
Fielding Coach	1 fielding coach is permitted in the outfield at least 6.09m (20') beyond the base paths. Rule 11.6(h)

Rule 30. Conference Rule Sheet – Virginia Akers League, North & West

Age Group.....	7U (+Under 8)
Birth Year	2017-2018
Division	Ungraded
Game Format	TeeBall
Approved balls	K500
Approved bats	26" max, 2¼" diameter Wood or USABATs
Approved shoes	Flexible soft-stops and similar
Defence	11 players
Base Paths.....	50' (15.24m)
Pitching Distance.....	42' (12.80m) {Rubber}
Game Duration	1¼ hrs or 7 innings
Scoring.....	9 batters per innings (3 outs does not apply) OR Bat ALL players once per inning.
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
Fielding Coach	1 fielding coach is permitted in the outfield at least 6.09m (20') beyond the base paths. Rule 11.6(h)

Rule 31. Conference Rule Sheet – FunBall (DEFUNCT since 2019)

Conference Rule Sheet – FUNBALL (THIS CONFERENCE IS DEFUNCT)

Age Group.....	7U (+ Under 8)
Birth Year.....	2017+
Division	N/A
Game Format.....	TeeBall
Approved balls	K500
Approved bats.....	26" max, 2¼" diameter Wood or USABATs
Approved shoes.....	Flexible soft-stops and similar
Defence	11 players
Base Paths.....	50' (15.24m)
Pitching Distance	42' (12.80m) {Rubber}
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 25' or an agreed minimum distance (25'). See Rule 11.7(m)
Pitch & Catch in the same game?	N/A
Special rules.....	The requirement to tag on unforced plays is not applicable. See Rule 11.7 (q).
Fielding Coach	1 fielding coach is permitted in the outfield at least 6.09m (20') beyond the base paths. Rule 11.6(h)
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).....Capitation fees due to Hills Juniors remaining unpaid after the 3rd Friday in November may involve the Club losing competition points thereafter (discretion of Competition Secretary) until the debt is paid.
- Rule 1.6 (e).....After the 3rd Friday of November, any unpaid capitation fees may attract a penalty of 2% per week.
- Rule 1.8 (a).....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 the 3rd Friday of August = a fine of \$5/team eventually registered..
- Rule 2.2 (b).....Failure to provide complete team rosters by the 3rd Friday of October = a fine of \$5/team
- Rule 2.2 (c).....Failure to notify additional players within 7 days of their registration after rosters have been provided to the League = a fine of \$5/player.
- Rule 3.4withdrawing or regrading a team causing a Redraw = \$100 per team.**
- 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 (d).....For any forfeit = a fine of \$20.
- Rule 6.7Use of an illegal Bat = \$100 fine to the club, possible coach suspension and loss of game
- Rule 7.3 (c).....Conviction of a Head Coach for behavioural offences by spectators, where the actual offender cannot be identified or charged = \$50 fine to the Club.
- Rule 7.4Uniform offences = a fine of \$5 per occurrence per person.
- Rule 7.5Alcohol or tobacco consumption = a fine of \$50 per occurrence.
- Rule 7.14Failure 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)
Minimum fine for offences not covered within this schedule shall be \$10 per offence.
- 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 Association 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 4.12 for 2024/25, 22nd edition

last update 9/09/2024 11:53:39 PM

Age Groups approved 9/07/24

Rule 2.3..... *Continue EXTENSION TRIAL U18s permitted to play in Youth and Cashmore West. State League players must use Wood bats. State League players are limited to pitching 2 innings in Youth and must not pitch in Cashmore West.*

Rule 2.4, 2.5 & 2.6 .*Eligibility includes BEING Current in a payment plan..*

Rule 2.8 (c) *introducing the optional Safety base at 1st.*

Rule 5.3 (b) *Youth, Hay, Douglas have a 10 minute time rule. Pitchers and games are not limited by innings. They are timed games.*

Rule 11.6 c *Akers – all available players may bat once per innings. The Starting batter may change each innings.*

Changes this issue – Rev 4.11 for 2023/24, 21st edition

Age Groups approved 12/07/23

Rule 2.3..... *U18s permitted to play in Youth and Cashmore West. State League players must use Wood bats. State League players are limited to pitching 2 innings in Youth and must not pitch in Cashmore West.*

Rule 2.4, 2.5 & 2.6 .*Eligibility includes not having a family debt.*

Rule 6.7 *Bats USABATS permitted in all conferences. Drop weights removed from 14s and below. State League players to use Wood only.*

Rule 11.5..... *Modball changed to receive a maximum of 5 pitch – the Tee is not used.*

USABats permitted in all conferences. drop weight differentials removed from Hay League and below. Bat lengths shortened to allow for the larger diameter bats.

Rule 5.10 *Youth, Hay and Douglas, 15 run Mercy rule after 4 innings, 10 run mercy rule after 5 innings.*

Changes this issue – Rev 4.10 for 2022/23, 20th edition

Age Groups approved 12/07/22

Rule 11.6 c *Akers permitted 9 batters per innings regardless of the number of outs. Batter/Runners put out are to be removed from the field. 22/11/22 Defence Limited to 10 players (removing the 11th from the infield)*

Changes this issue – Rev 4.9 for 2021/22, 19th edition

Age Groups approved 8/06/21

Allow USABATs in all competitions (including Youth League).

“Toss coin for batting” in Finals replaced by “Team named First on the Draw is the Home team, will occupy 1st base and choose to Field or Bat first.

Include 2 yr penalty for falsely claiming to “move into the new club’s catchment area”. to avoid exclusions from reps.

25’ quarter circle in tball is “in fair territory” (same status and ruling as a foul line)

Changes this issue – Rev 4.8 for 2020/21, 18th edition

Age Groups approved 11/08/20

Wet weather line changed to 02 8604 2792

Single Alloy bats replaced with “Metal” in Liveball & Modball. Teeball

Allow USABATs in all competitions (except Youth League – wood only).

Pending – review of “Toss coin for batting” in Finals

include “move into the new clubs catchment area”. to avoid exclusions from reps.

Changes this issue – Rev 4.7 for 2019/20, 17th edition

Age Groups approved 10/07/19

Modball may start as Teeball, Comp sec may change it based on Draw and player abilities.

Douglas League to be played as a Division 2 competition this season.

Bats – permit ALL “USA” bats, 2¼” permitted to -11 drop weight, or 2 5/8” permitted to be (-11 in 13U and below), (-8 in 14U) and (-5 in Cashmore)

Rebadge U/8, U/9, U10, U11 to 7U, 8U, 9U, 10U.

Changes this issue – Rev 4.6 for 2018/19, 16th edition

Age Groups approved 10/07/18

Ball 4 Tee option in Modball/Liveball. limit batter and runners to a maximum of 2 bases.

Douglas League to play to a maximum of 90 minutes.

Curve ball reinstated as an illegal pitch in Douglas League.

Plate Umpires to be a minimum of 14 years old and 2 years older than the game being umpired.

Bats – permit single alloy “USA” bats, 2¼” permitted to -11, 2 5/8” permitted to -8 (-5 in Cashmore)

Catt Intermediate League split into 2 divisions West (Div 1) and South (Div 2)

League ages used for Leonard West conferences and above, Calendar ages used for Leonard South Conference and below.

10U 12U 13U may use “USA Bats” up to -11 (was -8)

Changes this issue – Rev 4.5 for 2017/18, 15th edition

Age Groups approved 08/08/17

Hay League playing distance increased to 57ft x 90ft (REINDED 05/09/17) (Nationals 60'6"x90')

Tball - Wild Throw past Second – “pass ball” play.

Major LL Ken Douglas 12U to be played to LL time rules. 6 innings with 10 run mercy rule after 4 innings (no time limit and to be played at 10:30)

Remove the “Funball” rules. (that league did not play from 2016-17)

Remove the exclusion of “Clubs” from finals where only “players” are ineligible, due to outstanding individual debts.

Rule 11.4 Jim Bergan to include the Phil Leonard South rule using the Tee after ball 4

Rep Bats no longer permitted in Youth League, or Hills Little League competitions.

Rule 7 Ban all “Jewellery” - compliance with LL.

Reduce number of original Roster members to 6 before a team must forfeit.

Players 13 and above may be “substituted” into the batting lineup of 12 players. No re-entry.

Allow a defensive coach to stand in the outfield in 8Us (as well as 7Us) beyond the “infield boundary” line. Award 3 bases to the offence where an outfield coach interfering with a ball “in play”.

PENDING changes – to be trialled before implementation.

Allow Teams to Bat “3 outs” OR all Fielding Players in an Innings (10 In Modball, 11 in Teeball – replaces 9th batter Rule in ungraded competitions) WAS REJECTED BY DELEGATES MEETING OCT 17.

Changes this issue – Rev 4.4 for 2016/17, 14th edition

Rule 12	Hay League – becomes Junior League Charter - LL age 14 allow metal cleats. Allow moving and off-speed pitches.
General	Replace “Under/Age” references in Live ball with the Conference names.
Rule 19	New conference “Intermediate” for 13 and 12 year olds. Move rules 19 to 30 to be 20 to 31.
General	Youth and Cashmore leagues changed to “BIG League” ages.
General	Phil Leonard North & West use a RIF 9000 ball.
General	Petroff revoke “allowing a tee after ball 4” returned rule to must be struck out or hit the ball (highlight the reference to the umpire CALLING STRIKES when appropriate.)
General	Allow players to play “up” in more than 4 games in another team/s with Comp Secs waiver. Home team to repair holes before leaving the diamond. Both teams to clean dugouts. Curve and metal cleats allowed in Hay, curve allowed in Douglas.

Changes this issue – Rev 4.3 for 2015/16, 13th edition

Rule 2.11	updated for BNSW Working with Children Requirements
Rule 2.12	allow for the changing names of BNSW Membership databases
Rule 2.2 (e)	Team Rosters may contain more than 12 players. HOWEVER the game day line-up is still limited to a Maximum of 12 players.
Rule 1.1 (d) viii	centre the tball quarter Circle on the back corner of home plate.
Rule 3.3	Draw changes must be mutually agreed and approved by the association. IF approved, they must be played before the original date or become “No Games”
Rule 3.10	allow up to a 10 th substitute In Division 1 Hardball games to cover for the Pitcher being removed after completing a Major, all 10 must bat.
Rule 3.11	clarify Automatic outs in Div 1, only apply when dropping below 9 batters
Rule 4.3 (a)	No Points are awarded for Byes.
Rule 5.3 (c) i)	scores do not revert where the home team does not have to complete the bottom
Rule 5.9 (a)	Forfeit for lack of numbers now refers to rule 7.10 exception (midweek late arrivals)
Rule 6.1(a)	Ball for 12Us is a reduced injury factor (R.I.F) baseball (K900R)
Rule 6.2	Douglas coaches, also to use helmets (now a Hardball game)
Rule 6.7	Youth League is a wood or wood composite league only
Rule 7.9 (h)	Incumbent on all officials to prevent a breach of the rules.
Rule 8.2 (j)	remove the pitcher from Div 1 after completing a major assignment
Rule 9.2 (b)	Results due to recorder by Monday
Rule 10.2 (c)	Head 1 st “fade away” slide permitted at home plate in Youth League only
Rule 11.2 (a)	Balk rule in Hay league changed to “rules of baseball”
Rule 11.3 (d)	Dropped 3 rd strike in Douglas is now “rules of baseball”
Rule 11.4	Jim Bergan to play to Phil Leonard North rules to avoid using the Tee after ball 4.
Rule 11.5 (j)	Modball division 2/3 and 12U div 3 to use the Tee after ball 4.
Rule 11.6 (t)	Pass ball lines in 7U Tball to include foul lines and “Tball Infield Boundary”
Rule 11.7	Funball, allow coaches to position the batter, and “mutually agree” on variations.
Rule 11.8	include the “Teeball Infield boundary” 20’ line as a pass ball line to encourage infielders to make a play at 2 nd base.
Winter Supplement	14Us include the use of 2 5/8” bat from Peter Street North/West CFR.

Changes this issue – Rev 4.2 = In-Season Amendement for 2011/12, 12th edition

Rule 1.1 (d).....	Note clarifying the use of dates within this RuleBook, intended to make annual updates easier for all concerned.
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- Mercy Rule..... Rules 5.3 (c) and 5.10 amended to clear up a drafting error. Only seven runs are allowed to score in non-Div#1 liveball conferences, regardless of whether the “final play of the game” might otherwise have allowed more.
- Rule 8.4 Wording changed. Reference to “For the duration of the BNSW Representative Competitions...” deleted, supporting a new rule:- 8.4 (f) regarding pitching distances in non-Div#1 conferences.
- Rule 8.4 (f) Introduces season-long restrictions on rep players pitching in Div#2 and Div #3 conferences. Does not just apply to the rep season.
- Rule 1.4 (v) Definition of “Representative Player” expanded to include any player who competes in Hills colours as part of a Hills team.
- Various CFRs Conference RuleSheets update for Cashmore, Street & Leonard conferences to give effect to Rule 8.4 (f).

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

- Rule 20 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 12U, 14U and 16U.
- 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 10U 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 12U Liveball.
- Infield Fly Now applies in all 12U 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
- Rule 11.8 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/2022/A1_Judiciary_Procedure.pdf

Appendix 4 – Dispensation Request Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A4_Dispensation_Form_Rev2_2.pdf

Appendix 5 – Parental Waiver

http://www.isport.australis.net.au/baseball/nswjhil/AA/20227/A5_Parental_Waiver.pdf

Appendix 6 – Players’ Code of Conduct

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A6_Players_CoC.pdf

Appendix 7 – Officials’ Code of Conduct

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A7_Officials_CoC.pdf

Appendix 8 – Team Officials’ Duty Statements

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A8_Duty_Statements.pdf

Appendix 9 – HJBA Privacy Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A9_Privacy_Policy.pdf

Appendix 10 – Umpires’ Code of Conduct

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A10_Umpires_CoC.pdf

Appendix 11 – Statement of Protest

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A11_Protest_Form.pdf

Appendix 12 – Notice of Breach

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A12_Breach_Form.pdf

Appendix 13 – Result Sheet

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A13_Result_Sheet.pdf

Appendix 14 – Injury Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A14_Injury_Form.pdf

Appendix 15 – Player Release Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A15_Player_Release.pdf

Appendix 16 – League Officials Application Form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A16_Officials_AppForm.pdf

Appendix 17 – ChildSafe Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A17_Childsafe_Policy.pdf

Appendix 18 – Working with Children Check form

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A18_Working_with_Children.pdf

Appendix 19 – Dispensation Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A19_DispensationPolicy2_2.pdf

Appendix 20 – Child Protection Certificate Guidance

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A20_Online_Certificate.pdf

Appendix 21 – Heat Policy

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A21_Heat_Policy_Rev1_2.pdf

Appendix 22 – Ground Officials

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A22_GroundOfficialsPolicy1.2.pdf

Appendix 23 – Code of Conduct Hearings

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A23_CoC_Hearing_Proc.pdf

Appendix 24 – ChildSafe Policy Summary

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A24_ChildSafe_Summary.pdf

Appendix 25 – ChildSafe Handbook

http://www.isport.australis.net.au/baseball/nswjhil/AA/2022/A25_ChildSafe_Handbook.pdf

Supplement – WinterBall Rules

The provisions of this RuleBook will mostly apply to WinterBall competitions. This Supplement contains the differences.

For the purpose of this RuleBook, WinterBall is a standalone “season”, and is separate to the summer season. Any sanctions involving suspension for a period of time imposed by a Judiciary or CoC Hearing for offences during a summer season will carry over to WinterBall, and vice versa, **UNLESS** the decision of the appropriate panel specifically includes an order to the contrary. However, sanctions for offences in the summer season involving a number of games cannot be served by “sitting out” games in WinterBall {and vice versa}, again, unless the panel makes an order to the contrary.

All WinterBall is played to Division #3 rules. The appropriate Conference RuleSheets are Cashmore South for 17U (Rule 14), Street South for 14U (Rule 18) with allowance for 2 5/8” -8 Bats, Leonard South for 12U (Rule 22), Col Daisley for 9Us (Rule 25).

W 1.6 Any fees assessed by the Association in respect of WinterBall are payable within 14 days of the date of an invoice. A penalty at the rate of 2% per week of that invoice shall apply for late payment.

W 2.2 Clubs shall nominate teams when called upon to do so by the Competition Secretary (generally in March/April) and shall provide completed team rosters to the Association by the end of May.

W 2.2 (g)..... Does not apply to WinterBall.

W 2.3 (d)..... the Association will not accept any new registrations for the current WinterBall season after June 30th.

W 3.2 WinterBall fixtures, 17U will play Friday evenings 14Us, 12Us and 9Us be played only on Sundays.

W 3.9 The Dispensation process for WinterBall is simplified from that used in the summer season. Clubs may apply to the Competition Secretary for Dispensation by providing a duly completed form (available at Appendix 4). The Competition Secretary shall, at his absolute discretion, either grant or reject the application. Such decisions are final and not subject to appeal.

W 4.2 Does not apply to WinterBall.

W 5.5 References to “Saturday” are replaced with “Sunday” for WinterBall.

W 5.6 Washouts in WinterBall are not replayed. They are regarded as “No-Games”.

W 7.8 Notification of a pending Protest for WinterBall must be made verbally or by email to the Competition Secretary by 7:30pm on the Monday following the fixture.

W 8.4 Does not apply to WinterBall