



CRONULLA-SUTHERLAND JUNIOR
BASEBALL ASSOCIATION INCORPORATED

RULE BOOK

2016-17 COMPETITION
VERSION 1.3

REVISION HISTORY

Date	Author	Ver	Comments
5 Feb 15	Jason Chabi	0.2	Initial mark-up including various feedback and observations
6 May 15	Jason Chabi	0.3	Include feedback from first meeting plus Brent Rogers mark-ups.
14 Jun 15	Jason Chabi	0.4	Address suggestions by T.Fisher sent 12 May and from B. Handley. Appeals Process and Committee, Complaints Handling, Discrimination and Child Protection moved to Constitution and/or Policy and Procedures.
17 June 15	Jason Chabi	0.5	Update numbering conventions
1 July 15	Jason Chabi	0.6	Amended to reflect feedback from GRWG
8 July 15	Brent Rogers	0.7	Review by Brent
13 July 15	Jason Chabi	0.8	Review of v0.7
29 Aug 15	Jason Chabi	0.9	Incorporate rule changes passed at August 2015 General Meeting
4 Sept 15	Jason Chabi	0.91	Minor amendments including four Rules changes to be ratified at the September General Meeting. Refer definition "PLAYING UP", insertion of 4.6, amendment to U17 Pitching Distance rule 13.12 and type of ball used in 17.7
8 Sept 15	Jason Chabi	1.0	Make amendments to 13.3 and 13.12 and per General Meeting
18 Sept 15	Jason Chabi	1.01	Amendment to rule 13.3 relating to 17-2 Catching Restrictions
7 Sept 16	Jason Chabi	1.3	2016-17 Revisions including amendment to League Terms to better align with BNSW and BA, references to Big League, additional requirements in relation to player and Club disclosures when seeking a Transfer, Lightning provisions, simplification of Section 21 including the re-instatement of the 10 minute rule as administered prior to the 2015-16 competition, confirmation of one (1) Coach permitted on the field in U9 Tee-Ball and Big League B Top Age Pitching restrictions and confirmation of different Pitching distances for Big League.

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1 INTRODUCTION

- 1.1 The Cronulla-Sutherland Junior Baseball Association Incorporated (hereafter referred to as 'CSJBA', or 'the Association'), is an association of clubs established for the benefit of its Players, so that they might:
 - a) Enjoy their sport;
 - b) Learn skills so as to achieve their personal best; and
 - c) Promote the game of baseball.
- 1.2 Our game is based upon three (3) tenets:
 - a) The Player's wellbeing is of primary importance, with their safety and security paramount.
 - b) As a junior sport, it is to be played in the manner defined in the Association's Code of Conduct outlined in the CSJBA Policy and Procedures, both in text as well as within the spirit in which these rules are written.
 - c) The game is based upon the rules of baseball (see Rule 2) and its conventions. However specific rules pertaining to our junior game are covered in this document (known as the "CSJBA Rules") for the purpose of making the game functional for junior Players.

2 DEFINITION OF TERMS

Throughout this document, the first instance of the term defined in this section 2 shall be referenced in UPPERCASE for the reader's convenience, whereas subsequent instances of that term shall not.

APPEAL PLAY: occurs when a member of the opposite team calls the attention of an umpire, or the Association, an infraction which that member would otherwise ignore had that member considered it to comply with various rules contemplated by and referenced in section 3.1 herein. An appeal play may be made, but necessarily limited to, an infraction in relation to configuration of the field, game process, equipment, batting, pitching, base running, fielding or the conduct of a Member.

BASE: is one of four points, which shall be touched in sequence in order to score a run.

BASE COACH: is permitted to be stationed near first or third base to direct the batter and the runners. The Coach shall remain in foul territory adjacent to the base & shall not touch the runner.

BATTERY: a term that collectively refers to the pitcher and the catcher.

BUNT: a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield

CATCH: is the act of a defensive Player (fielder) getting in their hands or glove, secure possession of a ball in flight and firmly holding it. It is not a catch if in falling down the ball is dropped. It is not a catch if in flight it touches an umpire, offensive Player or a net. If possession is lost in the act of throwing after the catch is taken, then the catch shall stand. (This is called a play subsequent to the catch)

DEAD BALL or DEAD: is a ball out of play because of a legally created temporary suspension of play.

DEFAULTER: is the failure of an individual or member to meet the obligations (or conditions) of a loan or payment to an Affiliated Club, the Association, another Association, a club affiliated with another Association, Baseball NSW or Baseball Australia.

DISTRICT LEVEL REPRESENTATIVE PLAYER ("DLRP"): shall be defined as a Player who trials for, and as a result of participation in that trial, is selected in:

- a) The highest representative baseball team for any junior baseball association (Metropolitan or Country) affiliated with all BNSW sanctioned Tournaments;
- b) BNSW State/Country Team or a Territory Team (Male or Female) for which that Player is directly eligible to trial;
- c) National Team (Male or Female)

Selection can be in the current summer season, the preceding winter season or the preceding summer season. For the avoidance of doubt, a Player who is invited to participate in any of the above after a trial who otherwise would not have been selected if not for the sole purpose of bolstering the number of Players in a squad, shall not be considered a DLRP.

DLRP status will not be conferred to the Player until the following season and as such, no restrictions, if any, will be assigned to a Player who may have attained DLRP status mid-season.

EXECUTIVE: refers specifically to the CSJBA Constitutional body comprising the positions of President, Senior Vice President, Vice President, Secretary and Treasurer, or their duly appointed delegate(s) as may be required from time to time.

FAIR BALL: is one that:

- a) Settles on or is first touched in fair territory between home plate and first base and home plate and third base.
- b) First touches fair territory anywhere on the field and travels into foul territory beyond first or third base.
- c) Touches first or third base.
- d) Bounds over first or third base.

FAIR TERRITORY: is that part of the field within and including, the first base and third base lines, (The marked lines of a baseball field are in fair territory)

FLYING START: refers to a runner, who in the process of having tagged up, or taking a position on a base throughout the course of a game, takes a position at back of their base to build speed or momentum, prior to leaving that base, in order to advance to the next base(s)

FRIENDSHIP PLAYER TRANSFER: If a club is unable to provide a team commensurate with a Player's ability, the Player may seek to temporarily join another club which has an appropriately graded team as a Friendship Player. Friendship Players shall:

- a) seek prior written approval from the Executive when seeking to join another club
- b) register with their originating Home club which will compensate the Host club for miscellaneous costs such as balls, umpires fees, playing equipment as specified by the Host club.
- c) Return to their Home club in the following season if a team commensurate with that Player's ability is available

FOUL BALL: is one that:

- a) Settles or is first touched in foul territory between home and first base and home and third base.
- b) First touches foul territory beyond first or third base. (In this instance it does not matter where the ball settles.)

FOUL TERRITORY: is that part of the playing field outside the first and third baselines to the passed ball line (six meters recommended).

FORCE PLAY: is a play in which a runner legally loses their right to occupy a base by reason of the batter becoming a runner. Note: The out of a following runner removes the force.

INNING: is that portion of a game within which the teams alternate on offence and defense and in which there are three outs for each team.

INFIELD FLY: is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly", if Fair.

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared "Infield Fly" is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

INTENTIONAL WALK: where the catcher stands up and signals to the pitcher to throw the pitch wide of the batter.

JOINT VENTURE TEAM ("JV"): is a team consisting of Players from two or more clubs and is bound by the following:

- a) A club shall not be permitted to enter a JV team in an age division where that JV is graded directly above a fully registered team submitted by that club.
- b) Players who are members of a JV shall be considered as Transfers under these rules and any restrictions placed against transferred Players shall be applied to all members of the JV team.
- c) The Executive have the right to approve or disapprove the formation of any JV team.

LIVE BALL: is a ball that is in play.

LOCAL PLAYER: defined as a Player who has played baseball at a single CSJBA affiliated club for the previous two (2) seasons. Note that where a Player returns to a club after one (1) season at another club, they maintain Local Player status.

MINOR ASSIGNMENT: defined as 24 pitches in a game for Little League); 29 pitches in Junior League and 34 pitches in a game for Senior League or Big League

MEMBER: means Player, Coach, Assistant Coach, Team Manager, club official, affiliated Club Executive, non-Executive member or in any of the previously said, their duly appointed designate.

OUT: is one of the three required retirements of an offensive team during its time at bat.

ON DECK: typically refers to a batter, who is not in the dugout nor in the field of play, typically stands in foul territory and is next up to take the BATTER'S BOX

PASSED BALL: is one that is thrown by a fielder and settled outside foul territory, or a pitched ball that gets past the catcher and is determined by the Scorer could have been reasonably fielded by the catcher.

PASSED BALL LINE: is one outside the foul lines that defines the playable area. Only used in the absence of boundary fences.

PLAYER: means those Individual Members who participate in junior baseball competitions conducted by CSJBA and/or competitions in which CSJBA participates.

PLAYING UP: also refers to a "PLAY UP" or "PLAYS UP", is where a team uses a Player who plays with the same club who normally plays in a lower age group or division but for a maximum of four (4) games, without penalty. They may play up an age group and in a higher, equivalent or

next lower division.

PUT OUT: is the action of a fielder touching a base with their body while holding the ball securely in their hand or glove in the course of a forced play.

RUN: is scored by an offensive Player who advances from the batter to runner and then touches first, second, third and home plate in that order.

SAFE: is a declaration by the umpire that a runner is entitled to the base for which the runner was trying.

SAFE SIDE: Behind the batter, such that the batter is looking and swinging away from the "ON DECK" batter. With a right-handed batter at the plate, the On-Deck batter shall stand in the On-Deck circle down the third base line. With a left-handed batter in the box, the On-Deck batter shall stand in the on-deck circle down the first base line.

SUBSTANTIAL ASSIGNMENT: where a pitcher has thrown forty (40) pitches in a single inning. This definition only applies to games under CSJBA control.

TAG, TAG PLAY or TAGGED: is the action of a fielder in touching any part of a runner or the runner's clothing with the ball or with their hand or glove in which the ball is securely held, while the runner is not touching a legally occupied base

TAG UP or TAGGING UP: is the act of a runner maintaining or returning to his last legally occupied base as legally required. In any situation where a ball is caught on the full, a runner shall be in contact with his last legally occupied base at the time of the catch or at the time the ball first touches the fielder's glove. If the runner is off the base at the time of the catch the runner shall return to his last legally occupied base to avoid being put out. A runner returning to tag up at a base shall beat the ball to the base to be safe. A runner is not permitted to take a FLYING START.

STEAL: a stolen base (or "steal") occurs when a base runner successfully advances to the next base while the pitcher is delivering the ball to home plate or the ball passes the Catcher. In baseball statistics, stolen bases are denoted by SB. If the catcher thwarts the stolen base by throwing the runner out, the event is recorded as caught stealing (CS).

SUBSTITUTE: where a team supplements its team roster with a Player from opposing team in that game. Teams may lend to a team running short a player(s) on request noting minimum Player requirement provisions outlined in section 20 herein. Substitute Players shall only field in the outfield and will bat for their own club

TRANSFER: where a Player moves from one CSJBA affiliated club to another CSJBA affiliated club or from another association to a CSJBA affiliated club. For the avoidance of doubt, this includes transfers under a JOINT VENTURE TEAM or FRIENDSHIP PLAYER TRANSFER arrangement.

TIME: is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

3 GENERAL

- 3.1 These rules shall be read in conjunction with the "Official Australian Baseball Rules", the "NSWBA Junior Championship Rules" (<http://nsw.baseball.com.au/>) and where they are in conflict, these rules shall prevail.
- 3.2 No alterations shall be made to any of these rules unless approved by the CSJBA Executive and Club Delegates in accordance with the CSJBA Constitution.
- 3.3 The "EXECUTIVE" shall conduct competitions for teams in the grades as set out in rule 2.01. This shall include formulation and implementation of all rules, playing rules and conditions deemed necessary to ensure that these competitions are effectively and efficiently run and still meet the tenets listed in the preamble.
- 3.4 All clubs competing in the competition shall be affiliated and in financial standing with the CSJBA

- 3.5 All games shall be of a maximum of seven (7) innings duration, except where otherwise specified in these rules.
- 3.6 Games shall be played on grounds approved by the Executive.
- 3.7 Semi-Finals, Finals and Grand Finals shall be played for all competitions, from Little League and over.
- 3.8 No team in any age group shall be disadvantaged by having Players missing due to CSJBA representative commitments or other circumstances deemed appropriate by the Executive. A Club who believes it is disadvantaged may bring the circumstances to the attention of the Secretary of the CSJBA prior to a game and may seek to have that game rescheduled at a time mutually convenient to both teams. The Secretary will draw the circumstance to the Executive’s attention for consideration, and each case will be considered on its individual merit. Should a mutually convenient time not be agreed to then the Executive shall set the time for the game to be played. A team would not be deemed to be disadvantaged when a Player is placed on restrictions by a CSJBA representative Coach or where a Player is selected for other representative commitments, i.e., NSW Players who are required for State duties.
- 3.9 All teams shall clean their dugout and within reason, their spectator area at the conclusion of their game.
- 3.10 An umpire, Affiliated Club or CSJBA Executive member may cite any Player, official, spectator or Affiliated Club Executive member and be subject to the disciplinary proceedings outlined in the CSJBA Constitution.
- 3.11 It is a condition of Player registration and or team nomination by clubs, that all “MEMBERS” participating in CSJBA competitions, acknowledge and accept these rules.

4 COMPETITION AGE GROUPS

- 4.1 The competition shall be in the age groups as determined by the Grading Committee and/or the Executive.
- 4.2 Ages shall be taken as the Player’s age up to, but not including the first day of January of the current season, unless otherwise determined by the Executive or their designate.
- 4.3 Dispensation for Players to play below their age groups may be given by the Executive in exceptional circumstances. All Club Secretaries shall then be subsequently advised of all Players to whom a dispensation has been granted, in writing or by electronic mail.
- 4.4 Any Player granted dispensation to play in any game, with the exception of Tee-Ball, is not allowed to play in the “BATTERY” in any game unless an exemption has been sought and granted by the Executive.
- 4.5 Birth certificates, copies thereof or documentation to sum to 70 points as defined by Australian Document Standards S231.1507 shall be made available to the Grading Committee and/or the Executive upon request.
- 4.6 For the avoidance of doubt, the CSJBA shall conduct its Competition as exhibited below:

League / Competition	CSJBA Age Classification and Competition Structure	Little League International Age Classification and Competition Structure
Tee-Ball	Eligible for Players up to 8 years old as at 31 December in the year the competition commences	Players who are league age 4-7 year old are eligible to be selected to a Tee Ball team.
Little League Minor – Machine Pitch	Eligible for Players 9 years old as at 31 December in the year the competition commences.	Players who are league age 5 that have participated for one regular season in the Tee Ball Division are eligible to be selected to a Minor League Division (coach pitch or machine pitch) team.

Little League Minor – Player Pitch	Eligible for Players born 1 January 2005 and 31 December 2006.	Players who are league age 7-12 are eligible to be selected to a Minor League Division team (player pitch, coach pitch, or machine pitch) for the regular season.
Little League Major	Eligible for Players born 1 May 2004 to 31 December 2006.	Players who are league age 9-12 are eligible to be selected to a Little League (“Major”) Division team for the regular season.
Junior League	Division 1 eligible for Players born 1 May 2002 to 31 December 2004. Other Divisions 1 January 2003 to 31 December 2004.	Players who are league age 12-14 are eligible to be selected to a Junior League Division team for the regular season.
Senior League	Eligible for Players born 1 May 2000 and 31 December 2002	Players who are league age 13-16 are eligible to be selected to a Senior League Division team for the regular season.
Big League	Eligible for Players born 1 January 2000 to 31 December 2002.	Players who are league age 15-18 are eligible to be selected to a Big League Division team for the regular season.

5 REGISTRATION, GRADING AND TRANSFERS

- 5.1 Team Registrations shall consist of a minimum of eight (8) eligible Players at time of registration and nine (9) by the time the competition begins. A minimum eight eligible (8) Players is considered acceptable for clubs with two (2) or more teams in an age group.
- 5.2 No more than twelve (12) Players can be registered with any one (1) team. Exemptions may be sought from and granted by the Executive in exceptional circumstances.
- 5.3 The CSJBA may impose levies, as set by the Executive, on all Players to assist with funding of the Association, for its purposes, including but not limited to ground and facility improvement and coaching.
- 5.4 Clubs shall register their proposed teams and submit the relevant grading sheet, twenty-eight (28) days prior to the start of the competition or at a time determined by the Executive. . Until such time as a grading sheet is received by the Executive, that club shall not be considered to have submitted any teams in the forthcoming competition.
- 5.5 All current “DISTRICT LEVEL REPRESENTATIVE PLAYERS” (DLRPs) shall be registered in the highest graded team(s) that a club enters in the CSJBA competition. An exemption may be sought and granted by the Executive.
- 5.6 A Player shall not be required to transfer to the highest graded team at their club where, participation in other baseball activity throughout that season qualifies them for DLRP status.
- 5.7 Unless otherwise directed, Clubs shall register teams with the names of Players, coaches and managers with the CSJBA Registrar or Executive not later than the scheduled start of the competition. Any subsequent registrations shall be lodged, in writing, to the Association and such Players shall not participate in any competition game until approval is given to do so by the Executive. No registrations will be accepted after December first of each year, although an exemption maybe sought from and granted by the Executive.
- 5.8 All registered coaches shall hold a current baseball coaching accreditation at a minimum of Level 1, or be registered in the first available Level 1 course.
- 5.9 Each club Secretary shall be responsible to the Association for the accuracy of all particulars entered on the registration forms and/or the IMG database. If it can be proven to the satisfaction of the Executive that any material fact is incorrect then the team in breach shall be liable to the loss of points for any games in which the offending Player(s) and/or coach(s)

- participated and the credit of a forfeit 6-0 to any and all sides they have played at the time of the offence(s).
- 5.10 When registering Players in all age groups, the Club Registrar shall sight the original birth certificate, certified copy or other documentation as contemplated by Rule 4.5 herein, and note this on the club's Registration Form accordingly.
 - 5.11 The Executive shall have the power to accept or reject any application for registration or transfer. A registration shall not be accepted for any Player for whom the Executive has been notified of a financial obligation to any other baseball club or association. An exemption may be sought from and granted by the Executive.
 - 5.12 Any Player who requests a "TRANSFER" from one club to another shall first secure a clearance from their original club stating that they have no outstanding obligations to that club, and they shall provide a copy of the financial clearance to the Club Registrar at the club to which they seek to transfer. The Club Registrar shall then advise the Executive seeking final written approval.
 - 5.13 In the event that a Player has not complied with rule 5.12, the Player duly authorises the Club to which the Player wishes to Transfer to, to notify the Player's original Club and seek written financial clearance (only).
 - 5.14 If a Player or club believes that another club has not provided a clearance within a reasonable time, the Club Registrar should apply to the Executive for a temporary clearance. The clearance however will be at the club/Player's peril and may be subject to the penalties outlined herein including being assigned a loss of match if it is found that a Player has outstanding obligations to the Player's former club.
 - 5.15 For the purposes of avoiding the creation of inordinately strong teams, the Executive, prior to the Player participating in any competition game, shall approve all Transfers and clearances. For the avoidance of doubt, Transfers encompass "FRIENDSHIP PLAYER" transfers and the formation of "JOINT VENTURE TEAMS".
 - a) A club, on behalf of a Player may appeal the Executive's determination in accordance with procedures outlined in the CSJBA Constitution.
 - b) A Transfer shall not be considered approved until such time that the Executive receives a co-signed acknowledgement form, issued by the CSJBA to the club and Player that outlines the terms including but not limited to, the duration of the Transfer.
 - c) Failure to comply with the Executive's determination in relation to a Transfer, even whilst the matter is being appealed, shall result in the loss of competition points by the offending side and the credit of a forfeit 6-0, to any and all sides they have played at the time of the offence(s).
 - 5.16 In the event a pre-season Transfer request is approved by the Executive, the Player will be ineligible to trial for CSJBA Representative selection for twelve (12) months from the date that the Transfer Request was granted
 - 5.17 Any person listed as a defaulter by an authorised sporting body, as determined by the Executive, is not eligible for registration.
 - 5.18 The Transfer of a DLRP between CSJBA affiliated clubs or from another association to a CSJBA affiliated club is also subject to the following conditions:
 - a) Where there are no "LOCAL PLAYERS" in that team that are also classified DLRPs, the number of DLRP Transfers to that team shall be limited to two (2)
 - b) Where there are existing "LOCAL PLAYERS" in that team that are classified DLRPs, the number of DLRP Transfers will be limited to two (2) provided that:

- i. The aggregate number of DLRPs regardless of whether they are “LOCAL PLAYERS” or Transfers does not exceed six (6), and
 - ii. Where the aggregate number of DLRP’s in that team totals six (6), the number of DLRPs that can be used in the field at any one time shall be limited to the number of DLRP “LOCAL PLAYERS”. All DLRPs shall be allowed to bat.
- 5.19 A Player shall not be registered with more than one CSJBA affiliated club during the same season without the prior written approval of the Executive.
- 5.20 A Player shall play a minimum of sixty percent (60%) of games for a particular team to be eligible to play for that team in any CSJBA Semi-final, Final or Grand Final unless:
 - a) Permission is sought from and granted by the Executive for dispensation;
 - b) A team receives a forfeit, then each registered player listed on the Result Sheet, for the team receiving the forfeit, shall be deemed to have played in that game; or
 - c) A game is abandoned after the commencement of play, due to weather or ground conditions, then each registered Player listed on the Result Sheet shall be deemed to have played in that game. Games that are declared “washed out” on the night before or on the morning of the game shall have all registered Players for that team shall be deemed to have played in that game.
- 5.21 The Executive shall have the power to re-grade teams, at a time nominated at the beginning of each season, usually between the completion of three (3) to five (5) rounds. Any team re-graded shall not carry with them their win, loss and draw record and all runs for and against will be disregarded. The runs for and against average and winning percentage will recommence in their new grade/division.
- 5.22 A Player, Coach or Manager registered with the CSJBA or an affiliated club of the CSJBA shall not represent any other association without the prior written consent of the Executive.
- 5.23 All trials for selections in teams representing the CSJBA shall be open to any Player registered, or intending to be registered with the CSJBA who meet the designated age requirements for a particular team.

6 PLAYING RULES FOR TEE BALL

- 6.1 These rules shall be read in conjunction with the Official Australian Baseball Rules and the CSJBA Rules and where they are in conflict, these rules shall prevail.
- 6.2 In U7 Tee-Ball only, two (2) Coaches are permitted on the field whilst their team is fielding. In U9 Tee-Ball only, one (1) Coach is permitted on the field while their team is field. These Coaches shall take up a position in the outfield and not interfere with the fielding or batting sides.
- 6.3 If any ball thrown to a base, which in the opinion of the umpire is an attempt to retire the runner, results in that ball passing the fielder into foul territory and no further play is possible, the ball shall be immediately called “dead” by the umpire. Runners will remain at their last legally occupied base without any further penalty to the defending side, i.e., no passed ball rule.

THE BATTER

- 6.4 The batter shall wear a double earflap helmet.
- 6.5 The batter shall stand in an area called the Batter’s Box. If the batter steps out of this area whilst hitting the ball, the batter will be given out for “batting out of the box”. At most Tee- Ball grounds the Batter’s Box is not marked, so it is a matter of standing where the batter thinks the Batter’s Box would be. Many Players try to stand with their back foot behind the home plate; this would be “batting out of the box”. If the batter’s foot is touching the line of the batter’s box, the batter is not batting out of the box.

- 6.6 The batter shall take a set stance in the batter's box and shall not move the back foot after the umpire calls "play ball". Front foot movement is allowed. If the back foot is moved and in the umpire's opinion it was moved with the intention of hitting the ball in a different direction, the umpire will call "Foul" and one strike is recorded against the batter.
- 6.7 The batter is allowed two levelling practice swings only before attempting to hit the ball. Any more levelling swings will count as a strike. If the batter accidentally knocks the ball off the tee with the levelling swing, this will be called a "Foul" and count as a strike.
- 6.8 The batter shall attempt to hit the ball with a full natural swing. The ball shall travel a minimum distance of two (2) metres from the Tee in order to be a "FAIR BALL"; any ball that falls short of this distance will be called "Foul" by the umpire and count as a strike.
- 6.9 With the exception of the U7 division, the batter is allowed three attempts to hit the ball. After three strikes the batter is out. In Tee- Ball all fouls count as strikes.
- 6.10 When the umpire calls "Play" the ball becomes live until the umpire calls "Foul", "Dead Ball" or "Time". On such a call the ball becomes dead and play is temporarily interrupted.
- 6.11 If the batter misses the ball and hits the tee, this will be called "Foul" and counts as a strike, even though the ball may have been projected into the field of play.
- 6.12 The batter shall not throw (sling) the bat away after hitting the ball, but should drop it to prevent the batter's team-mates from being hit by a thrown bat. The umpire should warn both teams about bat slinging before the game. If the bat is thrown (slung) during the game, the batter is out without further warning.
- 6.13 There is no "INFIELD FLY" rule in Tee-Ball.
- 6.14 When placing a tee for the batter, the base or back foot of the tee shall be in contact with the front edge of the home plate and the stem of the tee shall be as close as possible to the home plate. The tee shall be placed with safety the primary factor and for easy removal should a play at home plate take place.

THE RUNNER

- 6.15 On hitting a "FAIR BALL" the batter becomes a runner and shall continue to wear a helmet.
- 6.16 The runner may over-run first base without risk of being "TAGGED OUT" (see definitions for Tag/Tag Play) provided the runner makes no attempt to go to second base.
- 6.17 Stealing is not allowed. The runner shall be in contact with the base before the ball is hit. If the runner leaves the base before the ball is hit, the umpire will call "DEAD BALL" and warn the runner. If the runner leaves the base again, in the same inning, the runner is out, the ball is "DEAD" and any hit by the batter is nullified.
- 6.18 A base runner may run in a straight path/line between bases or a natural running arc between and around the bases. However if in the umpire's opinion the runner deviates more than one meter from a fielder, standing in his or her running path/line (natural running path or arc), in possession of the ball and attempting to "TAG" the runner, the umpire shall call the runner out for "running off the line".
- 6.19 If the runner is struck by a batted ball, before a fielder has the opportunity to make a play on the batted ball, the runner is out. The runner shall try to avoid the ball.
- 6.20 If the runner hinders, confuses or distracts a fielder who is trying to field a batted ball the runner is out for "interference".
- 6.21 If the runner over-runs second or third base they may be "TAGGED OUT".
- 6.22 The runner shall touch every base in succession.
- 6.23 If a runner is not touching his last legally occupied base when a fly ball or any other ball is caught on the full, the runner shall return to last legally occupied base, or may be put out. A runner can be put out by being tagged or playing the base ("PUT OUT") before the runner returns to the

base. On all occasions, the runner must beat the ball to the base to be safe.

THE FIELDER

- 6.24 The fielder shall be correctly dressed including cap and glove.
- 6.25 The fielder shall take up normal “baseball” fielding positions. This means a fielder shall not intimidate a weak batter by fielding too close. An infielder shall not field inside an imaginary line between third and first base before the ball is hit.
- 6.26 The pitcher shall stand with both feet on the pitching rubber until the ball is hit.
- 6.27 The catcher shall stand in the “catcher’s box”.
- 6.28 When in the umpire’s opinion a particular passage of play has ceased and an “Infielder” has possession of the ball and is not making an attempt at a further play, the umpire shall call “Time”. The ball is returned to and placed on the tee and the umpire calls the next batter by saying “Batter Up”.
- 6.29 The outfield should throw the ball to an infielder rather than run the ball in noting the umpire should not call time if an outfielder runs the ball into the infield.
- 6.30 A fielder may stand anywhere to field a batted ball and a runner shall avoid interfering with that fielder or the runner will be given out for “Interference”. The fielder shall not stand on the base unless a play at the base is in progress or imminent. But this does not entitle the runner to purposely collide with the fielder. If, in the umpire’s opinion the runner has been obstructed, the umpire calls “Obstruction”, the ball is alive. The umpire will monitor the runner’s progress and if in the umpire’s judgment the obstruction causes the runners potential to be hindered then the runner shall be awarded the base he/she would have achieved if the obstruction had not occurred.

THE TIME RULE

- 6.31 The “Time Rule” is used to stop the game at logical breaks in normal play. It is a “control” on the game that prevents unnecessary “panic” throwing and base running and thus reduces errors. This is especially important considering the age of the Players and the limited catching/throwing skills they possess.
- 6.32 The umpire shall call “time” when:
 - a) The defense attempts no further play after the ball is in the secure possession of an infielder within the confines of the base paths. Base runners shall not pass another base after the fielder has secure possession, unless the fielder attempts a play.
 - b) The game ball becomes dead.
 - c) Necessary, i.e., injury, conference, etc.
- 6.33 Where a ball that is hit directly to an infielder and held in secure possession, the umpire shall not call “time” until the batter has reached first base.
- 6.34 There is no “half way” between bases. The play shall continue until in the umpire’s opinion no further play is being made by the defensive side or the runners do not choose to leave the base they hold (keeping in mind the “time rule” as it stands).

THE FORCE PLAY

- 6.35 The force play, applicable to all ages and divisions, but included in this section 6 for completeness, can only happen when:
 - a) The batter hits the ball fair and is forced to run to first base.

Note: The batter and any base runners who are forced to run are ONLY EVER forced to run one base. Once the batter or any other forced runner reaches first base or the base they are forced to, the FORCE is automatically removed.

- b) A base runner, on base, loses his entitlement to occupy that base if a following base runner is forced to the base the runner is occupying, i.e., runner on first, batter hits fair ball and forced to run to first, runner already on first forced to second, runners on first & second, batter hits fair ball and forced to run to first, runner already on first is forced to run to second and forces runner on second to run to third.
 - c) If first, second and third bases are occupied by runners, i.e., bases loaded, this would be a “force” to every base, including home plate.
 - d) When a forced runner is PUT OUT or TAGGED, the force is automatically removed from any preceding runners.
- 6.36 A runner that is forced to the next base can be PUT OUT or TAGGED by a fielder who has the ball securely in their possession
- 6.37 Any base runner Forced or Unforced, may be TAGGED when they are not in contact with a base, while the ball is live. They may also be TAGGED while occupying a base to which they are not legally entitled, i.e. batter hits fair ball, forced to first, the runner already on first does not run. That runner can be tagged out while standing on the base, by virtue of the fact that the runner is forced by the batter/runner. The runner loses his or her right to occupy first base.

7 PLAYING RULES FOR LITTLE LEAGUE MACHINE PITCH

- 7.1 These rules shall be read in conjunction with the Official Australian Baseball Rules, the “NSW Baseball Junior Championship Rules” and the CSJBA Competition Rules and where they are in conflict, these rules shall be paramount.
- 7.2 Before the ball is hit in Machine Pitch, no fielder shall be positioned inside an imaginary line between first and third base, excepting the pitcher, who shall have both feet in contact with the pitching rubber.
- 7.3 In a game of Machine Pitch, the ball will be put into play by a CSJBA approved Machine Pitch machine (“Machine”). If the Machine is unavailable or breaks down, then:
- a) The ball will be put into play by a person taking a position in front of the pitcher’s plate, slightly to the first base side for a right hand batter or on the third base side for a left hand batter; and
 - b) The “Soft-Toss” person:
 - i. Shall be a representative from the batting team and cannot be a Player in that team,;
 - ii. Shall wear a baseball glove and should wear a helmet, protective cup and face-mask.
 - c) In the case of a Machine breakdown, the incomplete innings will be disregarded and the match will recommence at the score and batter at the completion of even innings with the machine operating. Both teams will have equal access to a “Soft-Toss” person, and
 - d) No stealing shall be permitted where the Machine has been deemed to malfunction, so as not to comply with the parameters defined in Rule [7.4](#) herein.
- 7.4 The Machine shall be set-up for play as follows:
- a) The Machine will be fitted with the “small legs” stand.
 - b) The Machine will be positioned at the same distance from home- plate as is the pitching plate. The centre of the stand will be positioned at a point 1.2 metres from the centre of the pitching plate on the third base side of the pitching plate.

- c) The Machine will be set so that the exit-speed of the pitched ball is in the range of 38-40 miles per hour for the U10-1's and 36-38 miles per hour for other U10 divisions.
 - d) The trajectory of the Machine will be set so that the pitched ball (at the above speed) will pass through the central cut-out in the „targeting-device“ placed over the centre of home-plate (it is the responsibility of the home team in conjunction with the umpire to establish these playing parameters prior to the commencement of play). The “targeting-device” will be removed from home-plate prior to play commencing.
- 7.5 The Machine shall be fed by the Player designated as pitcher.
- 7.6 When all fielders are in position and the batter takes his stance in the batter's box, the umpire shall call “play”. At this time the pitcher shall feed the ball into the CSJBA approved Machine and then return to the pitcher's plate.
- 7.7 In a game of baseball, no Player is to put the ball into the Machine without being directed to do so by the umpire.
- 7.8 After two (2) strikes are called on the batter, all foul hits shall be as for the normal rules of baseball.
- 7.9 In Machine Pitch Division 1, all attempts by the batter to hit the ball shall be called strikes. However in the lower divisions, for the first 3 rounds of the competition, it shall not be called a strike if the batter attempts to hit a ball that the umpire deems is obviously out of the strike zone.
- 7.10 In the event of a dropped third strike by the catcher, the batter will be called out by the umpire.
- 7.11 If the batter is hit by a ball pitched by either the Machine or the person “soft-tossing” the ball:
- a) the ball will be declared dead.
 - b) no walk will be awarded, no count shall be recorded against the batter for the pitch unless the batter has attempted to hit the ball. No Runner shall advance.
 - c) If the Player is unable to continue batting as a result of being hit, that turn at bat is concluded, the batter is not declared out and the next batter in the line-up will come to the plate with no count. Play will re-commence when the umpire calls “play”.
- 7.12 No walks will be awarded in the Machine Pitch competition. The batter remains at bat until the ball is hit into play or three strikes are called by the umpire.
- 7.13 A batted ball coming into contact with the Machine or the person “soft-tossing” the ball shall be called “DEAD” by the umpire. The batter shall be awarded first base and all forced base runners shall advance one base.
- 7.14 If a thrown ball comes into contact with the Machine or the person “soft-tossing” the ball, the umpire shall call the ball “DEAD” and award bases, which in the umpire's opinion, the runners would have gained had there been no interference.
- 7.15 If a fielder attempting to make a play on a batted ball, comes into contact with the Machine or the person “soft-tossing” the ball, the umpire shall call the ball “DEAD”. The batter shall be awarded first base and all forced base runners shall advance one base.
- 7.16 In the event of a “pop-up” fly-ball, which in the opinion of the umpire, could potentially lead to a Player coming into contact with the Machine, the umpire shall call “TIME”, all play will cease and the ball will be declared “DEAD”. Base runners shall return to the base that they occupied at the time of the pitch and no count shall be recorded against the batter for the pitch.
- 7.17 If during playing time the Machine is disturbed in its positioning or settings, or if in the opinion of the umpire the Machine is pitching outside the originally established or required strike zone, the umpire, at his or her discretion, will call “TIME” and request that the home team assist with the aid of the “targeting device” to re-establish the strike zone and playing parameters as described in Rule 7.4 herein.

- 7.18 A "BUNT" is not permitted in CSJBA Machine Pitch.
- 7.19 The "Infield Fly" rule is observed in CSJBA Machine Pitch.
- 7.20 If any ball thrown to a base, which in the opinion of the umpire is an attempt to retire the runner, results in that ball passing the fielder into foul territory and no further play is possible, the ball shall be immediately called "DEAD" by the umpire. Runners will remain at their last legally occupied base without any further penalty to the defending side.
- 7.21 Where possible, the Team Manager should ensure that the catcher is "geared up" and ready to start the next fielding inning.
- 7.22 Each team is to provide the umpire with a match ball, the umpire is to maintain control of the spare match ball to minimise the delay when a match ball goes out of play. Spare balls are not to be located under the Machine.
- 7.23 A back net is required for all games of Machine Pitch. If a permanent net is not available, a temporary net shall be provided by the Ground Controller.
- 7.24 Where possible the main umpire for Machine Pitch games should be located behind the catcher, wearing the correct protective gear. However if the catcher is inexperienced and the umpire does not feel safe, it is acceptable for the umpire to move behind the Machine and call from this position.
- 7.25 After Round 5, runners will be allowed to "STEAL" one base on a pitch that gets past the catcher. If the catcher keeps the ball in front or adjacent, then the runners shall not "STEAL". This rule is only in effect for games where the Machine is operating. Runners can only run home on a batted "FAIR BALL", or where the catcher makes a play on a base with a runner already on third base.
- 7.26 The umpire will call "TIME" when:
- a) A ground rule double, "PASSED BALL" situation or a home run is awarded.
 - b) The defense attempts no further play, an error has occurred which will stop play or the ball is dead.
 - c) The ball becomes "DEAD" out of necessity, i.e., injury.
 - d) A batted "FAIR BALL" is deflected out of bounds.
 - e) The ball is in possession of an infielder and all runners have stopped on base and no further play is being attempted.
- 7.27 A runner shall remain in contact with the base until the Machine tossed ball crosses home plate. On the first occurrence that an umpire notices that a base runner has left a base early the following process will be observed:
- a) If the runner gains an advantage by leaving the base early and the ball is not hit then the umpire will call "DEAD BALL" and return the runner to the base that was left. If the ball is put into play by the batter then the play shall stand. In either case a warning shall be given to the Head Coach of the batting team.
 - b) If a second infringement occurs of a runner gaining an advantage by leaving the base early then the runner will be called out. Should the batter put the ball into play then the play will still stand.

8 PLAYING RULES FOR LITTLE LEAGUE PLAYER PITCH

- 8.1 Little League divisions shall play the normal rules of baseball, read in conjunction with the Official Australian Baseball Rules, the "NSW Baseball Junior Championship Rules" and the CSJBA Competition Rules and where they are in conflict, these rules shall prevail noting the following:

- a) Pitching and base distance will be determined by the division played as outlined in Rule [13.12](#) herein.
 - b) Runners shall remain in contact with the base until the pitched ball crosses home plate. On the first occurrence that an umpire notices that a base runner has left a base early the following process will be observed:
 - i. If the runner “GAINS AN ADVANTAGE” by leaving the base early and the ball is not hit then the umpire will call dead ball and return the runner to the base that was left. If the ball is put into play by the batter then the play shall stand. In either case a warning shall be given to the Head Coach of the batting team.
 - ii. If a second infringement occurs in the same game by a runner gaining an advantage by leaving the base early then the runner will be called “OUT”. Should the batter put the ball into play then the play will still stand.
- 8.2 Pitching restrictions shall apply as outlined in Rule 13 herein.
- 8.3 Balk and wild pitch rules do not apply.
- 8.4 In Little League Minor Player Pitch competitions, the batter is out on a dropped third strike, and the ball remains alive.
- Little League Minor Player Pitch Division 3 shall play an amended base on balls rule as follows: When ball four (4) is called by the umpire and typically a walk is awarded, and no further play is possible, the umpire shall call “TIME”. The umpire will then arrange to have a tee brought to the home plate and the batter allowed to complete their strike count by hitting off the tee. When the cleanly hit ball is put into play, the batter can advance to first base only and any forced runner can advance one base only. The batter and any forced runner may be put out by the defensive side. Other runners shall not advance. The batter shall be called “OUT” if the ball is either hit foul or missed on the third strike. **NOTE:** a cleanly hit ball is an umpire’s judgment call.
- 8.5 Rule [8.5](#) above will cease to be in effect after Round 5 of the competition.
- 8.6 In Little League Minor Player Pitch Division 3, no runner can advance from third base to legally score on pitched ball that passes the Catcher. Players can only advance when:
- a) a ball is batted fair,
 - b) after an attempted Pick-Off, or
 - c) the runner is forced by a batter who is walked.
- 8.7 In all divisions, runners will be called “OUT” by the umpire if they slide “headfirst” while advancing.
- 8.8 For the avoidance of doubt, on-deck batters are allowed where a Little League CSJBA Competition game is conducted. The number of on-deck batters will be limited to one (1) and must assume a position on the SAFE SIDE of the batter.

9 PLAYING RULES FOR JUNIOR LEAGUE

- 9.1 All Junior League divisions shall play the normal rules of baseball, read in conjunction with the CSJBA and Baseball NSW rules, wherever applicable, with the exception of the following:
- a) Pitching and base distance will be determined by the division played as outlined in Rule [13.12](#) herein.
 - b) Pitching restrictions shall apply as outlined in Rule [13](#) herein.

10 PLAYING RULES SENIOR LEAGUE

- 10.1 All Senior League divisions shall play the normal rules of baseball, read in conjunction with the CSJBA and Baseball NSW rules, wherever applicable, with the exception of the following:
- Pitching and base distance will be determined by the Division played as outlined in Rule [13.12](#) herein.
 - Pitching restrictions shall apply as outlined in Rule [13](#) herein.

11 PLAYING RULES BIG LEAGUE

- 11.1 All Big League divisions shall play the normal rules of baseball, read in conjunction with the Official Australian Baseball Rules and the CSJBA Competition Rules and where they are in conflict, these rules shall be preside.
- 11.2 Any Player graded with a NSW State League Club is not allowed to play in the CSJBA competition. Dispensations may be granted by the CSJBA Executive.

12 PLAYING RULES APPLICABLE TO ALL LEAGUES

- 12.1 In all Baseball games no Player shall be permitted to pitch and catch, or catch and pitch in any one (1) game.
- 12.2 The maximum number of runs scored by each Team in any one (1) inning shall be six (6).
- 12.3 Where any Player participates in more than one (1) game of Baseball in any one (1) day, the Player is not permitted to either pitch or catch in the second or subsequent game(s) if they have pitched or caught in any previous game on that day.
- 12.4 In any competition, a team shall consist of a maximum of twelve (12) Players. All available fit Players shall be included in the batting line-up and on the Result Sheet. All Players shall field for at least one full inning in each game.
- In any competition, a team shall consist of a minimum of seven (7) Players from that club. Under this rule, Players not fit enough to take a fielding position in a game shall not be included in the batting line-up.
 - Automatic outs do not apply for teams with less than nine (9) Players in junior competition.
- 12.5 Any of the Players listed in the original batting line-up may be interchanged in any fielding position at any time, provided "TIME" is called.
- 12.6 If a batter is removed from the order due to injury, sickness or distress and not replaced, the batting order will close up and no out will be recorded through the missing batter. Reduction of players in this manner shall be advised to the umpire before the Player is removed and the umpire will then notify the scorers and the opposition manager. The Result Sheet and scorebook will be noted as to the time and nature of the illness or injury. A protest against the removal of a Player may be made:
- by the opposing manager, in accordance with Rule [19](#) herein, or
 - brought to the attention of the Executive by the umpire.
- noting neither party shall assume or be dependent on the other party for doing so.
- 12.7 Players shall maintain their listed batting order and are subject to the normal rules of Baseball.
- 12.8 Scorers may draw the umpire's attention to any batter batting out of order.
- 12.9 For the avoidance of doubt, the Designated Hitter rule does not apply in any age division.
- 12.10 The team mentioned first on the draw shall be the home team, shall occupy the third base

dugout and shall field first.

- 12.11 Any Player who does not slide or attempt to avoid collision with a fielder or catcher in possession of the ball shall be given out. In such cases the ball will be “dead” and runners will return to the last base legally occupied at the time of, or immediately prior to the collision unless forced to advance.
- 12.12 Any intentional collision by a runner or fielder shall be penalised by immediate ejection of the Player and/or Coach.
- 12.13 An “INTENTIONAL WALK”, is prohibited. The penalty for the first such pitch will be an official warning to the Head Coach for un-sportsman like conduct. A second such occurrence will lead to ejection of the Head Coach or individual acting in the capacity of Head Coach.
- 12.14 Tee Ball shall be involved in a series of development games and a regular competition series with no finals. The purpose of the development days is to help those coaches and/or Players new to baseball. While the development series results shall not count towards a competition table, all teams will participate. Clubs failing to enter teams without approval from the Executive may be subject to disciplinary action by the Executive, including the loss of future competition points, and/or fines.
- 12.15 With two out, when a Player who is on the line-up as catcher in the batting team achieves a position safe on base, the catcher/runner may be replaced by either the last runner home or the last batter out, whichever is closest to the catcher/runner in the batting order.
- 12.16 “ON DECK” batters shall stand on the “SAFE SIDE” of the batter at the plate. Unless otherwise agreed between the Coaches of the competing teams and the umpire for that game, the following shall be observed for warm up:
 - a) No one uses any part of the infield for general warm ups.
 - b) About 15 minutes out, the away team may use the infield for 5 minutes.
 - c) About 10 minutes out, the home team may use the infield for 5 minutes.
 - d) About 5 minutes out the sides are ready to play and the plate meeting will commence. All Player and spectator comfort amenities available at a ground should be equally available to both sides.
- 12.17 ALL teams SHALL have at least either one Coach, Assistant Coach, Team Manager or their duly appointed designate, who is registered with Baseball Australia, present at all games and training sessions. At all games, the Result Sheet shall list the Coach who is responsible for the team and who is also responsible for the behaviour of the team’s spectators.
- 12.18 At the conclusion of each game, teams should:
 - a) Line up at home plate along the line of the base that each team occupied with coaches at the rear to supervise.
 - b) Walk through home plate and proceed along the line of the base previously occupied by the opposing team, shaking hands with all members of that team.
 - c) Whilst standing in line, raise caps to acknowledge support of the opposing team’s parents and supporters and,
 - d) Walk back to their own baselines and raise caps to acknowledge support of their own team’s parents and supporters.
 - e) Variations on a) to d) above are permitted.
 - f) Any unsportsmanlike conduct by Players will be addressed by the Executive and could include loss of points and/or fines.
- 12.19 Breaches of the playing rules may result of the loss of game. The Executive shall determine whether the loss of game is warranted. An appeal against this determination can be made in

accordance with Appeals Process outlined in CSJBA Policy and Procedures Manual.

13 PITCHING RULES

- 13.1 Up to, and including Junior League, a pitcher may only pitch three (3) innings OR sixty (60) pitches in any one (1) day.
- 13.2 In Senior League and Big League, a pitcher may pitch four (4) innings OR eighty (80) pitches in any one (1) day.
- 13.3 Top age Players (born 1 January 2000 – 30 April 2000) may only:
 - a) catch 2 innings OR pitch thirty nine (39) pitches in the CSJBA's Big League A competition. and
 - b) only catch 2 innings in the CSJBA's Big League B competition and are ineligible pitch.
- 13.4 In all age divisions, Pitchers will be subject to the following:
 - a) Upon reaching their limit of either sixty (60) or eighty (80) pitches, the pitcher may complete pitching to the batter in the batting box.
 - b) Any part of an inning pitched shall constitute an inning for the purpose of this rule.
 - c) Subject to the above or any rules to the contrary such as that contemplated by rule 12.3, a pitcher is limited to throwing:
 - i. Forty (40) pitches in an inning for Little League and Junior League, and
 - ii. Fifty (50) pitches in an inning for Senior League and Big League, andtherein deemed to have thrown a "SUBSTANTIAL ASSIGNMENT".
 - a) Upon reaching a "SUBSTANTIAL ASSIGNMENT", the pitcher:
 - i. Is not permitted to finish the batter; must immediately stop pitching and shall be removed from the position.
 - ii. Pitchers who have thrown substantial assignments may take any other non-battery positions, although it is highly recommended that they do not play third base or shortstop.
 - iii. For the avoidance of doubt, a pitcher having thrown a substantial assignment shall not pitch or catch in that game or subsequent games on that day.
- 13.5 Restrictions imposed on current "DISTRICT LEVEL REPRESENTATIVE PLAYERS" (DLRP) are as follows:
 - a) In second division competitions a DLRP can pitch or catch. When pitching a DLRP is restricted to a "MINOR ASSIGNMENT". When catching a DLRP may catch for a maximum of 2 innings. Any part of an inning will count as an inning for the purpose of this rule.
 - b) In the CSJBA's third division and Big League B competitions a DLRP shall not pitch, catch or play on the infield.
 - c) Exceptions may be sought from and granted by the Executive.
- 13.6 All DLRP and CSJBA representative Players may also be under restrictions, placed on them by Representative Coaches and the Players well-being shall be the priority at all times. If a pitcher is found to have over-pitched during a game, the score, time and pitching details shall be noted in the scorebook, the pitcher removed from the mound and the will game proceed. If an over-pitching occurs, a new pitcher shall be brought on to pitch and the game will continue.
- 13.7 Any Coach, Assistant Coach, Team Manager or their duly appointed designate found to have

breached the pitching limits, intentionally or otherwise, will be subject to disciplinary action by the Executive or its appointed delegate(s) and may be subject to the penalties outlined herein including being assigned a loss of match.

- 13.8 Little League pitchers are only permitted to pitch four-seam and two-seam fastballs and change ups. Curve- balls, sliders and fork-balls are strictly prohibited for all Little League competitions. This is a protection rule with emphasis on the throwing action of the pitcher and not the movement of the ball.
- 13.9 Pitchers in Junior League and higher age divisions are not restricted in the type or quantity of pitch types they can deliver to the batter with the exception that Junior League Divisions 2 and 3 may only pitch 1 curve ball per batter.
- 13.10 A one (1) minute change-over between innings will be permitted. Any new pitcher shall be given one (1) minute or eight (8) pitches warm-up.
- 13.11 A pitcher, once removed from the mound, shall not pitch again in that game.
- 13.12 The following pitching distances shall be adhered to for the specified competition and division:

Age Group	Base Paths	Pitching Distance
Tee Ball U7- All Divisions	50 Feet	35 Feet
Tee Ball U9 - All Divisions	60 Feet	43 Feet
Little League Machine Pitch - All Divisions	60 Feet	43 Feet
Little League and Minor League – All Divisions	60 Feet	46 Feet
Junior League – All Divisions	80 Feet	54 Feet
Senior League – All Divisions	90 Feet	60 Feet 6"
Big League A	90 Feet	60 Feet 6"
Big League B	90 Feet	57 Feet

- 13.13 In any games where teams are from different divisions then the shorter pitching distance will apply.

14 COMPETITION TABLES

- 14.1 For all competitions, the teams shall be ranked based on their winning percentage achieved in the Qualifying Rounds, that is, the number of wins divided by the number of games played. For the purposes of determining winning percentage, a game that ends in a 'TIE' shall count as ½ of a win for both teams. Note: In accordance with Rule 5.19, winning percentage achieved in other grades shall not be considered in the competition table.
- 14.2 In the event of a tie amongst teams with the same winning percentage at the conclusion of the Qualifying Rounds, the placement of the teams shall be determined in the following manner and order:
 - a) The results of the games between the teams.
 - b) Should a tie remain, the tied teams will be ranked on the basis of run ratio (runs scored divided by runs conceded) in the games between the tied teams.
 - c) Any teams still tied after applying the above provisions of this clause shall be declared to have achieved joint status at that position on the ladder and a toss of the coin shall separate them for the purposes of positions in the finals.
 - d) If teams tie for the last available place in a finals series, an elimination game shall be scheduled between/among them by the Executive.
 - e) For Tee Ball (U9) and Machine Pitch competitions, the above will apply except where teams finish tied for first place, with the same winning percentage, at the conclusion of

the Qualifying Rounds. In such cases, these teams will be declared joint premiers provided each such team had finished with the same winning percentage in tied first place.

- 14.3 The method of conducting Semi-Finals, Finals and Grand Finals shall be as follows:
- a) Semi-Final 1 – the team finishing third will play the team finishing fourth. The team finishing third will be the home team.
 - b) Semi-Final 2 – the team finishing first will play the team finishing second. The team finishing first will be the home team.
 - c) Final – the loser of Semi-Final 1 will play the winner of Semi-Final 2. The loser of Semi-Final 1 will be the home team. The winner of Semi-Final 1 will rest while the Final is played.
 - d) Grand Final – the winner of Semi-Final 1 will play the winner of the Final. The winner of Semi-Final 1 will be the home team.
- 14.4 All Semi-Finals, Finals and Grand Finals are to be played as per normal competition rules. Venues for games will be allocated by the Draw Coordinator but the home team will always bat last.
- 14.5 In the event of a Semi-Final or Final being abandoned due to the fitness of the ground or inclement weather, the game will be re-scheduled for the following Tuesday, Wednesday or Thursday weather permitting. If the game is unable to be replayed due to inclement weather only, then the team finishing higher on the competition table will be declared the winner.
- 14.6 In the event of a Grand Final being abandoned due to fitness of the ground or inclement weather, the game shall be rescheduled only once. The Grand Final, if abandoned, will be rescheduled for the next Saturday immediately after the originally scheduled game. If the rescheduled Grand Final is also abandoned due to inclement weather only, the team first into the Grand Final will be awarded winners.
- 14.7 If a Semi-Final results in a draw at the conclusion of normal time then one (1) additional inning will be played. If the result remains a draw, the team that finished higher on the competition table will be declared the winner.
- 14.8 If at the conclusion of normal time in a Final or Grand-Final the scores are tied, play shall continue until:
- a) The visiting team has scored more total runs than the home team at the end of a completed inning or,
 - b) The home team scores the winning run in an incomplete inning or,
 - c) Weather conditions prevent play from continuing in which case the game shall be considered abandoned and subject to the applicable Rules [14.5](#) or [14.6](#) above.
- 14.9 Final standings for Semi-Final play-offs will be notified to Club Secretaries by the Executive via e-mail and as immediately practical following the last competition round.

15 FORFEITS

- 15.1 Any team receiving a forfeit shall have the game recorded as a 6-0 for the purpose of compiling the “runs for and against” averages.
- 15.2 An umpire shall declare a forfeit to the opposing team in the following situations:
- a) A team fails to appear at the appointed ground and commence the game within fifteen (15) minutes of the scheduled start time.
 - b) A team fails to field the minimum of seven (7) registered Players from that club within fifteen (15) minutes of the scheduled start time.

- c) Where a team has less than seven (7) Players from that club, a forfeit will be declared and a joint training session may be conducted.
 - d) A team refuses to continue a game when so directed by the umpire.
 - e) The umpire disqualifies the team for violating these rules.
- 15.3 Where possible, forfeits shall be notified to both the CSJBA Secretary and St George and Sutherland Shire Umpires Association, twenty-four (24) hours prior to the scheduled game
- 15.4 Penalties for forfeits shall be ten dollars (\$10) for notified forfeits as per Rule 15.3 above and forty dollars (\$40) for un-notified forfeits with half of this amount returned by CSJBA to the host club to assist with the cost incurred in hosting the match.
- 15.5 In afternoon Junior League and older League matches where an un-notified forfeit has occurred, the forfeiting team shall be liable to pay both teams umpires fees if there is an officially appointed umpire in attendance.

16 INCLEMENT WEATHER AND FITNESS OF PLAYING AREA

- 16.1 In the event of inclement weather or unfit grounds, the club responsible for the ground on which that game or games is scheduled shall decide which, if any, games shall be cancelled and shall contact the Inclement Weather Coordinator by 7:00 am to advise which games are to be cancelled.
- 16.2 The Inclement Weather Coordinator will (via an advised method prior to the first scheduled game) make available by 7.30 am which, if any, games have been called off.
- 16.3 In the event of inclement weather, following a decision to go ahead with any game, the Ground Controller responsible shall decide on the fitness of the ground for the commencement of play.
- 16.4 In the event that a game is started and due to the ground condition, excessive heat or inclement weather fails to complete a minimum of one (1) hour of play for Baseball or forty five (45) minutes of play for Tee-Ball and Machine Pitch from the scheduled start time for that game, the game shall be declared a “no game”. This decision is only to be made by the umpire in charge of the game.
- 16.5 If after the above mentioned prescribed period the game is abandoned through any reasonable cause and the team batting in the bottom half of the inning has scored sufficient runs to be in the lead then the score shall stand at the time the game was abandoned, otherwise the score at the last completed inning shall be the game score.
- 16.6 In the event that a change of field is required due to scheduled field being unfit for play, the alternate field shall be appropriate for the match scheduled. The condition of the field is such that play is able to take place. Both team’s Head Coaches shall agree that play can take place. The competition convener shall be notified of the change of venue prior to the commencement of the match. If there is a dispute over any of the aforementioned conditions the competition convener should be contacted and in consultation with the designated Umpire for that game, will make a determination as to the suitability of the alternate field.
- 16.7 The temperature at which the heat will be deemed to be excessive and a game abandoned shall be 33°C for T-Ball and Soft-Toss matches and 36°C for baseball matches. The temperature shall be ascertained by referring to the WeatherZone website using the postcode for the area where the match is being conducted. Team Managers or Coaches may draw the umpire’s attention to the heat.
- 16.8 In the event of Lightening and/or Thunder being observed, the following procedure for announcing the suspension and resumption must be adhered to using the “30 – 30 Rule”

- a) By the time the flash-to-thunder count approaches 30 seconds, all Players should already be inside a safe shelter. If that time is 30 seconds or less, the thunderstorm is within 10km and is dangerous.
- b) Using the '30-30' rule, the distance of the storm should be estimated before allowing play to continue. Wait at least 30 minutes after the last sound (thunder) or observation of lightning and ensure conditions are completely safe before leaving shelter to resume activities.
- c) Each time lightning is observed or thunder is heard, the 30 minute clock should be re-started.

17 FACILITIES AND EQUIPMENT

- 17.1 It is the responsibility of each club to provide proper maintenance and line marking on their home ground(s). This shall include arranging bases and setting out the playing field. In the case of a Machine Pitch competition, it also includes the consistent setting up of the CSJBA approved Machine Pitch machines in conjunction with the umpire and in accordance with Rule 7.4 herein.
- 17.2 Baseball plates (metal cleats) may only be worn by Senior League and older age groups. All other age groups shall wear rubber or plastic studs (cleats). Spikes are prohibited.
- 17.3 Coaches shall check all playing and safety equipment before the game to ensure the safety of his or her Players. Contravention of this rule shall subject the relevant Coach to disciplinary action from the CSJBA Executive. If, in the opinion of the umpire, the equipment is unsafe, the umpire shall request the Player to change their equipment.
- 17.4 With the exception of T-Ball Players, all other Players, shall wear a protective cup at all times during the game. It is the responsibility of parents/guardians to ensure that their child is wearing a protective cup.
- 17.5 Helmets shall have two (2) ear guards and shall be worn by all batters and base runners.
- 17.6 Catchers in all Machine Pitch and Baseball games shall wear the full set of catcher's gear with helmet, mask, ear guards, leggings, chest plate and throat guard. Tee-Ball catchers may wear a baseball helmet only.
- 17.7 All balls used shall be those balls approved for use by the Executive as per the table below:

Age Group / League	Ball Specification
Tee Ball All Divisions	8.5" Safety Ball
Little League Minor Machine Pitch and Player Pitch- All Divisions	RIF 8.5" Balls
Little League Major, Junior League, Senior League, Big League All Divisions	9" Baseball

- 17.8 All fields should be marked according to the rules of Baseball. If no marking is possible, the club shall place flags to indicate the "PASSED BALL" and "FOUL TERRITORY" lines. These flags should be placed twenty (20) meters toward the outfield from first and third base.
- 17.9 All bases are to be pegged or staked at all times during competition games. Every effort is to be made to maintain their placement, but if considered dangerous or unsafe at any time the pegs or stakes should be removed to allow play to continue.
- 17.10 In Tee-Ball and Little League Machine Pitch, first base may be coloured half red and half white to encourage Players to know their area of play. Any Player who intentionally interferes with the first base fielder may be called out by the Umpire. White is for the fielder and red for the base runner. White is positioned so it faces towards second base and red towards foul territory.
- 17.11 Bats shall comply with the specifications for each CSJBA Competition as follows, noting they may not comply with BNSW and BA Tournament requirements:

Age	Maximum Length	Maximum Bat Diameter	At its smallest point	Construction	Maximum Weight/Length Differential
Tee-Ball / LL	N/A	2 1/4"	Any	Note [iii]	N/A
JL	30" or less	2 5/8" See Note: [ii]	7/8" or less	Wood	N/A
	31" – 34"		15/16" or less		
	34" or less		Any	Non-Wood: See Note: [iv]	
SL and BL	32" or less	Any	Any	See Note: [iv]	N/A
	33"				-5
	34" or more				-3

[i] The "Weight/Length Differential" shown above is the numerical difference between the bat weight in ounces and the bat length in inches, in that order.

[ii] CSJBA will allow the use of 2 3/4" diameter bats.

[iii] Bats used in "LL" shall be marked with a BPF (bat performance factor) of 1.15 or less, or a mark for approved use in Little League Baseball.

[iv] Bats used in JL, SL and BL domestic competition may be wood, wood composite / laminated aluminium, ceramic or carbon graphite.

[v] The use of Softball bats is not permitted.

[vi] Bats not conforming to the published specifications for the subject age-group are to be removed from the game, and all instances of actual or attempted use of such bats are to be notified by the Umpire to the Competition Secretary on the Result Sheet.

17.12 Any club official or Player failing to return any uniform, gear or equipment being property of the CSJBA, when requested to do so, shall be disqualified from playing until such uniform, gear or equipment is returned or compensation received by the CSJBA.

18 UMPIRES

18.1 Each club is responsible for the appointment of umpires to games as determined by the Executive. Umpires shall be at least 13 years old. All umpires under the age of 15 shall have a responsible adult to support and supervise them. The supervising adult shall report any abuse of Players or the supervised Umpire, to the CSJBA Secretary. The supervising adult shall have the powers of the Umpire-in-Chief.

18.2 Each club will be responsible to ensure that all umpires appointed are at least accredited to Level "0" standard, familiar with the rules and are competent to umpire the game to which they are appointed.

18.3 Before the commencement of a game, the umpire should state at the Plate Meeting or announce to all Players prohibited activity such as, but not limited to slinging of the bat, running on the inside of the first base line, leaving the bases early, standing on bases to impede a runner from advancing at his own rate.

18.4 If no official umpire(s) is supplied, the home team is responsible for supplying the plate umpire with the visiting team to supply base umpire, both of which are to be at least accredited to Level "0" standard.

18.5 In the event of the umpire(s) appointed not attending at the time set down for the game to commence, an umpire(s) shall be appointed by the Coach of the visiting team and the game commenced. A fine of:

a) ten dollars (\$10) payable to the Association shall be imposed on the offending team for their first offence of not providing an umpire.

b) twenty dollars (\$20) will be imposed for the second such offence and

- c) fifty dollars (\$50) for the third and subsequent offences of not providing an umpire in a single season.
- 18.6 In the event of an umpire having to vacate their post during the game for personal reasons or illness, the visiting teams Head Coach shall appoint another umpire to complete the game.
- 18.7 If an umpire ejects a Player from a game that umpire shall be required to provide a full written report to the Executive no later than 7.30pm on the Monday after the game.
- 18.8 Umpire's judgment decisions are final and shall not be questioned. Breaches of this Rule will be reported to the Executive and disciplinary action undertaken.
- 18.9 Any umpire appointed to control a game shall have the right to eject a Player, official or spectator for persistent bad conduct, behaviour or violent actions which disrupts the game and is not in accordance with these Rules. The ejected person shall leave the immediate vicinity of the playing and spectator areas and shall have no communication with match officials or Players.
- 18.10 Where a Player, official or spectator refuses to comply with Rule 18.9 above within five (5) minutes of being requested to do so, the umpire may call "game" and award the win to the opposing team.
- 18.11 Where a Player, official or spectator has been ejected from a game of baseball:
- a) At the conclusion of the game, the umpire responsible for the person(s) ejection shall note the name of the person on the back of the Result Sheet.
 - b) The umpire responsible for the ejection and Affiliated Club with whom the ejected person(s) was associated, shall submit to the CSJBA a full written report outlining all circumstances, events and any other physical actions or verbal comments associated with the incident. The report is to be submitted in accordance with Rule [18.7](#) herein.

19 PROTESTS

- 19.1 There is no provision for protests in Tee-Ball or Machine Pitch.
- 19.2 With the exception of Rule 19.1 above, all teams have the right to protest in the event of a breach of the playing rules or in the event of an umpire giving an erroneous decision on a point of law.
- 19.3 Protests should be recorded in the scorebook and on the Result Sheet and shall be signed by the umpire.
- 19.4 Details of the protest, clearly stating the nature and details of the protest, shall be lodged in writing to the CSJBA Secretary within 48 hours following the game in which the alleged incident occurred. The Executive reserves the right to accept and consider a protest received after the prescribed period where in its opinion, the protest is of a nature that warrants due consideration.
- 19.5 A fee of fifty dollars (\$50) shall accompany a protest lodged prior to that protest being contemplated by the Executive or their designate. All protests and/or disputes shall be submitted on a club's official letterhead and be signed by the Secretary of that club, or alternatively a covering letter on letterhead and signed by the Club Secretary acknowledging the club's awareness of such protest and/or dispute.
- 19.6 Where a protest has been successful, and the Executive or their designate also determine that game to which the protest relates had the potential to result in a win instead of a loss for the team lodged the protest, the following will take place:
- a) The match being replayed from the point that the breach took place or
 - b) At the point of the umpire's error, or

- c) As otherwise agreed between the both teams and the Executive.
- d) The fee of fifty dollars (\$50) refunded within ten (10) business days.

20 SUBSTITUTES / PLAYING UP

- 20.1 In the event of a team not being able to field nine (9) Players, the team may use a "SUBSTITUTE" Player or have one of its own club Players "PLAY UP".
- a) When a Player plays up more than four (4) games in total in a single season, then unless an exemption is sought from the Executive by the Club to which the Player is registered, that Player will be automatically re-graded to the lowest registered team in the age group and/or division in which they played up. The Executive shall be advised of the change.
 - b) A Player who plays with the same club and who normally plays for a team which is registered in the same age group and division as the team playing short, may do so for a maximum of two (2) games, without penalty. They shall not play in the infield without the consent of the opposing Manager/Coach and shall not be used in the battery.
- 20.2 Teams which breach Rule 20.1(a) or 20.1(b) herein shall be subject to disciplinary action by the Executive or its appointed delegate(s) that may result in loss of game(s) and/or a fine.
- 20.3 In the event of a Player on the line-up becoming injured during the game, the team may borrow, without penalty, an eligible registered Player:
- a) from the same club, or
 - b) from a different club with the consent of that substitute Player's Manager or Coach.
- 20.4 In the Semi Finals, Finals and Grand Finals:
- a) Players from lower divisions or age groups require prior written approval from the Executive to participate as a Player noting they shall not be permitted to:
 - i. Play in the Battery
 - ii. Bat anywhere other than at the end of the batting line up
 - b) No substitutes will be allowed.
- 20.5 Batters may have a substitute runner selected from the batter's team once they reach first base, providing the opposition Manager/Coach agrees. Should the opposing Manager/Coach not give their consent, then the Umpire in Chief shall have ultimate discretion. This however, may be protested.
- a) A substitute runner shall be the last batter out on the batting side.
 - b) A substitute runner for an injured Player shall not steal. For the avoidance of doubt, running on a "Passed Ball" is not a steal. An injured Player shall not be used in the Battery.

21 TIMES OF STARTING AND FINISHING

- 21.1 In all ages and divisions:
- a) Games shall commence at the scheduled time and location stated in the draw and be played for the duration specified in rule 21.4
 - b) If an inning is started ten (10) minutes or more prior to the scheduled finish time, then both halves of the inning are to be played unless the team batting the bottom of the inning is leading at the conclusion of the top half of the inning in which case "game" shall be called by the umpire.

- c) If any team is more than six (6) runs behind or in front at the scheduled finish time then the game shall be called at that time.
 - d) If the visiting team is more than six (6) runs ahead at the scheduled finish time, the score shall revert back to the last fully completed inning, as the home team hasn't had the opportunity to improve the deficit. The visitors will be declared the winner as they shall have been ahead at the bottom of the previous inning.
- 21.2 All game times are to be taken from the scheduled starting time. There is no provision for a late start under any circumstances.
- 21.3 Venues, starting and finishing times for Semi-Finals, Finals and Grand Finals shall be determined by the Executive.
- 21.4 The game duration for each league and division is outlined as follows noting all finish times are subject to Rule 21.2 (b) – (d) herein:

League	Duration
Tee Ball (U7)	1 hour
Tee Ball (U9) and Little League Machine Pitch	1 hour 15 minutes
Little League Major and Minor	1 hour 30 minutes
Junior League	1 hour 45 minutes
Senior League	2 hours
Big League	2 hours

22 PENALTIES IMPOSED

- 22.1 Where it has been determined by the Executive or their designate(s) that a breach of any of these Playing Rules, the CSJBA Constitution or CSJBA Policy and Procedure Manual have taken place by a Member, then in accordance with the provisions outlined in the CSJBA Constitution and CSJBA Policy and Procedures, the Executive or their designates at their sole discretion shall impose penalties that they consider appropriate. They shall use the following guidelines (sourced from Baseball NSW) for imposing minimum penalties:
- a) Dissent of an umpires decision – 2 matches
 - b) Swearing/repeated swearing – 2 matches
 - c) Unsportsmanlike conduct towards an umpire, Player, official or spectator – 2 matches.
 - d) Contempt of CSJBA meeting or hearing – 4 matches
 - e) Instigating or joining a fight – 4 to 12 matches
 - f) Reckless play – 6 matches
 - g) Dangerous play – 8 matches
 - h) Deliberate collision – 8 matches
 - i) Abuse of an umpire (verbal and/or physical; threatened or actual) including after the completion of the game – 8 matches to life.
- 22.2 In the event that the Executive decides to award trophies, any Player disqualified for default or misconduct shall be ineligible.

23 RESULTS SHEETS

- 23.1 Each team shall keep its own as well as the opponent's score for each game and the scorebooks shall be signed by the officiating umpire. Results are to be made known to the Association Recorder or their designate in the manner prescribed by the Recorder by 7pm on the day of the match. A fine of ten dollars (\$10) for the first offence and twenty dollars (\$20) for subsequent offences shall be imposed to clubs for failure to notify the completed game result to the

Executive within the prescribed period.

- 23.2 All Result Sheets are to be completed fully in pen, are to agree with the opposing team's box score and have both teams listed, surname with at least one initial. Failure to complete Result Sheets correctly will incur a fine of ten dollars (\$10) for the first offence and twenty dollars (\$20) for subsequent offences.
- 23.3 Each Club Secretary is responsible for the correct storage of Result Sheets. All Result Sheets shall be copied and sent to the CSJBA Recorder or their designate by 7.30 pm of the Monday following the game. Failure to submit result sheets by the prescribed time shall result in a fine of ten dollars (\$10) for the first offence and twenty dollars (\$20) for subsequent offences each round.
- 23.4 Any club who wishes to dispute results or fines shall lodge the dispute with the CSJBA Secretary, with evidence, within fourteen (14) days of publication accompanied by a twenty dollar (\$20) fee.

24 INJURIES

- 24.1 Players who are injured and require attention to stem the flow of any body fluids, may leave the game without penalty.
- a) If on base, a courtesy runner may be used until replaced by the original Player.
 - b) If at bat, the Player may obtain treatment and if unable to be treated or continue batting as a result of the being hit, within a reasonable period of time as determined by the umpire:
 - i. the batter is not declared out and the next batter in the line-up will come to the plate with no count. Play will re-commence when the umpire calls "play"; and
 - ii. The batter removed for treatment shall not bat again until their turn in the line-up again arrives.
 - iii. The courtesy replacement rule shall utilise the last Player home or the Player last out.