

**Illawarra
Junior
Baseball
Rules and
Playing
Conditions
2015 - 2016**

RULE CHANGES 2014 – 2015-----3

RULE CHANGES 2015 – 2016-----3

(A) BY-LAWS.-----4

INTRODUCTION----- 4
1.0 NOTICE OF MOTION----- 4
2.0 REGISTRATION----- 5
3.0 CLEARANCES / LISTING PLAYERS AS DEFAULTERS----- 5
4.0 PROTESTS AND APPEALS----- 6
5.0 GENERAL CONDUCT AND OBLIGATIONS OF CLUBS TO THE
LEAGUE AND BASEBALL----- 7
6.0 RESULT SHEETS----- 7
7.0 PLAY - OFFS----- 8
8.0 REPRESENTATIVE AND FINALS PRE-REQUISITES----- 8
9.0 REPRESENTATIVE TEAMS AND EQUIPMENT----- 8
10.0 CLUB CHAMPIONSHIP----- 9

(B) PLAYING CONDITIONS.-----10

1.0 GENERAL RULES-----10
2.0 PITCHING RULES-----14
3.0 SPEED - UP RULES-----16
4.0 UMPIRES-----16
5.0 SCORERS-----17
6.0 INFECTIOUS DISEASES POLICY-----17

(C) LOCAL PLAYING RULES.-----18

INTRODUCTION-----18
1.0 GENERAL RULES-----18
2.0 BLASTBALL RULES-----19
3.0 UNDER (6) SIX RULES-----19
4.0 UNDER (8) EIGHT RULES-----20
5.0 ROOKIE (ZOOKA) RULES-----21
6.0 LITTLE LEAGUE (U12) RULES-----23
7.0 UNDER (14) FOURTEEN & UNDER (16) SIXTEEN-----23

Rule Changes 2014 – 2015

B - Playing conditions

- 1.11 Rule has been deleted.

When a teams score has exceeded their opponents by (7) seven runs or more at the completion of a game, the winning teams for/against averages will officially be recorded by the Registrar as (7) seven runs more than their opponents.

Rule Changes 2015 – 2016

(B) PLAYING CONDITIONS

1.1.6 - 1 ½ Hours or 6 Innings

1.1.7 -1 ¼ Hours

1.1.8 – 2 Hours or 7 Innings

1.5 Players in each **NON PITCHBALL(U6,U8 & U10)** age group shall be under the stated age as at 31 st December of that year (eg. for Season 2015-2016 the player will be under the stated age at 31 st December 2015).

Players in each Pitchball age group(U12, U14 & U16) shall be under the stated age of that year as at 30th April of the following year.

1.5.7 **Delete Rule**

(C) LOCAL PLAYING RULES

1.3.7 **Delete Rule**

1.8 **change to** u12 & upwards

1.9.2 **Delete** & U17

1.9.3 **Change to**

<http://www.nsw.baseball.com.au/Portals/29/BNSW%20Bat%20regulations%201st%20Sept%202015.pdf>

Chiefs Rule Proposals:

1. Yes, Amend 5.9.1 (p.22) to read “ Round 6” inplace of the words “Christmas break”
2. Yes, Amend 6.6 (p.24) to read “ Round 6” inplace of the words “Christmas break”

Cardinals Rule Proposal:

1. YES, Amend 5.15 (p.23) to “ Baseballs to be used shall be 8.5” RIB balls, inline with BNSW Ball Policy

(A) BY-LAWS.

INTRODUCTION

The By-Laws (Part A), Playing Conditions (Part B) and Local Playing Rules (Part C) of the Illawarra Junior Baseball League Incorporated are intended to be the principles and rules used to allow the successful running of the domestic competition in the Illawarra.

1.0 NOTICE OF MOTION

1.1 A Notice of Motion must be sent to all members advising that an Annual General Meeting, Management or General Meeting is to be held to consider a Notice of Motion.

1.2 To effect a change in the By-Laws (Part A), a Notice of Motion must be passed by a Management Committee meeting or by an Annual General Meeting of the League.

1.3 The Playing Conditions (Part B) and the Local Playing Rules (Part C) are to be reviewed and passed by the Match Committee annually prior to the commencement of the competition season and shall apply without alteration until the next annual review.

1.3.1 The Match Committee shall consist of one (1) representative from each member club of the League and at least one (1) representative of the IJBL executive.

1.3.2 Rule amendments, deletions and additions shall be voted on by the members of the Match Committee with each member having one (1) vote.

1.4 The Notice of Motion must give all details in writing and give at least (7) seven days notice of the meeting at which it will be considered.

1.5 To consider the Notice of Motion a Quorum consisting of at least six (6) voting members and one executive representative must be present.

1.6 For the Notice of Motion to be passed, a majority of over 50% of those members present entitled to vote under the constitution, must be achieved.

1.7 Should a tied vote occur on the Notice of Motion, the President of the League or his nominated proxy shall have the casting vote.

2.0 REGISTRATION

- 2.1 A player is deemed to be registered within the Illawarra Junior Baseball League when their nominated entry is added by their club & ticked as Paid in the ABF's IMG MTS database.
- 2.2 A player must be registered prior to taking the playing field.
- 2.3 Any team playing unregistered players will incur a total fine of \$50 and lose all competition points for games in which the unregistered player participated.
- 2.4 All Clubs must complete the nominated League registration form each season.
- 2.5 All new players must submit a copy of a Birth Certificate or Proof of Age to the League Registrar within (2) two weeks of registering.

3.0 CLEARANCES / LISTING PLAYERS AS DEFAULTERS

The rules for player clearances and listing of defaulters shall be as follows -

- 3.1 The Illawarra Junior Baseball League Incorporated Secretary shall keep a list of player's names who have been declared defaulters by other Leagues and Clubs affiliated with either the New South Wales Baseball League or the Country Baseball NSW League. It is the responsibility of the Secretary to ensure this list is kept up to date upon receipt of notification from any of the aforementioned bodies.
- 3.2 The Secretary shall be responsible for distributing copies of the list of defaulters to each Club affiliated with the Illawarra Junior Baseball League inc. at the monthly League Management meetings. Each Club shall be deemed as having received notification of current defaulters when their representative receives their copy of that list.
- 3.3 Any player registering with a Club shall be deemed as cleared unless his/her name appears on the most recent list of defaulters supplied to that Club by the League Secretary.
- 3.4 If any player whose name appears on the defaulters list attempts to register with a Club, that Club shall inform the League Secretary of that defaulters attempt to register. This notification must be within a period of (7) seven days from the attempted registration.
- 3.5 The League Secretary may at his/her discretion, call upon the defaulter to appear before the Match Committee to explain his/her indebtedness. The Committee, if not satisfied that the player has made all possible efforts to pay his/her debt, shall suspend the player from playing any competition matches until such times as that player has paid their debt. If the player refuses to appear before the Committee then they shall be suspended in his/her

I.J.B.L. PART (A) BY-LAWS.

absence and the Committee shall ensure that all usual steps are taken as would be with any suspended player.

- 3.6** Any Club knowingly (ie. after notification as per Country Baseball NSW rules), allows a defaulter to play a competition match shall incur the following penalty - loss of all competition points for the matches in which the defaulter participated and a fine totalling \$50.
- 3.7** It is the responsibility of all affiliated Clubs and Leagues to notify the appropriate League Secretary of any defaulter within their Club. Reasons for listing a player as a defaulter should include, but not be limited to, non-payment of fees, non-return of uniforms, etc.

4.0 PROTESTS AND APPEALS

- 4.1** If a protest is submitted to an umpire during a competition game, then a written submission from the protesting team, explaining the circumstances of the protest must be handed to a member of the Executive of the League no later than (24) twenty four hours after completion of the game. Failure to present the written submission with-in the given time frame will result in no further action on the protest.
- 4.2** All protests must be accompanied by a fee of \$20. If the protest is lost then the fee is forfeited to the League.
- 4.3** Any person or body has the right to appeal against any ruling or penalty imposed by the League. The appeal must be submitted in writing, explaining the circumstances of the appeal, and handed to a member of the Executive of the League no later than (48) forty eight hours after imposition or notification of any fine or penalty.
- 4.4** All appeals must be accompanied by a fee of \$20. If the appeal is lost then the fee is forfeited to the League.
- 4.5** Unless the grounds for appeal have been clearly substantiated with new evidence, the appeals committee does not have the power to alter any fine or penalty imposed by the committee that first heard the case.
- 4.6** Provided that a person or body has made an appeal in the correct manner, as laid out in these rules, that person or body is permitted to play until the appeal is heard.
- 4.7** A person or body has the right to appeal to a higher body. Such an appeal must be accompanied by a fee of \$100 and may be made to -
- 4.7.1** Illawarra Baseball League Incorporated.
 - 4.7.2** Country Baseball NSW League Incorporated.
 - 4.7.3** Australian Baseball League Federation.
- 4.8** No protests will be accepted in any games where no competition points are awarded.

5.0 GENERAL CONDUCT AND OBLIGATIONS OF CLUBS TO THE LEAGUE AND BASEBALL

- 5.1** Club Executives shall be held responsible for the conduct of their supporters, non-playing members and players. The Club Executive shall answer any penalties or fines resulting from any actions made by non-playing and non-registered supporters which may be against the laws or ethics of the Illawarra Junior Baseball Incorporated, and/or for bringing the game into disrepute.
- 5.2** Each Club will be responsible to the League for ensuring a Code Of Player Conduct is implemented with-in the formal functioning of the club.
- 5.3** Each Club is committed to Non-Pitch ball Coaches being at least Level 1 and Pitch ball Coaches having Level 2 accreditation.
- 5.3.1** Coaches to be accredited by Country Baseball NSW League or other acceptable League.
- 5.4** Each club is committed to having accredited Umpires and Scorers.
- 5.4.1** Umpires to be accredited by the Illawarra Umpires Association or other acceptable association.
- 5.4.2** Scorers to be accredited by the Illawarra Scorers Association or other acceptable association.
- 5.5** Clubs may be called upon by the Executive of the League to show their intent to comply with the commitments in this clause.

6.0 RESULT SHEETS

- 6.1** Result sheets should be completed in the appropriate places by each team scorer, including the registration of any new players with their Date of Birth and address on the back of the sheet. Pick up players should also be noted on the result sheet stating which Club and age group.
- 6.2** At the conclusion of the game, result sheets should be finalised and signed in the appropriate places by the Umpire/s and scorers, also Umpire comments added if warranted.
- 6.3** It is the winning team's obligation (or home team, if no winner) to return the result sheet to the 'result sheets box' located at the canteen.
- 6.4** All players names (in full) must appear on the result sheet.
- 6.5** **No points will be awarded for incomplete result sheets.**

7.0 PLAY - OFFS

In the event of teams tying for any position then it shall be decided by for and against differential. If this fails to separate, then the team with the least runs against. If they are still tied then head to head results against the tied teams based on wins, then for/against, then least runs against.

- 7.1 In the event of rain, the team finishing lower on the points table shall drop out and their opponent shall advance to the next game.
 - 7.1.1 Team 1 plays team 2 in the Major Semi - Final and team 3 plays team 4 in the Minor Semi - Final, if the games are called off before they have started, because of wet weather or the ground is unplayable, then team 4 drops out and team 2 would play 3 in the Final, team 1 goes straight into Grand Final.
 - 7.1.2 If the same situation occurs in the Final, team 2 would advance and team 3 would drop out.
 - 7.1.3 If the Grand Final is washed out then the team which reached the Grand Final first would be declared Premiers.
 - 7.1.4 If the entire Final Series were to be washed out or not played then the team which finished highest in the Competition would be declared the Winners
- 7.2 If a spare weekend is available, the Executive (in conjunction with the Match Committee) may reschedule a washed out Grand Final ONLY.

8.0 REPRESENTATIVE AND FINALS PRE-REQUISITES

- 8.1 To be eligible to play Semi-Finals, Finals and Grand Finals (excluding knockouts), a player must have participated in at least 3 competition games played during the season.
- 8.2 To be eligible to represent Illawarra at Country Championships and State Cup, a player must have participated in at least 5 competition games played, including Semi-Finals, Finals and Grand Final but excluding knockouts.
- 8.3 Compliance with clauses 8.1 and 8.2 may be waived (in exceptional circumstances) upon written application to the Management Committee stating reasons why the player should be exempted from this rule. Prior to the last management meeting before the semi finals, and /or final selection for representative teams.

9.0 REPRESENTATIVE TEAMS AND EQUIPMENT

- 9.1 Representative squads for the Country Championships shall be picked and

I.J.B.L. PART (A) BY-LAWS.

shall commence training at the discretion of the squads Head Coach. The Head Coach is responsible for notifying players where and when training is to be.

- 9.2** All players shall sign a code of conduct which is to be in the possession of the team manager prior to any player participating in any event organised for the team.
- 9.3** All money for representative players fees for uniforms, registration, etc. must be paid with-in (6) six weeks of the teams first notification of these costs.
- 9.4** A deposit of \$50 will be collected from each player hiring uniforms from IJBL to cover damage to the uniform and a refund of \$30 will be given to the player upon return of the uniform in good condition.
- 9.5** Representative uniforms and gear shall be handed out by the gear steward. The representative Managers shall keep a copy of uniforms handed out and gear given out to the Coaches, they shall also give a copy to the Executive.

10.0 CLUB CHAMPIONSHIP

The club championship will be calculated by the following method:-

- 10.1** For every team entered in the competition a club will receive one point (if the team is withdrawn during the season the point will be deducted).
- 10.2** In addition to this:-
 - 10.2.1** For Little League the win percentage of each club team participating will be multiplied by a factor of 1.0
 - 10.2.2** For U14's the win percentage of each club team participating will be multiplied by a factor of 1.5
 - 10.2.3** For U16's the win percentage of each club team participating will be multiplied by a factor of 2.0

(B) PLAYING CONDITIONS.

1.0 GENERAL RULES

Games conducted by the Illawarra Junior Baseball League Incorporated will, in addition to the rules of Baseball include the following -

1.1. Game duration's will be as follows –

- 1.1.1** Blast Ball - 30 Mins
- 1.1.2** U/6 - 45 Mins
- 1.1.3** U/8 - 1 Hour.
- 1.1.4** U/9 - 1 ¼ Hours.
- 1.1.5** Rookie(U10) - 1 ½ Hours
- 1.1.6** Little League(U12) - 1 ½ Hours or 6 Innings.
- 1.1.7** U/14 - 1 ¾ Hours or 7 Innings.
- 1.1.8** U/16 - 2 Hours or 7 Innings.

1.2 Game times will be set each season by the Match Committee.

- 1.2.1** In the event of bad weather, the President of the league and one person from each club shall have the power to determine whether or not the ground is in playable condition.
- 1.2.2** Only the Executive, with consultation of the clubs involved, has the power to postpone games to a later date or time.
- 1.2.3** Matches set down as competition fixtures must be played out for a minimum period to constitute an official game -
 - 1.2.3.1** Non pitch ball - 50% of the time limit or (3) three innings which ever occurs first.
 - 1.2.3.2** Pitch ball - 50% of the time limit or (5) five innings which ever occurs first.
- 1.2.4** In Semi-Finals, Finals and Grand Finals, in the event of the scores being tied at the completion of the time limit, a max of two (2) extra innings will be played until a result is achieved. If this fails to produce a result, the team finishing higher on the ladder during the competition rounds will be declared the winner. Also refer to By-Laws Section 7 for

I.J.B.L PART **(B) PLAYING CONDITIONS.**

wash-outs.

1.2.5 If rain or any other factor prohibits a Semi Final, Final or Grand Final from being completed, it must be recommenced from the position where the game was called off, at a time and date to be arranged by the Executive of the League.

1.3 If a team doesn't have 9 players and a minimum of 6 players, and all other venues to get pickup players have been exhausted, then a normal game will proceed with all rules, points, MVP's etc applying.

a) In the normal rounds, where a team is unable to field nine [9] players, its batting order shall consist of its total complement of players in rotation (i.e. there will be no automatic outs).

b) During any finals series in Little League & above age groups, if a team is unable to field nine [9] players, any missing players will be listed as Shorty 1, Shorty 2, etc in the score books and be an automatic out when it is their turn to bat.

1.3.1 The team shall have (15) fifteen minutes from the scheduled start of the game to field (9) nine players.

1.3.2 They must have a minimum of (6) six Club players.

1.3.3 A maximum of (3) three pick-up players are allowed from other clubs, these players are only allowed to play in the outfield.

1.3.4 Any number of players from the same club are allowed to play as long as they meet the age requirements.

1.3.5 If a game in the same age group, played at the same time, is forfeited or postponed to a later time or date, those players are not allowed to become pick-up players in games of their age group/division that are being played at their normal time.

1.3.6 Pick-up players must be noted on the result sheet (Name, Club & Team).

1.3.7 In Semi-Finals, Finals and Grand Finals no pick up players are allowed.

NOTE: A pickup player is a player from another club or a club team in the same age group. Underage players playing up as fill-in options for their higher age team are not deemed pickup players.

PENALTY FOR BREACH OF RULE 1.3 : Loss of points for that game and a fine of \$50.00

1.4 No Playing time shall be lost when -

1.4.1 One team does not have (9) nine players at game time but has a team of (9) nine before the (15) fifteen minutes time limit is up.

I.J.B.L PART **(B) PLAYING CONDITIONS.**

- 1.4.2** The Umpire fails to appear on time or fails to appear at all.
- 1.4.3** If the Top of an innings starts at least (10) ten minutes prior to the scheduled finish time, then the bottom of the innings shall be played out if necessary to get a result. NOTE: The ten minute rule shall apply from the time 'the 3rd out' is made in the innings just completed.
- 1.4.4** Games must not go beyond 15 minutes of the scheduled completion time. If a game has not been completed by this time, then the game will stop and the score revert to the last even innings.
- 1.5** Players in each NON PITCHBALL (U6, U8, & U10) age group shall be under the stated age as at 31st December of that year (eg. for Season 2015-2016 the player will be under the stated age at 31st December 2014). Players in each pitchball age group (U12, U14, & U16) shall be under the stated age of that year as at 30th April of the following year.
- 1.5.1** Players registered in older age groups are not allowed to play down in lower age groups without an exemption being granted by the Match Committee prior.
- 1.5.2** Players registered in a younger age group may play up in any age group without penalty.
- 1.5.3** Where a club has more than (1) one team in an age group/division, the following restriction on movement between teams shall apply after the first three (3) rounds - In all age groups of the one division players may only cross between teams in order to field enough players to avoid a forfeit. For the purpose of this rule only, these players are not allowed to play in the battery positions (i.e. pitch/catch)
- 1.5.4** Where the competition has (2) two divisions (A & B), a player may play up a division but cannot play down. A player must get a regrade from the match committee to play in a lower division and must remain there for a minimum of three games.
- 1.5.5** The teams in that competition shall be notified before the next round of any regrades and all clubs shall be notified at the next management committee meeting.
- 1.5.6** Where the competition has two (2) divisions (A & B), clubs shall nominate which division they wish their team/teams to participate in when team nominations are submitted to the League. In each division the first three (3) competition games shall be played with no points awarded. After the first three (3) games the Match Committee will regrade the teams in each division and place them in the division deemed appropriate from match results. Once graded they shall remain in the division they were placed for the remainder of the season.

I.J.B.L PART **(B) PLAYING CONDITIONS.**

PENALTY FOR BREACH OR RULE 1.5 : Loss of points for all games played in the wrong team and fine of \$50.00

- 1.6** All players are required to use double eared batting helmets which must be worn whilst batting and base running.
 - 1.6.1** In Teeball & Rookie ages all helmets must have chin straps and be done up.
 - 1.6.2** All players from U/13's and under, when acting as a base coach or a bat person must wear a batting helmet.
 - 1.6.3** Protectors are compulsory for all Male players and must be worn in all age groups.
 - 1.6.4** Any Person when warming up a Pitcher must wear a catchers face mask.
 - 1.6.5** All Catchers to wear facemasks with a formed or attached throat guard.
 - 1.6.6** In teeball games the catcher & pitcher must wear a helmet whilst in the field. In Rookie/Zooka age group, the pitcher must wear a helmet whilst fielding.

- 1.7** All teams and all team coaches shall be correctly attired in accepted club uniform or team colours whilst ever being a participant in any competition or Finals series.
 - 1.7.1** All players must wear either joggers or boots with rubber moulded studs. Screw in studs or metal studs not permitted. NOTE: In the U16 competition metal cleats will be allowed.
 - 1.7.2** Coaches must wear covered in shoes.
 - 1.7.3** No smoking permitted on the field or in the playing area by the coach.

PENALTY FOR BREACH OF RULE 1.7: The offending player or coach is ejected from the game.

- 1.8** Fines imposed by the league for the following will be
 - 1.8.1** Failure to fulfil umpiring duties - \$20.00
 - 1.8.2** Failure to attend scheduled working bees - \$50.00 (per person).
 - 1.8.3** Failure to attend scheduled meetings - \$50.00 (members of IJBL executive cannot be the club delegate).

I.J.B.L PART **(B)** PLAYING CONDITIONS.

- 1.9** Re-entry - in the event of an injury requiring a player to be taken out of the game, re-entry of a previously benched player will be allowed (to prevent a forfeit), provided there are no fresh reserves on the bench. (the umpire will adjudicate on this matter).
- 1.10** No game will commence until both scorers are seated together at the back of home plate.
- 1.11** (Note: *Rule has been removed*)
- 1.12** Semi – finals, finals and Grand finals. Prior to the commencement of each game of the final series each team must exchange batting line up sheets.
- 1.13** When a batter or base runner is trying to obtain 2nd, 3rd or home base, only when a play is being made, the runner must slide or attempt to avoid collision with a fielder or catcher in possession of the ball. Failure to do so will result in the batter/base runner being called out, the ball will become 'dead' & runners will return to the last legally occupied base at the time of the collision, unless forced to advance.
NOTE: The definition of a play is where you have the ball & runner arriving at the same time.

2.0 PITCHING RULES

Players competing in the Illawarra Junior Baseball League Incorporated will comply with the following pitching restrictions.

2.1 Pitchers will be allowed the following number of pitches -

- 2.1.1** U/12 (LL) - 40 pitches or 6 outs (which ever comes 1st)
- 2.1.2** U/14 - 50 pitches or 9 outs (which ever comes 1st)
- 2.1.3** U/16 - 60 pitches or 12 outs (which ever comes 1st)
- 2.1.4** One pitch thrown in an innings will constitute an innings.

2.2 When playing in an older age group then the pitch count restrictions for the players correct age group shall apply.

- 2.2.1** A 8 year old player (ie. born in 2006) is not eligible to pitch or catch in the U12/Little League competition. A 9 year old player (ie. born in 2005) is :-
- i) eligible to pitch a max of 20 pitches (he/she will not finish the batter).
 - ii) The player may catch in the Little League game but to a max of 2 innings, in line with Rookie (Zooka-U10) rules.

2.3 When a pitcher is 10 pitches short of his/her total, the scorer or pitch counter **must** notify the Umpire.

2.4 A pitcher may finish pitching to a batter that is in the batting box when his/her limit is reached, without penalty.

I.J.B.L PART **(B)** PLAYING CONDITIONS.

2.5 When any player participates in more than 1 (one) game on any day he/she is not permitted to pitch or catch in the subsequent game/s if he/she has pitched or caught in any previous games played.

2.5.1 A player pitching 25-49 (or catching more than 3 innings) requires one day rest from the battery (eg. a player throwing 30 pitches in Sydney on Saturday would be ineligible to pitch/catch on Sunday).

2.5.2 A player pitching greater than 50 pitches requires two days rest from battery. (eg. a player throwing 55 on a Friday would be ineligible to pitch/catch in our competition on a Sunday).

2.5.3 A player not may pitch & catch in the same game.

2.6 Once a pitcher has been removed from the mound he/she may not pitch or catch again that day.

2.7 No curve balls will be thrown in any pitch ball age division other than U/16's or higher.

2.8 Second Visit Rule. On second visit to the Pitcher in the same inning, the Pitcher must be removed from the mound. The Pitcher may then play in another defensive position (other than Catcher see **2.5** above).

PENALTIES FOR BREACH OF RULE 2.0 :

PENALTY 1 - for over pitching a pitcher, (either in the number of innings or pitches), shall be loss (**ie 7 - 0**) of that game and a fine of \$50.00 will apply.

PENALTY 2 - If a Coach over pitches any pitcher on more than (1) one occasion he/she shall serve a minimum (1) one match suspension and will be called upon to explain his/her actions to the Rules Committee who shall impose such penalties as deemed appropriate for the breach.

I.J.B.L PART **(B)** PLAYING CONDITIONS.

3.0 SPEED - UP RULES

The intent of these rules is to allow umpires, coaches and players to limit time-wasting and to encourage games to progress quickly and smoothly.

- 3.1** Pre-game practice - in no event should pre-game practice interfere with or delay the scheduled start of the game.
- 3.2** Warm-up pitches - a pitcher entering a game to replace a pitcher who has been injured or has fulfilled his/her pitching commitment shall be permitted a maximum of (8) eight warm up pitches. Pitchers warming up prior to the start of an innings will be limited to (60) sixty seconds.
- 3.3** Designated runner for the catcher - a catcher may participate offensively until there are (2) two outs or when he/she reaches 1st base.
 - 3.3.1** If on base he/she must be replaced by a designated runner immediately the second out is achieved.
 - 3.3.2** If at bat and there are (2) two outs he/she must be replaced once the play by which he/she gets on base is complete.

PENALTY FOR BREACH OF RULE 3.0 : Failure to replace the catcher once this rule is brought to the offensive teams notice by the umpire will result in the player being called 'out'.

4.0 UMPIRES

In all age groups the home team is responsible for supplying the umpire. In pitch ball ages groups (eg. U12 & above), the home team supplies the plate umpire & the away team the field umpire.

NOTE: If the plate umpire doesn't have the necessary protective equipment available they may umpire from behind the pitcher.

In addition to enforcement of the rules of the game, umpires are responsible for enforcement of the following.

- 4.1** Umpires are responsible for enforcement of the speed-up rules. All violations of this section should be reported to the secretary and referenced in the umpires' written report to the Management Committee.
- 4.2** Umpires are responsible to ensure that all players are correctly attired (including club cap) and that they are wearing the correct footwear.
- 4.3** Umpires are responsible to ensure that coaches wear the appropriate footwear.
- 4.4** Umpires are responsible to ensure that coaches do not smoke on the playing area.

5.0 SCORERS

Each Team must have a scorer. Scorer's are to sit together during the game, they are part of their Team and must behave accordingly. Pitchball teams should have a separate Pitch Counter, whom should sit with the scorer.

NOTE: It is recommended that pitch ball scorers are accredited to at least Level 1

6.0 INFECTIOUS DISEASES POLICY

The League is committed to following the Country Baseball NSW League Inc. infectious diseases policy guidelines.

6.1 The following specific rules of this policy will be enforced by the League -

Section 4 parts d & e.

Section 5 part a.

Section 6 parts b, c, d, e & f.

6.2 Variations to the following infectious diseases policy rules shall apply - Section 4, part e, clause iii) - Where a player is forced to remove and replace blood stained clothing, it is not necessary to replace it with club uniform for him/her to continue in the game.

Section 6, part c) - A player removed from the game for bleeding to be attended to may be replaced immediately with a player from the bench, they may come back into the game after the injury has been treated but must resume the same position in batting line up and in the field. The bench player used shall not be penalised for having taken part as a temporary replacement. If no replacement player is available (ie. only have (9) nine players), then Section 6, part c shall apply as stated in the infectious diseases policy.

Section 6, part f) - The Umpire has the power to eject any player/official if they refuse to obey the rule.

(C) LOCAL PLAYING RULES.

INTRODUCTION

Games conducted by the Illawarra Junior Baseball League Incorporated, will in addition to the By-Laws (Part A) and Playing Conditions (Part B) include the following Local Playing Rules (Part C).

1.0 GENERAL RULES

1.1 The team mentioned first in the draw shall be the Home team, occupy 3rd base bench and field first.

1.1.2 Home team shall be responsible for setting out of and packing up of the field and equipment.

1.2 Specific rules not covered by Playing Conditions (Part B) or Local Rules (Part C) shall be as per NSW JBL Official TEE Baseball, the Country Baseball NSW Rules, the NSW Baseball Rules and the Official Baseball Rules approved by the ABF.

1.3 Base paths and pitching distances shall be as follows -

			Base Path	Pitching Distance
1.3.1	U/6	-	40 ft (12.12m)	30 ft (9.144m)
1.3.2	U/8	-	50 ft (15.240m)	40 ft (12.192m)
1.3.3	U/9	-	60 ft (18.288m)	46 ft (14.02m)
1.3.4	Rookie (U/10)		60 ft (18.288m)	46 ft (14.02m)
1.3.5	Little League		60 ft (18.288m)	46 ft (14.02m)
1.3.5	U/14	-	80 ft (25.908m)	54 ft (16.460m)
1.3.6	U/16	-	90 ft (27.432m)	60 ft 6" (18.440m)

1.4 TEE Ball shall be played in U/6, U/7, and U/8 age groups and no competition points shall be awarded.

1.4.1 The batter must have a full swing of the bat. PENALTY - Strike called.

1.4.2 Any batted ball caught in the field of play, the batter is out.

1.5 The ZOOKA machine will be used in Rookie (U/10) age groups and no competition points shall be awarded.

I.J.B.L. PART **(C) LOCAL PLAYING RULES.**

1.6 PITCH BALL shall be played in U/12, U/14, & U/16 age groups.

1.6.1 Pitching Restrictions - refer to Playing Conditions section 2.0

1.6.2 All team Players (up to a maximum of 12) will be placed on the batting line up and bat in the U/12, U/14 & U/16 competitions.

1.6.3 There are no limits to the amount of interchanges in the field (other than the normal Pitching – catching restrictions refer to playing conditions section 2.0)

1.7 Designated batter is not permitted in any age group

1.8 Infield fly applies in all age groups from U12 upwards.

1.9 Baseball Bats shall comply with the following –

1.9.1 U6, U/8, U/9, U/10 & Little League, bats shall be of wood or aluminium construction, Max. Length of 33" and Max. Diameter of 2 1/4".

1.9.2 U/14 & U/16 bats shall be as per official baseball rules.

1.9.3 As per BNSW regulations –

<http://www.nsw.baseball.com.au/Portals/29/BNSW%20Bat%20regulations%201st%20Sept%202015.pdf>

1.10 Any Player given an exemption to participate in an age group below must be reassessed at the completion of round 6.

2.0 BLASTBALL RULES

2.1 Maximum of (5) members per team to take to the field.

2.2 Equal number of bats per innings per team.

2.3 Tape for fair ball to be placed at 5m from tee. No fielder to be inside this area.

2.4 Tee to base 10m (to be adjusted according to the skill level and age of players)

2.5 Gloves are not required.

2.6 Emphasis is on FUN rules may be modified

3.0 UNDER (6) SIX RULES

3.1 Bat (6) six players per inning.

3.2 Any thrown ball going over the 1st base or 3rd base foul line will be Dead. Play will stop and no extra bases will be awarded.

3.3 Only the pitcher is to be inside the diamond when Play-Ball is called by the

I.J.B.L. PART **(C) LOCAL PLAYING RULES.**

umpire. Pitcher must have both feet in contact with pitchers rubber until ball is hit.

- 3.4 TIME will be called by the umpire when any infielder has the ball under control and not attempting a play.
- 3.5 Teams are encouraged to take the field with only (6) six players.
- 3.6 A completed innings shall be when each team has batted six (6) players (ie. no. outs are not taken into account).
- 3.7 Put out players can remain as runners.
- 3.8 Baseball shall be 8.5" Incrediball Safe T Ball.
- 3.9 Coaches are permitted in the outfield only.
- 3.10 An arc with the radius of 9 feet (2.74m) from the apex of Home Plate shall be drawn between the 3rd base line to the 1st base line. A foul is called if a batted ball comes to rest within arc line.
- 3.11 Under no circumstances are scores to be kept for this age group (ie. no scorebooks).

LET'S HAVE FUN WITH THIS GROUP, WINNING COMES A LONG LAST.

4.0 UNDER (8) EIGHT RULES

- 4.1 Any ball thrown by a fielder that goes over the 1st base or 3rd base Dead Ball line will be Dead. Play will stop and no extra bases will be awarded.
- 4.2 Any ball that is hit to the outfield must be thrown back to an INFIELDER, who is fielding in their normal position, TIME will be called by the Umpire when the infielder has control of the ball.
- 4.3 Only the pitcher is to be inside the diamond when Play-Ball is called by the Umpire. Pitcher must have both feet in contact with pitchers rubber until ball is hit.
- 4.4 The batter will be given (5) five chances to hit the ball off the Tee.
 - 4.4.1 If the batter fails to hit any of the five balls fair they are out.
 - 4.4.2 If the batter repositions their back foot after Play-Ball is called then a strike will be called on the batter.
- 4.5 If any fielder substantially improves their position after Play-Ball is called, and before the batter has hit the ball, then if the ball is hit to that fielder the batter shall be given Safe at 1st base. Any runner forced to advance does so with-out liability to be put out.

I.J.B.L. PART (C) LOCAL PLAYING RULES.

- 4.6A completed innings shall be (9) nine players or (3) three outs, whichever occurs first.
- 4.7 Baseball shall be 8.5” Incrediball Rubber Safe T Ball.
- 4.8 Coaches are permitted in the outfield.
- 4.9 An arc with the radius of 9 feet (2.74m) from the apex of Home Plate shall be drawn between the 3rd base line to the 1st base line. A foul is called if a batted ball comes to rest within arc line.
- 4.11 When the ninth batter hits a fair ball, the side may be put out by:
- a) Getting the ninth batter out at or prior to attaining first base, irrespective of the number of outs.
 - b) Getting three outs by normal play.
 - c) Any fielder holding the ball and standing on home plate irrespective of the number of outs.
 - d) Any fielder controlling the ball and standing on any base. All runners who have already passed the fielder are awarded the next base if there are less than two out.
- 4.12 No runs shall score if the third out is the result of a force play.
- 4.13 In the case of the last batter if :-
- a) the ball is over thrown and becomes “DEAD” i.e. goes beyond the limits of the playing field (dead ball line) or hits a person not involved in the game etc. The umpire calls “Time” from the moment at which the ball is dead i.e. crosses the line. All runners (including the batter) advance to the base they were running to when the umpire called “Time”.
 - b) If, after the ninth batter has hit a fair ball, the ball in the opinion of the umpire is deliberately over thrown and becomes dead, all runners shall be awarded “HOME”. The coach of the fielding team shall be warned that a repetition of the warning will warrant his/her removal from the game.

5.0 ROOKIE (ZOOKA) RULES

5.1 All machines will be set to the program as decided upon by the IJBL Match Committee and must not be altered

5.2 Base runners are not permitted to steal. Advancement can only be by a batted ball. eg. No advance can be made on a pass ball to the catcher from the Zooka machine.

5.3 *Bunting is not permitted - Penalty batter is out.*

5.4 Any ball thrown by a fielder that goes over the 1st base or 3rd base Dead Ball line will be Dead. Play will stop and no extra bases will be awarded.

5.5 Though only nine players may take the field at any time, up to twelve batters may make up the batting line up. The “bench” players do not necessarily have to

I.J.B.L. PART (C) LOCAL PLAYING RULES.

be the last three players on the batting line up. However all twelve players **must** bat in turn. **All players must bat.**

- 5.6** Any of the twelve (12) players listed on the batting line up may be interchanged with the nine starting fielders at any time.
- 5.7** Catchers must wear full catcher's gear and shall be positioned behind home plate within the confines of the catcher's box until the ball crosses home plate. A catcher may catch only two (2) innings.
- 5.8** Both of the pitcher's feet must be in contact with the pitcher's rubber until the ball is hit. If the pitcher is not, it is a delayed dead ball and play shall continue. The batter shall not be put out before reaching first base and any runners forced to advance shall not be put out before reaching their next base. The batter or any runner may be put out advancing past their next base.
- 5.9** A batter shall be out if he/she:-
- 5.9.1** Up until round 6, after the third strike the umpire will arrange to have a tee brought to home plate and the batter given one chance to hit the ball into play from the tee. After round 6, the batter will be called out if he/she swings and misses three times or fails to swing.
- NOTE: Any hit from a tee will be limited to 1 base for the batter & all runners.
- 5.9.2** Only the first two fouls shall count towards the number of strikes from the machine.
- 5.10** A batted ball that hits the Zooka machine shall be called a dead ball & the batter awarded first base. Base runners will be awarded the next base only if 'forced'.
- 5.11** If a thrown ball hits the Zooka machine then the ball shall be called "dead". Any runners on base shall not proceed to another base in this instance.
- 5.12** When the ball is hit the batter's feet must remain inside the lines of the batting box otherwise a foul/strike shall be called on the batter.
- 5.13** A team shall be entitled to bat until the fifth (5th) run is scored in any innings, or until the third out is made (whichever occurs first). When the fifth (5th) run is scored the scorers shall inform the umpire who shall cease the inning.
- 5.14** If a team has more than twelve players, the additional player/s may only enter the game as a substitute player. A player once replaced is not to take any further part in the game.
- 5.15** Baseballs to be used shall be 8.5" RIB balls, inline with BNSW ball policy.
- 5.16** The Zooka machine will be set so the exit speed of the pitched ball will be in the range 37-39 mph.

6.0 LITTLE LEAGUE (U12) RULES

- 6.1** Base stealing is allowed only after the ball crosses the plate.
- 6.1.1** If a player leaves the base early they will be given out, the ball is dead and all other runners return to the base they occupied prior to the offence.
- 6.2** No balks shall be called in this age group.
- 6.3** No dropped K2's rule will apply, the batter is out automatically on a 3rd Strike and the ball remains alive.
- 6.4** A completed innings shall consist of: when (3) three outs are achieved **or when the 5th run crosses the plate, no further runs shall be scored.**
- 6.5** Leather baseballs 9" shall be used.
- 6.6** Up till round 6, when a pitcher has thrown ball 4 to the batter, the base runners will advance as per normal baseball rules (eg. to break the force play). The coach of the batting side will then throw pop ups for the batter to finish his turn at bat. (ie. If the batter has no strikes against them they will get 3 swings at pop ups, if 1 strike they get 2 swings, 2 strikes 1 swing. Normal rules will apply once the ball is hit. After round 6 on ball 4 the batter shall be awarded the base as per normal baseball rules. *[The aim of this rule is to encourage clubs, in the early part of the season, to try children in the pitching position whilst still allowing some plays if they are unable to throw strikes]*

NOTE: Any hit from a pop-up will be limited to 2 bases.

7.0 UNDER (14) FOURTEEN & UNDER (16) SIXTEEN

7.1 As per Official Baseball rules. except :-

- 7.1.1** A completed innings shall be when (3) three outs are achieved OR when the (5th) fifth run has been scored. No runs shall be scored for runners over the Plate following the fifth (5th) run.

7.2 Leather baseballs 9" shall be used.