

# Macarthur Baseball League

## Junior and Senior Baseball

### Competition and Associated Rules

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|--------------------|----------|---|
| <b>Rule 10.4.1</b> | <b>=</b> | <b>New Rule – Illegal Bats – Tee-Ball to Senior League</b>  |
| <b>Rule 10.4.2</b> | <b>=</b> | <b>New Rule – Illegal Bats – Seniors including O'35's</b>   |
| <b>Rule 10.6</b>   | <b>=</b> | <b>Update - Catcher's Mask, Helmet and Throat Protector</b> |
| <b>Rule 10.7</b>   | <b>=</b> | <b>New Rule - Coaches Skull Caps</b>                        |
| <b>Rule 12.4</b>   | <b>=</b> | <b>Update - Anti-Collision Rule</b>                         |
| <b>Rule 12.5</b>   | <b>=</b> | <b>Update - Head first sliding</b>                          |
| <b>Rule 12.8</b>   | <b>=</b> | <b>Update - Mandatory Play for Juniors</b>                  |
| <b>Rule 14.1</b>   | <b>=</b> | <b>Update - In line with Rule 10.6</b>                      |

These rules shall be read in conjunction with the constitution of the Macarthur Baseball League (hereafter referred to as the MBL), and the rules of Baseball as adopted by the Australian Baseball Federation (hereafter referred to as the A.B.F.), the N.S.W. Baseball League (hereafter referred to as BNSW.)

These rules shall be preferred when any of these rules conflict in meaning or interpretation.

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# COMPETITION MANAGEMENT

## 1. COMPETITIONS

### 1.1 Affiliation of Clubs

In the case of teams being part of a Baseball Club, that Club must affiliate with the MBL before any of their teams may participate in any competition run by the MBL.

### 1.2 Affiliation of Teams

In the case of individual teams not affiliated with a Baseball Club that team must affiliate with the MBL.

### 1.3 Designated Grounds

All competition games shall be played on grounds as designated by the MBL.

### 1.4 Age Groups and Divisions

The MBL shall run competitions in whichever age groups or divisions deemed fit by the Executive Committee.

### 1.5 Competition Draws

The Executive Committee shall, as it sees fit, prepare competition draws which it may alter in case of emergencies. The Executive Committee shall advise all relevant people as early as possible of any such changes.

### 1.6 Determination of Competition Standings

In all competitions, the method of determining competition positions shall be the percentage of wins to losses. This shall be calculated by: -

- Divide the number of wins (where a draw shall count as half a win) by the number of games played.
- The result of this calculation shall be multiplied by 1000 with the result being the percentage win/loss.

## **1.7 Determination of Finals Positions**

In all competitions where teams have completed the regular season on equal win/loss percentages, final positions shall be determined by head to head results between the two teams (win/loss), the better runs for and against percentage from games between the equal two teams only. If this still results in a tie, then the 'for and against' for the entire competition will be used.

## **1.8 Calculation of Runs for and Against**

The method of calculating runs for and against shall be to: -

- Add "runs for" to "runs against" and divide the result by "runs for".
- The lower number shall be the winner.

## **1.9 Minor Premiers**

The team ahead on percentages at the end of the regular season shall be declared the Minor Premiers.

## **1.10 Final Series Draw**

In competitions where a final series is played the series shall be: –

- Minor Semi Final - Third vs. Fourth (loser eliminated)
- Major Semi Final - First vs. Second
- Preliminary Final - Loser Major Semi Final vs. Winner Minor Semi Final (loser eliminated)
- Grand Final - Winner Major Semi vs. Winner Preliminary Final.

## **1.11 Rescheduling of Finals**

If a Final Series game cannot be concluded at the appointed time or place due to inclement weather, unfitness of the playing surface or darkness, the Executive Committee shall make all efforts to reschedule the game for play in line with rule 1.12.

## **1.12 Rescheduling of Games**

No official game may be rescheduled to a different date, venue or time without the permission of the Executive Committee.

## **1.13 Rescheduling of No Game**

If a game is declared a 'No Game' because of the unfitness of the playing area or poor light, that game may be rescheduled for play at the discretion of the Executive Committee.

## **1.14 Ground Authority's Notification of fitness to play**

If a ground is declared unplayable for a part or full day's play, the Ground Authorities must contact the MBL Registrar by seven (7) am for all Junior Games and by 12(noon) for senior games.

## **1.15 Club Championship**

Club Championship shall be decided in the following manner: -

1. The Club Championship will be determined at the end of the regular season (i.e. Final Series games shall not be included).
2. Each Club shall be awarded two points for each team, which completes the competition.
3. Each Team will be awarded the following points based on positions at the end of the regular season:
  - First (1st) position - four (4) points
  - Second (2nd) position - three (3) points
  - Third (3rd) position - two (2) points
  - Fourth (4th) position - one (1) point
4. Composite Club Teams shall evenly share the points awarded to that team.
5. The Club that amasses the most points in the above manner will be declared the Club Champion.



## **2. REGISTRATIONS AND GRADING**

### **2.1 Registration**

- Each Club must register their players, officials and volunteers in the Sports TG member database. Registration will include for each member: the member number, name, address, phone number, e-mail and date of birth.
- The database will show that all the current registered players, officials and volunteers are active, have the correct 'Member Type' and are financial by having paid their respective 'Subscription'. The appropriate players should then be grouped by teams in the club's 'teams' before such players are eligible to play.
- No person shall be eligible to play until the MBL Registrar has approved these details at least 48 hours prior to the scheduled commencement of the game.

### **2.2 Effective Period**

This registration shall remain effective only for the period of the current season competition.

### **2.3 Defaulters**

A registration will not be accepted for any player for whom the MBL has been notified of a financial obligation to any other Baseball Club or Association.

### **2.4 Clearance**

- A Player who has played with another Club during the current or previous season must obtain a clearance from that Club.
- This clearance must be requested through the Sports TG member database by the new Club and approved by the previous Club prior to that player taking part in any games for the proposed new Club.
- Clearances can only be denied on the basis of a default.

### **2.5 Membership Application**

- Applications for player registrations must be made through the Sports TG member database.
- Registration records will be maintained by the Clubs as proof of registration for those players.
- Clubs must also be satisfied of the player's nominated date of birth.

### **2.6 Cut-off for Late Registrations**

No further registrations will be accepted for any competition once more than fifty percent (50%) of that competition has been completed.

## **2.7 Minimum Number for a Registered Team**

If only one team is registered for any Club in an age group or division, that registration must consist of no less than seven (7) players.

## **2.8 Numbers if More than One Team in Age Group**

If more than one team is registered for any Club in an age group or division, each team must comprise no less than nine (9) players with only the last such team containing no less than seven (7) players.

## **2.9 Transfer of Players between Teams**

Where a Club has two or more teams in an age group or division, transfer of players between those teams will not be allowed. If a side becomes defunct the Executive Committee may approve the transfer of some of that team's players to other teams within or outside the Club.

## **2.10 Eligibility for Finals Participation**

- All players, to qualify for participation in the Final series games, must have participated in at least five games in that team prior to the completion of the regular season.
- Applications for exemptions to this rule will be heard by the MBL Executive Committee, but will only be allowed on strict guidelines.
- 50% of games washed out before play has commenced shall count toward this calculation rounded to the next whole number.
- Forfeited games and byes do not count for this calculation.

## **2.11 Payment of Registration Fee**

- A registration fee for each player, as determined by the Club, must accompany each membership application for registrations to be made valid.
- The prescribed competition fee must be received by MBL upon the Club being invoiced.
- Failure to pay the registration fee by the player or Club may result in the player or Club being placed in default and unable to participate in any further baseball related activities/games until such time as the debt has been settled.

## **2.12 Payment of Late Registrations**

For registrations after the commencement of the competition, no player may take part in any game until confirmation of the registration is received from the MBL Registrar.

## **2.13 Penalty for Incorrect Registration**

Should a player, who is not fully or correctly registered in the Sports TG member database, take part in any game, the team and or Club will lose one competition win and be fined \$20.

## **2.14 Officials Code of Conduct and Coaching Qualifications**

- Each coach, assistant coach and manager in both senior and junior baseball shall be required to sign a code of conduct at the commencement of each season or before taking part in any game.
- No person shall be allowed to act in those capacities unless they have signed the code of conduct and that document is on file with the respective Club's Registrar.
- All coaches, assistant coaches and managers must hold a current Working With Children Check (WWCC) with a verified status of 'cleared' prior to the commencement of the season.
- The Club's Child Protection Officer or Secretary/Registrar must obtain confirmation of the verified status from the NSW Office of the Children's Guardian.
- All coaches and assistant coaches must hold the appropriate coaching accreditation for the age group and level they are coaching prior to the commencement of the season.

Failure to comply with this rule will result in the loss of competition win points and a \$50 fine at the discretion of the MBL Executive Committee.

## **2.15 Grading of players and/or teams**

- The MBL Registrar, with the respective Senior Vice President or Junior Vice President will review the grading of players/teams as detailed in Rule 2.16.
- They will also review applications for regrading of players/teams.
- In the event of any dispute, the decision will be referred to the MBL Executive Committee for final resolution.

## **2.16 Grading of Senior Competitions**

- Where grading of teams is required for participation in a MBL sanctioned competition, clubs are to submit a detailed listing of the team, which identifies the players that they intend on using in battery positions.
- Other players may be used throughout the season that were not previously identified, however only players nominated will be allowed to either pitch or catch during the final series.
- Clubs are entitled to seek dispensation from the MBL Executive Committee due to absence or injury, however players deemed to be at a level higher than the grade nominated will not be approved.
- Teams will be graded based on the highest deemed level players nominated to play battery positions.

## **2.17 Registration of Club Colours and Uniform Design**

- Each Club or Team must register with the MBL Secretary, its colours and designs of uniforms, which shall not be altered without prior consent of the Executive Committee.
- Any such Club or Team's players must appear in proper uniform for all competition matches.

# GAME DAY MANAGEMENT

## 3. GAME DAY

### 3.1 Game Duration in Regular Season

Game times shall be as follows: -

- Aussie T-Ball - 1 hour
- Little League Minors Tee-ball - 1 hour 15 minutes
- Little League Minors Player Pitch - 1 hour 30 minutes or 6 innings
- Little League Minors Machine Pitch - 1 hour 30 minutes or 6 innings
- Little League Majors – 1 hour 30 minutes or 6 innings
- Junior League - 1 hour 45 minutes or 7 innings
- Senior League - 2 hours or 7 Innings
- All Senior Grades - 2 hours except Over 35's double header games shall be 1 hour 45 minutes.

### 3.2 Final Series Game Duration

In all Final Series Games or replays of such, the game shall not be deemed to be completed until such time as: -

- Seven (7) innings of play has been completed for Seniors Division 1
- Seven (7) innings or three (3) hours has been completed for Seniors Division 2
- Seven (7) innings or two (2) hours has been completed for Seniors Division 3 and Over 35's
- Seven (7) innings or two (2) hours has been completed for Senior League
- Seven (7) innings or one (1) hour and forty-five (45) minutes has been completed for Junior League
- Six (6) innings or one (1) hour and thirty (30) minutes has been completed for Little League Majors and Little League Minors Player Pitch and Machine Pitch (Zooka).

MBL will advise finals game times 2 weeks prior to the commencement of the finals series.

### 3.3 Abandoned Finals

Junior Competitions

- For Semi-finals and Finals - if washed out on the designated day, the game shall be played on a day during the following mid-week.
- If Semi Finals and Finals are subsequently washed out, then the team finishing higher during the regular season shall advance and the lower team is eliminated.
- If the Grand Final is washed out on the designated day, the game shall be played 7 days later at the same ground and time.
- If the Grand Final is subsequently washed out the Executive Committee will make every effort to have the game played, however if this is not achievable then the team finishing higher during the regular season will be deemed the winner.

## Seniors and Over 35's Competitions

- For Semi-finals and Finals if washed out on the designated day, then the team finishing higher during the regular season shall advance and the lower team is eliminated.
- If the Grand Final is washed out on the designated day, the game shall be played 7 days later at the same ground and time.
- If the Grand Final is subsequently washed out the Executive Committee will make every effort to have the game played, however if this is not achievable then the team finishing higher during the regular season will be deemed the winner.

### 3.4 Required Result in Finals Games

- In all Final Series games, except all Senior Divisions, no new innings shall be commenced within 10 minutes of the scheduled finishing time.
- If an innings has been commenced in a final series game, prior to 10 minutes of the scheduled finishing time the inning must be completed regardless of whether the scheduled game time has elapsed or not.
- In all Final Series games, if the normal playing time has elapsed and the score is tied at even innings, additional innings shall be played until a result is achieved.

### 3.5 Mercy Rule

In all regular season and Final Series games the ten (10) run mercy rule shall apply after: –

- Five (5) innings for Seniors Division 1
- Five (5) innings for all other Senior Divisions (except Division 1), Senior and Junior League
- Four (4) innings for all other age groups.

### 3.6 Forfeits

- Forfeits will be awarded as a win seven (7) to nil (0) for all age groups and divisions.
- If a team which forfeits a game fails to give 'Proper Notice' to the league of their intention to forfeit, they will be issued a fine of \$100.
- 'Proper Notice' shall be by 7.00pm the evening prior for all games.

Note: If more than 50% of the games scheduled that round for that particular competition are washed out due to inclement weather, then the team forfeiting and their opponent will also receive the washout.

### 3.7 Required Playing Time to Avoid a No Game

A 'No Game' shall be declared unless the following playing conditions are met: -

- The completion of three (3) innings or 50% of the scheduled playing time for Little League Minors, Little League Majors and Junior League.
- The completion of five (5) innings or 50% of the scheduled playing time for Senior League and all Senior Divisions.

In the event of a 'No Game' being declared, that game shall not be included in the calculation of the win/loss percentage.

### **3.8 No Game**

Any game, which is not commenced or completed due to bad weather or unfitness of the playing surface, shall be declared a 'No Game' and shall not be included in calculations for the purpose of the win/loss percentage in the regular season. For rescheduling of a 'No Game', refer to Rule 1.13.

### **3.9 Commencement of Innings near Game Completion**

In all regular season games, the top of an innings shall not be commenced if within ten (10) minutes of the scheduled completion time for that game.

For Final Series games refer to rule 3.4.

### **3.10 Completion of Commenced Innings – Senior Divisions**

- In all regular 'summer' season Senior Division games, an inning should be completed if started and if required to achieve a result.
- No game however, may proceed fifteen (15) minutes beyond its scheduled completion time.
- At this point 'Time and Game' shall be declared when the batter currently in the box has completed their at bat.
- In games that cannot be completed with extra time refer to rules 3.12 & 3.13.
- In games that go beyond the normal two-hour time limit the following game will start within fifteen minutes of the completion of the first game and be given its full allotment of time, conditions permitting.
- In all regular 'winter' season Senior Division games, no game may proceed beyond the 2-hour time limit.
- At this point 'Time and Game' shall be declared when the batter currently in the box has completed their at bat.
- Umpires will NOT declare "Last batter in the box."
- In all games 'Time and Game' shall be declared once a result is achieved.

### **3.11 Forfeit Due to Late Start**

In the event of a team failing to be able to field seven (7) of that team's registered players at or within ten minutes of the scheduled starting time of the game a forfeit shall be declared.

### **3.12 Game Time Elapsing During Top of Innings**

If the time for a game elapses or is called due to playing conditions during the top of an innings, the scores shall revert back to the end of the last completed inning.

### **3.13 Game Time Elapsing During Bottom of Innings**

If the time for a game elapses during the bottom of an innings or is called due to playing conditions, the following will apply: –

- If the team batting in the bottom of the innings is in front the score shall not revert back to the last completed innings.
- If the team batting in the bottom of the innings is behind the score shall revert back to the last completed innings.
- A draw stands.

### **3.14 Home Team Regular Season**

The Home team for all regular season games shall be deemed to be the team identified on the draw as the home team for that game.

### **3.15 Home Team Final Series**

The Home team for all Final Series games shall be the team which finished in the higher position at the end of the regular season. Except for the Grand Final where the 1st team into the Grand Final will be the home team.

### **3.16 Order of Batting and Dugout Occupied**

The Home team shall bat in the bottom of each innings and shall occupy first base dugout.

### **3.17 Batting Order for a Team Playing Short**

- During the regular season games, any team which is short of the required nine players at commencement of the game or during the game through injury or ejection, but satisfies rules 3.11 & 3.18 shall not be penalised while batting.
- They will be permitted to close up their batting order so that positions one through seven or eight are occupied.
- When the last batter in the order has batted the next batter shall be the first in the order without penalty.
- During Finals series games teams may nominate the missing player's position in the batting order and an automatic out will be recorded if the player fails to take their turn at bat.

### **3.18 Required Number of Players**

No team will be permitted to continue a game with less than seven (7) players from that team. If during the course of a game a team's numbers fall below seven through injury or ejection the game will cease and be awarded to the opposing team as a forfeit.

## **4. FITNESS OF PLAYING AREA**

### **4.1 Determination of Fitness of Ground**

The fitness of any ground for play shall be determined by authorities in the following order: -

1. The authorities controlling the ground;
2. The coaches by mutual agreement;
3. The MBL Health and Safety Officer;
4. The umpire in chief in the event of the coaches disagreeing.

### **4.2 Appeals against poor light**

Once an appeal has been made against 'poor light', the fitness of the light for play shall be determined only by the umpire in chief.

### **4.3 Recommencement of Delayed Game**

If the game is delayed because of poor light or inclement weather, the game will not recommence if more than thirty minutes has elapsed before the ground is again fit for play. If insufficient playing time has been completed according to the provisions of Rule 3.7, a 'No Game' will be declared with the other provisions of Rule 3.8 taking effect.



## **5. GAME PRELIMINARIES**

### **5.1 Alteration to Original Diamond Layout**

The umpire in chief, satisfying himself as to the correctness of the layout of the diamond (as per the rules), shall not permit any alterations to the layout during the course of the game, until even innings are completed, after the discovery of any irregularities.

This rule does not apply to matters of safety, which the umpire shall take action on immediately upon their discovery. The umpire in chief shall have final say on what actions are necessary at any time in these matters.

### **5.2 Marking Outfield Boundaries**

- All outfields are to be marked with dome markers or paint.
- The boundaries will be 160 feet (minimum) to 200 feet (maximum) down the foul lines from the rear of home plate and exact centre field. Markers are then arched between the 3 points.
- Boundaries are used so if a ball bounces over the boundary it is classed as a "Ground Rule Double". Both the batter and any runners can only advance 2 bases from where they started.
- If the ball clears the boundary without hitting the ground, then it is a "Home Run" and the batter and any runners advance all the way around to home plate.
- This rule only applies in **Tee-ball to Little League Majors** games only.

### **5.3 Local Ground Rules**

All local ground rules are to be stated at plate meeting before commencement of each Game.

### **5.4 Batting Line-ups**

- For all age divisions, each coach shall supply to the umpire in chief and the opposing coach, an MBL approved batting line-up sheet, stating all players and officials, complete with uniform numbers, playing positions and any substitutes, at least five minutes prior to the scheduled commencement of the game.
- For Senior Division teams that have junior players on the batting line up, each coach is to ensure that ages are included next to each player's name.
- Junior teams (including Senior League) to be allowed to bat up to 12 players in the batting line up.

### **5.5 Eligible Players on Line-up**

Any player, coach, assistant coach or official not included on the original line-up sheet as required in Rule 5.4 above, shall not be allowed to take part in the game.

### **5.6 Responsibility for Setting up of Diamond**

- The club normally in control of each ground shall be responsible for the supply of suitable bases, home and pitcher's plates.
- The club shall also be responsible for the layout of the diamond which should be prepared at least one hour prior to the start of the first game of the day on the said field.
- Toilet facilities and first aid kits including ice and water will be made available.

Failure to comply with this rule will result in the loss of win points and/or a \$50.00 fine at the discretion of the Executive Committee.

## **6. UMPIRES**

### **6.1 Assigning of Umpires**

Umpires may be assigned to games by the MBL Executive Committee or the MBL Umpiring Coordinator.

### **6.2 Duty Umpires**

In all regular season games umpires shall be supplied by: -

For age groups Aussie Tee-Ball to Senior League:

1. The home team for that game shall supply the plate umpire
2. The away team supplying the base umpire.

For Senior Divisions:

1. The home team of the early afternoon game shall provide umpires for the late afternoon game on that diamond;
2. The home team of the late afternoon game shall provide umpires for the early afternoon game on that diamond;
3. The away team of the late afternoon game shall provide umpires for the night game on that diamond;
4. Where there is a single game only, the home team for that game shall supply the plate umpire with the away team supplying the base umpire.

Where official MBL umpires are assigned they will take preference over the above conditions. These conditions may be changed by instructions from the MBL Executive Committee or the MBL Umpiring Coordinator on the official MBL competition draw.

### **6.3 Senior Duty Umpires**

Any senior team obliged to supply umpires for Senior Division games shall supply at least one plate umpire and one field umpire. The plate umpire must umpire the game from behind the plate unless approved by the MBL Executive Committee or MBL Umpiring Coordinator prior to the game commencing.

### **6.4 Failure to Fulfil Umpiring Duty**

Any team failing to fulfil their umpiring obligations will be fined one competition win and \$100. For the purpose of this ruling, umpires must be fully prepared to begin the game no later than ten (10) minutes after the scheduled starting time of that game.

### **6.5 Interference with Appointed Umpires**

No Club, team or individual shall interfere with the appointment of any umpire or umpires as designated by the League.



## **6.6 Protest of Umpire's Ruling**

- Any protest of an Umpire's ruling must be made and entered in the scorer's books and must be noted by the umpire before the next pitch is made.
- The Umpire shall advise each team that the game is then continued "Under Protest".
- Such protest once made cannot be withdrawn and must be confirmed and signed by the umpire and a representative of each team within fifteen (15) minutes of the completion of the game in both scorebooks and on the result sheet.

## **6.7 Permissible Umpiring Protests**

Only protests on points of law may be made. No protest on a judgement call shall be allowed.

## **6.8 Method of Protests**

The team protesting must submit a written protest letter outlining: -

1. The complete account of all incidents, which are being protested, and
2. a list of all witnesses who will be asked to give evidence.

This letter must be in the hands of the R. P. & D. Chairman by no later than twelve (12) midnight of the Monday following the Friday or Saturday game, or by twelve (12) midnight of the Wednesday following a Monday night's game, in which the protest occurred.

\$20.00 must accompany the letter and this shall only be refunded should the protest be upheld.

In no circumstances shall a protest of any ruling, play or decision of a game be allowed in relation to Tee Ball. This does not mean that a player, coach, manager or spectator cannot be ejected from the game, or cited for failure to follow rules or behave in a reasonable manner.

## **6.9 Umpire Payments**

- Any accredited umpire allocated to a Senior Division game by the MBL during the regular season shall be paid \$20 by each team.
- Umpire payment is to be made at the plate meeting.
- Current qualified Level 1 or above.
- The MBL Executive Committee shall review the fees at the commencement of each season.

## **6.10 Umpiring Restrictions**

No person under sixteen (16) years of age is permitted to umpire senior games in a grade higher than the one in which he or she is currently or is normally registered in, unless that umpire be partnered with a current level one accredited umpire. This includes both plate and bases.

Juniors umpiring junior games: -

- Juniors can only umpire junior games an age group below the one they are currently playing (eg. Senior League player can umpire a Junior League game etc)
- Minimum age for a Junior Umpire is 12 years old.
- Any 12-year-old umpiring Machine Pitch or Tee-ball needs to be under supervision of a club official.

## **7. SUBSTITUTES**

### **7.1 Definition**

The definition of a substitute shall be a player who: -

1. Is registered in a team from the same club in a lower seniors division or aged league or,
2. Is registered in the opposing team for that game, for which he/she is substituting and,
3. Is registered with the MBL. (Refer also Rules 7.3 and 7.4 for juniors playing in a senior competition).

### **7.2 Maximum Number**

A team being short of players may field and bat up to two (2) substitutes.

### **7.3 Eligibility**

Substitutes may not participate in the game if eligible/fit players are available, but may be placed on the team line-up as reserves. If a junior competition exists, then no junior player will be registered NOR allowed to play in a senior competition, unless they are registered and playing in their respective Junior and/or Senior League Competition.

### **7.4 Substitution in Higher Grade**

- A player graded in a lower senior's division or younger aged league with a Club may play in a higher senior's division or older aged league for that Club only.
- This may happen only 3 times for each player.
- After the third occasion, the player must return to the lower senior's division or younger aged league. Approval must be obtained from the MBL Executive Committee to return the higher division/aged league.
- Should a Junior Competition exist for that season no registered player, or player eligible to be registered in that competition shall be eligible to substitute into the Seniors Competition, with the exception of a Senior League player, playing in the Senior League Competition.

### **7.5 Eligibility of Substitute**

No player from a lower senior's division or younger aged league shall be eligible to take part in a game from a higher senior's division or older aged league if a player normally in the higher senior's division or older aged league is available for play.

### **7.6 Playing Position**

Substitutes may not be played in the infield.

### **7.7 Position in Batting Order**

A substitute shall not precede a registered member of that team in the batting line up and the word "Sub" must appear against their name in the batting line up and scorebooks. If a substitute is used for an injured player, he must bat in the same batting position as that injured player.

## **8. UNIFORM ATTIRE**

### **8.1 Coaches**

Coaches must wear some identification of their position, which is clearly visible by the umpires. Coaches and umpires must also wear suitable covered footwear.

### **8.2 Approved Baseball Attire**

Any registered player or coach taking part in any competition, or representative match, shall wear proper Baseball attire as determined by MBL, BNSW or Baseball Australia.

### **8.3 Jewellery**

- Jewellery of any type should not be worn by players.
- The umpire may ask a player to remove any jewellery that may affect the game, or to cover the jewellery with skin coloured adhesive tape.
- If it is necessary for a player to wear a health bracelet, the Umpire may require safety precautions to be taken to ensure it does not pose a risk to other players.

### **8.4 Penalty for Incorrect Attire**

Any team fielding a player not properly attired will be liable to a \$20 fine for each such player or may have the player refused entry to the game at the discretion of the Chief Umpire.

### **8.5 Umpire's Responsibility**

The umpire shall be responsible for reporting such infringements to the MBL Executive Committee.



## 9. SCORING

### 9.1 Score Books

Scorebooks must have provision for at least twelve (12) players and must be approved by the Executive Committee.

### 9.2 Scorers and Signing of Score Book

- Each team is required to provide a scorer, if no scorer, a registered player must be appointed as scorer for the duration of the game.
- The scorer must be seated behind the plate umpire and not in the dugout.
- The score book and result sheet must be signed by the umpires and both coaches immediately after the completion of the game.

Failing to comply will result in a \$20 fine.

### 9.3 Approved Result Sheet and Deadline for Submitting

Each home team must complete and have signed by the umpires and coaches, an approved result sheet.

Little League Minors Machine Pitch and Seniors: -

- The original result sheet should be retained by the home team Club for the remainder of the season should an issue arise that requires investigation by the League.
- For games where there are any issues, incidents or injuries, the result sheet is required to be emailed (scanned copy or photograph) to the MBL Registrar within 48 hours of the game completion.

Little League Minors Player Pitch, Majors, Junior and Senior League: -

- The result sheet is required to be emailed (scanned copy or photograph) to the MBL Registrar within 48 hours of the game completion.

Result sheets are located on the MBL Website [www.macarthur.baseball.com.au](http://www.macarthur.baseball.com.au) under 'Documents'.

### 9.4 Notification of Results

- The home team enters the game results into the IMGSTG Sportsdesq console either through the Sportsdesq application on a smart phone or through the 'MBL Draws' option on the MBL website.
- If the home team is unable to enter the score for any reason, the results should be notified to the MBL Registrar by email or text message.
- All results need to be entered or notified within 48 hours of the completion of the game.
- Any issues or disputes in relation to the game results should be advised by email to the MBL Registrar.

### 9.5 Penalty for Late Submission of Results

Failure to observe Rules 9.3 and/or 9.4 will result in the loss of competition win points and a \$20 fine for each team.

# TECHNICAL RULES

## 10. EQUIPMENT

### 10.1 Approved Baseballs

The rules governing approved baseballs will be in line with those in place with BNSW in any given season.

MBL Approved Baseballs from the 2017-2018 season: -

- U/8's Tee-ball can use 8.5" Easton STB/Reduced Injury Ball (RIB)
- Little League Minors Machine Pitch (Zooka) and Player Pitch will use 8.5" BNSW 12 balls
- Seniors Divisions, Over 35's, Senior League, Junior League and Little League Majors can use Wilson A1010 or equivalent - 9Inch.
- Only baseballs approved by the MBL must be used for any game.
- Each team shall have one new match ball (determined by the umpire in chief) at the commencement of each game.
- Synthetic baseballs may not be used.

### 10.2 Dimensions of Diamonds

The dimensions for all diamonds shall be as follows: -

The base lines shall be:

U/7's and U/8's Tee-ball	50 feet
Little League Minors	60 feet
Little League Majors	60 feet
Junior League	80 Feet

All other Grades (including Senior League) are 90 Feet as per the rules of baseball.

The pitching plate shall be:

U/7's and U/8's Tee-ball	40 feet from the apex of the home plate
Little League Minors (Machine Pitch)	44 feet from the apex of the home plate
Little League Minors (Player Pitch)	46 feet from the apex of the home plate
Little League Majors	46 feet from the apex of the home plate
Junior League	54 feet from the apex of the home plate

All other Grades (including Senior League) are 60 Feet 6 inches as per the rules of baseball.

### 10.3 Approved Batting Helmets

All players must wear BNSW approved double ear batting helmets when batting, running bases or in the "on-deck" batter's position. The designated bat boy/girl must wear a BNSW approved double ear batting helmet at all times.

## 10.4 Bats

The rules governing the use of bats will be in line with those in place with BNSW in any given season. A full copy of the BASEBALL NSW BAT REGULATIONS as of **1 September 2017** can be found at [www.nsw.baseball.com.au](http://www.nsw.baseball.com.au)

For all BNSW Club competitions – including all **Macarthur Baseball League Club competitions**, BAT REGULATIONS are as follows:

LEAGUE/DIVISION	2017/2018 and 2018/2019	2019-2020
Little League and below	<ul style="list-style-type: none"> <li>• Not more than 33" in length</li> <li>• Not more than 2 ¼" diameter</li> <li>• Non-wood bats must have BPF 1.15 stamp</li> <li>• Composite Bats MUST be listed on the Little League Licenced Composite Bats list found at <a href="http://www.littleleague.org">www.littleleague.org</a></li> <li>• USA Baseball stamp – USABat with maximum 2 5/8" barrel diameter</li> </ul>	USA Baseball stamp – USABat  2 5/8" diameter barrel maximum
Junior League	<ul style="list-style-type: none"> <li>• Not more than 34" in length</li> <li>• Not more than 2 5/8" diameter</li> <li>• 2 ¼" diameter alloy/metal barrel with BPF 1.15 stamp</li> <li>• 2 5/8" diameter alloy/metal barrel (no marking required)</li> <li>• 2 5/8" diameter composite barrel with BBCOR stamp</li> <li>• USA Baseball stamp – USABat with maximum 2 5/8" barrel diameter</li> </ul> <p><b>EXEMPTIONS FOR CLUB</b>            2 ¼" COMPOSITE BARREL BATS listed on the Little League Licenced Composite Bats list found at <a href="http://www.littleleague.org">www.littleleague.org</a> are allowed.</p>	USA Baseball stamp - USABat  2 5/8" diameter barrel maximum  NO BBCOR ALLOWED
Senior League	<ul style="list-style-type: none"> <li>• Not more than 36" in length</li> <li>• Not more than 2 5/8" diameter</li> </ul> <p><b>All non-wood bats MUST BE BBCOR</b></p> <p><b>EXEMPTIONS FOR CLUB</b>            Junior League bats</p> <ul style="list-style-type: none"> <li>• 2 ¼" diameter alloy/metal barrel with BPF 1.15 stamp</li> <li>• 2 5/8" diameter alloy/metal barrel (no marking required)</li> <li>• 2 5/8" diameter composite barrel with BBCOR stamp</li> </ul> are allowed.	<p><b>All non-wood bats MUST BE BBCOR</b></p>

### **10.4.1 Illegal Bats – Tee-Ball to Senior League**

The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box:

The ball is dead, runners must return if they advanced on the play, the batter is out and;

- a. For the first violation the offensive team will lose one eligible adult base coach for the duration of the game;
- b. For the second violation, the Head Coach of the team will be ejected from the game. Any subsequent violation will result in the newly designated Head Coach being ejected.

### **10.4.2 Illegal Bats – Seniors including O'35's**

Penalty as per the Rules of Baseball (the batter is out and ejected).

## **10.5 Metal Cleats**

Metal cleats of a suitable type as designed for Baseball may be worn in Junior, Senior League and Senior competitions only.

## **10.6 Catcher's Mask, Helmet and Throat-protector**

All Junior Catchers (Little League Minors Zooka to Senior League) are required to wear a hockey style helmet with correctly fitted throat guard, a correctly fitted chest protector (high and tight) and leggings.

## **10.7 Coaches Skull Caps**

All coaches MUST wear approved skull caps or bathing helmets while coaching either first or third base.

This rule applies to all competitions from Little League Minors – Zooka to Seniors.

Any person not complying with this rule will not be permitted to participate in the game.

## 11. RESTRICTIONS

### 11.1 Run Limit for First Three Innings – Junior's

- In all junior baseball games (Little League Minor Machine Pitch to Senior League inclusive), for the first three (3) Innings, a limit of four (4) runs per innings shall apply.
- The innings will end when the first of either three (3) outs or four (4) runs are scored.
- If more than four (4) runs are scored, (eg, three (3) runs scored and bases loaded and the batter hits a long outfield hit), the play shall continue until played out, but only the first run across the plate will count.

This rule shall not apply to any semi-final, final or grand final.

### 11.2 Run restrictions – Senior's

- In all lower senior grades including O35's, a run restriction of five (5) runs will be applied for the first four (4) innings.
- For the purpose of this rule all runners will score on the play if the 5th runner has crossed the plate.
- If in the event of a combined competition for senior grades, the Executive Committee reserves the right to review this rule after round 5 of the competition.

This rule shall not apply to any semi-final, final or grand final.

### 11.3 Pitching Restrictions

#### Pitch Restrictions for MBL COMPETITIONS:

- The following restrictions on innings pitched shall apply: -
  - Little League Minors 6 Defensive Outs
  - Little League Majors 6 Defensive Outs
  - Junior League 3 innings
  - Senior League 4 innings
- The following restrictions on the number of pitches shall also apply: -

LEAGUE AGE	MAXIMUM PITCHES	RESTRICTION
9 - 14	66	Must leave the game and take no further part in the game as a player.
15 - 16	76	Must leave the game and take no further part in the game as a player.
17 - 18	81	Must leave the game and take no further part in the game as a player.
18 and over	120	Must be removed from the mound and can continue to take part in the game in any position.

- Upon reaching these pitch limits, **the pitcher is permitted to complete the batter.**
- In all circumstances, a relief pitcher will get his full allotment of warm-up pitches.
- All junior pitchers (Little League Minor to Senior League inclusive) can pitch 'Curve' balls.
- In all regular season games and final series games, for Little League Minors and Majors, pitchers may only throw one (1) curve ball per batter maximum. If a second curve ball is thrown to the same batter it will be deemed a ball.

### Battery Election for dual registered Junior Players

- Any dual registered Little League, Junior and Senior League player MUST elect which League that player wishes to hold a position in the battery (pitcher/catcher). That player will not be eligible to take a battery position in the other League during regular season or Final series games.
- The club/s with whom the player is registered must notify MBL Executive, by notation on the team list prior to taking the field for Round 1, which League the player is electing battery.

### Rest Day Periods

Rest day periods across all ages, will be in accordance with those in place with BNSW (MLB Pitch Smart Guidelines) in any given season.



**BNSW (MLB Pitch Smart Guidelines) as at 1st January 2017.**

**A players AGE is determined as their LEAGUE AGE in accordance with the BNSW Player Age Matrix.**



PITCHING GUIDELINES    RISK FACTORS    TOMMY JOHN SURGERY FAQ

## PITCH COUNT LIMITS AND REQUIRED REST RECOMMENDATIONS

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)						
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days	
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A	
9-10	75	1-20	21-35	36-50	51-65	66+	N/A	
11-12	85	1-20	21-35	36-50	51-65	66+	N/A	
13-14	95	1-20	21-35	36-50	51-65	66+	N/A	
15-16	95	1-30	31-45	46-60	61-75	76+	N/A	
17-18	105	1-30	31-45	46-60	61-80	81+	N/A	
19-22	120	1-30	31-45	46-60	61-80	81-105	106+	

#### **11.4 Junior Pitcher and Catcher**

- No junior player (Little League Minor to Senior League inclusive), shall be allowed to play in the positions of pitcher and catcher in the same game.
- Further, a junior player removed from the pitching position having pitched (regardless of number of pitches thrown) may not pitch again in that game.

Proven breaches of these rules (11.3 & 11.4) will result in the coach being suspended for up to 4 games.

#### **11.5 Players under 18 years competing in Senior Division Competitions**

- When eligible players under the age of 18 years compete in any senior division competitions, they shall be bound by Rules 11.3 and 11.4 according to their corresponding age limitations.
- Those players registered and playing in the Junior League competition shall not be allowed to take a position in the battery for any Senior Division game.
- Senior League players that competed in the Senior League competition in the previous summer season, will be allowed to play in any senior division competition in the following winter season, at the discretion of each club.
- Those players who played in the Junior League competition in the previous summer season shall not be allowed to play in 1st or 2nd Division in any senior grade Competition.

## 12. TECHNICAL

### 12.1 Catcher Speed up Rule

This rule shall apply to all levels of Baseball in the Macarthur Baseball League from Little League Minors Machine Pitch to Seniors Divisions.

The catchers speed up rule is as follows: -

- When a player, who is on the line-up as catcher in the batting team, achieves a position safe on base and 2 outs are recorded, the catcher must be replaced by a courtesy runner. This replacement may be any player, reserve or replaced player in the line-up.
- Players are reminded that this rule is used to speed up play in timed games.
- Teams should also ensure that at the change of innings a team member is available to warm-up the pitcher for the next innings.
- Any person (player, manager, coach or spectator) warming up a pitcher shall wear a facemask, throat guard and helmet (catcher's style) at all times. This is irrespective of whether the warm up is in the bullpen, on the diamond or in the vicinity of the playing field.

### 12.2 Designated Hitter

No designated hitter (DH) will be permitted in any junior game (Little League Minor Machine Pitch to Senior League inclusive).

In senior divisions, the following applies: -

1. A hitter may be designated to bat for the starting pitcher.
2. The DH must be included on the original line-up sheet in his batting order position.
3. If there is no DH on the original line-up then one cannot be introduced during the game.
4. The DH named in the original line-up must come to bat for the pitcher at least once, unless the opposition changes their pitcher.
5. The DH may be substituted for from the bench, and will take no further part in the game, as per normal substitution.
6. The DH may be brought into a defensive position on the field, but will continue to bat in his original position. The DH role is then nullified for the rest of the game and the pitcher must then bat in the substituted player's position.
7. If the pitcher is moved to a defensive position the DH role is nullified for the rest of the game.
8. The relieved pitcher shall bat in the position of the defensive player he has replaced and the new pitcher shall bat in the position formerly held by the DH.
9. The starting pitcher may be moved to the DH position when replaced, either from the bench or by the original DH, provided that part 4 above is fulfilled.

### 12.3 Blood Rule

- Players who are injured and require treatment to stem the flow of any body fluids may leave the game without penalty.
- If on bases, a courtesy runner may be used until replaced by the original player.
- If at bat, the player may obtain treatment and if unable to be treated within a reasonable period of time the player may be replaced or a courtesy batter may continue the at bat with

the count applied (the player if removed for treatment shall not bat again until their turn in the line up again arrives).

- If in the field, a courtesy fielder may be used while treatment is applied.
- In all circumstances, the injured player or their equipment shall not return to the game until all traces of the body fluid is removed from the person, their uniform and equipment.

NOTE: The courtesy replacement shall be: -

1. Where possible a substitute from the bench who has taken no part in the game.
2. If no such substitute is available, a player from the bench who has previously been replaced.
3. If neither of these are available then either the last runner home or the last batter out, whichever is closest to him in the batting order.

## **12.4 Anti-Collision Rule**

- For Tee-ball to Senior League:  
The runner is out when they do not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.  
If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called.
- Seniors including Over 35's:  
Anti-collision for Senior Baseball shall be as per the rules of Baseball.

## **12.5 Head first sliding**

For Tee-ball through to Little League Majors only – The runner shall be declared out when the runner slides head first while advancing.

## **12.6 On Deck batters**

There are no “On Deck” batters allowed inside or outside the diamond in any Tee-ball to Little League Majors games.

## **12.7 Base Stealing – Little League Minors Player Pitch and Majors**

- There will be no pitcher’s balk in the Little League Minors and Majors competition.
- Base runners may not leave their bases until the pitched ball has reached home plate.

For Little League Minors Player Pitch ONLY: -

A dropped third strike is an automatic out the ball remains “live”.

## **12.8 Mandatory Play for Juniors**

In all regular season and final series games, for Little League Minor Machine Pitch, Player Pitch, Little League Majors, Junior and Senior League, all players named on the line-up must meet mandatory play requirements.

Mandatory Play for Little League Minor Machine Pitch, Player Pitch and Little League Majors is either:

- one (1) plate appearance and at least three (3) defensive outs, or
- thirty (30) minutes of continuous game time.

Mandatory Play for Junior League and Senior League is either:

- one (1) plate appearance and at least three (3) defensive outs, or
- forty-five (45) minutes of continuous game time.

Proven breaches of this rule will result in the coach being automatically suspended:

- 1 week for the first offence
- 3 weeks for the second and subsequent offences and a seven (7) to nil loss of the game.

Any player effected by a breach of these restrictions must meet the shortfall of Mandatory Play as a starter in the line-up of the next game played including final series games.



## 13. TEE-BALL SPECIFIC RULES

### 13.1 Tee

The ball is not pitched in tee ball; instead it is batted from a tee.

The Tee: -

- May be of any suitable material
- May be of any suitable construction and must be adjustable
- Must not have any sharp edges or protuberances.
- Must be light enough to be moved easily
- Must be able to be adjusted to suit the batter.
- Must be placed with the stem over the centre of the front of home plate.
- Must be removed by the umpire whenever necessary after the batter has hit a fair ball.

### 13.2 Protectors

Players should wear a protector at all times while playing.

### 13.3 Substitutes

AUSSIE TEE-BALL and TEE-BALL, as there are no results recorded, coaches are to use an unlimited interchange rule (or multiple replacement policy).

### 13.4 Dangerously Thrown Bat

Players should receive a warning if the bat is thrown dangerously.

Dangerously means hits or almost hits the catcher or any other player, umpire, official or spectator. Coaches should encourage the players to carry the bat with them if they continue to throw the bat in a dangerous fashion.

### 13.5 AUSSIE TEE-BALL RULES

Aussie T-Ball is designed to introduce children to the game of baseball and help them develop basic baseball skills in a FUN way.

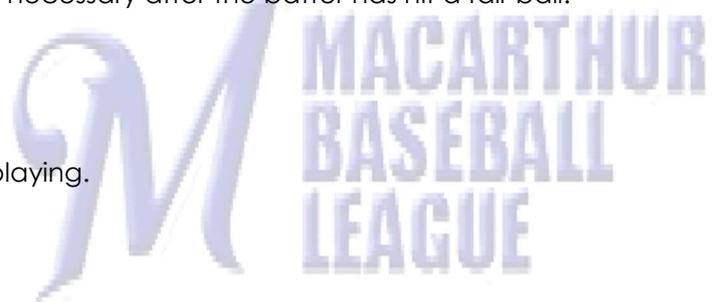
The rules of the game are:

#### 13.5.1 Team Size

- Six (6) players per team on the field at any one time.
- If there are five (5) players the coach acts as the catcher.
- Up to a maximum of nine (9) players per team.

#### 13.5.2 Batting

- A hitter may have as many swings as they require in hitting the ball into fair territory.



- A player is out when:
  - A batted ball is caught on the full.
  - A player in possession of the ball stands on the base before the runner arrives.
  - A runner between bases is tagged by a fielder with the glove or hand which is holding the ball.
- When a player is given out, they shall remain on the field.
- An inning is completed when every player on the batting team has completed a turn at bat (to a maximum of nine (9) players).
- When the last batter is at bat, the Umpire shall call 'last batter'.
- Upon hitting the ball, the batter and all base runners will run home.

Each inning the leadoff hitter becomes the last hitter in the next inning and subsequent hitters will move up one spot in the line-up so that every hitter has the chance to lead off an inning.

### 13.5.3 Fielding

All fielders should where possible rotate fielding positions each innings in the following manner:

- Pitcher becomes catcher
- catcher becomes 1st base
- 1st base becomes 2nd base
- 2nd base becomes 3rd base
- 3rd base becomes shortstop
- Shortstop becomes pitcher



### 13.5.4 Base Running

So that fielders are encouraged to throw, runners may advance no further than the base they were heading to when the first throw is made.

### 13.5.5 Umpiring

- The umpire (often the coach of the batting team) is to be positioned behind the home plate.
- It is preferable that no coaches are on the field with the players.
- Before 'Play Ball' is called, allowing the ball to be hit:
  - The pitcher must be on the pitching plate; and
  - The catcher must be behind home plate, in the catcher's box; and
  - No fielders may be inside the base paths; and
  - The runner must be in contact with the base plate.

## 13.6 TEE-BALL RULES

### 13.6.1 Team Size

- Nine (9) players per team on the field at any one time.
- Up to a maximum of twelve (12) players per team.

### 13.6.2 Batting

- A hitter may have as many swings as they require in hitting the ball into fair territory.

- A player is out when:
  - A batted ball is caught on the full.
  - A player in possession of the ball stands on the base before the runner arrives.
  - A runner between bases is tagged by a fielder with the glove or hand which is holding the ball.
- When a player is given out, they shall come off the field.
- An inning is completed when every player on the batting team has completed a turn at bat (to a maximum of twelve (12) players).
- When the last batter is at bat, the Umpire shall call 'last batter'.
- Upon hitting the ball, the batter and all base runners will run home.

### **13.6.3 Fielding**

The first nine (9) players in the original line-up must take the field in the first innings, but any combination of nine (9) from the maximum of twelve (12) on the line-up may field in subsequent innings.

### **13.6.4 Base Running**

So that fielders are encouraged to throw, runners may advance no further than the base they were heading to when the first throw is made.

### **13.6.5 Umpiring**

- The umpire is to be positioned behind the home plate.
- No coaches are to be on the field with the players.
- Before 'Play Ball' is called, allowing the ball to be hit:
  - The pitcher must be on the pitching plate; and
  - the catcher must be behind home plate, in the catcher's box; and
  - No fielders may be inside the base paths; and
  - The runner must be in contact with the base plate.

### **13.6.6 Strikes**

A hitter may have as many swings as they require in hitting the ball into fair territory.

A Strike is called: -

1. When the batter swings at the ball on the tee and misses;
2. When the batter swings and hits the tee but not the ball, regardless of whether the tee is knocked over or not - the ball is dead and runners may not advance. The umpire should make the call of Dead Ball;
3. For each and every foul ball. All foul balls are counted as strikes.

### **13.6.7 Foul Ball Definition**

- A Foul Ball is a legally batted ball which does not travel greater than 4 metres from the tee.
- Any bunt shall be called a foul ball, regardless of where the ball lands or is fielded.

### 13.6.8 Pass Ball

- The foul line in all Tee-ball games becomes the pass ball line.
- If the ball passes the foul line on any play (e.g. shortstop throws to 1st base and the ball is missed and goes past the foul line) then the runner gets rewarded with the base they are attempting to achieve ONLY no further.
- Multiple bases cannot be rewarded.

### 13.6.9 Play Cessation

TIME shall be called when: -

1. In the opinion of the umpire, all possible play has ceased;
2. When an infielder ahead of the lead runner has control of the ball;
3. When the ball has been returned to the catcher at home plate;

NOTE:

- Control of the ball is when the fielder stops and brings the ball across their chest and makes no further attempt to make a play or the catcher stands on home plate with the ball.
- TIME shall be called when the ball is thrown by a fielder to a base and the base fielder does not affect a put out.

### 13.6.10 Leaving Base Early

- A runner must wait until the ball is hit before leaving the base.
- A base runner who leaves the base as a result of the batter: -
  1. Swinging and missing the ball; or
  2. Hitting the tee but not the ball;

must return to the base they last occupied.



## **14. LITTLE LEAGUE MINORS – MACHINE PITCH (Zooka)**

### **14.1 Catcher's Mask, Helmet and Throat-protector**

As per Rule 10.6 - All Junior Catchers (Little League Minors Zooka to Senior League) are required to wear a hockey style helmet with correctly fitted throat guard, a correctly fitted chest protector (high and tight) and leggings.

### **14.2 Set-Up of Pitching Machine**

1. The pitching machine is to be fitted with the small legs;
2. The pitching machine to be set-up with the centre stem of the legs 2 foot-6 inches off the line between second base and home plate, at the mark that is 40 foot from the back of home plate.
3. The pitching machine will be positioned, such that a pitched ball will pass over home plate at a suitable height, mutually agreeable to both managers. If no agreement can be reached, it is then solely at the discretion of the umpire.
4. The pitching machine to be set such that the ball is projected at between 38 and 40 miles per hour. (The projecting speed of the ball may be reviewed in the future.)
5. If the pitching machine breaks down and another is not readily available, the game will revert to equal innings and a Tee will be used.
6. The Umpire, upon being made aware that any machine is pitching at the wrong speed, will make the necessary adjustment after equal innings have been completed. However, if it is a directional or elevation problem then the Umpire will correct it immediately.
7. Home plate umpires are to be positioned offset to the rear of the catcher and the batter, protective equipment is not necessary but encouraged. All Junior Umpires must wear a helmet. Field umpires to umpire in normal positions in line with the rules of baseball.

### **14.3 Machine Pitch**

1. When the catcher is inside the catcher's box; the fielders positioned within fair territory; the batter takes stance in batter's box and the pitcher stands with the ball next to the machine; then the umpire shall call "Play". The pitcher shall put the ball into the machine and return to the Pitcher's Plate.
2. The plate umpire shall ensure that only one ball is on the diamond at any one time and all balls that are fouled out of play shall be returned and put into play only by the plate umpire.
3. No one is to put the ball into the machine without being directed to do so by the umpire.
4. Every pitch is deemed a strike, unless it is so low, so high or so wide that the umpire deems it a "No-pitch". The umpire has the discretion to call a "No-pitch", if in his judgment, the pitch was so far out of the strike zone that the batter did not have a fair chance to hit the ball. There is no provision for a walk on four balls. The batter will still be entitled to first base according to the Official Baseball Rule 6.08.
5. If a batted ball hits the machine, the ball is "DEAD", the batter returns to the batting box, and no runners may advance.
6. Foul balls and foul tips, are as per the Rules of Baseball.
7. If a thrown ball hits the machine, the ball will remain alive and in play and runners may advance at their own risk.
8. In the event of a "pop-up" fly, if in the opinion of the Umpire, this could lead to a player colliding with the machine, the ball will be quickly called "DEAD" to avoid injury.

#### **14.4 Base Runner Leaving the Base Early**

- Players may steal bases, at only one base per pitch. For example, if the Zooka machine fires a strike the runner can steal from 1st to 2nd or 2nd to 3rd.
- No player can steal home.
- When stealing bases, players CANNOT leave the base until after the ball crosses the batting Zone or the plate.
- In all Zooka games there will be a pass ball.
- A pass ball is one where the ball is thrown, misses its target and the ball then travels over the pass ball line. This means the player running gets the base he was running to when the ball was thrown plus 1 other base.

#### **14.5 Dropped Third Strike**

The batter is automatically out on a dropped third strike.

#### **14.6 Use of a Tee After a Strike Out**

Within the first four rounds of the competition, if a player is struck out, a Tee will be used for the batter to hit the ball. The batter is allowed one (1) strike and only allowed to advance one (1) base on the hit.

## **15. OVER 35'S COMPETITION**

### **15.1 Eligibility**

Only male players who attain the age of 35 years or female players who attain the age of 30 years before December 31 shall be eligible to play in the Over 35's Competition in the given season.

Each team may register up to two players who have not attained the age of 35 as long as they have attained the age of 30 before they take the field. Teams are encouraged not to register younger players in the place of legitimate Over 35's.

### **15.2 Over 35's equivalent to 3rd Division**

For the purposes of a number of MBL playing rules the Over 35's competition will be equivalent to 3rd Division in ability.

1. Dual Registration

Any player may dual-register in the Over 35's competition and any other competition in the Macarthur domestic League in which he/she is otherwise eligible.

2. Exclusion of representative players

No male player who is currently participating in the NSW State League or similar competition will be eligible to play in the Over 35's competition.

No male player who participated in the Sydney Winter Baseball League or similar competition the previous winter season will be eligible.

### **15.3 Unlimited interchange Over 35's**

- Teams will be allowed to bat 12 people in the line-up.
- Teams will have the ability to move players on and off the field over the period of the game with the 12 players on the line up.
- A pitcher can only pitch one assignment and cannot be interchanged until he is moved to a fielding position. Once this has occurred he can be interchanged but is unable take the mound again.
- If a team has more than 12 players the additional players can be used as substitutes and the players that are substituted are unable re-enter the game.



# **RULES, PROTESTS AND DISPUTES**

## **16. CONDUCT, RP&D AND FINES**

### **16.1 Disorderly, offensive and abusive conduct**

Should any player, scorer, official, spectator or member of any affiliated Club, team or Association conduct them self in a disorderly, offensive or abusive manner on or off the field which necessitates the umpire or an official of the MBL to take action, the Executive Committee reserves the right to take whatever action is deemed required.

### **16.2 Obligatory Rules, Protests and Disputes Committee Hearing**

Any person or persons who have been cited by an umpire or MBL official, unless otherwise notified by the Rules, Protests and Disputes Committee (R, P & D), Chairman or the MBL Secretary must attend a meeting of the R, P & D Committee at the notified venue, date and time. If any party is unable to attend on that prescribed date, a written submission may be taken in their absence.

### **16.3 No Professional Legal Representation**

No professional legal representation shall be permitted at an R, P & D Committee meeting.

### **16.4 Cited Persons Right to View Report**

Any person cited to appear before the R, P & D Committee has the right to request a copy of the umpire or citing officials report from the R, P & D Chairman prior to their hearing.

### **16.5 Participation While Cited or Suspended**

Any player, official or spectator so cited or suspended under Rule 16.1, may not participate in or attend any game under the control of the MBL until such time as the matter has been dealt with by the MBL.

### **16.6 Serving of Suspensions and Penalties**

All penalties imposed by the R, P & D Committee involving suspension from games must be served on MBL regular season games and finals of the team the suspended player, official or spectator is registered. During this period the suspended player, official or spectator shall take no part in any other MBL regular season game or final. The service of any suspension shall be inclusive of any forfeits by an opposing team, but exclusive of "washouts, "no-games", byes or forfeits by the suspended player's, official's or spectator's team. Any trial games, exhibition games or representative games, which fall under the jurisdiction of another judicial body, will be exempt from this suspension.

## **16.7 Sufficient Notice of Appeals of Suspensions**

Any player, official or spectator who is penalised or suspended by the R, P & D Committee has the right of appeal to the MBL Executive Committee. In order for this appeal to be heard prior to the next round of play, new evidence previously unavailable at the R, P & D Committee hearing, is to be submitted in writing to a member of the MBL Executive no later than 48 hours prior to the next round of play. Failure to comply with this deadline will result in the suspended player, official or spectator serving a suspension for that round.

## **16.8 Decision on Hearing of R, P & D Appeal**

In the event of an R, P & D Committee decision being appealed, the MBL President shall decide within 48 hours of lodgement if the appeal is to be heard. If the appeal is to be heard, it must be heard within 7 calendar days of the lodgement of the appeal.

## **16.9 Admittance to Playing Area**

No person other than the players, coach or manager of the participating teams may enter the playing area other than to deal with injury or sickness until fifteen (15) minutes after the completion of the game.

## **16.10 R, P & D Committee**

The R, P & D Committee shall consist of a Chairman who shall be elected at the Annual General Meeting of the MBL and in the event of a hearing being called, the Chairman shall elect two (2) other members from affiliated clubs to sit on a judiciary panel.

## **16.11 R, P & D Conflict of Interest**

Should any judiciary panel member have conflicting interests in the case proposed, that member shall disqualify themselves and be replaced by one of the stand-by members. The Executive Committee shall have the right to disqualify from a case any judiciary panel member they believe may have a conflict of interest.

## **16.12 Umpires' Report of Ejection**

If any umpire (NSWBUA / MBL or duty) ejects a player from a game, that umpire shall be required to provide a full written report of that ejection to the League, no later than 24 hours following the completion of the game. This shall be extended to 48 hours following that game in the event of a Public Holiday occurring on the Monday following that game. Any such person not submitting a report to the league shall be suspended from participation in further games until such a time as the report is submitted, unless he can show good cause to the Executive Committee, in which case the report will be submitted as soon as practical.

## **16.13 Team Members in Dug-Outs**

Only players, coaches, managers and officials on the line-up are permitted to enter and occupy the dug-outs during any game. The umpire has the right and power to send any other persons from the dug-out. Any refusal or re-occurrence during the game will result in the offending team forfeiting the game.

## 16.14 Consumption of Alcohol and Tobacco

No Alcohol is to be sold or consumed at any junior games.

No Alcohol is to be consumed by any player, coach or official prior to or during their game.

The use of Tobacco products on the playing field or in the dugouts is expressly forbidden at any time.

Club leaders and coaches should assist umpires with the vigorous enforcement of this rule.

Any person found to be in violation of this rule will be subject to immediate ejection and suspension of at least one game.

## 16.15 Penalty for Failure to Return Property of MBL

Any person, team or Club which refuses to return the property of the MBL upon request shall be suspended by the MBL until that property is returned. The Executive Committee may also list the person, team or Club as a defaulter with BNSW.

## 16.16 Alteration, additions and deletions to these Rules

No alterations, deletions or additions may be made to these rules during the course of a competition, with the exception of a change which clearly improves player safety.

## 16.17 Payment of Fines

All payment of fines set by the R, P & D or MBL must be paid within a 14-day period from the time of the offence.

Any player, team or Club that fails to comply will be deemed as a defaulter.

Rule No.	Breach	Fine	Penalty	Umpiring Cost	Payments
3.6	Forfeits	\$100	n/a	\$25 *	n/a
5.6	Setting up Diamonds	\$50	1 win	n/a	n/a
6.4	Failure to provide Umpire	\$100	1 win	n/a	n/a
6.8	Method of Protest	n/a	n/a	n/a	\$20
6.9	Umpiring Payments	n/a	n/a	\$25	n/a
2.13	Incorrect Registration	\$20	1 win	n/a	n/a
2.14	Officials Code of Conduct	\$50	1 win	n/a	n/a
8.4	Incorrect Attire	\$20	n/a	n/a	n/a
9.2	Scorers and Scorebooks	\$20	n/a	n/a	n/a
9.5	Late submission of results	\$20	1 win	n/a	n/a

## 16.18 Matters Not Covered by These Rules

The MBL Executive Committee shall have the power to deal with any matters not adequately covered within these rules.