

Macarthur Baseball League Junior and Senior Baseball Competition and Associated Rules

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Rule 1.10 = Rule Change
Rule 1.13 = Change of wording
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Rule 1.17 = Change of wording
Rule 1.18 = Reference to Rule 2.4
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Rule 5.13 = Rule change
Rule 5.14 = Change of wording
Rule 5.15 = Change of wording
Rule 5.16 = Rule change
Rule 5.17 = Rule change
Rule 5.18 = Change of wording
Rule 6.3 = Rule change
Rule 7.12 = Change of wording
Rule 8.3 = Change of wording
Rule 8.4 = Change of wording
Rule 8.7 = Change of wording
Rule 8.8 = Rule change
Rule 9.5 = Change of wording
Rule 9.6 = Rule change
Rule 9.7 = Change of wording
Rule 9.9 = Change of wording
Rule 9.10 = Rule change



Rule 9.12	=	Rule change
Rule 9.23	=	Change of wording
Rule 9.27	=	Rule change
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Section 11	=	Re-numbered 11.7 to 11.39
Rule 11.22	=	Previously Rule 11.10.2 – Change of wording
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Rule 12.7	=	Added a rule reference number – Change of wording
Rule 12.8	=	Previously Rule 12.7 – Change of wording
Rule 12.9	=	Previously Rule 12.8 – Rule change

All references to:

U/10	=	Changed to Little League Minor (Zooka) or Little League Minor Player Pitch
U/12	=	Changed to Little League Major
U/14	=	Changed to Junior League
U/16	=	Changed to Senior League

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 the BNSW.) These rules shall take preference when any of these rules conflict in meaning or interpretation.

Version 3.1 (Updated 17 Sept 2015)

Table of Contents

1. COMPETITION	8
1.1 Affiliation of Clubs	8
1.2 Affiliation of Teams.....	8
1.3 Designated Grounds	8
1.4 Age Groups and Divisions	8
1.5 Determination of Competition Standings	8
1.6 Determination of Finals Positions	8
1.7 Calculation of Runs for and Against	8
1.8 Minor Premiers	8
1.9 Final Series Draw.....	8
1.10 Final Series Game Duration	9
1.11 Rescheduling of Finals.....	9
1.12 Abandoned Finals.....	9
1.13 Required Result in Finals Game	9
1.14 Mercy Rule.....	9
1.15 Forfeits	9
1.16 Game Duration in Regular Season.....	10
1.17 Required Playing Time to Avoid a No Game	10
1.18 No Game	10
1.19 Commencement of Innings near Game Completion.....	10
1.20 Completion of Commenced Innings – Senior Divisions	10
1.21 Forfeit Due to Late Start	11
1.22 Game Time Elapsing During Top of Innings.....	11
1.23 Game Time Elapsing During Bottom of Innings	11
1.24 Home Team Regular Season	11
1.25 Home Team Final Series	11
1.26 Order of Batting and Dugout Occupied.....	11
1.27 Rescheduling of Games	11
1.28 Required Number of Players	11
1.29 Batting Order for a Team Playing Short	12
2. FITNESS OF PLAYING AREA	12
2.1 Determination of Fitness of Ground	12
2.2 Appeals against poor light.....	12
2.3 Recommencement of Delayed Game	12
2.4 Rescheduling of No Game	12
2.5 Ground Authority's Notification of fitness to play	12
3. GAME PRELIMINARIES.....	12
3.1 Alteration to Original Diamond Layout	12
3.2 Approved Baseballs	13
3.3 Local Ground Rules	13

3.4	Dimensions of Diamonds	13
3.5	Batting Line-ups	14
3.6	Eligible Players on Line-up	14
3.7	Responsibility for Setting up of Diamond.....	14
4.	UMPIRES	14
4.1	Assigning of Umpires.....	14
4.2	Duty Umpires	14
4.3	Senior Duty Umpires	15
4.4	Failure to Fulfil Umpiring Duty	15
4.5	Interference with Appointed Umpires	15
4.6	Protest of Umpire's Ruling.....	15
4.7	Permissible Umpiring Protests	15
4.8	Method of Protests.....	15
4.9	Umpire Payments.....	15
4.10	Umpiring Restrictions.....	16
5.	REGISTRATIONS AND GRADING	16
5.1	Registration.....	16
5.2	Effective Period	16
5.3	Defaulters	16
5.4	Clearance	16
5.5	Membership Application.....	16
5.6	Cut-off for Late Registrations	16
5.7	Minimum Number for a Registered Team	17
5.8	Numbers if More than One Team in Age Group	17
5.9	Payment of Registration Fee.....	17
5.10	Payment of Late Registrations.....	17
5.11	Penalty for Incorrect Registration.....	17
5.12	Transfer of Players between Teams	17
5.13	Substitution in Higher Grade	17
5.14	Eligibility of Substitute.....	17
5.15	Eligibility for Finals Participation	18
5.16	Officials Code of Conduct.....	18
5.17	Grading of players and/or teams.....	18
5.18	Grading of Senior Competitions.....	18
6.	SUBSTITUTES	18
6.1	Definition.....	18
6.2	Maximum Number	19
6.3	Eligibility	19
6.4	Playing Position.....	19
6.5	Position in Batting Order	19
7.	CONDUCT	19

7.1	Disorderly, offensive and abusive conduct	19
7.2	Obligatory Rules, Protests and Disputes Committee Hearing	19
7.3	No Professional Legal Representation	19
7.4	Cited Persons Right to View Report	19
7.5	Participation While Cited or Suspended	19
7.6	Serving of Suspensions and Penalties.....	20
7.7	Sufficient Notice of Appeals of Suspensions	20
7.8	Decision on Hearing of R, P & D Appeal	20
7.9	Admittance to Playing Area.....	20
7.10	R, P & D Committee.....	20
7.11	R, P & D Conflict of Interest	20
7.12	Umpires' Report of Ejection	20
7.13	Team Members in Dug-Outs	21
8.	UNIFORMS AND EQUIPMENT	21
8.1	Registration of Club Colours and Uniform Design	21
8.2	Coaches and Umpires	21
8.3	Approved Batting Helmets.....	21
8.4	Approved Baseball Attire	21
8.5	Penalty for Incorrect Attire	21
8.6	Umpire's Responsibility.....	21
8.7	Metal Cleats.....	21
8.8	Bats	21
9.	LOCAL AND GENERAL RULES.....	22
9.1	Substitute Runners.....	22
9.2	Pass Ball.....	22
9.3	Score Books	22
9.4	Scorers and Signing of Score Book.....	22
9.5	Approved Result Sheet and Deadline for Submitting.....	23
9.6	Notification of Results	23
9.7	Penalty for Late Submission of Results.....	23
9.8	Penalty for Failure to Return Property of MBL	23
9.9	Run Limit for First Three Innings – Junior's	23
9.9B	Run restrictions – Senior's	23
9.10	Pitching Restrictions	23
9.11	Junior Pitcher and Catcher.....	24
9.12	Players under 18 years competing in Senior Division Competitions.....	24
9.13	Catcher Speed up Rule	25
9.14	Designated Hitter	25
9.15	Blood Rule.....	25
9.16	Club Championship.....	26
9.17	Competition Draws.....	26

9.18	Alteration, additions and deletions to these Rules	26
9.19	Jewellery	26
9.20	Anti-Collision Rule	26
9.21	Head first sliding.....	26
9.22	On Deck batters.....	26
9.23	Base Stealing – Little League Minors Player Pitch and Majors.....	27
9.24	Marking Outfield Boundaries	27
9.25	Consumption of Alcohol and Tobacco	27
9.26	Payment of Fines	27
9.27	Junior Player Playing in a Higher League Age Group	27
10.	OVER 35's COMPETITION	27
10.1	Eligibility	27
10.2	Exception to 10.1	28
10.3	Over 35's equivalent to 3rd Division	28
10.4	Unlimited interchange Over 35's	28
11.	TEE-BALL SPECIFIC RULES	28
11.1	Tee.....	28
11.2	Ball.....	28
11.3	Bat	28
11.4	Shoes.....	29
11.5	Protectors.....	29
11.6	Time for Batter.....	29
11.7	Distracting the Batter.....	29
11.8	Base Coaches.....	29
11.9	Calling for Time Out	29
11.10	Fielding	29
11.11	Batting	29
11.12	Substitutes	30
11.13	Ninth Batter.....	30
11.14	Adjustment of Tee	30
11.15	Addressing the Ball.....	30
11.16	No Bunting	30
11.17	Position and Movement of Feet	30
11.18	Dangerously Thrown Bat	30
11.19	Incapacitated Batter	31
11.20	Batter or Runner being called out	31
11.21	Strikes	31
11.22	Number of Strikes.....	31
11.23	Fair Ball Definition	31
11.24	Foul Ball Definition	31
11.25	Position of Fielders	32

11.26	Throwing to Base	32
11.27	Play Cessation.....	32
11.28	Leaving Base Early	32
11.29	Holding Base	32
11.30	Caught Out	32
11.31	Tagged Out.....	33
11.32	Struck Out	33
11.34	Forced Out	33
11.35	Not Tagging on a Caught Fly	33
11.36	Leaving Base Early	33
11.37	Appeal Play.....	33
11.38	Missing a Base	33
11.39	Batting Out of Order.....	33
12.	LITTLE LEAGUE MINORS – MACHINE PITCH (Zooka)	33
12.1	Catcher's Mask, Helmet and Throat-protector.....	33
12.2	Set-Up of Pitching Machine	33
12.3	Machine Pitch.....	34
12.4	Base Runner Leaving the Base Early.....	34
12.5	Balls	34
12.6	Dropped Third Strike.....	35
12.7	Use of a Tee After a Strike Out.....	35
12.8	Run Restrictions	35
12.9	Game Duration	35
13.	MATTERS NOT COVERED BY THESE RULES	35
13.1	Matters Not Covered by These Rules	35
14.	RULE BREACH SUMMARY	35
15.	RULES GUIDE.....	35

1. COMPETITION

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 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.

1.6 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.

1.7 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.

1.8 Minor Premiers

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

1.9 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.

1.10 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 -

- Nine (9) innings of play has been completed for Seniors Division 1
- Seven (7) innings of play has been completed for all other Senior Divisions (except Division 1)
- 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.

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 Abandoned Finals

For Semi finals and Finals if washed out on the designated day, the game shall be played 7 days later at the same ground and time. 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.

1.13 Required Result in Finals Game

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.

1.14 Mercy Rule

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

- Seven (7) 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.

1.15 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.

1.16 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

1.17 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.

1.18 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 2.4.

1.19 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 1.13.

1.20 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 1.22 & 1.23.

Umpires will NOT declare "Last batter in the box."

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 games 'Time and Game' shall be declared once a result is achieved.

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."

1.21 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.

1.22 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.

1.23 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.

1.24 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.

1.25 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.

1.26 Order of Batting and Dugout Occupied

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

1.27 Rescheduling of Games

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

1.28 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.

1.29 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 1.21 & 1.28, 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.

2. FITNESS OF PLAYING AREA

2.1 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.

2.2 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.

2.3 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 1.17, a 'No Game' will be declared with the other provisions of Rule 1.18 taking effect.

2.4 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.

2.5 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.

3. GAME PRELIMINARIES

3.1 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.

3.2 Approved Baseballs

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

BNSW Ball Policy as of 1st September 2015:

Age Groups must be	U8 T-Ball	U10 Zooka/ Coach Pitch	U12 Little League Div:1 Majors Div 2: Minors Div 3: Minors	U14 Junior League	U16 Senior League	State League	Minor League (Park Ball Grade)
BALLS	8.5" safety ball Easton STB 8.5"	8.5" safety ball Easton STB 8.5"	Div 1 Majors: 9" Reg B/ball Div 2 Minors: 9" Eastern 600 Div 3 Minors: 9" Eastern 600	9" Regular Baseball	9" Regular Baseball	9" Regular Baseball	9" Regular Baseball

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.

Seniors Divisions, Over 35's, Senior League, Junior League, Little League Majors and Little League Minors Player Pitch are to use Wilson A1010 (or as approved by MBL RP&D) - 9Inch.

Little League Minors Machine Pitch (Zooka) and U/8's Tee-ball are to use 8.5" Easton STB/Reduced Injury Ball (RIB).

3.3 Local Ground Rules

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

3.4 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.

3.5 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.

3.6 Eligible Players on Line-up

Any player, coach, assistant coach or official not included on the original line-up sheet as required in Rule 3.5 above, shall not be allowed to take part in the game.

3.7 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 pitchers plates. The club shall also be responsible for the layout of the diamond. This will be accomplished 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.



4. UMPIRES

4.1 Assigning of Umpires

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

4.2 Duty Umpires

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

For age groups U/7's 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.

4.3 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.

4.4 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.

4.5 Interference with Appointed Umpires

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

4.6 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.

4.7 Permissible Umpiring Protests

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

4.8 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.

4.9 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.

4.10 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: -

1. 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)
2. Minimum age for a Junior Umpire is 12 years old.
3. Any 12-year-old umpiring Machine Pitch or Tee-ball needs to be under supervision of a club official.

5. REGISTRATIONS AND GRADING

5.1 Registration

Each Club must register their players, officials and volunteers in the IMGSTG 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 'Members Groups' 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.

5.2 Effective Period

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

5.3 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.

5.4 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 by way of 'transfer' through the IMGSTG 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.

5.5 Membership Application

Applications for player registrations must be made on a form approved by the MBL and completely filled out in ink. These forms 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.

5.6 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.

5.7 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.

5.8 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.

5.9 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 capitation fee components must be received by the MBL and BNSW 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.

5.10 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.

5.11 Penalty for Incorrect Registration

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

5.12 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.

5.13 Substitution in Higher Grade

A player graded in a lower seniors division or younger aged league with a Club may play in a higher seniors 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 seniors 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 Senior Competition, with the exception of a Senior League player, playing in the Senior League Competition.

5.14 Eligibility of Substitute

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

5.15 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.

5.16 Officials Code of Conduct

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. Any coach, assistant coach and manager who have any player under eighteen (18) years of age registered in their team 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. 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.

5.17 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 5.18. 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.

5.18 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.

6. SUBSTITUTES

6.1 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 5.13 and 6.3 for juniors playing in a senior competition).

6.2 Maximum Number

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

6.3 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.

6.4 Playing Position

Substitutes may not be played in the infield.

6.5 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.

7. CONDUCT

7.1 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.

7.2 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.

7.3 No Professional Legal Representation

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

7.4 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.

7.5 Participation While Cited or Suspended

Any player, official or spectator so cited or suspended under Rule 7.1, 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.

7.6 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.

7.7 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.

7.8 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.

7.9 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.

7.10 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.

7.11 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.

7.12 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.

7.13 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.

8. UNIFORMS AND EQUIPMENT

8.1 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.

8.2 Coaches and Umpires

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

8.3 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.

8.4 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.

8.5 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.

8.6 Umpire's Responsibility

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

8.7 Metal Cleats

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

8.8 Bats

The rules governing the use of bats will be in line with those in place with BNSW in any given season.

BASEBALL NSW BAT REGULATIONS as of 1st September 2015

For all Little League, Junior League, Senior League Regular Season & Tournament Play

Little League & Below As Per LL Rules

Little League (Majors) and below: it shall not be more than 33 inches in length nor more than 2 1/4 inches in diameter.

Non-wood bats shall be labelled with a BPF of 1.15 or less.

EXCEPTION: Little League (Majors) and below: for regular season play and Tournament, composite barrel bats are prohibited unless approved by Little League International.

A list of approved and licensed composite barrel bats can be found on the Little League website at www.LittleLeague.org.

Junior League As per LL Rules

It shall not be more than 34 inches in length, nor more than 2 5/8 inches in diameter and if wood, not less than 15/16 inches in diameter (7/8 inch for bats less than 30") at its smallest part.

All COMPOSITE BARREL BATS shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard.

If a 2 1/4" barrel bat has NO COMPOSITE MATERIALS, it may be used provided it is labelled with a BPF of 1.15 or less.

NOTE: Solid wooded barrel bats do not require a BPF label.

BNSW CLUB COMPETITIONS:

Will allow 2 1/4" COMPOSITE BARREL BATS to be used, as per the Little League & Below Rules.

Senior League As per LL Rules

It shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter and if wood, not less than 15/16 inches in diameter (7/8 inch for bats less than 30") at its smallest part.

The bat shall not weigh, numerically, more than three ounces less than the length of the bat (-3) (eg, a 33-inch-long bat cannot weigh less than 30 ounces).

All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard.

Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite.

BNSW CLUB COMPETITIONS:

Will allow Junior League bats to be used, as per Junior League Rules.

9. LOCAL AND GENERAL RULES

9.1 Substitute Runners

Any batter may have a substitute runner from first base, if injured during that game, providing the opposing coach/manager so agrees.

Any substitute runner so used shall be either the last batter in the line-up, if the beginning of the inning, or the last batter "out" or "home" if the innings is in progress.

9.2 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.

9.3 Score Books

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

9.4 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.

9.5 Approved Result Sheet and Deadline for Submitting

Each home team must complete and have signed by the umpires and coaches, an approved result sheet. 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. Result sheets are located on the MBL Website www.macarthur.baseball.com.au under 'Documents'.

9.6 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.

9.7 Penalty for Late Submission of Results

Failure to observe Rules 9.5 and/or 9.6 will result in the loss of competition win points and a \$20 fine for each team.

9.8 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.

9.9 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.

9.9B 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.

9.10 Pitching Restrictions

Pitching restrictions, including rest day periods, across all ages will be in accordance with those in place with BNSW Local League Play (Club Ball) in any given season.

BNSW Local League Play (Club Ball) as at 1st September 2015

AGE	Little League Major & Minor	Junior League	Senior League
Minor	1 - 24	1 - 29	1 - 34
Sub	25 - 44	30 - 54	35 - 64
Major	45 - 55	55 - 65	65 - 80

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

If a pitcher throws a major assignment he must leave the game and take no further part in the game as a player.

Any junior player (Little League Minor to Senior League inclusive), who pitches a substantial assignment and is moved to a fielding position, must only occupy 1st or 2nd base or Right Field.

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, Little League Major and Junior League 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.

Any Junior League or Senior League player who pitches a minor assignment during a weekend game shall not be allowed to pitch in a Senior League game the following Monday.

A weekend game is ANY game including regular season, tournament, competition and state league.

Any dual registered 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.

9.11 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 will result in coach being suspended for 4 weeks.

9.12 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 9.10 and 9.11 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.

9.13 Catcher Speed up Rule

The catchers speed up rule is as follows:-

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

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.

9.14 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 no 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.

9.15 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.

9.16 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.

9.17 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.

9.18 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.

9.19 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.

9.20 Anti-Collision Rule

Any player, who does not slide or move in a direction away from the play, attempting to avoid a collision with a fielder or catcher in possession of the ball, shall be given out.

If a catcher or fielder is deemed to be blocking the runner from advancing, without possession of the ball, the umpire will signal the runner safe due to the obstruction rule.

9.21 Head first sliding

There is no "head first" sliding to an advancing base allowed in any junior games from Tee-ball to Junior League inclusive. An automatic out will be called and the player cautioned.

9.22 On Deck batters

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

9.23 Base Stealing – Little League Minors Player Pitch and Majors

1. There will be no pitcher's balk in the Little League Minors and Majors competition.
2. A dropped third strike is an automatic out the ball remains "live".
3. Base runners may not leave their bases until the pitched ball has reached home plate.

9.24 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.

9.25 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.

9.26 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.

9.27 Junior Player Playing in a Higher League Age Group

No junior player who is substituting in a higher league, where the higher league has a greater pitching distance or base distance, will not occupy a position in the battery (pitcher or catcher).

For example: no player that is registered and playing in the Little League Majors would be allowed to pitch or catch in Junior League. No player that is registered and playing in Junior League would be allowed to pitch or catch in Senior League unless the player was dual registered and elected the battery for Senior League. Rule 9.10.

It should be noted that any Little League Majors player who plays in a Junior League game is ineligible for Little League Majors All Stars.

Other rules to reference are 5.13, 6.3 and 9.12.

10. OVER 35's COMPETITION

10.1 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.

No substitute will be allowed who has not attained the age of 35 years.

10.2 Exception to 10.1

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.

10.3 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.

10.4 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.

11. TEE-BALL SPECIFIC RULES

11.1 Tee

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

The Tee: -

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

11.2 Ball

The ball shall be a regulation Tee-ball size 8.5.RIB baseball

11.3 Bat

The bat may be a regulation Softball or Baseball Bat.

11.4 Shoes

Shoes must be sneakers or joggers, moulded football boots, flexible or soft dimple soled baseball shoes.

11.5 Protectors

Players should wear a protector at all times while playing.

In Under 8 and Under 9 it is mandatory for all players to wear a protector.

11.6 Time for Batter

The batter has 20 seconds from the call of batter up to address the tee.

11.7 Distracting the Batter

Fielders shall not, with deliberate unsportsmanlike intent, act in a manner to distract the batter. The offender may be removed from the game, the batter shall be awarded first base and all runners shall advance one base. The ball is dead.

11.8 Base Coaches

Each team, when batting, may place a nominated Base Coach at 1st and 3rd bases. They must not be closer than 2 metres from the base line, or touch the runners as they go by. No other person other than the designated coach or base coach shall be permitted on the field during play.

11.9 Calling for Time Out

Time shall be called only by the umpire of the game. No base coach is allowed to indicate time or call time in any part of the game. Between innings, the designated coach may seek interpretations or clarification of rules from the umpire.

11.10 Fielding

1. In under 7's:

The first six (6) players in the original line up must take the field in the first innings, but any combination of six (6) from the maximum of nine (9) on the line-up may field in subsequent innings.

2. In under 8's:

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.

11.11 Batting

1. In under 7's:

The team will bat in order through the entire line-up (to a maximum of nine (9) players) until either;

- a. Six (6) batters have appeared at the plate
- b. The fielding side has retired three (3) batters.

2. In under 8's:

The team will bat in order through the entire line-up (to a maximum of twelve (12) players) until either;

- a. Nine (9) batters have appeared at the plate
- b. The fielding side has retired three (3) batters.

The team will bat in order through the whole line-up to a maximum of twelve (12) players although only nine (9) will bat per innings. Following the last batter in the line-up will be the first batter in the line-up.

11.12 Substitutes

In under 7's and 8's games, as there are no results recorded, coaches are to use an unlimited interchange rule (or multiple replacement policy).

11.13 Ninth Batter

1. When the ninth batter comes to bat the scorer shall notify the plate umpire, who in turn will inform both sides by loudly calling and signalling LAST BATTER.
2. If more than nine (9) batters bat in the same innings, the ninth batter shall be declared out. The turn at bat of the subsequent batters shall be cancelled. The side is retired and no runs scored as a result of the turn at bat of the ninth and any subsequent batter(s).
3. The first batter in the next innings shall be the batter following the ninth batter.
4. When the ninth batter hits a fair ball, the side may be put out by:
 - a. Getting the ninth batter out, irrespective of the number of outs;
 - b. Getting three (3) outs by normal play;
 - c. Any fielder holding the ball and standing on home plate irrespective of the number of outs;
 - d. When the third out is the result of a base runner leaving the base before the batter hits the ball;
 - e. When the third out is the result of a forced play.
5. No runs shall score after the ninth batter is out.

11.14 Adjustment of Tee

The umpire should ensure that the tee is adjusted to the batter's satisfaction before calling PLAY BALL.

11.15 Addressing the Ball

The batter shall be permitted to level the bat with the ball with only one movement. Any additional movement of the bat towards the ball shall be called a strike. This shall count as a normal strike in the count on the batter. (Note the previous practice of allowing a player to take a 1-2-3-swing will now incur a strike).

11.16 No Bunting

The batter shall take a normal full forceful swing when striking the ball. Bunting is not permitted. A violation shall be called a foul ball and a strike awarded against the batter.

11.17 Position and Movement of Feet

The batter shall take a set stance adjacent to the home plate. The back foot is not permitted to be lifted off the ground after Play ball is called.

11.18 Dangerously Thrown Bat

The batter is "out" if the bat is thrown dangerously. The ball is dead and the runners may not advance. 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.

11.19 Incapacitated Batter

A player permanently incapacitated so as to need a runner may be registered as such with the Association. A player so registered, may have a runner from first base without permission from the opposing coach. The opposition Coach should be informed that the player is so registered at the start of the game.

NOTE: The above rules must be applied with thought given to the age of the players. In an under 6's or 7's competition the rule would have to be applied very loosely.

11.20 Batter or Runner being called out

In all under 7's and 8's games, all batters or runners who are called out by the umpire are to leave the diamond and return to the bench.

11.21 Strikes

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.

11.22 Number of Strikes

In all under 7's and 8's the batter shall be given out on strikes after five (5) strikes.

11.23 Fair Ball Definition

A Fair Ball is a legally batted ball which:-

1. Settles, or is touched on fair ground between Home and First Base or between Home and Third Base.
2. Bounds past First or Third base on or over fair ground.
3. Touches First, Second or Third base.
4. While on or over fair ground, touches the person or clothing of an umpire or player.
5. A fair fly must be judged by the umpire, according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.

11.24 Foul Ball Definition

A Foul Ball is a legally batted ball which:-

1. Settles, or is touched, on foul ground between Home and First Base or between Home and Third Base
2. Bounds past First or Third base on or over foul ground.
3. First touches on foul ground beyond First or Third base.
4. While on or over foul ground touches the person or clothing of an umpire, or player.
5. Settles, or is touched within the 4.5 metre arc in front of home plate.
6. Any bunt shall be called a foul ball, regardless of where the ball lands or is fielded.

11.25 Position of Fielders

Until the ball is hit:-

1. The pitcher must be on the pitching plate;
2. The catcher must be behind home plate, in the catcher's box;
3. No fielder other than the catcher may be in foul territory or within 40/44 feet of the home plate whichever is the pitching distance;
4. When the umpire calls play, all fielders must remain still until the ball is hit.

11.26 Throwing to Base

A fielded ball must be transferred to a base fielder to affect an out by throwing the ball. In no circumstances shall the fielder be allowed to roll the ball underarm to the base fielder. If such play is made TIME shall be called and all runners are given the base which they were attempting or in the case of a force the base which they are forced to.

11.27 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 in the under 7's competition when the ball is thrown by a fielder to a base and the base fielder does not affect a put out. All play shall cease and runners shall be given the base they were attempting, i.e., no pass ball shall apply.

If after the ninth batter has hit a fair ball and the ball in the opinion of the umpire is deliberately overthrown and become dead, all runners shall be awarded HOME.

11.28 Leaving Base Early

A runner must wait until the ball is hit before leaving the base. A runner who leaves the base before the ball is hit is out. The ball is then dead. The batter returns to bat again and that Strike Call is cancelled.

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;

shall be called not out but must return immediately to the base they last occupied.

NOTE: The above rule must be applied with thought given to the age of the players. In an under 7's competition the rule would have to be applied very loosely, and a warning given rather than an out.

11.29 Holding Base

As per standard baseball rules a base runner may only over-run First and Home bases. Anytime a base runner is off the base he/she can be tagged, regardless of whether he/she is forced or not.

11.30 Caught Out

The batter is out when caught in fair or foul territory.

11.31 Tagged Out

The runner is out when tagged between bases. The ball must be held securely in the hand/glove which contacts the runner.

11.32 Struck Out

The batter is out when strike count is full.

Five (5) strikes under 7's & 8's and three (3) strikes for under 9's.

NOTE: A foul hit on the last strike counts as a strike.

11.34 Forced Out

A runner forced to advance to the next base because the batter / runner(s) from preceding base(s) oblige him/her to do so, then a fielder by holding the ball securely, and standing on the base that the runner is forced to, will put the runner out.

11.35 Not Tagging on a Caught Fly

By leaving a base before a fly ball is caught and not returning to that base before the ball is returned to that base, the runner is out.

11.36 Leaving Base Early

Leaving the base before the ball is hit, the runner is out.

NOTE: The above rule must be applied with thought given to the age of the players. In an under 6's or 7's competition the rule would have to be applied very loosely, and a warning given rather than an out.

11.37 Appeal Play

A base runner that misses a base(s) is out if this is a result of an APPEAL PLAY.

11.38 Missing a Base

When any fielder stands on the base(s) that was missed by the runner and appeals to the umpire. The umpire will only allow the appeal if he/she has seen the infringement

11.39 Batting Out of Order

If a player bats out of order and an appeal is made to the Umpire by the opposing coach that player shall be given out

12. LITTLE LEAGUE MINORS – MACHINE PITCH (Zooka)

12.1 Catcher's Mask, Helmet and Throat-protector

All Catchers are required to wear a protective helmet, a facemask with correctly fitted throat guard extender, a correctly fitted chest protector (high and tight) and leggings.

12.2 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.

12.3 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.

12.4 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.

12.5 Balls

The balls used will be BNSW12 8.5" baseballs

12.6 Dropped Third Strike

The batter is automatically out on a dropped third strike.

12.7 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.

12.8 Run Restrictions

All Zooka games will have a run restriction of four (4) runs per inning, for the first three (3) innings only. From the fourth innings onwards, all three (3) outs must be achieved without any run restrictions.

12.9 Game Duration

All Zooka games durations are 1 hour 30 minutes or 6 innings.

13. MATTERS NOT COVERED BY THESE RULES

13.1 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.

14. RULE BREACH SUMMARY

Rule No.	Breach	Fine	Penalty	Umpiring Cost	Payments
1.15	Forfeits	\$100	n/a	\$25 *	n/a
3.7	Setting up Diamonds	\$50	1 win	n/a	n/a
4.4	Failure to provide Umpire	\$100	1 win	n/a	n/a
4.8	Method of Protest	n/a	n/a	n/a	\$20
4.9	Umpiring Payments	n/a	n/a	\$25	n/a
5.11	Incorrect Registration	\$20	1 win	n/a	n/a
5.16	Officials Code of Conduct	\$50	1 win	n/a	n/a
8.5	Incorrect Attire	\$20	n/a	n/a	n/a
9.4	Scorers and Scorebooks	\$20	n/a	n/a	n/a
9.7	Late submission of results	\$20	1 win	n/a	n/a

*If applicable

15. RULES GUIDE