

GEELONG BASEBALL ASSOCIATION

JUNIOR RULES -2015 SEASON

These Junior Rules are to be read in conjunction with GBA Senior rules.

Unless specified in Junior Regulations normal rules of baseball apply.

1. Player Eligibility

1.1. To determine a player's age group and section a player shall be under the age group on 31st December of the year the competition commenced to compete in the section relevant to he/she age group

1.2. **Competitions-** the GBA Junior section shall administer competitions in the following age groups

Rally Cap	Ages 5, 6, 7 years
Teeball	Ages 8, 9 & 10 Years
U13	Ages 8, 9,10 ,11 & 12 years
U15	Ages 13 & 14 years
U17	Ages 15 & 16 years

1.3. Minimum age is 8 years to compete in the U13, 5 years for Rally Cap

1.4. A player can only play one age group above the age they are. i.e. A player of 12 years of age can play U13 or U15 without written application to Junior Chairperson.

1.5. A Club may submit a written application to the Junior Chairperson requesting special consideration for a player to play out of their regular age group, that is signed by a parent /guardian.- refer Appendix One. For a player to play down an age group the request shall be made based on unusual or circumstances such as a players physical or mental disability.

1.6. This form must be used where dispensation is being sought for players to play out of their age groups. Section 1 must be completed by the players club/team coach. The parent/guardian must complete and sign section 2.

1.7. If club has two teams in a division, a player who plays more than 50% of a season's scheduled home and away games in one team, they are then bound to that team for season unless the approval of the Junior Chairperson is obtained.

1.8. A player playing more than 50% of a season's scheduled home and away games in an age level is not permitted to play in a lower age level without permission of Junior Chairperson.

1.9. Failure to comply with provisions in this section may result in Club being penalized as per GBA regulations.

1.10 All players MUST be registered on IMG Sports Desq once they play their second game.

1.11 Working with Children Checks are law and compulsory for all coaches, scorers, umpires, ground staff, canteen staff, and anyone else who engages direct work with children. Teachers and police members are exempt.

1.12 The GBA requires a hard copy of all their clubs volunteers who have a WWCC card from all junior and senior teams to be handed to the junior secretary before the start of the season

2. Fixtures

2.1. The GBA Junior Committee shall determine the fixture. Any issue or changes to the draw will be advised via Email, the most recent fixture will be placed on the GBA Webpage.

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3. Umpires

- 3.1. An umpire is to be provided by each home club as listed in the fixture. Away Clubs are required to provide a base umpire were the game is called from behind home plate.
- 3.2. All U17 and U15 games MUST be umpired from behind home plate by the home club appointed umpire
- 3.3. For U17, U15 & U13 the home side must supply the plate umpire, the base umpires to be supplied by away team.
- 3.4. If home team does not have umpire prepared to do this then away team will be given opportunity to provide umpire to officiate from behind plate.
- 3.5. Umpire fees shall be:
U13 & U15 - Single umpire - \$30 (\$15 per team) - 2 Umpires – Plate \$20, Base \$10 (\$15 per team)
U17 - Single umpire - \$40 (\$20 per team) - 2 Umpires – Plate \$25, Base \$15 (\$20 per team)

Failure to pay umpires fees at game time shall result in \$20 fine for such club (Plus the owed fees).

- 3.6. All umpires must be at least 15 years of age & must be at least 2 years older than the age group they are umpiring.
- 3.7. Un-notified walkover umpire to get paid by team giving the walkover – both fees
- 3.8. Notified walkover no umpires payment
- 3.9. Umpires still get paid for un-notified washout but MUST sign the match report.
- 3.10. Notified washout no payment to the umpire
- 3.11. All umpires to print their names on the match report each week.

4. Duration of Play

- 4.1. U17 games 120 minutes (commencing at 8.30am and finishing at 10:30am) or 9 innings.
 - 4.1.1. Legal Game is a when a game has been played for a minimum of five (5) innings or sixty-five (65) minutes of play
 - 4.1.2. There is no 5 minute rule during normal season games. Game finishes at 10.30am. If the game ends with incomplete innings the score will revert back to the last even complete innings. This rule does NOT apply in the finals
- 4.2. U15 games 105 minutes (commencing at 8.45am and finishing at 10:30am) or 7 innings.
 - 4.2.1. "Legal Game" is when a game has been played for a minimum of four (4) innings or sixty-five (65) minutes of play.
 - 4.2.2. There is no 5 minute rule during normal season games. Game finishes at 10.30am. If the game ends with incomplete innings the score will revert back to the last even complete innings. This rule does NOT apply in the finals
- 4.3. U13 games 90 minutes (commencing at 9:00am and finishing at 10:30am) or 6 innings.
 - 4.3.1. Legal Game is when a game has been played for a minimum of five (4) innings or sixty-five (65) minutes of play
 - 4.3.2. There is no 5 minute rule during normal season games. Game finishes at 10.30am. If the game ends with incomplete innings the score will revert back to the last even complete innings. This rule does NOT apply in the finals
- 4.4. Clubs may apply to the Junior Executive for a change in game time, location or day. All changes must first be approved by the Junior Executive and both teams, and must follow the below process. Application to the

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Junior Secretary in writing (may be via E-mail).

4.4.1.Changes may be approved if Coaches of both teams must agree on location, time and day.

4.4.2.Changes may be approved if rescheduled time does not impact senior Competition

4.4.3.Changes may be approved if application to change a game is received by the Junior Secretary a minimum of 7 days prior to the scheduled game

5. Visits to the Pitcher by a Coach or Manager

Rule of Baseball 8.06 shall apply to all Regular Season and Play-off games with the following exception:

A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal as the pitcher and the pitcher may move to another position on the field. Baseball Victoria Little League 2014/15 Playing Conditions Page 17

6. Time Wasting

Umpires are to take necessary actions to prevent wasting of time and any acts of deliberate time wasting, as defined in Rule of Baseball 4.15. The umpire may choose to "Call" a game in extreme cases of time wasting and "Forfeit" the offending team. Clubs must record all such incidents on the Match Report Card for consideration by the Junior Executive

7. Insufficient Players

10 minutes is allowed from scheduled starting time for a club to obtain required 7 players

7.1. Except for finals, clubs may borrow players from other clubs to make up numbers. Such players to have their club indicated on the match report.

7.2. To encourage competition and to ensure that players get a game even when they are short the following shall apply

7.3. If after 10 minutes a team does not have 7 players and the opposing team has sufficient players, players are to be exchanged *and* a game for normal points to proceed

7.4. If 2 teams have a combined number of players less than 12 for U13 and less than 14 for U15 and U17 the game shall be awarded to the team who has fielded the most players (minimum of 6). If neither team has 6 players the points shall be split.

If Team 1 has insufficient players (ie less than 9) and Team 2 has an excess players (ie 10 players or more), Team 2 shall be expected to give their excess players to field and bat for Team 1. They should be entered on Team 1's team line-up with their home team in brackets beside their name.

If Team 1 has insufficient players (ie less than 9) and Team 2 has only enough players (ie 9 players), Team 2 can offer to allow some of their players to play in the outfield for Team 1. Team 1 only bats their home club players. Those players should bat for their home team and be entered on Team 2's (ie their home club) team line-up.

7.5 No team may participate in a final with less than 7 players.

8. Match Balls

U13 Home team is to supply two new or good quality GBA approved baseballs for each game. Recommended to use Yellow High Visibility

U15 Home team is to supply two new or good quality GBA approved baseballs for each game. Recommended to use Yellow High Visibility

U17 Home team is to supply two new GBA approved leather baseballs for each game

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9. Maximum Run Rule

For all U13 and U15 Regular Season games the scoring of the fifth (5th) run will end the innings, only five runs may be counted in any innings. This rule does NOT apply in the finals series.

For all U17 Regular Season games the scoring of the seventh (7th) run will end the innings, only seven runs may be counted in any innings This rule does NOT apply in the finals series.

10. Mercy Rule

For all U13 games, if a team is leading by ten (10) runs or more after four (4) completed innings, the game shall be 'Called'. This rule applies in the finals series

For all U15 games, if a team is leading by ten (10) runs or more after five (5) completed innings, the game shall be 'Called'. This rule applies in the finals series

For all U17 games, if a team is leading by ten (10) runs or more after seven (7) completed innings, the game shall be 'Called'. This rule applies in the finals series

11. Adverse Weather

11.1. A match committee comprising Junior Chairperson and two other Junior Executive members will be the sole judge of whether or not games will start, suspended or cancelled in case of adverse weather.

11.2. If round is cancelled no points will be awarded. Clubs should leave a contact number with the Junior Executive to alleviate travel in bad weather.

11.3. If an individual match is washed out whilst other games go ahead, then participating teams will share the points.

11.4. If a home ground is in poor condition prior to a game, the decision to play should result from consensus from coaches/managers and umpire.

11.5. If agreement has not been reached on the condition of the ground, then the Plate umpire will make final and binding decision.

11.6. If decision can be made before visiting team is due to arrive then that visiting team should be notified by home team ASAP. Seven players need to be listed per team

12. Lightning

a) Those associated with Baseball Victoria and its activities should note that the risk of injury from lightning is real, especially for people playing outdoor sports such as baseball.

b) On game day, the Umpires have the responsibility to decide when it is safe to play baseball, giving consideration to the risk of injury from lightning.

c) During practice, the Club Coach is responsible for deciding when it is safe to be practicing. In the absence of the Club Coach, the highest ranking present member of the Club Committee is responsible.

d) Players, officials and guests must take shelter in the club rooms or their cars while play is suspended. The dugouts do not provide appropriate protection.

e) Play must not be resumed until it is safe to do in the opinion of the Umpires (on game day) or the Club Coach (during practice).

f) Delays to play caused by lightning risk will be considered to be a weather delay in deciding the outcome of a game.

13. Presentation of Games

13.1. At home grounds: Home team is to mark diamond, provides bases and plates and a backing net.

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14. Scorecards and Match Results

- 14.1. Walkovers: notified email the GBA secretary and the opposition club and umpire
- 14.2. Home team is responsible for filling in the match report with all FIRST and LAST names for all age groups.
- 14.3. 6 Votes, (3,2,1) to be awarded for U13, U15 and U17 levels.
- 14.4. The Home team shall complete and forward the Match card, including full names, pitch counts and innings, catcher's innings played.

15. Combined teams:

- 15.1. Player's home club needs to be written on the match report next to their name
- 15.2. Both scorers MUST sit together
- 15.3. Any complaints, including reports on coaches, players, spectators or umpires, are to be written on the match card and signed by both coaches.
- 15.4. Both coaches must sign form after the game and the UMPIRE (in conjunction with the both coaches) will allocate votes and sign form.
- 15.5. Any report the umpire wishes to make is to be written on the form before coaches' sign then a full report to be emailed to the junior secretary within 48hrs of the report.
- 15.6. The home team is to provide the match report to the GBA Junior Registrar
Email game details e.g. Box scores, hits, RBI's and game description to

Nikki Morrison - gba.jnrpress@gmail.com by Sunday 7.00 pm.

Then post the original report, by the Tuesday to:
GBA Junior Registrar
12 Camden Road Newtown 3220

Fines to home club will occur for missing reports

16. Protests

- 16.1. Protests must be in writing to Junior Secretary by 10am on morning following game. (Email will be sufficient)
- 16.2. \$10 deposit will be invoiced with each protest. This is forfeited if protest deemed frivolous.
- 16.3. Protest must be noted in scorebook, indicating point in game protest occurred including time, score at the time of the protest and on scorecard.
- 16.4. If protest upheld, the game will be replayed from point of protest at a time arranged by Junior Executive.

17. Reported persons

Umpire to email the junior secretary within 24 hrs of the report.

18. Finals

- 18.1. Ladder positions shall be based the number of wins a team has from games played.
A draw shall count as 0.5 win. If teams are still even, then the higher team shall be the one with the better head to head record. If teams are still even, then the teams shall be split by run percentages.
- 18.2. No finals in Tee Ball or Rally Cap
- 18.3. U17 final 4 determined. Page system finals will be played.
1v2, winner straight to grand final.
3v4, winner to play, loser of 1v2. Then winner to play in the grand final.
- 18.4. U15 or U13 Final 4 determined two week finals to be played.
Semi-finals: 1 v 4 and 2 v 3, with winners playing in the grand final.
- 18.5. Duration of play as per Section 4 of these rules.

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- 18.6. The 5 minute rule shall apply in all finals
Five Minute Rule
If, at the completion of even innings, from the call of "side", there remains more than five minutes before the scheduled completion time, a further complete innings shall be played.
If, at five minutes before the scheduled time of completion, the home team is at bat and is:
Ahead - the game ceases immediately.
Tied or behind - the game continues until the winning run is scored or the side is retired.
If five minutes or less remains at the completion of even innings, the game shall end.
- 18.7. Finals games will continue until result is obtained or until 12.00 pm, or until another time which is determined by the junior executive
- 18.8. Mercy Rule shall apply as per regular season
- 18.9. The maximum run rule shall NOT apply as per Baseball Victoria's Club Competetion rules
- 18.10. Highest finishing team shall be deemed home team for game presentation and batting.
- 18.11. Where a plate umpire is the only umpire provided, the home team has opportunity to provide a line umpire. If they don't, then other team will be given the opportunity.
- 18.12. In the event of a washout in finals, if there is spare weekend available, these games will be played then.
- 18.13. If a team finishes in the top 4 and thus qualifies for finals, they must field a team of 7 or more players when playing in a final game.
- 18.14. All players playing in the finals series must be eligible for finals (see section 16 in the GBA Junior Rules).
- 18.15. To assist with having enough players in a final, a Club that only has 7 qualified players may bring a qualified final player(s) from a lower age group to participate in a final if the player is in their last year of the lower age group (in line with section 1.5) Once a player has been nominated to play up in finals series from a lower age group, they may NOT go back down afterwards.
- 18.16. If there is 7 or 8 players in a finals game, blanks must be used in the batting line up and recorded as an out. Blanks may be placed in any order in the batting line up, at the discretion of the coach.
- 18.17. Batting through the line up is optional for finals. If the coach decides to use this rule he must specify at the plate meeting before the game and is unable, under any circumstances, to change the line-up after the game has begun. Each coach may decide on his own line-up; eg. one may bat 12 and the other 9.
- 18.18. During finals - If a batter in the line-up does not fulfill their batting opportunity, his/her at bat is considered an out.

19. Special Rules for ALL AGE LEVELS:

- 19.1. Batting through the line up is optional in all age groups. Decision MUST be made at the start of the game between both coaches and the umpire.
- 19.2. NO METAL CLEATES in any junior games. If any player has been found in breach of this rule the player will be asked to change their shoes and not take part for 1 one complete inning (6 Outs) before they can take the field again. If a player refuses to take the cleats off then they shall be ejected from the game and reported.
- 19.3. The umpire MUST make notes on the match report and email the junior secretary within 48 hours of the offence.
- 19.8 Coaches should advise players (especially those new to the sport) that Protective Boxes must be worn throughout trainings and games.
- 19.9 No parents should be in the dugout or on the field for the duration of the game, the team coach and /or manager shall ensure compliance with this rule.

NOTE: Baseball Victoria By-law 20 will apply, except the following Rules 16, 17 and 18, which were approved by Baseball Victoria on 20 April 2012.

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20. Under 13 Competition

- 20.1. Pitchers - may pitch for a maximum of 3 innings or 60 pitches, whichever comes first.
 - 20.2. A pitcher once removed from the mound may take part in a defensive position other than catcher.
 - 20.3. Pitchers in U13 may only throw fast balls or straight change ups. Knuckle balls, split fingers, folk balls, curve balls and sliders and any other variations are not permitted. If any other pitch is thrown, the umpire will call "Illegal Pitch". If the ball is not batted then the pitch shall be called a "Ball".
 - 20.3.1. Teams found to be breaching this Playing Condition will be deemed to have played an "Illegal Player" and the penalty applied will be the loss of the game. The loss will be recorded as a 9-0 loss. The non-offending team shall receive either a 3-0 win or the score of the game at the time of the infringement, whichever score is better.
 - 20.4. Three innings is 9 outs, an innings where 5 run rule is applied equates to 3 outs.
 - 20.5. Catchers may catch for a maximum of 3 innings.
 - 20.6. Catcher after being removed may take up any position other than pitcher.
 - 20.7. A player cannot return to the position as a catcher once removed, regardless of innings caught.
 - 20.8. No player can pitch and catch in the same game.
 - 20.9. Stealing base: In Under 13s there will be no leads. Base runners shall not leave their bases until the ball has been delivered and reached the batter. Where an Umpire detects that a base runner has left the base early, the Umpire must call 'no-pitch' and direct the runners to return to their base. The batter is to bat again. The pitch will not count towards the pitcher's pitch count.
 - 20.10. Dropped 3rd Strike: Once the third strike has been indicated by the Umpire, the batter is automatically out, regardless of whether the catcher catches the pitch or not. Base runners may advance at their own risk while the ball is in play
 - 20.11. Where there is a play, or possibility of a play, at home plate, the runner must slide. For failing to slide, the runner will be out
 - 20.12. Little League bat sizes apply –
 - 20.12.1. Shall not be more than 33 inches in length
 - 20.12.2. Bats with a 2 ¼ barrel or smaller may be used
 - 20.12.3. Bats must be labelled with a BPF (bat performance factor) of 1.15 or less
- If a breach of any of these rules, is brought to attention of coach and umpire and pitcher and/or catcher is not changed team will lose points for that game.

- 20.13. Fielding team's coach/manager are permitted to take the field to instruct players provided they do so outside the infield area and do not interfere with normal course of game.
- 20.14. Speed up rule for U13s after 2 are out (as per U15 and U18 rules)

21. Under 15:

- 21.1. Pitchers may pitch for a maximum of 3 innings or 70 pitches, whichever comes first.
- 21.2. A pitcher once removed from the mound may take part in a defensive position other than catcher.
- 21.3. U15 Pitchers may only throw fast balls, straight change ups and Curve Balls. Knuckle balls, split fingers, folk balls and sliders and any other variations are not permitted. If any other pitch is thrown, the umpire will call "Illegal Pitch". If the ball is not batted then the pitch shall be called a "Ball".

Teams found to be breaching this Playing Condition will be deemed to have played an "Illegal Player" and the penalty applied will be the loss of the game. The loss will be recorded as a 9-0 loss. The non-offending team shall receive either a 3-0 win or the score of the game at the time of the infringement, whichever score is better.

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- 21.4. U15 bat sizes:
- 21.4.1. Shall not be more than 34 inches in length
 - 21.4.2. Bats with a 2 5/8 barrel or smaller may be used
 - 21.4.3. Bats must be labelled with a BPF (bat performance factor) of 1.15 or less
- 21.5. Where there is a play, or possibility of a play, at home plate, the runner must slide. For failing to slide, the runner will be out
- 21.6. Three innings is 9 outs, an innings where 5 run rule is applied equates to 3 outs.
- 21.7. Catchers may catch for maximum of 3 innings. After being removed they can take up any position, other than pitcher.
- 21.8. A catcher cannot return catcher once removed regardless of innings caught
- 21.9. No player may pitch and catch in the same game.
- 21.10. Speed up rule for catcher applies after 2 outs.
- 21.11. A team in breach of any of these these rules, is brought to attention of coach and umpire and pitcher and/or catcher is not changed team a penalty of loss of points will be imposed.

22. Under 17:

- 22.1. Pitchers may pitch for a maximum of 5 innings or 80 pitches, whichever comes first.
- 22.2. A player once removed from the mound may take up any defensive position other than catcher.
- 22.3. Five innings is 15 outs. Where 7 run rule applies this equates to 3 outs.
- 22.4. Catchers can catch for maximum of 5 innings. After being removed they can take up any position, other than pitcher. A catcher cannot return as a catcher once removed regardless of innings caught. 5 innings is 15 outs, if 7 run rule applied this equates to 3 outs.
- 22.5. No player can pitch and catch in the same game.
- 22.6. Speed up rule for catcher applies after 2 outs
- 22.7. Where there is a play, or possibility of a play, at home plate, the runner must slide. For failing to slide, the runner will be out.
- 22.8. If brought to attention of coach & umpire that breach of the rules have occurred and coach does not change pitcher and/or catcher a penalty of loss of points will be imposed.
- 22.9. Baseball Victoria By-law 18 (a) to (g) shall apply in relation to rest between 'pitching assignments'.
- 22.10. Any player 16 years and over will be required to use a wooden bat in the U17 competition. It is recommended but not compulsory for those under 16 years to use a wooden bat in the U17 competition.

Carnival Rules:

To be eligible to play U12 or U14 carnival the player MUST be playing in the GBA junior competition

To be eligible to play U16 and U18 Carnival

- 1) If any junior player is participating in any junior competition they are eligible for GBA carnival selection
- 2) If they are a junior player and their club doesn't have a junior team they are eligible for GBA carnival selection so long as they are playing seniors consistently.
- 3) If the player is too old to be playing in the GBA junior competition eg 17 years of age, but they are playing in the senior competition consistently they will be eligible for U18 carnival selection.

Coaches MUST select players from the relevant age group prior to other age groups

If insufficient numbers in a particular age group the coach MUST seek prior permission from the junior executive to be able to select players from another age group.

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23. Ground Measurements

Baseball Victoria By-law 12 shall apply, as follows:

	Teeball	Under 13	Under 15	Under 18
Pitching Distance*		46ft (14.02m)	54ft (16.46m)	60ft 6in (18.44m)
Base Paths	60ft (18.3m)	60ft (18.3m)	80ft (24.38m)	90ft (27.43m)
Diamond	84ft 10¼in (25.86m)	84ft 10¼in (25.86m)	113ft 3in (34.52m)	127ft 3 3/8 in (38.79m)
Passed Ball Line	25ft (7.62m)	25ft (7.62m)	40ft (12.2m)	60ft (18.3m)
Outfield	200ft (61m)	200ft (61m)	250ft (76.2m)	320ft (97.5m)
Home Plate, Pitcher's plate and Bases	Senior/Full Size	Senior/Full Size	Senior/Full Size	Senior/Full Size

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GEELONG BASEBALL ASSOCIATION – Appendix One PLAYER AGE DISPENSATION FORM

DATE OF APPLICATION / / 2015

DATE RECEIVED BY GBA ... / ... / 2015

PLAYERS NAME:

Address _____

Town / Suburb _____ **Postcode** _____

Phone Number **Home** _____ **Other Contact Number** _____

CLUB _____ **DATE OF BIRTH:** _____ **GENDER: M / F**

**Section One:
Reason for Dispensation Request.**

Stipulate which age group.

Team Coach Name:

Signature:

Date:

Section Two: Approval of Parent/Guardian

Name:

Support Statement from parent – request

Signature:

Date:

Approval given to play out of Age Group, or reason for Rejection.

Accepted Yes / No

Restriction if applicable:

GBA Junior Section Chairman / Secretary

Signature:

24. NOTE: THE ORIGINAL MUST BE SENT TO THE GBA AND A FULLY COMPLETED COPY HELD BY CLUB