

MELBOURNE WINTER BASEBALL LEAGUE INC. (MWBL)
 Formerly Victorian Winter Baseball League
SENIOR & JUNIOR PLAYING AND MATCH CONDITIONS
UPDATED 2013

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**ALSO REFER LATER IN THIS DOCUMENT TO JUNIOR SPECIFIC - PLAYING AND MATCH CONDITIONS
 UPDATED 2013**

1. AGE LIMIT - Seniors:

No player under the age of 14 years shall be permitted to play senior baseball. Penalty of \$50.00 fine and loss of match points, further penalties may apply as determined by the MWBL Pennant Committee
AGE LIMIT - Juniors - AGE QUALIFICATION: REFER to Junior Match Conditions.

2. BASEBALLS – Seniors:

A, B, C, D grades, min 2 new balls, leather, waterproof and same make of Approved Winter Baseballs.
All other grades, min 1 new ball and 1 in good condition leather, waterproof and same make of Approved Winter Baseballs. The Home team is to provide match balls and have sufficient reserve balls in match condition to enable the game to continue without undue delay. The Umpire shall be sole judge of fitness of ball for play. Failure to supply correct match balls shall incur a \$10.00 fine and the match shall continue.

BASEBALLS: - Junior REFER to Junior Match Conditions

3. BASEBALL BATS - Seniors Men

Baseball bats for A Grade, A Reserves, B Grade, B Reserves, C Grade and D Grade must be wood or wood composite / laminated as approved by the Australian Baseball Federation.
Baseball bats for all other grades may be wood or wood composite / laminated, aluminium, ceramic, or carbon graphite in accordance with Australian Baseball Federation Rules.
115 decibels will be the maximum sound emission limit standard for non-wood bats.
The maximum allowable weight differential for non wood bats is -3 (difference between length and weight of a bat) (e.g.) a 32" long 28oz bat would be -4 differential – then that bat is not to be used.

- Seniors Women (For Non Wood Bat Competitions Only)

The maximum allowable weight differential for non wood bats is -5 (difference between length and weight of a bat) (e.g.) a 32" long 26oz bat would be -6 differential – then that bat is not to be used.

EXCEPTION: For players 14, 15, & 16 years old - they are permitted to use their junior bats as per the junior specific age group rules except when competing in grades that require wood or wood composite bats to be used.

BASEBALL BATS - Juniors: REFER to Junior Match Conditions

4. BASE COACHES - HELMETS:

All base coaches in **Senior and Junior** matches must wear a helmet at all levels of baseball at all times.
Helmets can be skull caps.
Junior players are to wear two eared helmets if they are base coaching in both Senior and Junior matches.
Junior players must have attained the age of 14 years old to base coach in a senior match.

5. BATTING HELMETS - Seniors:

All batters and runners **MUST** wear helmets. Any player refusing to do so will be declared out.
Any runner deliberately discarding or carrying a helmet will be declared out.
It is **COMPULSORY** for all batters and runners to wear **DOUBLE-EARED** helmets

BATTING HELMETS - Juniors:

- (a) Double-eared batting helmets **MUST** be worn by all players during their time at bat and for the entire duration of their time on the base paths in all matches. Batting helmets must have double ear guards.
- (b) It is recommended that all persons of the batting team, (i.e.) batters, on-deck batter, base runners, base coaches and bat-persons wear a batting helmet, as required above, during each offensive half innings. Any runner deliberately discarding or carrying a helmet will be warned once and then will be declared out for a second offence.
- (c) Before the start of every game, the Umpire-in-Chief should inspect both teams' helmets, and not permit the use of any helmet which, in his opinion, is either unsafe, or does not comply with the above requirements. Should a batter appear at the plate without a helmet, the Umpire shall call **TIME** and instruct the defaulting player to obtain a helmet before they will be allowed to take their time at bat.

6. BEHAVIOUR OF PLAYERS, COACHES, OFFICIALS AND SPECTATORS:

Players and Officials are required to:

Abide by the MWBL 'Code of Conduct' and all other Rules, By-Laws and Statement of Purposes and Match Conditions that shall be binding on all members of the Melbourne Winter Baseball League Inc.
For information, please refer to MWBL Code of Conduct – Players and Officials for details

IN PARTICULAR

Good relationships must be fostered between clubs and their teams before, during and particularly after games.
The authority and decisions of the Umpire must be respected. Abuse and intimidatory language and tactics must not be directed to any Umpire by any person.
The Coach of each team must insist that his/her players behave in a sportsmanlike manner, especially towards members of the opposing team, at all times. The use of intemperate or unseemly language by players or coaches is absolutely forbidden. Spectators should not only support their own team, but show appreciation of good play by the opposition, and never barrack against or belittle their opponents.
Club representatives of each team, including coaches and managers, are required to draw the attention of their spectators or own players to the above conditions, regarding behaviour, if these conditions are being disregarded.

7. BENCH AREAS (Dugouts) - Senior & Junior Matches:

Clubs are required to provide bench areas for both the home and away teams of a similar standard. Failure to do so will result in an appearance before the MWBL Executive and a penalty may be applied by the MWBL Executive.
All benches are to have protection screens in front – either permanent or temporary to protect the players from stray balls. Failure to comply will result in loss of 2 match points for first offence and after second offence games will not be scheduled at that ground until protection is provided to the satisfaction of the Pennant Committee.

8. BEST PLAYER VOTES - SENIORS

In all grades the Plate Umpire shall award votes for the best player on the basis of 3 votes for the best player, 2 votes for the second best player, 1 vote for the third best player and noted on the match card.
Any player suspended for an offence by the Tribunal shall be ineligible to win a Best Player Award.

9. BYES – Senior

When a senior team has a bye – any player of the team having the bye that played in the previous round shall **NOT** be permitted to play in a lower graded team for that round. In round 2 any player that played in a lower graded team in round 1, shall **NOT** play in a higher graded team that had a bye in round 1.

9a. FORFEITED GAME: (Refer Match Condition Rule 48 for further details)

If either team has less than the required regulation team of seven players in attendance at the scheduled starting time, the defaulting team will be given TEN MINUTES grace in which to find the required number of players. If after ten minutes a team is unable to find seven players the match will be forfeited to their opponent and a score of nil runs to nine will be recorded against them. The winning by default team will be credited with a score of nine runs to nil. Should both teams be at fault the Umpire will declare a "NO GAME" and both teams will have a score of nil runs to nine debited against them. For forfeiting a match or conceding a walk-over a fine will be imposed, plus any other penalty the MWBL may decide.

10. CATCH AND CARRY RULE:

To clarify the legality of catches made next to the Dead Ball Line (DBL), on open grounds the following interpretation is to be used.

1. For a catch to be legal any part of the fielder's body **must be inside the DBL**.
If part of the fielder's body over the DBL is in the air at the time of the catch, the catch is still legal.
2. If the catch is taken in Live Ball Territory (LBT) and the fielder's momentum carries him over the line without falling the catch is legal and the ball is still in play. Runners may advance at their own risk.
It is not necessary for the fielder to enter LBT to throw the ball. It may be thrown from beyond DBT.
3. If the catch is taken in LBT, and the fielder's momentum carries him over the line, and falls but retains possession of the ball, the catch is legal, the ball is dead and all runners advance one base.
Falling shall be interpreted as any part of the fielder's body, other than his feet, touching the ground.
4. If a fielder takes a catch on LBT and carries over into DBT and drops the ball in attempting a throw the ball is dead and all runners advance two bases.
5. If a fielder's momentum carries him into DBT there can be no Spectator Interference.
The fielder enters DBT at his risk.
The importance of point 2, above is that fielders, after making a legal catch and running beyond the playing field limits, should throw the live ball back. Unless the fielder falls down in dead ball territory it is a live ball in play and base runners may advance at their own risk.
Fielders should throw the ball back to attempt a play to limit the advance of runners.

11. CATCHERS – Senior & Junior:

All catchers **MUST** wear helmets or combined mask/helmet combination.

All players warming up pitchers MUST wear masks.

CATCHER'S HELMETS, MASKS or FULL MASK/HELMET COMBINATION TO BE USED:

It is compulsory for junior catchers to wear helmet, mask, throat guard, chest plate and leggings when catching.

Catchers, coaches, parents and other junior players will wear catcher's helmet, mask, and throat guard when warming up pitchers.

Senior players participating in a senior game must wear catcher's mask as a minimum standard when warming up pitcher.

12a. CLEARANCES – Seniors and Juniors:

Refer to MWBL Rules and By-Laws

Clearances close on 30th June for players registered within Victoria for the MWBL and/or other competing Winter baseball leagues/Associations.

All correct clearance paperwork must be lodged with the MWBL Administrator prior to this date.

For all other circumstances, please refer to the MWBL Rules & By-Laws.

12b. REGISTRATION OF PLAYERS – Seniors and Juniors: Refer to MWBL Rules & By-Laws (Rule 14)

All players must be registered as follows:

- (1) PREVIOUSLY REGISTERED PLAYERS – Each club shall activate on the current approved ABF database a list of names and updated addresses and other details of previously registered players who will be playing for the club in the forthcoming season **prior to the season start**. NOTE: Players must be **ticked** as active.
- (2) After a new player (senior and junior) has participated in his/her SECOND game – players need to complete the approved registration form and send to the MWBL Administrator within 72 hours.
Clubs are responsible for adding details of all new players (senior and junior) on the current ABF data base. NOTE: Players must be **ticked** as active.
- (3) For Junior players proof of age is required and a club official must certify that a new player's birth certificate, extract of birth, passport or any other proof of age has been sighted or provided to confirm date of birth.

NOTE:

For all players (senior and junior) after a player plays his/her first game for the season whether an existing player, new player or as a 'fill in' for the day, clubs are required to enter the player's details on the 'My Club' Data base within 72 hours after playing. As per ABF Requirements:

For members to be under the ABF insurance they must be entered on the My Club Database.

13. DEFENSIVE VISITS: (Visits to the Mound) (As per A.B.F. Baseball Rules – Rule 8.06)

- (a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning.
- (b) A second trip to the same pitcher in the same inning will cause the pitcher's automatic removal from the mound **but can remain in the game**.
- (c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat; but,
- (d) If a pinch hitter is substituted for the batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded a visit to the mound when having left the 18 foot circle surrounding the pitching rubber.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher goes to that player at that player's position before there is an intervening play (a pitch or other play), that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

It will remain solely the umpire's judgement as to whether a visit to the mound by an on field manager, coach or player to converse with the pitcher is considered an official pitching visit or as a visit 'in play' and not for coaching purposes.

If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher in that inning.

In the case where a manager has made a first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat after being warned by the umpire not to return to the mound, then the manager shall be removed from the game and the pitcher is required to pitch to the batter until the batter is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that the pitcher will be removed from the game after pitching to one hitter so a substitute pitcher can be warmed up. The substitute pitcher will be allowed eight warm up pitches or more if, in the umpire's judgement, circumstances justify.

14. DESIGNATED HITTER – Seniors only:

May be used in - A, A Reserve, B, B Reserve, C, C Reserves, D, D Res grades only.

15. DESIGNATED PITCHER RULE – Seniors only:

The principle of the rule is to allow first nine players, who are under 26 years of age and less than top rating as pitchers, to pitch in the Reserves game. This player shall then start in the first nine (late) game on the same day other than as a pitcher. A player who is no longer eligible to play juniors but has not attained the age of 18 may be approved as a D.P. provided that the player complies with the requirements as set out in these rules. If approved then that player will be restricted to Under 18 pitching rules as laid out in Match Conditions under the heading of PITCHERS:

APPLICABLE TO A RESERVE, B RESERVE, C RESERVE, D RESERVE GRADES ONLY.

- (a) A club may use a player, to be the starting pitcher and only pitch in the Reserves game, then play other than as a pitcher in the later first nine game on the same day. This player is known as the Designated Pitcher - DP.
- (b) Before a designated pitcher is allowed to play in any game there must be nine other players present and named on the scoresheet.
- (c) All designated pitchers are to be approved by the Pennant Committee before being used by the club. A maximum of **TWO (2)** designated pitchers per club nominated in their higher grade, and ONE (1) for any lower grade where paired teams are graded. This is restricted to C / C Reserves and D / D Reserves only.
EXCEPTION: A club competing in both A Grade & B Grade will be allowed **TWO** approved DP's in each of these grades.
AFTER: a player has had 6 starts in the Reserves or 2 starting assignments in a HIGHER grade or 4 relief assignments in a HIGHER grade that designated pitchers approval will be revoked by the Pennant Committee.
- (d) In the Reserves game a Designated Hitter shall be used for the DP. The use of a DP shall be declared to the umpire before the game commences. If the DP then plays in the Reserves game other than as a pitcher, or bats, the DP becomes a normal Reserves game player and may not participate in the late game on the same day except by the provisions of the Re-entry Rule.
- (e) On the batting order list and Match Report Card any DP used in the Reserves game shall be marked "DP" and all pitchers in the late game shall be marked "P". Umpires and Managers are to ensure correct recording.
- (f) The Administrator shall keep eligibility of DP's and report any breaches to the Pennant Committee.
- (g) Umpires shall administer this rule as to participating in both Reserves and the late game on the same day. An umpire has the right to direct that a DP may not, if in contravention of this rule, participate in either game.
- (h) Penalty for contravention is forfeiture of the game in which such contravention took place.
- (i) Participation in each game shall count as a game played for each grade, for finals eligibility.
- (j) This rule is not available for the finals.

16. DISPUTES AND PROTESTS:

Refer to MWBL Rules & By-Laws.

In the event of any dispute or protest (other than a judgement decision, which may not be disputed) the Club or Clubs concerned may appeal to the Pennant Committee or be directed to the Junior League Chairperson as may the case be, and all protests shall be heard as soon as practicable from the receipt of the protest in writing provided that the conditions set out in this By-law are adhered to.

- (a) A protest must be lodged at the time of the objection with the umpire.
The umpire shall be given the opportunity to consider the point raised by the Manager.
- (b) Should the Manager decide to continue the protest, the umpire should be advised and before play continues scorers must endorse both score books ensuring the following details are marked:
 - (i) Position of runners on base
 - (ii) Time of day
 - (iii) Ball and strike count on batter,
 - (iv) Score at time of protest
 - (v) Number of outs
- (c) The Manager of the protesting team shall, at the conclusion of the match, advise the umpire whether the protest is to be proceeded with.
It is the responsibility of the protesting Manager to request the umpires to endorse upon the Match Report Card that a protest has been lodged.
- (d) Notice of the protest must be lodged in writing, be in the hands of the Administrator within forty eight (48) hours of completion of the game and be accompanied by a one hundred dollar (\$100.00) fee, which shall be returned if the Pennant Committee does not consider the protest frivolous.
The notice of protest shall include reference to the Baseball Rule being protested and full reasons why the protest is being entered.

17. ELIGIBILITY FOR FINALS – Senior

Refer to MWBL Rules & By-Laws

No player shall be eligible to participate in the Senior Final Series for a Club unless the player has played at least eight (8) rounds of Competition Matches in the MWBL during the season of finals eligibility.

Only senior rounds competed in will count for grading of players in senior grade finals.

Junior rounds completed can count towards total number of rounds for senior finals eligibility.

But only one senior or junior game on the same weekend will be counted.

Note: No appeal except in exceptional circumstances. Circumstances Must Relate to Absence Due to a Baseball Related Activity or Injury. ALL appeals will be referred to the MWBL Pennant Committee and additional information may be required upon request.

There are no requirements for New Registered or Cleared Players to play three (3) games before June 30th as previous, but ALL players must compete in eight (8) rounds of Competition Matches unless the Pennant Committee approves otherwise. A player, coach or manager representing the MWBL senior or junior representative teams will have that representation counted for one (1) round only. Players will be credited with only one (1) representative team selection. Players must be present at all representative matches for their selected team for this round to be counted towards finals eligibility.

****EXCEPTION**** A player *that has played exactly half the games in different grades* is eligible to play in a lower grade provided that the higher grade/s that the player has played in is also competing in the finals. If the higher grade team is eliminated then the player is still eligible to continue to play in the lower grade provided he/she has played more than half the total games in a lower grade(s) including finals games. If a player goes up in a later final, they cannot come back down unless the higher grade team that the player played in is still competing.

EXAMPLE 1 –

Player A plays 8 games in A Grade and 9 Games in A Reserve is eligible to play A Grade and A Reserve Finals. If Player A plays 1st week final in A Grade he is deemed to have played 9 Games in A Grade and 9 Games in A Reserve. If the A Grade team is eliminated, he cannot return to A Reserve as he has played an even amount of games and the higher graded team has been eliminated.

EXAMPLE 2 –

Player A plays 7 Games in C Grade and 9 Games in C Reserve & 1 game in D Grade is eligible to play in C Grade and C Reserve Finals and above. If Player A plays in C Grade finals and this team is eliminated, he is still eligible to play C Reserve Finals and can return at any point as he will have played more total games in lower grades than C Grade

After Week 1 – 8 Games in C Grade, 9 Games in C Reserve & 1 game in D grade

After Week 2 – 9 Games in C Grade, 9 Games in C Reserve & 1 game in D grade

NOTE: A club can apply for a manager to be granted finals eligibility. The club must ensure the listed manager appears on the line-up sheet presented to the umpire and noted on the match report sheet. The managers name must be indicated to both scorers prior to the commencement of the game and must be noted on both scorebooks. The managers current season and previous season(s) match report sheet notations may be taken into account Should such a dispensation appeal be lodged.

17b. ELIGIBILITY FOR FINALS – Junior

Refer to MWBL Rules & By-Laws

For junior grade/s finals, the DVJBA and RDJBL will decide on minimum games required to be able to compete in junior finals. Refer to Junior Specific Playing and Match Conditions Section for Eligibility for Finals Rules.

17c. JUNIOR TEAM REQUIREMENTS FOR A GRADE CLUBS:

A minimum of THREE junior teams, competing within the winter season are required per club for the club to be able to participate in the A Grade and A Reserves final series games as well as for consideration for promotion/relegation to the A Grade competition. Junior teams can be - Under 17, Under 15, Under 13, Rookie Ball, T Ball.

DEFINITION OF A JUNIOR TEAM:

A Team must consist of a minimum of EIGHT players.

For composite teams a minimum of FOUR players from a club for those players to be counted as one of the team's requirements. No player will be double counted (i.e.) player plays Under 13 as well as T Ball will only be counted once.

17d. JUNIOR TEAM REQUIREMENTS FOR B GRADE CLUBS

A minimum of TWO junior teams, competing within the winter season are required per club for the club to be able to participate in the B Grade and B Reserves final series games as well as for consideration for promotion /relegation. Junior teams can be - Under 17, Under 15, Under 13, Rookie Ball, T Ball.

DEFINITION OF A JUNIOR TEAM:

A Team must consist of a minimum of EIGHT players.

For composite teams a minimum of FOUR players from a club for those players to be counted as one of the team's Requirements. No player will be double counted (i.e.) player plays Under 13 as well as T Ball will only be counted once.

Note – Clubs with teams competing in both A Grade and B Grade in the same season will be required to field a minimum of Three (3) junior teams to participate in A Grade and/or B Grade Finals

18. FINALS - Seniors:

All finals playing formats and games will be determined by the Pennant Committee and will be subject to a separate set of rules. Contingency rules for finals washouts will be as follows –

Week 1 – Semi Finals – All Grades - Saturday Game Day / Sunday in case of Saturday washout.

Highest placed team moves to next round if Week 1 is washed out.

Week 2 – Preliminary Finals – All Grades – Saturday Game Day / Sunday in case of Saturday washout.

Highest placed team moves to next round if Week 2 is washed out.

Week 3 – Grand Finals – All Grades – Saturday Game Day / Sunday in case of Saturday washout.

Week 4 – For Grand Finals – Saturday Game Day / Sunday available if required.

If Week 4 washed out, dual premiers declared

The home team is determined as being the higher placed team after the home and away seasons for weeks 1 & 2, and for the Grand Final, the home team is determined as being the first team to qualify for the Grand Final.

The home team will occupy the 3rd base dugout for finals games played at neutral venues. Home teams will occupy their usual dugout at non-neutral venues.

FINALS - Juniors:

All finals playing formats and games will be determined by the MWBL Pennant Committee and Junior Sub Committees and will be subject to separate set of rules. Please refer to Junior Section of MWBL Match Conditions for more information. No contingency rules are in place for junior finals other than for the Grand Final.

19. FINISHING TIME & LENGTH OF GAME - Seniors:

- All grades – 2 hours or 9 innings with 5 minute rule – 10 run rule after 7 innings

- For Double Header games – the late game to commence 25 minutes after the early game or as indicated by the Chief Umpire

- For Double Header games – if the early games finishes late due to the application of the 5 minute rule then the late game is to commence 25 minutes after the completion of the early game and to remain 2 hour or 9 innings game if weather and light permit.

NOTE: For early games a maximum of 15 minutes will be added for completion of an innings – refer to RULE 21

NOTE: Time is not to be added on to the length of games due to wet weather interruptions, unsafe ground conditions, sun glare or late starting of games as per rules 19 and 22

- Games tied at the game time end (after equal innings) shall be recorded as a tied game.

The 5 minute rule shall apply to all grades. A maximum of 15 minutes will be added for completion of an innings

Refer to Rule 21. The ten run rule shall apply after seven innings to all grades.

Please refer to Rule 43 and MWBL fixture for senior start times.

REGULATION GAME - Seniors:

(a) A legal minimum game shall consist of 5 innings in accordance with Rule 4:10(c), or not less than 65 minutes play.

(b) **1st Game:**

If there is any stoppage after 2.00pm due to bad weather, the game is to be stopped and scores will revert back to equal innings. For night games 2 hours after scheduled starting time applies

(c) **2nd Game:**

Second game to commence 25 minutes after completion of the first game.

Game will not start unless there is 70 minutes playing time left, the 5 minute rule will apply after 70 minutes, but any stoppage during the 70 minutes and the 5 minute rule will not apply.

19b. **FINISHING TIME & LENGTH OF GAME - Juniors:** REFER to Age Specific Match Conditions

20. **FITNESS OF GROUND / ADVERSE WEATHER – Senior & Juniors**

Refer MWBL Rules & By-Laws

A MWBL appointed umpire will be the **sole** judge of the fitness to play of any ground. Where two umpires are appointed at one ground, the senior umpire (late game plate) will decide on the fitness of the ground.

Once the umpires have informed both clubs of their decision, this decision will be final. In the absence of a MWBL appointed umpire, or a MWBL Official then the Club appointed umpire will be the sole judge of the fitness of the ground for play.

A team shall be allowed not more than 15 minutes from scheduled starting time to prepare ground markings to the satisfaction of the umpire.

NOTE: No scheduled match shall be relocated or scheduled for an alternate time without the prior approval of the MWBL Pennant Committee Chairperson or nominee.

FOR JUNIORS – if at a centre then the centre manager shall be the sole judge of whether or not at what time games will start or not start at all in the advent of adverse or wet weather conditions.

If at club grounds, then the two coaches to get together and judge the game start time or not at all in the event of adverse weather. If the coaches cannot agree then the Umpire in Chief will be the sole judge.

21. **FIVE MINUTE RULE: Seniors**

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side out' and there remains more than five minutes of time before the scheduled completion time, a further innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

- If the **HOME TEAM** is **AHEAD** – the game ceases immediately
- If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or side is retired.

NOTE: If the five minute rule applies a maximum of 15 minutes from the scheduled finish time will be allowed for the Completion of the innings which commenced as per criteria listed above.

EXAMPLE: A match with a scheduled finish time of 2.15pm will have 15 minutes of allowable time added on should the 5 minute rule be declared by the umpire. At 2.30pm (15 minutes after the scheduled finish) if there is no result (teams tied) or the innings has not been completed, the match will cease and the scores revert back to the last even Innings prior to the 5 minute rule commencing.

The extension of time is only applicable to the early game of a double header. The 15 minute time extension will apply to all situations and no time lost during the game will be added on to the extension of play

22. **FOOTWEAR:**

Metal cleats must NOT be worn by any junior player in junior games.

Umpires can inspect shoes at the start of the game. If a player is found to be wearing metal cleats during the game then the player is to be ejected from the game and / or \$25 fine. Only moulded rubber/plastic stops, plastic cleats, sandshoes, gym boots, sneakers are permitted. Plastic stops are permitted as long as there is no metal protruding through the plastic stops. **NOTE: Junior players can wear metal cleats in senior games.**

23. **GROUND EQUIPMENT – Seniors and Juniors:**

It is required that back nets must be provided for all games. Pitching mats may be used in all games.

All mounds must have a regulation approved pitching plate affixed to the mound, with a rubber (or similar material) strip in the front of the pitching plate, minimum **400mm** in length & minimum width of the pitching plate.

All bases, pitcher's plate and home plate must be whitened at start of game, or be of an acceptable standard.

The bases and pitching plate must be pegged. **PENALTY:** Fine of \$10.00 for each item unpegged.

The home plate must not be fixed or pegged unless flush with the surface.

The Plate Umpire will be the sole judges of fitness and marking of grounds.

SUPPLY OF BASES, PITCHING PLATE, HOME PLATE ETC: The home team is to supply **ALL** bases and other field equipment unless other arrangements have been made.

24. **HOME RUN FENCE MARSHALS:**

On open grounds, home run markers must be supplied. A white line must be drawn between each foul line to define the home run fence. It is encouraged that home run marshals be provided by each competing team - otherwise the "HONESTY SYSTEM" of outfielders will prevail.

Home run marshals must be provided for finals games – refer to Rules for Finals.

25. **INFECTIOUS DISEASES RULE:** Refer ABF Infectious Disease Policy.

To view the full policies please go to www.baseballvictoria.com.au

1. When the umpire removes a player from the field under this Rule, a reserve player can take his place and field and bat in his place until the removed player is able to return.
If he cannot return before the expiry of one complete inning (6 outs from the removal) the reserve player becomes a normal substitute. The umpire's judgement as to whether the removed player is able to return will prevail.
He would take into consideration the extent of the injury.
2. When a player is replaced by a reserve and after attention to his condition he is declared fit to return by the umpire he must take his original batting position and the reserve player is removed to the bench, but he is now a legal reserve and can re-enter the game as a substitute.
3. In the case where there is no reserve player to take his place, another player who has previously been substituted can run and field in his place and can bat in the replacement batting position of the replaced player, as long as **this** at bat falls within the allotted 6 outs from the removal of the injured player. Outside of these 6 outs, the replacement player in this instance cannot bat. This would create a blank in the batting order and be an out in the inning.
If no reserve is available then a team member is allowed to run only for the removed player as a proxy runner, but the runner must not be in the next 4 batters in the batting order after the batter at the plate.

26. **JEWELLERY:**

- (a) Exposed jewellery such as wrist watches, bracelets and types of earrings, neck chains, or any other items judged as dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces are not considered jewellery, but if worn must be taped to the body.
- (b) Players must be asked to remove jewellery and if they fail to do so will be ejected from the game.

27. **LIGHTS - ARTIFICIAL:**

Clubs with MWBL or BV approved lights are permitted to use artificial lighting during games to supplement natural light due to dark conditions.

Artificial Lights are to be approved by Baseball Victoria prior to use for scheduled night games as fixtured.

28. MANAGER'S/COACH'S NAME ON TEAM SHEET – for Senior Games

The Team Managers/coaches name is to be put on team sheets. Unless advised otherwise to the umpires at the plate meeting prior to the game start, the person that attends the plate meeting will be recognised at the manager of that team and will be the only person approved to discuss issues with and inform the umpire/s during the game. Any player/manager not previously identified at the plate meeting that approaches the umpire to discuss issues, may be ejected from the game along with the nominated manager.

29a. MANAGING AND COACHING - Juniors:

- (a) Two adult Managers or Coaches may be used on the base line at either first or third base.
- (b) Players, Managers and Coaches must remain on the benches or in the prescribed area during a game.
- (c) If a Manager or Coach goes onto the playing field (crosses a base line) more than once during the defensive half of an inning while the same player is pitching, such a Manager or Coach must make a pitching change. A third visit or any subsequent visit will also force the Manager or Coach to make a pitching change. This rule will be enforced by the Umpire. A Manager or Coach may, at any time, without penalty, go onto the ground for the sole purpose of giving aid to a sick or injured player.
- (d) In Rookie Ball one Adult defensive coach is permitted on the field during play to coach and encourage but must be situated behind second base and is not allowed on the field.
- (e) Adult Manager or coaches in junior games are NOT to wear steel cleats.
- (f) In the event of a ZERO TOLERANCE ejection as prescribed in Match Conditions, the nominated manager will be ejected along with the player. The team must then nominate the manager to take over from this point.

29b. MANAGING AND COACHING - Seniors:

- (a) Each team will nominate the team manager on the line up card and make this clear to the umpire.
- (b) During the match, the nominated team manager will be the only person to approach the umpires unless otherwise instructed.
- (b) In the event of a ZERO TOLERANCE ejection as prescribed in Match Conditions, the nominated manager will be ejected along with the player. The team must then nominate the manager to take over from this point.
- (c) The nominated manager (at the end of the match) is responsible for sighting and signing all match or report cards on behalf of their club. If a protest or dispute is referred to the MWBL, the person signing the Match Card as manager will be deemed by the MWBL as being that manager on the day and will represent as such at any subsequent hearing.

30. MATCH REPORT SHEETS & PHONING/EMAILING OF SCORES – Seniors & Juniors:

For all games – both team managers/captains are to report to the scorer's area to check and sign the Match Report Sheet - which shall include the box scores of the game – full names printed of all players of both teams who competed in the game – junior pitch counts for junior players – with best player votes also noted on the card. Both Home and Away teams are responsible for correct information submitted on the Match Report Sheet. Fines will be applied to both clubs for incorrect Match Report Sheet

Please Note: No team member may enter any remarks on the MATCH REPORT SHEET.

Fine of \$25.00 for first offence. Second offence shall be as determined by the Pennant Committee.

Phoning / Emailing Of Scores:

Scores must be phoned or emailed to the MWBL Administrator by 7.00pm the same day of the game.

\$10 fine per score for no or late advice of match day score.

HOME TEAMS are to phone scores - During the Home and Away Games

APPOINTED UMPIRES are to phone scores - During the Finals Series

Match Report Sheet:

Match Report Sheets can be sent to the MWBL Administrator by surface mail, fax or email or by hand within 72 hours after day of game. Sheets sent via email or other electronic means MUST be legible to be accepted as received. \$10 fine – per sheet – per week for late sheets will be applied

HOME TEAMS are to forward Match Report Sheets - During the Home and Away Games

APPOINTED UMPIRES are to forward Match Report Sheets - During the Finals Series

JUNIORS NOTE: For games at centres the Match Report Sheets are to be handed to the centre manager immediately after the game. The centre manager shall inform the **MWBL Administrator of the scores** in the prescribed manner **by 7.00pm on the game day** and then forward the Match Report Sheets to the Administrator.

ROOKIE BALL GAMES are not played for match points. All details of the game shall be recorded on a Match Report Sheets as normal and handed to the centre manager who will forward them on the MWBL Administrator. However no ladders will be maintained and finals not played.

31. MERCY RULE - SEVEN RUN RULE – FOR - E GRADES ONLY - ALSO APPLICABLE IN FINALS:

Should seven runs score during the one innings and there are less than three outs, the umpire shall call time.

The batting side will be retired with seven runs being scored for the innings.

Mercy rule after 7 innings – If a team is leading by more than 10 runs after 7 equal innings then the game shall be called.

COMMENT: It is the intention of this rule to prevent, as far as practicable, games which are so dominated by one team, that their opponents lose interest in the game.

32. OUT OF PLAY:

For consistency throughout the league, boundaries defined by witches' hats, metal uprights or the like will be regarded as **out of play**. Any ball rebounding from such an object will be declared DEAD.

Batters and runners will advance, in accordance with the **OFFICIAL RULES OF BASEBALL**.

33. PERCENTAGE:

If teams in any grade have equal match points for that grade, then their position on the ladder shall be determined by percentage. Percentage shall be calculated by using the formula:

$$\frac{RF}{RF + RA} \times 1000$$

34. PITCH/CATCH RULE:

A junior player may only pitch or catch once in a day. A junior player is deemed as a player under the age of 18 years old. (i.e.) If player pitches or catches in the morning - then CANNOT pitch or catch in the afternoon.

35a. PITCHERS – Seniors and Juniors:

Players are not permitted to pitch in two games in the one day.

If a player pitches in a **JUNIOR** game, that player may not pitch in a **SENIOR** game on the same day or in the same round. Any junior player scheduled to pitch in a mid-week night game can only pitch a minor or substantial outing on the Saturday prior to and subsequent to the mid-week night outing.

APPLICABLE FOR SENIOR GAMES ONLY – Refer to junior rules for junior games pitching restrictions

Under 18

Minor	1-39 pitches
Substantial	40 – 69 pitches
Major	Maximum 90 pitches

Under 16

Minor	1-30 pitches
Substantial	31 - 50 pitches
Major	Maximum 70 pitches

- (a) A Player, playing in a higher age group is still restricted to the lower age pitch group.
- (b) A pitcher reaching his/her maximum number of pitches is immediately removed from the mound after he/she has completed that batter.
- (e) Scorers are to notify the Plate Umpire and each team when a pitcher is within 10 pitches of a maximum allowable number.
- (f) Any ball delivered to the plate (e.g.) Balk or an illegal pitch whether it be hit or not shall be considered to be valid for the purpose of recording the "number of pitches"

For Under 18 players a 180 pitch maximum for the eight day period, with no consecutive substantials in any 96 hour period.

For Under 16 players a 140 pitch maximum will apply.

Elite development **JUNIOR** pitchers are limited to a minor outing when playing games midweek.

For the purpose of this rule players cease to be in a particular age group the day they reach that age

(i.e.) Under 18 player turns 18. **All pitch counts for junior age players shall be marked on match card.**

Coaches are responsible for overseeing this rule. If this rule is violated the penalty to apply will be as follows:

Loss of match points or game in which violation occurred

Fine to apply and any further penalty will be determined by the Pennant Committee.

35b. PITCHING RULES – JUNIOR MATCHES ONLY: REFER to Junior Match Conditions.

36a. PRE-MATCH DIAMOND WARM-UP - Seniors:

- Twenty minutes before the scheduled starting time of a game, the home team shall be entitled to pre-game warm up on the playing field not to exceed seven minutes.
- Twelve minutes before the scheduled starting time of a game, the away team shall be entitled to pre-game warm up on the playing field not to exceed seven minutes.
If the home team declines to take the field for their pre-game warm up - the away team can take the field
- Team captains by mutual agreement can reverse order of team's pre-game warm up.
- Five minutes before the scheduled starting time of a game, both managers must meet with the Umpire(s) to determine ground rules and the like.

36b. PRE-MATCH DIAMOND WARM-UP - Juniors:

- Fifteen minutes before the scheduled starting time of a game the VISITING team shall be entitled to a warm-up on the playing diamond, not to exceed five minutes.
- Ten minutes before the scheduled starting time of a game the HOME team shall be entitled to a warm-up on the playing diamond, not to exceed five minutes.
- Five minutes before the scheduled starting time of a game the playing diamond must be vacated.
- Both Managers or Captains must meet the Umpire(s) to determine ground rules, etc.

37. PROMOTION/ RELEGATION:

Promotion to a higher grade or relegation to a lower grade is by application in writing by clubs to the MWBL for consideration by the MWBL Pennant Committee, who will consider all applications and decide on the promotion and relegation of teams. ** Please refer to Junior Participation Requirements for finals participation in A Grade and B Grade, which may be taken into account when deciding any applicable application. All other grades will be determined by the MWBL Pennant Committee upon application or for grading purposes.

38. PROTECTORS – Seniors and Juniors:

It is recommended that players wear appropriate protection whilst on the field during a game.

39. RE-ENTRY RULE - Seniors ONLY:

Applicable to A Grade, B Grade, C Grade & D Grade only.

A player who has participated in A Reserve, B Reserve, C Reserves & D Reserves games may also participate in the late game on the same day, **but may not jump more than 1 grade to do so**, provided that the player does not enter the late game before the end of the second innings, except in the case of a Designated Pitcher from early game who should start in the late game.

A maximum of **RE-ENTRY THREE PLAYERS** may be used.

(Names of potential re-entry players **are NOT required** to be submitted to the home plate umpire before the game.)

It is the responsibility of each team coach or manager to apply the rule as written.

A pitcher in the A Reserve, B Reserve C Reserves and D Reserves games (including designated pitcher) cannot then pitch in the late game. **Re-entry games will not be counted towards finals eligibility.**

NOTE: Misuse of this rule shall mean loss of match points and fine as per schedule. Points and a score will be awarded to opposing side, that score will be 9-0 unless it is to the disadvantage of that side.

(i.e.) The opposing side may have won the game by a greater margin than 9-0.

40. RUNS SCORED FOR AND AGAINST – Seniors and Juniors:

In regard to final scores in TIME matches, various examples are given below.

This interpretation replaces any previous interpretations circulated.

The basic principle to keep in mind is: When an UNEQUAL number of innings has been played, the score reverts back to the last completed number of equal innings except where:

- (a) The team last at bat is ahead
- (b) The team last at bat, having scored an equal number to, or less runs than the team first at bat by the end of the last completed number if innings, has in the incomplete inning, scored sufficient runs to make the score a TIE.

In each of the following examples, "A" is the team first at bat, and "B" the team last at bat.

EXAMPLE	TEAM	6TH	7TH	TOTAL RUNS	CORRECT SCORE
1	A	6	1	7	Reverts back to 6th
	B	4	2 (incomplete)	6	A6 B4
2	A	6	0	6	Game is a tie
	B	4	2 (incomplete)	6	A6 B6
3	A	6	0	6	Win for B
	B	4	3 (incomplete)	7	A6 B7

4	A B	5 5	0 1 (incomplete)	5 6	Win for B A5 B6
5	A B	5 5	1 0 (incomplete)	6 5	Reverts back to 6th Tie A5 B5
6	A B	5 5	1 1 (incomplete)	6 6	Game is a tie A6 B6
7	A B	4 7	2 - (did not bat)	6 7	Win for B A6 B7
8	A B	4 7	1 3 (incomplete)	5 10	Win for B A5 B10
9	A B	4 7	4 0 (incomplete)	8 7	Reverts back to 6th A4 B7
10	A B	4 7	4 1 (incomplete)	8 7	Reverts back to 6th A4 B7
11	A B	4 7	1 0 (incomplete)	5 7	Win for B A5 B7

41. SCORERS – Seniors and Juniors:

Scorers must sit together. It is recommended that **BOTH** teams provide a scorer for the entirety of the match. Scorers are to observe and abide by the Scorers Code of Conduct at all times

42. SMOKING AND ALCOHOL:

No smoking or use of tobacco related products or alcohol will be allowed on the playing field or benches, offenders will be removed from game without warning and the club fined \$50.00 for each offence. Umpire shall enter each offence on match card.

43. STARTING TIME & COMMENCEMENT OF GAME:

Senior Start times as follows – refer also to Rule 19a & Rule 20

Early Game – Scheduled start time 12.15pm

Late Game – Scheduled start time 25 minutes after early game finish or as indicated by the chief umpire.

A team with less than seven players in attendance at a game may claim a 10 minute period for additional players to arrive. Play will commence as soon as both teams have seven or more players present.

A team with less than seven players, 10 minutes after schedule starting time will forfeit the game and be fined \$20.00, plus the full umpiring fees for the match when officially appointed umpires are present.

44a. REPORTED PERSONS & TRIBUNAL Senior and Juniors:

REFER MWBL RULES & BY-LAWS.

APPEARANCE BEFORE TRIBUNAL BY REPORTED PLAYERS:

Any player who is reported may be required appear before the Tribunal at a day, venue and time as advised by the MWBL Tribunal Secretary:

- If an Umpire removes any player or Coach or Manager or other club official from a game for any reason, the Umpire shall forward a report in writing to the MWBL Administrator within 48 hours of the conclusion of the game.
- All such reported persons may be required to appear before the MWBL Executive or any special sub-committee appointed by it and the MWBL shall deal with the matter and, if warranted, impose penalties.
- The Chairperson of the MWBL Tribunal may offer any reported player a suspension or penalty without appearance at an official hearing.
The player may choose to accept this offer of suspension or penalty or choose to appear before the MWBL Tribunal
- Any reported player or person and their club will be notified of the time and venue of any hearing or tribunal.
- Any player/coach/spectator that is suspended by the Tribunal – then that suspension will commence from the playing of the first available next round in which the team the player was reported and suspended plays.

Any junior player reported MUST be accompanied to such a hearing by a parent and/or representative of their club.

44b. UMPIRE REPORTS – Seniors and Juniors:

If a manager or coach of a senior or junior team feels that the umpire has not acted correctly in their duties, they will inform the MWBL Administrator in writing, including the reasons to justify the report so that report can be forwarded to the Pennant Committee to be dealt with.

- The MWBL reserves the right to investigate reports on umpiring, and take such action as it deems necessary.
- The Home Club shall appoint an “Umpire-in-Chief” to call balls and strikes.
The Visiting team should supply a “Line Umpire”.
- If the home team is not able to supply an Umpire in Chief then the away side is permitted.

45. UMPIRES – Seniors and Juniors:

It is desirable that the “Umpire-in-Chief” call from behind the catcher.

It should be undertaken to ensure that only one person umpire the entire game.

If this is not practical then only one change shall be permitted

PENALTY - Failure by a Club to comply with any of the conditions concerning umpires may result in the offending Club being fined for each offence.

46. UMPIRES HELMETS:

All umpires – including appointed and club umpires - when umpiring as a single umpire from behind the pitching mound is required to wear a skull cap type helmet. Normal line umpires are not required to wear skull helmets. This is a requirement for Senior and Junior games.

47. UNIFORMS – Senior and Junior:

All players and coaches must wear approved uniform of the club. A & A Res Grade B & B Reserve Grade must have ALL players in approved uniform. All other grades must have a min 7 players in approved uniform. Caps when worn MUST be approved club cap. If catcher is used as a coach his breastplate must not be visible. Fine of \$10.00 for each player wearing an incorrect uniform.

Advertising on Uniforms:

- (a) Selective advertising is permissible on the back or sleeve of senior & junior uniforms.
- (b) All such advertising must be approved by the MWBL. Clubs are cautioned that cigarette, liquor and hotel advertising will not be permitted.

48. WALKOVERS / FORFIETS:

At the ground on game day:

The team giving a walkover must report on the match card the names of the players in attendance. The team receiving the forfeit must record on the card not less than 7 players.

Players named on the match card are ineligible to play in another match of the same round.

Penalty for teams giving the walkover on game day:

Senior Team - \$50 fine plus appointed umpires fees (if in attendance) and no match points.

Junior Team - \$30 fine plus appointed umpires fees (if in attendance) and no match points

Prior to game day:

Clubs giving a walkover **prior to game day** are required to forfeit the clubs lowest grade team and to notify the opposing club and the League Administrator as soon as possible.

Penalty for teams giving the walkover prior to game day:

Senior Team - \$50 fine and no match points. Junior Team - \$30 fine and no match points

Clubs that do not forfeit the lowest grade team will be fined as above and also two match points will be deducted from all teams below the grade that forfeited.

Walkovers will be scrutinized by the Pennant Committee and clubs found to not have followed protocol may have a further penalty applied at the discretion of the Pennant Committee.

49. WASHOUT OF GAMES:

Where games are abandoned due to adverse wet weather or unsuitable ground conditions, etc., the following procedure is to be followed:

- (1) Where games do not commence then the match card is to be completed to reflect abandoned game and to be signed by both clubs and umpires and forwarded to the MWBL Administrator.
- (2) Clubs may enter a minimum of seven players names on the match card and may only enter the names of players that have played previously with the club in that season prior to the washout, etc. or any new player registrations as per the "Registrations of Players" By-Law.
- (3) Players who have not previously played prior to the washout, etc., are not permitted to be entered on the match card.
- (4) Players names that appear on the match card that have not played previously will be an illegal player and the penalty will be \$50 per player and the loss of match point.
- (5) If the washout, etc, occurs in round 1 – then clubs are permitted to use names of currently registered players or new registrations.
- (6) In the advent that clubs call off games early and notify the away club to prevent unnecessary travel then the away club are not required to sign the match card or enter names on the match card.
- (7) The away team may submit a separate match card to the league Administrator with a minimum of seven eligible players' names within seven days after the abandoned game.
- (8) If no more than one match in the one grade is completed, the whole grade will be deemed a washout
- (9) Refer to **Rule 19. FITNESS OF GROUND/ADVERSE WEATHER – Senior and Juniors** for additional information

50. WASTING OF TIME – Seniors and Juniors:

It is contrary to the spirit of Senior & Junior Baseball for teams to engage in the practice of wasting time, particularly in the closing minutes of a time-limit match. Umpires are hereby instructed to take all necessary steps to prevent malpractice, and adults in charge of teams are warned that the MWBL will not tolerate such tactics. Umpires should allow no more than 2 minutes between changeover of innings (from time of "Side Away" to "Batter Up" for next innings).

51. YELLOW CARD RULE – Seniors and Juniors:

- (a) The principle of this rule is to allow an umpire to issue a formal warning to persons committing minor offences without the necessity of ejection from the game and subsequent Tribunal appearances.
- (b) Offences for which this rule may be invoked shall include, but not be limited to : Dangerous play, Dissent, Equipment abuse, Minor obscenities, Misconduct.
- (c) If, in the opinion of the umpire, an offence has occurred as provided for by this rule, the player shall be informed of a Yellow Card offence and where possible a yellow card shown to the offender and the team manager be informed of the nature of the offence.
- (d) The umpire shall complete the details required on the Yellow Card and return it to the MWBL Administrator with match report card.
- (e) A register of Yellow Card offences shall be maintained by the MWBL Administrator.
- (f) The first and second Yellow Card issued to a person will incur no penalty but the third, and any subsequent Yellow Card offence by that player during the currency of a season shall incur suspension of that player from participating in any team until the competition round after the next in which the team from where the third or subsequent offence occurred competes (not inclusive of any bye).

For Example: A player that receives their third and fourth Yellow Card in the same will game will be subject to a 2 games suspension

- (g) A person who receives two Yellow Cards in the same game shall be ejected from the game after the second offence but will not be required to attend a Tribunal hearing.
- (h) A person suspended under clause (f), will be notified by the MWBL Administrator via their Club.
- (i) When a person incurs a Yellow Card suspension in the last round of the season or a finals game, the matter will be referred to the Tribunal to determine the timing of the suspension.
- (j) A person may appeal to the Tribunal Chairperson against the issue of a Yellow Card, such appeal to be lodged in writing stating reasons for the appeal to the MWBL Administrator within 48 hours of the game in which the offence occurred and shall be accompanied by a \$20 deposit which will be returned only if the Tribunal Chairperson deems the appeal not to be frivolous. Mere denial of the offence does not constitute grounds for referral to the Tribunal and will result in loss of the deposit.
- (k) Upon receiving an appeal in accordance with clause (j), the Tribunal Chairman shall decide if the matter should be referred to the Tribunal for resolution, such decision being final.
- (l) The Tribunal will here an appeal referred to it under clause (k) by convening a hearing with the offender and the umpire. The Tribunal may determine to:

- i. Uphold the appeal, cancel the Yellow Card and advise the umpire or
- ii. Dismiss the appeal and confirm the Yellow Card, or
- iii. Consider the offence warranted an ejection and impose a penalty,
- iv. Decide to return or retain the deposit.

Such decisions of the Tribunal are final and not subject to further appeal.

52. BLUE CARD RULE – Seniors and Juniors:

- (a) The principle of the rule is to allow an umpire to issue a blue card to a player for offences committed with immediate ejection from the game without facing the Tribunal.
- (b) Players ejected under the blue card rule will serve a further one game suspension without a Tribunal appearance..
- (c) Offences for which this rule may be invoked shall include, but not be limited to: **Audible Obscenities, Misconduct.**
- (d) If, in the opinion of the umpire, an offence has occurred as provided for by this rule, the player shall be informed of a Blue Card offence and where possible a blue card shown to the offender and the team manager be informed of the nature of the offence.
- (f) The umpire shall complete the details required on the Blue Card and return it to the MWBL Administrator with match report card.
- (f) A register of Blue Card offences shall be maintained by the MWBL Administrator.
- (g) A second Blue Card issued to a person will incur an automatic two game suspension.
- (h) A third Blue Card offence by a player during the currency of a season will mean an automatic appearance before the Tribunal.
- (i) A person suspended under clause (e) and (f) will be notified by the MWBL Administrator via the Club.
- (j) When a person incurs a Blue Card suspension in the last round of the season or a finals game, the suspension will be served at the start of the next season and/or matter can be referred to the Tribunal to determine the timing of the suspension.
- (k) A person may appeal to the Tribunal Chairman against the issue of a Blue Card, such appeal to be made to the MWBL Administrator within 48 hours of the game in which the card is issued.
- (l) Upon receiving an appeal in accordance with clause (i), the matter shall be referred to the Tribunal Chairperson who shall decide if the matter should be referred to the Tribunal for resolution. **Such decision will be final.**
- (m) The Tribunal will hear an appeal referred to it under clause (k) by convening a hearing with the offender.
The Tribunal may determine to:
 - (a) Uphold the appeal, cancel the Blue Card and advise the umpire or
 - (b) Dismiss the appeal and confirm the Blue Card, or
 - (c) Consider the offence warranted and increase the penalty

Such decisions of the Tribunal are final and not subject to further appeal.

53. ZERO TOLERANCE – Seniors and Juniors

The MWBL practices the concept of ZERO TOLERANCE in order to ensure that coaches / managers take a proactive role in eliminating umpire abuse.

Zero Tolerance will relate to all ejectable offences that include

Abuse of umpire
Dissent
Arguing decisions (balls/strikes, safe/outs, etc.)

The most significant thing for players , coaches, managers and club officials to note, and for umpires to Administer, is the fact that under Zero Tolerance rules, when a player is ejected from the game for one of the above offences, so is the Head Coach/Manager

THESE RULES ARE SUBJECT TO CHANGE BY THE PENNANT COMMITTEE.

54. M.W.B.L. CODE OF CONDUCT – PLAYERS & OFFICIALS

This Code shall be read in conjunction with the Statement of Purposes and Rules, By Laws and Match Conditions, and shall be binding on all Members of the: **MELBOURNE WINTER BASEBALL LEAGUE INC., (the M.W.B.L.)**.

Interpretations:

For the purpose of the Code "Players and Officials" means any person who is a registered member of a Club in this in this League, a Coach, a Scorer, a Team Manager, or an Umpire, or any person who acts in any official capacity within a Club in this League.

Players and Officials are required to:

- (a) Abide by the "Code of Conduct" and all other rules of the M.W.B.L., and to accept all disciplinary measures, including suspension, imposed for any breach of the Code and Rules.
- (b) Refrain from assaulting or attempting to assault an umpire, other players, any officials of the games or spectators.
- (c) Refrain from verbal abuse against umpires, scorers, opposing players or spectators.
- (d) Refrain from using crude or abusive language, or using crude or abusive hand signals, or engage in conduct detrimental to the game.
- (e) Refrain from reacting with unnecessary obvious dissension, \displeasure or disapproval either toward an umpire, his decision, or generally, following an umpiring decision.
- (f) Neither take nor use drugs or stimulants nor participate in other doping practices prohibited by the Australian Sports Commission and the Australian Baseball Federation.
- (g) Co-operate with all team members. Show respect for opponents and their skills, be friendly to all participants.
- (h) Refrain from profanity at all times.
- (i) Refrain from any activity likely to result in loss or wilful damage to private property or to cause a disturbance.
- (j) Accept victory and defeat with dignity and grace.
- (k) Refrain from equipment abuse such as throwing helmets and bats.
- (l) Abide by the rules and spirit of baseball.

55. M.W.B.L. CODE OF CONDUCT - SCORERS

The Council of Australian Baseball Scorers (CABS) Code of Conduct has been developed for all scorers to abide by whilst participating in an official capacity at any baseball game.

It is recognised that scorers play an integral role in our sport and their performance and professionalism is observed by all in the baseball community in their capacity as a scorer.

CABS Scorers acknowledge responsibility and agree to:

- Accept responsibility for all their actions/decisions
- Sit with the opposition scorer in a neutral scoring location
- Remain in the designated scoring location until all post game duties have been completed

- Be impartial on scoring deliberations
- Ensure scoring deliberations are made solely by the appointed scoring panel
- Declare a conflict of interest as necessary
- Keep abreast of rules and changing techniques of scoring
- Be respectful and open to discussion
- Share scoring expertise and knowledge with other scorers and be a good role model for other officials

In the role as a scorer - shall not::

- Be guilty of barracking whilst scoring
- Be guilty of making criticism of other scorers, umpires, coaches or team players by word or gesture
- Draw players or coaches attention to rule infringements, during the progress of the game
- Prompt the umpire about a ruling or status of pitch count unless invited
- Change a recorded scoring decision without regard for the recognised official procedure for the instance
- Use mobile telephone whilst scoring
- Smoke or drink alcohol whilst scoring
- Make comment to the media unless authorised by the appropriate personnel
- Discretion should be used prior to releasing information during a game to a non team or tournament Official

Unofficial visitors are not to be encouraged to remain in the score box / game scoring area

56. ANTIDISCRIMINATION

Under Victoria's Equal Opportunity Act 1995, anti-discrimination laws also apply to all Sporting Organisations.

Members are reminded that it is unlawful to discriminate or vilify against a person on the basis of:

Age, Disability, Industrial activity, Lawful sexual activity / sexual orientation, Marital, parental or carer status, Physical features, Political beliefs or activity, Pregnancy, Race, Religious belief or activity, Sex
Personal association with a person who is identified by reference to any of the above attributes.

Any violation of the Act will be dealt with in accordance of the rules of the M.W.B.L. & A.B.F, and those of the Equal Opportunity Commission.

For detailed information regarding MWBL / Baseball Victoria Policy Documents, please refer to the Baseball Victoria Policy Overview Document. This document can be supplied upon request or can be found at www.baseballvictoria.com.au or www.mwbl.baseball.com.au.

The Melbourne Winter Baseball League Inc. is a full member of Baseball Victoria and endorses the Policy Overview Document.

The Melbourne Winter Baseball League Inc. is an independently run sporting organisation, therefore all member clubs are required to abide by the Constitution, By-Laws, Rules and Match Conditions as presented by the Melbourne Winter Baseball League Inc.

MELBOURNE WINTER BASEBALL LEAGUE INC. (MWBL)
Formerly Victorian Winter Baseball League
JUNIOR SPECIFIC PLAYING AND MATCH CONDITIONS
UPDATED 2013

These Match Conditions are related to Junior Baseball and are to be applied in conjunction with the
MWBL Playing and Match Conditions – 2013.

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1. **AGE LIMIT - Juniors - AGE QUALIFICATION:** REFER to Age Specific Match Conditions

1a. PLAYING PLAYERS OUT OF AGE GROUP

- (a) Clubs seeking permission to play junior players out of their age group shall submit in writing (on the proper form) to the MWBL Administrator with the reason/s for the special consideration. The MWBL Executive or an appointed sub-committee shall review and may receive advice and recommendations on all special consideration applications before approval is granted or not granted.
- (b) Penalties will apply for misleading information or wrong information supplied to the MWBL.

2. **BYES:** (ALL AGE GROUPS)

When a junior team has a bye – any player of the team having the bye may play in any other junior team that the player is eligible to play in – including teams of the same club in the same grade.

3. **COLLISION RULE:** (ALL AGE GROUPS)

Where there is a **play** at the home plate, the runner must slide.

Penalty: If a collision occurs at the home plate and the runner has failed to slide then the runner will be give out.

4. **CORE PLAYERS OF A TEAM:**

Clubs with multiple team entries must nominate after four rounds, five players in each team.

If this rule is not enforced during the game no protest will be accepted.

5. **DROPPED THIRD STRIKE:** Refer to Age Specific Match Conditions

6. **MERCY RULE - SEVEN RUN RULE – ALSO APPLICABLE IN FINALS:**

Should seven runs score during the one innings and there are less than three outs, the umpire shall call time.

The batting side will be retired with seven runs being scored for the innings. (For Rookie Ball five runs)

Mercy rule after 5 innings – If a team is leading by more than 10 runs after 5 equal innings then the game shall be called.

COMMENT: It is the intention of this rule to prevent, as far as practicable, games which are so dominated by one team, that their opponents lose interest in the game, and as a result may be lost to Junior Baseball.

7. **PASSED BALL:** Refer to Age Specific Match Conditions

8. **PITCHERS HITTING BATTERS:** Refer to Age Specific Match Conditions

9. **PITCHING RULES – JUNIOR MATCHES ONLY:** (Baseball Victoria approved changes to By-Law 20 – March 2012)

Maximum number of defensive outs or pitches (whichever is completed first) a pitcher can deliver are as follows.

ROOKIE BALL	– 9 defensive outs or 50 pitches
UNDER 13's MINOR	– 9 defensive outs or 60pitches
UNDER 13's MAJOR	– 9 defensive outs or 60 pitches
Under 15	– 12 defensive outs or 70 pitches
Under 17	– 12 defensive outs or 80 pitches

- (a) A Player, playing in a higher age group is still restricted to the lower age pitch group.
- (b) A pitcher reaching his/her maximum number of pitches is immediately removed from the mound after he/she has completed that batter.
- (c) Scorers are to notify the Plate Umpire and each team when a pitcher is within 10 pitches of a maximum allowable number.
- (d) Any ball delivered to the plate (e.g.) Baulk or an illegal pitch whether it is hit or not shall be considered to be valid for the purpose of recording the “number of pitches”
- (e) ROOKIE BALL, UNDER 13 and UNDER 15 PITCHERS are not allowed to throw curve balls/sliders.
If a curve ball/slider is thrown, “NO PITCH” to be called by the Plate Umpire, but it will be considered to be valid for the purpose of recording the “number of pitches”.
- (f) Pitching Changes:- The provisions of Rule 8.03 for pitching changes (of the Official Rules of Baseball) shall be strictly enforced - eight (8) warm up pitches.

- (g) A player that pitches during junior games in the morning shall not be permitted to pitch in any senior games in the afternoon on the same day. One pitch constitutes pitching in the morning.

For UNDER 13 MINOR GAMES ONLY - FOR RINGWOOD DISTRICT JUNIOR BASEBALL LEAGUE ONLY:

Any player removed as a pitcher may pitch again in the same game, provided that the pitcher has not pitched 25 or more pitches in his first appearance and can only pitch once more in the game and only permitted to pitch the maximum number of pitches for the grade over the two appearances.

- (a) If a pitchers defensive outs are exceeded as a result of a 'Triple' or 'Double' play, then the play will stand and the pitcher then replaced.
- (b) If a pitchers defensive outs are reached as a result of a 'pick off' or 'rundown' play then the play will stand and the pitcher is permitted to still pitch to the batter at bat even if he has not pitched to the batter before the 'pick off' or 'run down' play.

10. PITCHING/CATCHING: (All Age Groups)

A player shall not pitch and catch or catch and pitch in the same game.

11. PLAYERS PLAYING OUT OF AGE GROUP:

- (a) Whilst a player is allowed permission to play in a higher age group, such player will not be allowed to play in the finals of a lower age group if he/she has played more games in the higher age group during the season.
- (b) Any two players per team will be permitted to play in a higher age group each week. No written permission needs to be sought from the MWBL. Any additional players must have prior approval from the MWBL before the player(s) plays.
- (c) If a club has special circumstances where permission is sought for players other than those outlined above, then the club can make application to the MWBL in writing on the prescribed form.

Failure by a club to comply with any of the rules of the Playing Conditions Rules 9, 10, 11 will result in the offending club forfeiting any match points gained whilst playing such ineligible player(s). Any other penalty as determined by the MWBL will be imposed.

12. PLAYING FIELD DIMENSIONS:

The following conditions will apply to the playing fields for Under 13, Under 15, and Under 17 competitions:

	Under 13 Minor	Under 13 Major	Under 15	Under 17
Pitching Distance	43' (13.10)	46' (14.03)	54' (16.65)	60'6" (18.44)
Base Paths	60' (18.28)	60' (18.28)	80' (24.67)	90' (27.43)
Diagonal	84'10" (25.85)	84' 10" (25.85)	113'3" (34.93)	127'3 3/8" (38.79)
Passed Ball Line	25' (7.62)	25' (7.62)	40' (12.20)	60' (18.28)
Bases	Full Size	Full Size	Full Size	Full Size
Home & Pitching Plates	Full Size	Full Size	Full Size	Full Size
Home Run Fence	200' L&R (61)	200' L&R (61)	250' L&R (76.25)	Senior Size
	200' C/F (61)	200' C/F (61)	300' C/F (90)	
Coaches Box	8'x4' (2.44x1.22)	8 x 4 (2.44x1.22)	16'x8' (4.88x2.44)	20'x10' (6.0x3.0)
Batting Box	6'x3' (1.83x0.91)	6 x 3 (1.83x0.91)	6'x4' (1.83x1.22)	6'x4' (1.83x1.22)
Catcher's Box	Senior Size	Senior Size	Senior Size	Senior Size

- 13. ROOKIE BALL – BATTING:** Refer to Age Specific Match Conditions

- 14. ROOKIE BALL – PITCHING:** Refer to Age Specific Match Conditions

15. RULES APPLICABLE TO FINAL SERIES:

The following rules apply to Finals Series and should be read in conjunction with the Senior & Junior Playing Conditions and the Official Rules of Baseball and the Rules and By-Laws of the MWBL.

- (a) **PLAYER ELIGIBILITY FOR FINALS SERIES (SINGLE TEAM CLUBS)**

For a player to be eligible to compete in a Final Series must have played the minimum specified rounds with their club in the Home and Away Junior competition. The MWBL Junior Sub Committee and/or MWBL Pennant Committee reserve the right to set or change the qualification rules as deemed necessary due to fixturing and/or calendar anomalies. **Only one bye will count towards qualification.**

Senior grade rounds will NOT count towards junior finals eligibility.

- (b) **PLAYER ELIGIBILITY FOR FINALS SERIES (MULTIPLE TEAM CLUBS)**

Clubs with two or more teams in the same age group/section are advised that a player is only eligible to play with the team in which they have played the most number of games during the current season. If a player has played equal number of games with two or more teams during the home and away Games, then written application must be made to the MWBL Administrator for permission and determination as to the team in which they are eligible to play for.

NOTE: Whilst a player is allowed permission to play in a higher age group, such player will not be allowed to play in the Finals of a lower age group if he/she has played more games in the higher age group during the season.

- (c) **TIME OF PLAY FOR JUNIOR FINALS SERIES MATCHES**

Time of play for all **Under 13's** - Finals Series matches will be from 9.00am to 10.30am.

Time of play for all **Under 15's** - Finals Series matches will be from 8.45am to 10.30am.

Time of play for all **Under 17's** - Finals Series matches will be from 8.45am to 10.30am.

- (d) The five minute rule will apply in all finals matches for all age groups.

- (e) **APPLICATION OF THE FIVE MINUTE RULE**

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side out' there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

- If the **HOME TEAM** is **AHEAD** – the game ceases immediately
- If the **HOME TEAM** is **BEHIND** or the game **TIED** – the game continues until the winning run is scored or the side is retired.

- (f) If after application of the five minute rule the game is tied at 10.30, the Umpire shall require the teams to continue play in order to achieve a result. Such extended play SHALL NOT CONTINUE BEYOND 11.00am.

If a result is achieved between 10.30am and 11.00am the match shall finish immediately.

If there is no result after the game being extended to 11.00am then the higher placed team will be declared the winner

and will advance to the next final.

- (1) If game is tied in the GRAND FINAL after extra time then the game shall be played the following Saturday. If game not played for any reason the following Saturday then the highest placed team will be declared the premiers.
- (2) For any Semi or Preliminary Finals, where wet weather or ground conditions prevents a result of a game (a minimum of 45 minutes play for Under 13 and Under 15 and 65 minutes for Under 17) and finishing no later than 11.00am then the highest placed team will continue to the next final.
- (3) The appointed umpire for the finals games will make the decision in respect of adverse weather or condition of ground

(g) **INSUFFICIENT PLAYERS FOR A TEAM(S) IN FINAL SERIES MATCHES**

All Umpires are instructed to start the game at the scheduled time if both teams have seven or more players present. Failure to take to the field when instructed by the Umpire will result in the offending team having the game called against them, except in the following cases:

Should a team have less than seven players present at the scheduled starting time the Umpire shall allow up to ten minutes grace to find the required number of players. If, at the expiration of ten minutes grace, the team is still short of the minimum number of players, the Umpire must award the game against the offending team.

NOTE: It is essential that the watches of the Umpires and the Managers/Coaches be synchronised before the start of play.

(h) **COMPLETION AND FORWARDING OF MATCH REPORT SHEETS FOR FINALS**

The HOME teams must forward completed Match Report Sheet to the MWBL Administrator within 72 hours of the completion of the match as well as informing the MWBL Administrator the game score in the prescribed manner by 7.00pm on the day of the game.

(i) **SUPPLY OF BASEBALLS FOR FINAL SERIES** - Baseballs for Finals Series will be supplied by the MWBL.

(j) **SUPPLY OF UMPIRES FOR FINALS SERIES**

Umpires will be appointed to the Finals games. Should official(s) fail to appear, it will be necessary for the Manager/Coaches of the competing teams to appoint a person to umpire the match.

(k) **MARKING AND DEFINING OF GROUNDS USED FOR FINALS SERIES**

All clubs providing a ground for finals series are expected to have the playing field properly marked and defined with particular emphasis on the boundary limits. A back-net must be provided. The club is also responsible for the provision of bases, home and pitcher's plates and foul flags. Bases etc., must be whitened. Player's benches must be provided for games.

(l) **FINALS PLAY-OFF GROUPING**

The final four teams in each grouping will play in the Final Series – except as otherwise determined by MWBL
For Diamond Valley Juniors - Semi Finals - 1 v 4, 2 v 3 then the winners play in the Grand Final
For Ringwood District Juniors - Semi Finals - 1 v 4, 2 v 3 then the winners play in the Grand Final
The HOME teams shall be that team which finished higher on the ladder during the home and away series.

16. RULES GOVERNING BASE RUNNING FOR - UNDER 13's AND ROOKIE BALL:

(a) **BASE RUNNING - NO LEADS** there will be no leads off bases

When a pitcher is in contact with the pitcher's plate with the ball in their possession and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave the base until the ball has been delivered by the pitcher and has reached the batter.

NOTE: When an Umpire detects a base runner leaving a base too soon, time shall be called and a warning Given and runners shall return to the base occupied before the pitch.

Two warnings per team will be given for violation of this rule.

Subsequent violations shall result in the offending player(s) being given OUT.

For the purpose of these examples, it is assumed that the batter runner remains at the base they last acquired safely. If the batter does not hit the ball, the result of the pitch (ball or strike) shall be maintained on the batter.

If a runner leaves early and the pitch is a wild pitch or a pass ball, no runner may advance unless forced by reason of the pitch being a fourth ball. The violation by one base runner shall affect all other base runners

(b) When a runner leaves their base before the pitcher has released the ball and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and an out occurs, the out stands.

If the runner reaches the next base safely, to which they are advancing, they must be returned to the base they occupied before the pitch was made and no out results.

(c) When a base runner leaves their base before the pitcher has released the ball and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand.

If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond the first base on a single or error, second base on a double or third base on a triple. The Umpire-in-Chief shall determine the value of the hit ball.

(d) When any base runner leaves their base before the pitcher has released the ball and the batter bunts or hits a ball within the in-field no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond which they occupied at the start of the play except the runner who occupied third base at the start of the play, then the runner shall be removed from the base without a run being scored.

EXCEPTION: If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

EXAMPLES:

1. Runner on first leaves too soon, batter reaches first safely. Runner goes to second.
2. Runner on second leaves too soon, batter reaches first safely. Runner returns to second.
3. Runner on third leaves too soon, batter reaches first safely. Runner returns to third.
4. Runner on first leaves too soon, batter hits clean double. Runner goes to third only.
5. Runner on second leaves too soon, batter hits clean double. Runner goes to third only.
6. Runner on third leaves too soon, batter hits clean double. Runner returns to third.
7. All runners on base will be allowed to score when the batter hits a triple or home run regardless of whether any runners left too soon.
8. Runners on first and second, either leaves too soon, batter reaches first safely. Runners go to second and third.
9. Runners on first and second, either leaves too soon, batter hits clean double. Runner on second scores.
10. Runners on first and third, either leaves too soon, batter reaches first safely. Runner on third remains on third, runner on first advances to second.
11. Runner on first and third, either leaves too soon, batter hits a clean double. Runner on first goes to third, runner on third scores.
12. Runners on second and third, either leaves too soon, batter reaches first safely. Neither runner can advance.
13. Runners on second and third, either leaves too soon, batter hits a clean double.

- Runner on third scores, runner on second goes to third.
14. Bases full, any runner leaves too soon, batter hits a clean double.
Runners on second and third score, runner on first goes to third.
15. Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the in-field.
All runners advance one base except runner on third, who is removed, scoring no run and no out is charged.
If on the play, a put out at any base results in an open base, runner who occupied third returns to third base.
16. Bases full, any runner leaves too soon, batter receives a base on balls or is hit by a pitch, each runner will advance one base and a run will score.

18. SHORTAGE OF PLAYERS - Juniors:

If a junior team is unable to field the regulation nine players, during the home and away season, permission is hereby granted for players from another team to compete, without transfer, clearance or permit, for the team which is deficient.

- (a) Any such player(s) shall field and bat as if they were members of the deficient team, except they will not be permitted to pitch or catch unless by agreement of both coaches.
- (b) If the deficient team is able to field seven or eight players, the result of the match shall be recorded as if there had been no shortage.
- (c) If the opposing team is unable to field seven players, the opposing team shall have forfeit score 9-0 "for" and 0-9 "against", as the result of the match.

In (c) above, the deficient team shall incur the appropriate fine for a forfeit.

The purpose of the rule is to prevent walk-overs if possible, and give junior players every opportunity to play.

Clubs with an excess number of players are encouraged to give these players a chance to compete.

The MWBL will not however, allow shortages to occur without additional action against defaulting clubs

19. LENGTH OF GAME AND FINISHING TIME - Juniors:

- (a) UNDER 17: All matches will be 9 innings or 105 minutes duration - starting at 8.45am.
Regardless of the time of starting, no match may proceed beyond 10.30am.
- (d) UNDER 15: All matches will be 9 innings or 105 minutes duration - starting at 8.45am.
Regardless of the time of starting, no match may proceed beyond 10.30am.
- (c) UNDER 13 & ROOKIE LEAGUE
All matches will be 7 innings or 90 minutes duration - starting at 9.00am.

EXCEPTION FOR ALL JUNIOR GRADES

If the game is tied after equal (max) innings, the match will proceed until 10.30am or until a result is achieved, but no match will proceed after 10.30am.

REGULATION GAME - Juniors:

- (a) It shall become a regulation game when the Umpire terminates play due to adverse weather or ground conditions after three completed innings OR a total of forty - five minutes playing time for Under 13's and U15's and sixty - five minutes for U17's.
- (b) If in the opinion of the umpire and/or coaches a doubt arises as to the ground conditions being not fit for play then the game will be declared a No Game and each team will awarded one point.
Coaches are to ensure that all players in attendance be named on the Match Report Card.

20. TEAMS BATTING THROUGH LINE-UP – UNDER 13's and UNDER 15's:

Teams are to bat through the line-ups. (e.g.) If there are 12 players in the team then the team is to bat 1 to 12 and keep the batting order the same regardless of the fielding nine or bench players.

21. SUBSTITUTION OF PLAYERS – UNDER 13's AND UNDER 15'S

There is no limit to the number of times a player can come on and off the bench (substituted)

The batting order is to remain the same as per rule 19. Players should be rotated at the change of innings.

Coaches are encouraged to rotate bench players as often as possible to allow as much on field involvement as possible for all players.

22. RE-ENTRY RULE – FOR UNDER 17 GRADE ONLY

Any of the starting players including the pitcher can re-enter the game in any batting position as long as the player they substitute for has had at least one turn at bat and three defensive outs. The re-entry player cannot pitch or catch. This rule applies to the starting nine players.

MATCH CONDITIONS FOR IN PARTICULAR - UNDER 13 MINOR AND ROOKIE BALL COMPETITIONS:

AGE LIMIT - AGE QUALIFICATION:

A player is eligible to take part in any match in the respective age groupings, provided he/she is under the age in the season of the competition as follows: Under 13 as at 30th September

NOTE: A player whose date of birth is 30th September must play in the higher age grouping

A player whose date of birth is 1st October is eligible to play in lower age group

No player may participate in Rookie League until he/she attains their SEVENTH birthday.

No player may participate in Under 13 Minor until he/she attains their EIGHTH birthday.

BASE COACHES - HELMETS:

All base coaches in junior matches must wear a helmet at all levels of baseball at all times.

Helmets can be skull caps. Junior players are to wear two eared helmets if they are base coaching Junior matches.

BASEBALL BATS:

For **Players 12 years old and under:** 2.25" maximum barrel diameter – 33" (83.82cm) Maximum bat length and to have a – 12 maximum differential (difference between length and weight of bat)

A player who is 13 years old and playing in an Under 13 minor and Rookie Ball (with approved dispensation) is only permitted to use a bat as per a 13 & 14 year old.

PENALTY: If a batter is found to be using an illegal bat, then the batter will be asked to change the bat to an approved bat. If the player refuses to change the bat then the player will be declared out.

BASEBALLS:

Baseballs used in any match shall be of same make, specified size, waterproof, approved baseballs in good condition.

BALL TYPES: Rookie Ball Approved 9" Reduced Injury Ball

Under 13 Approved same type Waterproof Leather Baseballs or Approved 9" Reduced Injury Ball
Reduced Injury Ball to be used only with prior approval of Junior League Chairperson

COLLISION RULE: (ALL AGE GROUPS)

Where there is a **play** at the home plate, the runner must slide.

Penalty: If a collision occurs at the home plate and the runner has failed to slide then the runner will be give out.

DIAMOND VALLEY JUNIORS – BEST AND FAIREST VOTING - Under 13 Minor

The two coaches in conjunction with the umpire shall vote – three (3) votes for the best player of the game, two (2) votes for the second best player of the game, one (1) vote for the next best player of the game and are to be marked on the match card next to the player's name

DROPPED THIRD STRIKE: (For U13 Minor and Rookie Ball)

The batter is "OUT" when a third strike is indicated by the Umpire, whether or not the pitch is legally caught by the catcher. A third strike which is not caught by the catcher is alive until it goes out of play and base runners may advance at their own risk.

FINISHING TIME & LENGTH OF GAME - UNDER 13 MINOR & ROOKIE BALL

All matches will be 6 innings or 90 minutes duration - starting at 9.00am.

Regardless of the time of starting, no match may proceed beyond 10.30am

(or shall be conclude after six (6) completed innings if before 10.30 am)

NOTE: FOR ALL JUNIOR GAMES

If the game is tied after equal maximum innings, the match will proceed until 10.30am or until a result is achieved but no match will proceed after 10.30am.

FOOTWEAR:

Metal cleats must NOT be worn by any junior player in junior games.

Umpires can inspect shoes at the start of the game. If a player is found to be wearing metal cleats during the game then the player is to be ejected from the game and / or \$25 fine. Only moulded rubber/plastic stops, plastic cleats, sandshoes, gym boots, sneakers are permitted. Plastic stops are permitted as long as there is no metal protruding through the plastic stops.

JEWELLERY:

(a) Exposed jewellery such as wrist watches, bracelets and types of earrings, neck chains, or any other items judged as dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces are not considered jewellery, but if worn must be taped to the body.

(b) Players must be asked to remove jewellery and if they fail to do so will be ejected from the game.

MERCY RULE - SEVEN RUN RULE – ALSO APPLICABLE IN FINALS:

Should seven runs score during the one innings and there are less than three outs, the umpire shall call time.

The batting side will be retired with seven runs being scored for the innings. (For Rookie Ball five runs)

Mercy rule after 5 innings – If a team is leading by more than 10 runs after 5 equal innings then the game shall be called.

COMMENT: It is the intention of this rule to prevent, as far as practicable, games which are so dominated by one team, that their opponents lose interest in the game, and as a result may be lost to Junior Baseball.

PASS BALL RULE: (For U13 Minor and Rookie Ball)

Base Runners are permitted to advance extra bases if the ball passes the catcher and remains in play.

Players are permitted to steal home from third base if the ball passes the catcher and remains in Play.

If the ball goes out of play the runners must return to third base.

Any pitched ball crossing the pass ball-line or striking the back-net shall be called a pass ball and no player may advance beyond 3rd base on such a pass ball.

PITCH/CATCH RULE: A junior player may only pitch or catch - not pitch and catch or catch and pitch.

PITCHING RULES:

Maximum number of defensive outs or pitches (whichever is completed first) a pitcher can deliver are as follows.

ROOKIE BALL – 9 defensive outs or 50 pitches

Under 13 MINOR – 9 defensive outs or 60 pitches

PITCHERS HITTING BATTERS: Under 13 Minor

If a pitcher hits two batters in the same innings the umpire and coaches must confer to decide whether the pitcher should continue or be removed. If the player is not removed then there is no right of appeal at the end of the game.

Rookie Ball

At the discretion of the umpire, if the batter is hit and is hurt the batter will be awarded first base. If the batter is not hurt then they shall be allowed to hit.

PLAYING FIELD DIMENSIONS:

The following conditions will apply to the playing fields for Under 13 Minor and Rookie Ball

Pitching Distance	43' (13.10)	Home Run Fence	200' L&R (61)
Base Paths	60' (18.28)		200' C/F (61)
Diagonal	84'10" (25.85)	Coaches Box	6'x4' (2.44x1.22.)
Passed Ball Line	25' (7.62)	Batting Box	6'x3' (1.83x0.91)
Bases	Full Size	Catcher's Box	Senior Size
Home and Pitching Plates	Full Size		

PROTECTORS:

It is recommended that players wear appropriate protection whilst on the field during a game.

REGULATION GAME - Juniors:

It shall become a regulation game when the Umpire terminates play due to adverse weather or ground conditions after three completed innings OR a total of forty - five minutes playing time for Under 13's

If in the opinion of the umpire and/or coaches a doubt arises as to the ground conditions being not fit for play then the game will be declared a No Game and each team will awarded one point.

Coaches are to ensure that all players in attendance be named on the Match Report Card.

ROOKIE BALL – BATTING:

If a pitcher throws four balls then a batting Tee shall be placed on the home plate, the game then proceeds as normal. When the ball is hit into the field, if contact is not made with the ball or the batter hits the Tee, it is classed as a strike, if the batter does this three times the batter is then out. No bunting is permitted from the Tee. It is up to the umpire's discretion to decide if the batter made a full swing at the ball.

The batter is permitted to take one step with their front foot towards the ball, before making contact with the ball.

ROOKIE BALL – PITCHING:

For Rookie league games **Coach Pitch** may be used. The conditions will be: Coach to Kneel and Pitch over arm Balls and Strikes as per normal rules to be called. 4 Balls called player walks to first base. After three strikes then the Tee is used for the player to hit. If the ball hits the coach pitcher the ball remains in play.

Rules pertaining to Rookie Ball Batting and Pitching will be decided upon by the Chairperson of the MWBL Junior Sub-Committee. The rules are to be applied at all times.

ROOKIE BALL GAMES – No Match Points

Games are not played for match points. All details of the game shall be recorded on a Match Report Sheets as normal and handed to the centre manager who will forward them on the MWBL Administrator. However no ladders will be maintained and finals not played

SHORTAGE OF PLAYERS:

If a junior team is unable to field the regulation nine players, during the home and away season, permission is hereby granted for players from another team to compete, without transfer, clearance or permit, for the team which is deficient.

- (a) Any such player(s) shall field and bat as if they were members of the deficient team, except they will not be permitted to pitch or catch unless by agreement of both coaches.
- (b) If the deficient team is able to field seven or eight players, the result of the match shall be recorded as if there had been no shortage.
- (c) If the opposing team is unable to field seven players, the opposing team shall have forfeit score 9-0 "for" and 0-9 "against", as the result of the match.

In (c) above, the deficient team shall incur the appropriate fine for a forfeit.

The purpose of the rule is to prevent walk-overs if possible, and give junior players every opportunity to play.

Clubs with an excess number of players are encouraged to give these players a chance to compete.

The MWBL will not however, allow shortages to occur without additional action against defaulting clubs

SUBSTITUTION OF PLAYERS – UNDER 13 MINOR & ROOKIE BALL

There is no limit to the number of times a player can come on and off the bench (substituted)

The batting order is to remain the same. Players should be rotated at the change of innings.

Coaches are encouraged to rotate bench players as often as possible to allow as much on field involvement as possible for all players.

TEAMS BATTING THROUGH LINE-UP – UNDER 13 MINOR & ROOKIE BALL

Teams are to bat through the line-ups. (e.g.) If there are 12 players in the team then the team is to bat 1 to 12 and keep the batting order the same regardless of the fielding nine or bench players. The 9 players to take the field in the first innings are NOT required to bat 1 to 9.

MATCH CONDITIONS FOR IN PARTICULAR - UNDER 13 MAJOR COMPETITIONS:

AGE LIMIT - AGE QUALIFICATION:

A player is eligible to take part in any match in the respective age groupings, provided he/she is under the age in the season of the competition as follows: Under 13 as at 30th September

NOTE: A player whose date of birth is 30th September must play in the higher age grouping
A player whose date of birth is 1st October is eligible to play in lower age group
No player may participate in Under 13 Major until he/she attains their NINTH birthday.

BASE COACHES - HELMETS:

All base coaches in junior matches must wear a helmet at all levels of baseball at all times.
Helmets can be skull caps. Junior players are to wear two eared helmets if they are base coaching Junior matches.

BASEBALL BATS:

For **Players 12 years old and under:** 2.25" maximum barrel diameter – 33" (83.82cm) Maximum bat length and to have a – 12 maximum differential (difference between length and weight of bat)
A player who is 13 years old and playing in an Under 13 Major (with approved dispensation) is only permitted to use a bat as per a 13 & 14 year old.

PENALTY: If a batter is found to be using an illegal bat, then the batter will be asked to change the bat to an approved bat. If the player refuses to change the bat the then player will be declared out.

BASEBALLS:

Baseballs used in any match shall be of same make, specified size, waterproof, approved baseballs in good condition.
BALL TYPES: - Under 13 Major - Approved same type Waterproof Leather Baseballs

COLLISION RULE: (ALL AGE GROUPS)

Where there is a **play** at the home plate, the runner must slide.

Penalty: If a collision occurs at the home plate and the runner has failed to slide then the runner will be give out.

DIAMOND VALLEY JUNIORS – BEST AND FAIREST VOTING – UNDER 13 MAJOR

The two coaches in conjunction with the umpire shall vote – three (3) votes for the best player of the game, two (2) votes for the second best player of the game, one (1) vote for the next best player of the game and are to be marked on the match card next to the player's name

DROPPED THIRD STRIKE:

For Under 13's – Major Leagues – normal baseball rules apply

This means that the batter runner can attempt to gain first base if the third strike is not held by the catcher. If first base is occupied, then the runner is out, unless there are two out.

FINISHING TIME & LENGTH OF GAME - UNDER 13 MAJOR

All matches will be 6 innings or 90 minutes duration - starting at 9.00am.
Regardless of the time of starting, no match may proceed beyond 10.30am
(or shall be conclude after six (6) completed innings if before 10.30 am)

NOTE: FOR ALL JUNIOR GAMES

If the game is tied after equal maximum innings, the match will proceed until 10.30am or until a result is achieved but no match will proceed after 10.30am.

FOOTWEAR:

Metal cleats must NOT be worn by any junior player in junior games.

Umpires can inspect shoes at the start of the game. If a player is found to be wearing metal cleats during the game then the player is to be ejected from the game and / or \$25 fine. Only moulded rubber/plastic stops, plastic cleats, sandshoes, gym boots, sneakers are permitted. Plastic stops are permitted as long as there is no metal protruding through the plastic stops.

JEWELLERY:

- (a) Exposed jewellery such as wrist watches, bracelets and types of earrings, neck chains, or any other items judged as dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces are not considered jewellery, but if worn must be taped to the body.
- (b) Players must be asked to remove jewellery and if they fail to do so will be ejected from the game.

MERCY RULE - SEVEN RUN RULE – ALSO APPLICABLE IN FINALS:

Should seven runs score during the one innings and there are less than three outs, the umpire shall call time.

The batting side will be retired with seven runs being scored for the innings.

Mercy rule after 5 innings – If a team is leading by more than 10 runs after 5 equal innings then the game shall be called.

COMMENT: It is the intention of this rule to prevent, as far as practicable, games which are so dominated by one team, that their opponents lose interest in the game, and as a result may be lost to Junior Baseball.

PASS BALL RULE:

Normal rules of baseball apply. This means that a ball that goes behind the catcher is in play regardless of it hitting the fence then base runner at third base can come home. If there is no backnet then a line shall be marked and if the ball goes over that line then the ball will a 'deadball'

PITCH/CATCH RULE: A junior player may only pitch or catch - not pitch and catch or catch and pitch.

PITCHING RULES:

Maximum number of defensive outs or pitches (whichever is completed first) a pitcher can deliver are as follows.

Under 13 MAJOR – 9 defensive outs or 60 pitches

PITCHERS HITTING BATTERS:

If a pitcher hits two batters in the same innings the umpire and coaches must confer to decide whether the pitcher should continue or be removed. If the player is not removed then there is no right of appeal at the end of the game.

PLAYING FIELD DIMENSIONS:

The following conditions will apply to the playing fields for Under 13 Minor and Rookie Ball

Pitching Distance	43' (13.10)	Home Run Fence	200' L&R (61)
Base Paths	60' (18.28)		200' C/F (61)
Diagonal	84'10' (25.85)	Coaches Box	8'x4' (2.44x1.22)
Passed Ball Line	25' (7.62)	Batting Box	6'x3' (1.83x0.91)
Bases	Full Size	Catcher's Box	Senior Size
Home and Pitching Plates	Full Size		

PROTECTORS:

It is recommended that players wear appropriate protection whilst on the field during a game.

REGULATION GAME - Juniors:

It shall become a regulation game when the Umpire terminates play due to adverse weather or ground conditions after three completed innings OR a total of forty - five minutes playing time for Under 13's

If in the opinion of the umpire and/or coaches a doubt arises as to the ground conditions being not fit for play then the game will be declared a No Game and each team will awarded one point.

Coaches are to ensure that all players in attendance be named on the Match Report Card.

SHORTAGE OF PLAYERS:

If a junior team is unable to field the regulation nine players, during the home and away season, permission is hereby granted for players from another team to compete, without transfer, clearance or permit, for the team which is deficient.

- (a) Any such player(s) shall field and bat as if they were members of the deficient team, except they will not be permitted to pitch or catch unless by agreement of both coaches.
- (b) If the deficient team is able to field seven or eight players, the result of the match shall be recorded as if there had been no shortage.
- (c) If the opposing team is unable to field seven players, the opposing team shall have forfeit score 9-0 "for" and 0-9 "against", as the result of the match.

In (c) above, the deficient team shall incur the appropriate fine for a forfeit.

The purpose of the rule is to prevent walk-overs if possible, and give junior players every opportunity to play.

Clubs with an excess number of players are encouraged to give these players a chance to compete.

The MWBL will not however, allow shortages to occur without additional action against defaulting clubs

SUBSTITUTION OF PLAYERS – UNDER 13 MAJOR

There is no limit to the number of times a player can come on and off the bench (substituted)

The batting order is to remain the same. Players should be rotated at the change of innings.

Coaches are encouraged to rotate bench players as often as possible to allow as much on field involvement as possible for all players.

TEAMS BATTING THROUGH LINE-UP – UNDER 13 MAJOR

Teams are to bat through the line-ups. (e.g.) If there are 12 players in the team then the team is to bat 1 to 12 and keep the batting order the same regardless of the fielding nine or bench players. The 9 players to take the field in the first innings are NOT required to bat 1 to 9.

MATCH CONDITIONS FOR IN PARTICULAR - UNDER 15 COMPETITIONS:
(M.W.B.L., Diamond Valley, Ringwood District)

AGE LIMIT - Juniors - AGE QUALIFICATION:

A player is eligible to take part in any match in the respective age groupings, provided he/she is under the age in the season of the competition as follows: Under 15 as at 30th September

NOTE A player whose date of birth is 30th September must play in the higher age grouping

A player whose date of birth is 1st October is eligible to play in lower age group

No player may participate in Under 15's until he/she attains their ELEVENTH birthday

BASE COACHES - HELMETS:

All base coaches in matches must wear a helmet at all levels of baseball at all times.

Helmets can be skull caps. Junior players are to wear two eared helmets if they are base coaching in Junior matches.

BASEBALL BATS:

For **Players 13 & 14 years old** : 2.5/8" maximum barrel diameter – 33" (83.82cm) Maximum bat length

and to have a – 8 maximum differential (difference between length and weight of bat)

Players playing out of age group (with approved dispensation) are restricted to the bat restrictions as listed

(ie) a 12 year old playing in the Under 15 grade is permitted to use a bat as per players under 12 years old and under

PENALTY: If a batter is found to be using an illegal bat, then the batter will be asked to change the bat to an approved bat. If the player refuses to change the bat the then player will be declared out.

BASEBALLS:

Baseballs used in any match shall be of same make, specified size, waterproof, approved baseballs in good condition.

BALL TYPES - Under 15 - Approved same type Waterproof Leather Baseballs

COLLISION RULE: (ALL AGE GROUPS)

Where there is a **play** at the home plate, the runner must slide.

Penalty: If a collision occurs at the home plate and the runner has failed to slide then the runner will be give out.

DIAMOND VALLEY JUNIORS – BEST AND FAIREST VOTING – Under 15

The two coaches in conjunction with the umpire shall vote – three (3) votes for the best player of the game, two (2) votes for the second best player of the game, one (1) vote for the next best player of the game and are to be marked on the match card next to the player's name. **NOTE:** For MWBL Under 15 games, votes are to be given irrespective of the teams competing and not just for Diamond Valley teams.

DROPPED THIRD STRIKE:

Normal rules of baseball apply. This means that the runner can attempt to gain first base if the third strike is not held by the Catcher. If first base is occupied, then the runner is out, unless there are two out.

FINISHING TIME & LENGTH OF GAME:

UNDER 15: All matches will be 9 innings or 105 minutes duration - starting at 8.45am.

Regardless of the time of starting, no match may proceed beyond 10.30am.

(or shall conclude after six (6) completed innings if before 10.30)

NOTE: FOR ALL JUNIOR GAMES

If the game is tied after equal (max) innings, the match will proceed until 10.30am or until a result is achieved, but no match will proceed after 10.30am.

FOOTWEAR:

Metal cleats must NOT be worn by any junior player in junior games.

Umpires can inspect shoes at the start of the game. If a player is found to be wearing metal cleats during the game then the player is to be ejected from the game and / or \$25 fine. Only moulded rubber/plastic stops, plastic cleats, sandshoes, gym boots, sneakers are permitted. Plastic stops are permitted as long as there is no metal protruding through the plastic stops.

JEWELLERY:

(a) Exposed jewellery such as wrist watches, bracelets and types of earrings, neck chains, or any other items judged as dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces are not considered jewellery, but if worn must be taped to the body.

(b) Players must be asked to remove jewellery and if they fail to do so will be ejected from the game.

MERCY RULE - SEVEN RUN RULE – ALSO APPLICABLE IN FINALS:

Should seven runs score during the one innings and there are less than three outs, the umpire shall call time.

The batting side will be retired with seven runs being scored for the innings.

Mercy rule after 5 innings – If a team is leading by more than 10 runs after 5 equal innings then the game shall be called.

COMMENT: It is the intention of this rule to prevent, as far as practicable, games which are so dominated by one team, that their opponents lose interest in the game, and as a result may be lost to Junior Baseball.

PITCH/CATCH RULE: A junior player may only pitch or catch - not pitch and catch or catch and pitch.

PITCHING RULES:

Maximum number of defensive outs or pitches (whichever is completed first) a pitcher can deliver are as follows.

Under 15 – 12 defensive outs or 70 pitches

PASSED BALL

Normal rules of baseball apply. This means that a ball that goes behind the catcher is in play regardless of it hitting the fence then base runner at third base can come home. If there is no backnet then a line shall be marked and if the ball goes over that line then the ball will a 'deadball'

PITCHERS HITTING BATTERS:

If a pitcher hits two batters in the same innings the umpire and coaches must confer to decide whether the pitcher should continue or be removed. If the player is not removed then there is no right of appeal at the end of the game.

PROTECTORS:

It is recommended that players wear appropriate protection whilst on the field during a game.

PLAYING FIELD DIMENSIONS:

The following conditions will apply to the playing fields for Under 15

Pitching Distance	54' (16.65)	Home Run Fence	250' L&R (76.25)
Base Paths	80' (24.67)		300' C/F (90)
Diagonal	113'3" (34.93)	Coaches Box	16'x8' (4.88x2.44)
Passed Ball Line	40' (12.20)	Batting Box	6'x4' (1.83x1.22)
Bases	Full Size	Catcher's Box	Senior Size
Home and Pitching Plates	Full Size		

REGULATION GAME

- (a) It shall become a regulation game when the Umpire terminates play due to adverse weather or ground conditions after three completed innings OR a total of forty - five minutes playing time
If in the opinion of the umpire and/or coaches a doubt arises as to the ground conditions being not fit for play then
- (b) the game will be declared a No Game and each team will awarded one point.
Coaches are to ensure that all players in attendance be named on the Match Report Card.

SHORTAGE OF PLAYERS:

If a junior team is unable to field the regulation nine players, during the home and away season, permission is hereby granted for players from another team to compete, without transfer, clearance or permit, for the team which is deficient.

- (a) Any such player(s) shall field and bat as if they were members of the deficient team, except they will not be permitted to pitch or catch unless by agreement of both coaches.
- (b) If the deficient team is able to field seven or eight players, the result of the match shall be recorded as if there had been no shortage.
- (c) If the opposing team is unable to field seven players, the opposing team shall have forfeit score 9-0 "for" and 0-9 "against", as the result of the match.

In (c) above, the deficient team shall incur the appropriate fine for a forfeit.

The purpose of the rule is to prevent walk-overs if possible, and give junior players every opportunity to play.

Clubs with an excess number of players are encouraged to give these players a chance to compete.

The MWBL will not however, allow shortages to occur without additional action against defaulting clubs

SUBSTITUTION OF PLAYERS – UNDER 15's

There is no limit to the number of times a player can come on and off the bench (substituted)

The batting order is to remain the same.. Players should be rotated at the change of innings.

Coaches are encouraged to rotate bench players as often as possible to allow as much on field involvement as possible for all players.

SUBSTITUTION OF PLAYERS – UNDER 15'S

There is no limit to the number of times a player can come on and off the bench (substituted)

The batting order is to remain the same as per rule 19. Players should be rotated at the change of innings.

Coaches are encouraged to rotate bench players as often as possible to allow as much on field involvement as possible for all players.

TEAMS BATTING THROUGH LINE-UP – UNDER 15's:

Teams are to bat through the line-ups. (e.g.) If there are 12 players in the team then the team is to bat 1 to 12 and keep the batting order the same regardless of the fielding nine or bench players. The 9 players to take the field in the first innings are NOT required to bat 1 to 9.

MATCH CONDITIONS FOR IN PARTICULAR - UNDER 17 MWBL COMPETITION:

AGE LIMIT - Juniors - AGE QUALIFICATION:

A player is eligible to take part in any match in the respective age groupings, provided he/she is under the age in the season of the competition as follows: Under 17 as at 30th September

NOTE A player whose date of birth is 30th September must play in the higher age grouping

A player whose date of birth is 1st October is eligible to play in lower age group

No player may participate in Under 17's until he/she attains their THIRTEENTH birthday

BASE COACHES - HELMETS:

All base coaches in matches must wear a helmet at all levels of baseball at all times.

Helmets can be skull caps. Junior players are to wear two eared helmets if they are base coaching in Junior matches.

BASEBALL BATS:

For **Players 15 & 16 years old** : 2.5/8" maximum barrel diameter – 34" (86.35cm) Maximum bat length and to have a – 5 maximum differential (difference between length and weight of bat)

Players playing out of age group (with approved dispensation) are restricted to the bat restrictions as listed (ie) a 13 year old playing in the Under 17 grade is permitted to use a bat as per players 13 years old

PENALTY: If a batter is found to be using an illegal bat, then the batter will be asked to change the bat to an approved bat. If the player refuses to change the bat then the player will be declared out.

BASEBALLS:

Baseballs used in any match shall be of same make, specified size, waterproof, approved baseballs in good condition.

BALL TYPES - Under 17 - Approved same type Waterproof Leather Baseballs

COLLISION RULE: (ALL AGE GROUPS)

Where there is a **play** at the home plate, the runner must slide.

Penalty: If a collision occurs at the home plate and the runner has failed to slide then the runner will be given out.

DIAMOND VALLEY JUNIORS – BEST AND FAIREST VOTING – Under 17

The two coaches in conjunction with the umpire shall vote – three (3) votes for the best player of the game, two (2) votes for the second best player of the game, one (1) vote for the next best player of the game and are to be marked on the match card next to the player's name. **NOTE:** For MWBL Under 17 games, votes are to be given irrespective of the teams competing and not just for Diamond Valley teams.

DROPPED THIRD STRIKE:

Normal rules of baseball apply. This means that the runner can attempt to gain first base if the third strike is not held by the Catcher. If first base is occupied, then the runner is out, unless there are two out.

FINISHING TIME & LENGTH OF GAME:

UNDER 17: All matches will be 9 innings or 105 minutes duration - starting at 8.45am.

Regardless of the time of starting, no match may proceed beyond 10.30am.

(or shall conclude after six (6) completed innings if before 10.30)

NOTE: FOR ALL JUNIOR GAMES

If the game is tied after equal (max) innings, the match will proceed until 10.30am or until a result is achieved, but no match will proceed after 10.30am.

FOOTWEAR:

Metal cleats must NOT be worn by any junior player in junior games.

Umpires can inspect shoes at the start of the game. If a player is found to be wearing metal cleats during the game then the player is to be ejected from the game and / or \$25 fine. Only moulded rubber/plastic stops, plastic cleats, sandshoes, gym boots, sneakers are permitted. Plastic stops are permitted as long as there is no metal protruding through the plastic stops.

JEWELLERY:

(a) Exposed jewellery such as wrist watches, bracelets and types of earrings, neck chains, or any other items judged as dangerous by the umpire may not be worn during the game. Medical bracelets or necklaces are not considered jewellery, but if worn must be taped to the body.

(b) Players must be asked to remove jewellery and if they fail to do so will be ejected from the game.

MERCY RULE - SEVEN RUN RULE – ALSO APPLICABLE IN FINALS:

Should seven runs score during the one innings and there are less than three outs, the umpire shall call time.

The batting side will be retired with seven runs being scored for the innings.

Mercury rule after 5 innings – If a team is leading by more than 10 runs after 5 equal innings then the game shall be called.

COMMENT: It is the intention of this rule to prevent, as far as practicable, games which are so dominated by one team, that their opponents lose interest in the game, and as a result may be lost to Junior Baseball.

PITCH/CATCH RULE: A junior player may only pitch or catch - not pitch and catch or catch and pitch.

PITCHING RULES:

Maximum number of defensive outs or pitches (whichever is completed first) a pitcher can deliver are as follows.

Under 17 – 12 defensive outs or 80 pitches

PASSED BALL

Normal rules of baseball apply. This means that a ball that goes behind the catcher is in play regardless of it hitting the fence then base runner at third base can come home. If there is no backnet then a line shall be marked and if the ball goes over that line then the ball will a 'deadball'

PITCHERS HITTING BATTERS:

If a pitcher hits two batters in the same innings the umpire and coaches must confer to decide whether the pitcher should continue or be removed. If the pitcher is not removed then there is no right of appeal at the end of the game.

PROTECTORS:

It is recommended that players wear appropriate protection whilst on the field during a game.

PLAYING FIELD DIMENSIONS:

The following conditions will apply to the playing fields for Under 17

Pitching Distance	60'6" (18.44)	Home Run Fence	Senior Size
Base Paths	90' (27.43)		
Diagonal	127'3 3/8" (38.79)	Coaches Box	20'x10' (6.0x3.0)
Passed Ball Line	60' (18.28)	Batting Box	6'x4' (1.83x1.22)
Bases	Full Size	Catcher's Box	Senior Size
Home and Pitching Plates	Full Size		

REGULATION GAME

- (a) It shall become a regulation game when the Umpire terminates play due to adverse weather or ground conditions after three completed innings OR a total of forty - five minutes playing time
If in the opinion of the umpire and/or coaches a doubt arises as to the ground conditions being not fit for play then
- (b) the game will be declared a No Game and each team will awarded one point.
Coaches are to ensure that all players in attendance be named on the Match Report Card.

SHORTAGE OF PLAYERS:

If a junior team is unable to field the regulation nine players, during the home and away season, permission is hereby granted for players from another team to compete, without transfer, clearance or permit, for the team which is deficient.

- (a) Any such player(s) shall field and bat as if they were members of the deficient team, except they will not be permitted to pitch or catch unless by agreement of both coaches.
- (b) If the deficient team is able to field seven or eight players, the result of the match shall be recorded as if there had been no shortage.
- (c) If the opposing team is unable to field seven players, the opposing team shall have forfeit score 9-0 "for" and 0-9 "against", as the result of the match.

In (c) above, the deficient team shall incur the appropriate fine for a forfeit.

The purpose of the rule is to prevent walk-overs if possible, and give junior players every opportunity to play.

Clubs with an excess number of players are encouraged to give these players a chance to compete.

The MWBL will not however, allow shortages to occur without additional action against defaulting clubs