

Rules Specific Junior League
Date of Birth: 1st September 2003 to 31st August 2005

Far North Coast Baseball Association Inc.



Since 1937, Home of the FNC
TIMBERJACKS

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Section A: Age Requirements

1. To be eligible for junior league your date of birth must be between **1st September 2003 & 31st August 2005**
2. Players are required to show proof of age upon initial registration. This documentation should be kept on file by the player's club and produced on request by an official of the League, Region, or BQI.

Section B: Playing Outside Natural Age Groups

1. Junior league players may play up one age group **ONLY** without requiring consent from FNCBA. It is **mandatory** that clubs obtain permission from player's parents and/or guardians.
2. Players playing up an age group can only take the field to replace injured players or to ensure at least nine players take the field. That is, they **cannot** take the field at the expense of a player playing in their natural age group.
3. Little league players, when playing up, are **prohibited** from pitching and catching.
4. Players in FNC that are in the junior league age group may **not** apply to play Senior Baseball.
5. Junior league players of lesser ability **may** make application to play down one age level only. The application must come from a parent/guardian and the player's current coach, through the FNCBA Regional Director of Coaching, to the FNCBA Board prior to the commencement of the player's first game in the lower age level. Copies of the approval forms must also be forwarded to Baseball Queensland. Players playing down are prohibited from pitching and catching, however, may apply to the Board for approval.

Section C: The Playing Field

Base Paths	Pitching Distance	Centerfield	Bases
80 feet	54 feet	300 feet	Removable/Permanent

Section D: Playing Equipment

Balls	Bats	Shoes
Standard	Not more than 34 inches in length Not more than 2 5/8 inches in diameter If wood, not less than 15/16ths inches in diameter (7/8 inch for bats less than 30") at its smallest part.	Non-Metal Cleats or Rubber Sole

Section E: Protective Equipment

1. Players must wear full protective equipment at all times when catching or warming up a pitcher. Coaches warming up a pitcher are only required to wear a mask and protective cup.
2. Properly fitted, non-damaged two eared helmets must be worn by all batters, base-runners and juniors performing the duties of a base coach.
3. Any bat boy/girl (must be a minimum of 8 years old) in the dugout or on the field must wear a two-eared helmet at **ALL TIMES**.
4. Protective cups are **MANDATORY** for ALL players.
5. All clubs must make available a generous supply of SPF 30+ sunscreen.
6. Coaches must wear helmets when at 1st & 3rd coaching positions.

Section F: Pre-Game Routine

NOTE: Clubs must familiarise teams with the pre-game routine to be observed:

1. The Home Team shall occupy third base dugout and the Visiting Team shall occupy first base dugout.
2. Warming up on the infield, unless undertaking an infield/outfield routine is strictly not permitted.
3. Warming up in foul territory between first and third bases and home plate is strictly not permitted.
4. Umpires will arrive at home plate five minutes prior to the scheduled starting time. Both team Managers will approach the plate at this time, hand required game balls and line-ups to the UIC. The line-ups will consist of at least two (2) pieces (the original for the UIC and a copy for the opposition manager).
5. The UIC will check both line-ups, hand copies back to the appropriate managers and retain original line-ups.
6. Umpires and managers will discuss ground rules and playing regulations as applicable.

Section G: General Playing Rules

Start. Time	Finish. Time	Max. Innings	Max Runs
10.15am	12.00pm	7 innings	6 per inning

Please note, that all runs count on last batter.

1. Players must start and play a full game in at least 25% of the team's officially scheduled games.
2. Each player **MUST** play at least 50% of the time allowed for that fixture.
Note: A five (5) minute leeway either side of the time will be granted.
3. **Anti-collision sliding rule: the runner is out if in the umpires judgement,**
 - The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or
 - **Intentionally** makes contact with the fielder in the act of fielding a thrown ball, whilst not sliding or attempting to get around the fielder.
4. There is **no** runner for the catcher.
5. Minimum of seven players are required throughout the game. No automatic outs. Teams with less than seven players will result in a forfeit. Players may be sourced from another club without penalty during the minor rounds.
6. Substituted players may re-enter a game in the event of an injury, ejection or a player forced to leave the ground prematurely, but are not permitted to pitch
7. A team may not steal when ten or more runs ahead. Runners may advance on wild pitches or pass balls.
8. Runners are encouraged not to entice run-downs or pick-offs from the catcher. Umpires are encouraged to call runners **out** for *suicide* running behaviours.
9. For multiple games over more than a one-day period, please consult the BQI Tournament Rules.
10. No junior player may play in more than three games within a twenty-four hour period within the FNCBA competition. Any participation (**except** where a player is used as a pinch runner **only**) is counted as "a game. For the purpose of this rule, a junior may start game 4 at the same time as the player started their participation game 1 on the prior day, but not beforehand. They are not required to wait until the completion time of game 1
11. The Regional Director of Coaching, along with the FNCBA BOM, have the ability to down grade a Junior player after they have made an inspection of that players ability
12. All time games will finish at the time set down in the **Fixtures Schedule**, except for circumstances covered in the following instances:
 - a. If the top of an innings is in progress when the allocated time for a game expires, the UIC will call game immediately.
 - b. If the bottom of an innings is in progress when the allocated time expires, that part of the innings will be completed. The maximum time allowed for such completion of the innings

shall be *fifteen (15) minutes*. At the end of this time, the batter at the plate will complete his/her turn at bat and the game will thereupon finish. If the winning run is scored in this half innings, the game will end immediately after that runner crosses the plate. If the winning run should result from a home run, then all runs batted by that hit will score.

Section H: Speed-Up Rules

1. In “time” games only. In the event that the *visiting team* draws level or takes the lead in a game, it shall have the right *once, and once only* in a game, to forfeit its remaining “outs” in that half innings. This is done by informing the UIC. The UIC shall immediately inform the Opposition Team Manager and scorers and instruct the home team to leave the field and prepare to bat. This declaration must be made prior to the allocated finishing time of completion of the game. If the visiting team comes to bat again, it shall resume from when the declaration was made (i.e. no automatic outs are recorded for the declaration of an inning);
2. **Between innings** in all grades, the UIC shall allow approximately **one minute** between the last play of one-half of an inning and the first pitch of the next (Pitchers and catchers are to be encouraged to move quickly into position in order to fit 5-6 warm up throws between innings). Each starting pitcher (or new pitcher) shall be allowed a maximum of 8 warm up throws.
3. The batter will take his/her signals from the coach in the batter’s box. The UIC will hold the pitcher until the batter is settled;
4. There is to be no runner for the catcher in any grade.
5. The UIC will be the official timekeeper. The UIC may instruct the scorers to assist with the official timekeeping. Scorers shall give at least five (5) minutes warning to the UIC. In all time games, a regulation game has been played once playing time has exceeded half of the allocated time.
6. If the UIC calls “game” before the allocated time, the result of the game will be determined by the score at the last even innings (unless the home team is in front during the inning in which “time” is called).
7. Where a game of fewer than the respective minimum number of innings or one half of the playing time has not been completed, this will result in a no-game.

Section I: Pitching and Catching

1. Players may pitch and catch in the same day observing the following.
 - a) If pitcher who pitches 40 or less pitches may catch on that day.
 - b) If a catcher catches 3 innings or less he may pitch that day in his own division to his allowable quota.
2. No junior player may catch in more than two games in any given day.

NOTE: All coaches should make changes between innings when possible. It is recommended that pitchers should not start the next inning if 10 or less pitches remain before reaching maximum. This also allows for the next incoming pitcher to be prepared adequately.

NOTE: Teams breaching the pitching and catching rules for Junior Players **will forfeit the game** where the breach occurred

Section J: Pitching

1. **85 pitches.**
2. Pitchers may not exceed the game maximums, with the exception that should they reach their maximum number of pitches while there is still a batter in the box, they may complete that batter and then be immediately replaced. Scorers are to inform the coach when pitchers are within 20 pitches of reaching their maximum limit.
3. Pitchers are allowed a maximum of eight warm-up pitches at the start of outing and a maximum of six pitches at the start of each inning following. The warm up shall not exceed one minute.
4. **It is STRONGLY recommended:**

- a. **That pitchers throw at least 75% fastballs throughout the season.** This is an arm safety and player development requirement.
 - b. That pitchers not pitch in excess of 1/3 of their game maximum in any single inning.
5. A junior league player that pitches 20 pitches or less and is removed from the mound may return once only in that game and complete his quota.
 6. No junior player may pitch in more than one game per day or in 2 days in a row. A pitcher, once relieved, may not pitch again during that day.
 7. All junior players that exceed 20 pitches in a game must have at least one complete day's rest from pitching. If pitchers exceed 50% of their pitching maximum, they must have two complete days rest from pitching.
 8. After two coaching visits to the mound in the same inning, the pitcher will be removed from the mound, however, will be allowed to remain in the game in a defensive position. If the pitcher remains in the game it is strongly recommended that they play either First Base or Second Base. Pitchers replaced cannot return to the mound during the game

Section K: Batting

1. There is no designated hitter for the pitcher in junior baseball.
2. Junior league teams **MUST** use a 10 player batting line-up if they have 10 or more players available.
3. This 10th batter must stay in place for the complete game. The extra batter may appear in any batting position and must enter the game in defence at the halfway point. The extra batter is for development only and will not count towards participation until they appear on the field. The batting positions may not be changed at any point during the game, **ONLY** the fielding positions.
Note: In cases where teams have just 9 players, players of a younger age group may play up as the 10th batter provided they do not take the position of a player who should rightfully be playing in that age group. However, they may not take the field in place of another player, except in the case of injury or ejection.
4. In junior baseball once batters have faced a pitch during any time at bat, they cannot be replaced during that at bat, except in the case of an injury to the batter or batting out of order.
4. Batters are prohibited from throwing the bat. This is an umpire's judgement call. Offenders and their coaches are to be cautioned on the first offence. A second offence by the same batter will result in the batter being called out and all other runners returned to their bases last legally occupied.

Section L: General Coaching

1. Any person coaching must have appropriate Coaching Accreditation and have signed a Prohibited Persons Declaration. Only the coaches may approach the umpires to make player changes or to communicate about the game. Coaches, including players, must wear helmet when performing duties as 1st or 3rd base coach.
2. All coaches are required to abide by the FNCBA Coaches' Code of Conduct.
3. Coaches and players are prohibited from disputing any type of umpiring judgement calls. (Example: out/safe, ball/strike, or fair/foul).
Penalty: Automatic ejection
4. Coaches must sign the scorebooks and game cards at the conclusion of every game.
5. At the conclusion of the each game, **both teams** shall be responsible for the accuracy of the **Official Game Result Card**. The **winning team is then responsible** for the submitting of the game card to the relevant FNCBA Registrar. This can be achieved by placing it in the FNCBA Result Collection Receptacle at Albert Park, or by post, email or fax. The Game Result Card must include all players participating in game (names must include **Christian names**, initials are not acceptable), scores for the game, together with details of any ejections, cautions or protests recorded on the game card;
6. **Both scorers** will ensure that:
 - a. Game cards are fully completed, accurate, and legible;

- b. Team coaches print their name in the appropriate place on the card; and
 - c. UIC print and sign their name in the appropriate place on the card.
7. In the event of a coach/team being found to be in breach of any of the BQI Rules or FNCBA Rules, the offending club will be fined \$50.00 per offence. Coaches may also face revocation of their accreditation. Please refer to ‘Schedule of Penalties’ under FNCBA Local Playing Rules.

ALL TOBACCO AND ALCOHOL PRODUCTS ARE PROHIBITED WITHIN THE ONFIELD CONFINES OF ANY BASEBALL FACILITY.

After ascertaining that a coach, player or any team official is disregarding the above directive, the umpires are to automatically eject the offending person. Leagues are then to ensure that the offending person is required to report for a judiciary hearing.

Section M: Finals

1. The format of the finals may change from season to season as determined by FNCBOM.
2. No runs per inning restriction will apply.
3. The team finishing at the top of the points table at the end of the Minor Premiership shall be declared **Minor Premiers** and designated as the home team for the first semi-final. In the event of two or more teams being level at the top of the minor premierships points table, they shall be declared joint **Minor Premiers**.
4. Should two or more teams who qualify for the major rounds (after completion of the Minor Premiership fixtures) be tied, the Registrar shall allocate places using the following criteria:
 - a. Head to head for the tied teams for the season;
 - b. Win-loss percentage for the season;
 - c. Then runs for and against, head to head for the season;
 - d. Then runs for and against overall for the season.
5. When semi-final draws are being made, the team finishing in the higher place on the points table at the end of the Minor Premiership shall be designated as the home team for the first semi-final.
6. Any age eligible players may participate in Final series. If FNCBA find that a Club is using this rule to the detriment of the spirit of the game, FNCBA may decide that a player is ineligible.
7. In the event of games being halted by wet weather (time games only) half the scheduled playing time shall constitute a regulation game.
8. If a Major Round game is washed out, the Registrar will reschedule the game for the following week or midweek if possible.
9. In the event of a rescheduled Grand Final then being washed out, the “home team” will be declared the Major Premier.

Section N: Coaches Code of Conduct

1. These principles are considered practicable and are within the aims and objectives of Far North Coast Baseball Association.
2. Supervise the behaviour of the team at all times.
3. Do not criticise players in front of spectators, parents or other teams. Review constructive criticism with a player or the team in private.
4. Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse or ridicule the umpire nor allow your players to do so.
5. Develop team respect for opponents, spectators and officials. Do not criticise other teams, supporters or officials by words or gestures.
6. Set a good example in personal appearance and behaviour.
7. Encourage sportsmanlike behaviour among the players.
8. Ensure whenever possible all players have equal time on the diamond. Avoid overplaying the talented players - the average players need and deserve equal time.
9. Encourage players to work together as a unified group (teamwork).
10. Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
11. Encourage your team to hustle on and off the playing field at all times.
12. Place the welfare and development of the individual above a winning or losing record.
13. Do not embarrass or demoralise your opponents.
14. Do not use any form of tobacco or alcohol on the field, in the dugouts, bullpens or while in uniform.
15. Whenever possible provide assistance with coaching expertise and knowledge to developing teams.
16. Abide by the rules and regulations established by Baseball Queensland.
17. Be aware of any player with medical problems.
18. Strive to develop a positive image and self-sufficient attitude with each player.
19. Present the sport of baseball in a positive image.
20. All Coaches must have signed a Prohibited Persons declaration.

I _____ have read and understand the above code of conduct and agree to abide by this code of conduct.

Signed: _____ Date: ____/____/2017