

BASEBALL WA LITTLE LEAGUE / JUNIOR LEAGUE CLUB-BALL BY-LAWS 2013 / 2014

- Local Little League & Junior League Club matches
 - Little League All-Star League
 - Junior League All-Star Championship

Little League
WESTERN AUSTRALIA



(LLWA)



1. Authority of By-laws

- 1.1 These By-laws are issued in accordance with the Baseball WA Constitution # 9.3. Should at any stage there be a conflict between the provisions of the Constitution and these By-laws then the Constitution will prevail.
- 1.2 These By-laws shall apply to all regular season club Little League matches, Junior League matches, the Metro Club Championships and the All-Star Leagues.
- 1.3 These By-laws shall apply to any player aged 7 to 14 inclusive playing in any club-based competition. By-laws noted as Little League shall apply to players aged 7 to 12 inclusive and those noted as Junior League shall apply to players aged 13 and 14 years old.
- 1.4 Unless otherwise stated in these By-laws the Rules of Little League Baseball as currently endorsed by Little League International (LLI) will prevail. Specifically;
 - Junior Little League rules shall apply to Junior League 80 and All-Star Championship
 - Intermediate Little League rules shall apply to Junior League 70
 - Little League (Major) shall apply to all grades and divisions of Little League
- 1.5 By-laws, as provided in the Constitution provision 9.3, can be amended by the Board of Directors of Baseball WA (BWA) from time to time.
- 1.6 By-laws will be current as at the 1st of October each year.
- 1.7 In these by-laws, unless inconsistent with the context, words denoting one gender shall include the other gender.
- 1.8 The Little League District Administrator (LLDA), through the Little League Club Operations Administrator (LLCOA), Junior League Operations Administrator (JLOA) and Little League Registrar (LLR), shall be charged with enforcing these by-laws.

2. Club & Charter Regulations

2.1 Charter Operations

2.1.1 Little League

- (i) Each club shall be allocated to a Charter annually by the LLDA at a pre-season meeting (Charter Formation Night), with consideration given to LLI charter formation rules, location and size of clubs and the ramifications on surrounding charters.
- (ii) Each club shall nominate a minimum one and a maximum of two delegates to serve on the charter committee who shall not also be a President of a Junior League charter.
- (iii) Each club shall be entitled to one vote at charter committee meetings.
- (iv) From the club delegate group, each charter shall elect a charter President, Treasurer, Secretary and Coaching & Development Coordinator, however the committee may elect a President from outside the delegate group if approved by a unanimous vote.
- (v) The Charter committee shall be responsible for:
 - Developing and enforcing charter-specific by-laws (such by-laws may not contradict any LLWA or LLI rules)
 - Charter fixtures
 - Developing and enacting a charter development plan
 - Providing an annual development report to the LLDA
 - Forming and operating all charter-based teams
 - Ensuring a minimum of one person participates in a Level 0 umpires course each season.

2.1.2 Junior League

- (i) Charters for Junior League shall be identical in alignment to the Little League charters.
- (ii) Should a club with Junior League teams not have Little League teams then such club will be allocated to a charter by the LLDA.
- (iii) Each club shall nominate a minimum of one and a maximum of two delegates to serve on the charter committee who shall not also be President of a Little League charter committee.
- (iv) Each club shall be entitled to one vote at charter committee meetings.

- (vi) From the club delegate group, each charter shall elect a charter President, Treasurer, Secretary and Coaching & Development Coordinator, however the committee may elect a President from outside the delegate group if approved by a unanimous vote.
- (vii) The charter committee shall be responsible for:
 - Charter fixtures
 - Developing and enacting a charter development plan
 - Providing an annual development report to the LLDA
 - Forming and operating all charter-based teams

2.2 Finance

- (i) Any club which is un-financial with BWA, the WA Baseball Umpires Association or the WA Baseball Scorers and Statisticians Association as at the closing date for nomination of teams to participate in an official BWA competition shall:
 - Be excluded from the relevant competition; and
 - Forfeit any right of representation to BWA until the outstanding debt has been paid.
- (ii) Clubs must pay the fees and levies by the dates stipulated in the annual budget. Failure to comply with this stipulation will incur the following penalties:
 - No Premiership wins awarded for any games played during the first thirty (30) days of a club being un-financial;
 - Should the club remain un-financial after 30 days, no team within that club shall be permitted to play in sanctioned competition and no player within the club shall be eligible for selection in a charter-based tournament team.
- (iii) In addition to the penalties stipulated under clauses 2.2(i) and (ii), a penalty interest rate as determined by the Board shall be charged on all overdue BWA accounts and fees.

2.3 Player Eligibility and Clearances

- (i) A club can, at any time, clear or release a player of any further obligations to the club. Players seeking clearances will make application to their respective club. If cleared, the player must lodge the required clearance form with the LLR before playing for another club. Players seeking clearances are required to be financial with their original club prior to the clearance being granted.
- (ii) Players may play their first game of baseball with any club. There are no residential restrictions on players except if a player has previously played at a tee-ball club that has a formal agreement with a baseball club that has been approved by BWA then such player is tied to the said baseball club.
- (iii) No player who is registered as a playing member with one club shall be allowed to play with another club until the player has obtained a clearance from the club with which he is already registered. A player is permitted to play with one club and coach at a different club.
- (iv) Clearances must be in writing on the approved form (refer to LLR). A clearance shall be considered granted once receipt of the properly-completed clearance form has been acknowledged by the LLR.
- (v) No clearance shall be granted after December 31st of the current season.
- (vi) Interstate players must produce a clearance from their last club with which they played.
- (vii) Playing an uncleared player will result in forfeiture and a fine of \$100 against the offending club.
- (viii) Any player who is denied a clearance by his/her existing club will be eligible to appeal to the LLCOA / JLOA for a transfer between clubs if they move their place of residence and are closer to the club they wish to transfer to, assuming the player has no outstanding financial commitment to his/her existing club.

- (ix) Any player who is denied a clearance by his/her existing club will be eligible to appeal to the LLCOA / JLOA for a transfer between clubs if their parents are separated and they nominate two residential homes in two different locations, assuming the player has no outstanding financial commitment to his/her existing club.
- (x) Any player wishing to transfer from a club that is not fielding any Little League teams (that the player is age qualified to participate in) in the current season shall be granted an automatic clearance to any club of his/her choice.
- (xi) Any player residing in a regional area may play Little League and / or Junior League with a metropolitan club without the need of a clearance from his/her regional association and may continue to play in his/her regional competition concurrently. However, the player may only play for one metropolitan club (cannot transfer to another club). The player shall continue to be considered a regional player and may only participate in his/her regional charter-based teams. The player must complete the Dual Registration Form and submit to the LLR.

2.4 Team Nominations & Fixtures

- (i) Metropolitan clubs are required to nominate teams for all grades at the Charter Formation Night (1st Monday in September) each year.
- (ii) The charter committee shall be responsible for setting fixtures of its own club-based competitions.
- (iii) Exhibition Season (Development) – for a period of no less than one full round (ie each team plays each other once) of each season (at the start), fixtures shall be scheduled as ‘exhibition’ and no premiership points awards for results.
- (iv) The LLCOA shall be responsible for setting fixtures for the All-Star League and LL Girls competitions.
- (v) The JLOA shall be responsible for setting fixtures for the All-Star Championship.
- (vi) Fixtures must comply with BWA’s Competitions Policy.
- (vii) A club withdrawing a nominated team after the fixtures are finalised (ie uploaded to the LLWA website), shall pay a penalty of \$200.
- (viii) Regional associations affiliated with Baseball WA are required to submit their fixtures to the LLR no later than two (2) weeks prior to the first game.
- (ix) Any club fielding at least two Little League teams may nominate one team for the All-Star League.
- (x) Two or more clubs from the same charter may nominate a combined team in the All-Star League competition.
- (xi) Two or more clubs from the same charter may nominate a combined team in the All-Star Championship. Such nomination is subject to the approval of the JLOA.

3. Registration of Players

- 3.1 The General Manager shall appoint a Little League Department Registrar (LLR) who shall keep a true record of all registered clubs and players, clearances and the results of all Little League and Junior League games played under the control of BWA. It is a responsibility of the club concerned to ensure that all players are correctly registered;
- 3.2 The Little League Department Registrar shall deal with all matters relating to registrations and clearances, and may refer any dispute or irregularity to the LLCOA / JLOA for resolution;
- 3.3 The LLCOA / JLOA may require the production of evidence either written or spoken from the club or person, to establish bona fide’s of matters before them, and may refuse any registration or clearance until such evidence is produced.
- 3.4 All players shall complete and sign an official registration form that the club will keep on file. The information from the registration form must then be uploaded by the club on the “my club” data base prior to the player participating in their first game. Failure to do so will result in a \$100 fine for each game that the player participates in prior to being posted on the data base.
- 3.5 The LLCOA / JLOA reserves the right to refuse registration of a player if he/she considers the player’s safety is threatened by participation in baseball;

- 3.6 A player once registered with a club remains a registered member of that club until such time as the player seeks and is granted a clearance to another club regardless of any change in place of residence
- 3.7 Any BWA registered player remains bound by the rules of BWA including the adherence to Policies appended to these By-laws (Codes of Conduct, Health, Harassment-Free, Vilification-Free, Drug Free, Infectious Diseases, and Liquor Policies);
- 3.8 The penalty for playing an unregistered player (or playing a registered player outside his /her age-group without permission) shall be \$100 by the offending club;
- 3.9 Registration Procedures - clubs are required to follow these procedures for registering players for their respective clubs:
 - o Print Registration form off the Little League WA website – www.walittleleague.baseball.com.au
 - o Copy as many forms as required for players registering at your club.
 - o Get the form filled out and signed by the registering player/member.
 - o Keep the form for your club’s files.
 - o The trusted club official will upload the information from the registration form onto the data base.
 - o Complete all the required fields including mailing address and email address (if they have one).
 - o Ensure players are on the data base before they play.
 - o Submit Team Nomination Form by the 1st Monday in September.
 - o Inform the Little League Registrar well in advance of any withdrawal or regrading of teams.

4. Game By-laws

4.1 Playing Facilities

The following are the minimum requirements necessary for all levels of Little League and Junior League baseball played under the control of BWA. Clubs must ensure all equipment meets safety standards for players, officials, and spectators.

- (a) Base paths, including 1st base tramlines to be clearly marked.
- (b) 1st and 3rd foul lines clearly marked for a minimum of 50m from 1st and 3rd bases respectively
- (c) Flagpoles, a minimum height of 1.5m are to be positioned at the extremities of the foul lines.
- (d) 1st, 2nd and 3rd bases and pitching rubber to be pinned.
- (e) Pitching Mounds are mandatory in all Junior League matches.
- (f) Little League pitching mounds in accordance with dimensions set out by Little League International, are optional however will become mandatory for all Major Division matches in 2014-15.
- (g) A back net (minimum size 4m wide x 3m high) is mandatory.
- (h) A designated "dead ball" line from the edges of the back net and parallel to the 1st and 3rd base lines (white line marking is acceptable)
- (i) Seats or benches for at least 10 people at each bench area.
- (j) Shade for all players on the home and visitor's bench and provide 15 litre drinking container with ice.
- (k) Provision of a table, chairs and shade for the scorers.
- (l) Access to both male and female toilets within reasonable distance of the diamond.
- (m) Sufficient L screens for pre-game batting practice for all teams
- (n) Home run 'fence' using plastic cones is mandatory if a fence at the required distance is not available (any batted ball crossing this "fence" but having bounced prior to the 'fence' shall result in a stand-up double).
- (o) Ground dimensions and set-up:

	Little League Major Div 1 and Div 2	Little League Minor	Junior League 70	Junior League 80
Base Paths	60 feet	60 feet	70 feet	80 feet
Pitching Distance	46 feet	42 feet (machine)	50 feet	54 feet
Home Run Fence / Cones (recommended distances)	200 feet from home plate	165 feet from home plate	250 feet from home plate	300 feet from home plate
Back Net (recommended distances)	Maximum 35 feet (10 m) from home plate	Maximum 35 feet (10 m) from home plate	Minimum 50 feet (15 m) from home plate	Minimum 50 feet (15 m) from home plate

4.2 Player Restrictions in Games

(a) Age Limitations

- (i) Player ages shall be determined as at 1st May 2014.
- (ii) Players shall be eligible to participate in each age group as follows:

Little League Major Division 1 & All-Star League	8 to 12 years old inclusive
Little League Major Division 2	8 to 11 years old inclusive
Little League Minor	7 to 10 years old inclusive
Junior League 70	11 to 13 years old inclusive
Junior League 80 & All-Star Championship	12 to 14 years old inclusive
<i>NOTE: dispensation requests to play in age groups older than eligible will not be considered.</i>	

- (iii) A player may seek dispensation to play below his/her age group (one year below only) by completing and submitting to the LLR the appropriate forms supported by the player's parents, club president and charter president. The LLR shall forward such requests to the LLCOA who shall make the final decision.

(b) General Playing Conditions

- (i) Players may play a maximum of two (2) games per day.
- (ii) If a club has more than one team competing in any competition, any player once having played 4 (four) games in one team shall only be permitted to play in that team (when playing in that competition) for the remainder of the season
- (iii) Every player on a team roster shall participate in EACH game for a minimum of six (6) defensive outs and be included in the team's batting line-up for the full duration of the game (this requires a batting line-up length the same as the team's squad size), except;
- (iv) All-Star Championship shall operate with the traditional nine (9) player batting line-up with each player on the team roster needing a play a minimum of one (1) plate appearance and six (6) defensive outs.
- (v) Players participating in any All-Star Championship match must have participated in his / her regular club JL80 team's most recent match. No player may participate in the All-Star Championship without also being a player in a normal regular season JL80 club team (unless granted dispensation by JLOA to play in JL70 in lieu).
- (vi) If a player is injured, falls ill or is ejected during a game and cannot take his / her turn at bat, the player, if given permission from the Plate Umpire, shall be removed from the game for the remainder of the game. No automatic out shall be enforced. Participation requirements shall be waived for that game for that player (does not apply to All-Star Championship)
- (vii) Defensive changes are unlimited and can be made at any time; however players who pitch are limited by pitching limits and rest requirements (does not apply to All-Star Championship)
- (viii) Players shall be allowed a maximum of 4 innings per game at the catching position.
- (ix) SLIDE RULE (Little League competitions only)
 - (a) A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
 - (b) No head first slides are allowed
- (x) Base Runner Leaving the Base Early (Little League competitions only) - When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
 - Note:** First offence (per player) is a warning, ball is dead, No Pitch, any subsequent offence incurs the following - **Penalty:** Runner is Out, Ball is dead, No Pitch.
- (xi) It is the responsibility of each Charter President to ensure that fixtures for his/her charter are prepared and forwarded to the LLCOA / JLOA no less than two weeks prior to the commencement of the season.
- (xii) Failure to meet the mandatory play requirements and / or participation restriction rules is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the LLCOA/JLOA) in the forfeiture of the

game (if the team won) and suspension of the team's head coach for the next two (2) scheduled games.

(c) Forfeits

- (i) A forfeiting team must give 48 hours notice to its Charter President (LLCOA if All-Star League / JLOA if All-Star Championship) and the other club of its intention to forfeit. The Charter President shall notify the Little League Registrar of the forfeit.
- (ii) A game declared a forfeit shall have a score recorded as 6 to 0 for Little League or 7 to 0 for Junior League in favour of the non offending team
- (iii) The minimum number of players to avoid forfeiture is eight (8). Teams will not be penalised with an automatic out when playing with 8 players.
- (iv) The team winning a game by forfeit must still submit a match report to the LLR and each player credited with a game played.
- (v) Coaches, umpires and administrators do not have discretion to reschedule any game that cannot commence due to a team not having the minimum number of players. The forfeit is to be enforced.

4.3 Pitching Limits – shall apply to all players regardless of age-group played.

(a) Pitching Assignments & Rest Periods

Assignment	8 to 12 years old	13 to 14 years old	15 to 16 years old	Rest Periods **
Major	51 - 65	55 – 70	65 - 80	3 Days from Pitching or Catching 1 Days rest from Fielding
Substantial	21 - 50	26 – 54	31 - 64	2 Days from Pitching or Catching
Minor	20 or Less	25 or Less	30 or Less	No rest required

NOTE: Rest periods commence at the conclusion of the assignment plus the full day rest requirements commence at midnight following the assignment eg a player pitching a Substantial assignment will require the rest of the current day PLUS two days rest from midnight.

** Rest periods are also subject to the rules below.

- (i) A pitcher reaching the maximum limit of a Major assignment may finish the batter he is pitching to but must be removed from the field at the completion of the current batter.
- (ii) Rest periods commence at the completion of the assignment however the prescribed rest days shall commence at midnight following the assignment (ie Rest Periods shall be for the remainder of the game day plus the prescribed Rest Period).
- (iii) Any illegal pitch delivered to the plate whether it is hit safely or not shall be considered to be valid for the purpose of recording the “number of pitches”.
- (iv) Players may not pitch in more than one game per day.
- (v) A player once removed as a pitcher may not pitch again in the same game.
- (vi) A pitcher who delivers one or more pitches in a game cannot play the position of catcher for the remainder of that game.
- (vii) The Umpire has the authority to police the pitching rule.
- (viii) Little League pitchers playing Majors Div 1 and / or Majors Div 2 may only throw fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls and any other variations are not permitted. If any other pitch is thrown, the Plate Umpire will call “Illegal Pitch”. The illegal pitch call may also be made by a field umpire. If the ball is not batted then the pitch shall be called a “Ball”. If the pitch is hit by a batter, then normal rules of Baseball will apply. Where the ball is batted and an out is made, or the batter strikes out, then the batter runner is not out and the illegal pitch rule and penalty will apply.

4.4 Blood Rule

- a) If any player bleeds during a game, then the umpire shall stop the game and the player shall be removed from the playing area whilst the player receives first aid treatment. Prior to re-entering the playing area, the bleeding must have been stopped, all contaminated clothing and equipment replaced or cleaned and wound covered;

- b) If a player is removed from the playing area whilst base-running, a team-mate shall take the place of the base-runner for the purposes of base-running only with no penalty to the batting team.

4.5 Uniforms

- a) Players – all players entering the playing area including the dugout/bench at any time from pre-game diamond work to the conclusion of the game must be attired in the minimum requirements as follows:
 - (i) Club Cap
 - (ii) Club Playing Top – including unique numbers no smaller than 15cm
 - (iii) Club Baseball Pants - white or grey is preferred
- b) Coaches and managers must not wear conventional baseball uniforms or shoes with metal spikes but may wear cap, slacks, shorts and shirt.
- c) The wearing of a double-eared helmet (NOCSAE compliant) is compulsory for batting and base-running. All helmets must be uniform in colour for each team and in good condition.
- d) All base coaches are required to wear protective helmets. Base coaches aged under 18 must wear a double eared helmet when base coaching (note: this by-law is a recommendation for season 2013-14 but will become mandatory in 2014-15).
- e) Any fielder may wear a non-shiny helmet the same colour as the club's cap;
- f) Any person playing the position of catcher or warming up a pitcher shall wear a face mask and a helmet no matter whether in the bullpen or on the playing field. The face mask will have a dangling-type throat guard attached to it;
- g) No Little League player is permitted to wear metal sprig footwear in any official BWA Competition of their age group. The sole must be of a fully moulded design i.e. NO screw-in sprigs.

4.6 Equipment

(a) Balls

- (i) The Home Team will supply two new balls for games in each grade during regular season games. Where games are played at a neutral venue, the team mentioned first in the fixtures shall be deemed the home team. For Finals, the host club is responsible for supplying match balls ;
- (ii) Match balls of the approved type and quality must be replaced immediately and as necessary to complete the game with the required number of balls;
- (iii) Games will not commence without the required number of approved balls.
- (iv) Approved Balls
 - LITTLE LEAGUE - Diamond Ace Major League, Tower TBOL, Wilson A1010, Easton 500
 - JUNIOR LEAGUE 70 & 80 - Diamond Ace Major League, Tower TBOL, Wilson A1010, Easton 500, Rawlings ROLB-2

(b) Bats

- (i) Little League bats must be a Baseball bat and display "Little League" approved graphics notation by the manufacturer.
- (ii) Bats must not be on any Little League International exclusion lists – please refer to link under the "Governance" tab on the Little League WA website.
- (iii) Junior League bats must be designated by the manufacturer as compliant with at least one of the following standards and marked as such on the original graphics:
 - "Senior League"
 - "Official Baseball"
 - "BESR Certified"
 - "USSSA"
 - "BBCOR"
- (iv) There are no lengths to weight differential restrictions
- (v) Little League bats may be used in Junior League 70 and Junior League 80 including All-Star Championship.

4.7 Commencement of Games

- (i) The Team Manager/Coach shall, 30 minutes before the commencement of the game, supply the Scorers with official line up information;

- (ii) The Manager of each team shall hand to the Umpire-In-Chief, five minutes before the official commencement of the game, 2 copies of an official line up sheet listing the starting line up, their order at bat and position in the field;
- (iii) All games will start on time irrespective of whether teams have completed their pre-game warm ups, unless preceding game or games cause a legitimate delay. If the same Umpires are involved then a minimum of 30 minutes between games is required;
- (iv) Any alteration to an official game starting time must be approved by the Charter President one (1) week prior to the revised starting time who shall advise the Little League Registrar of such decision.

4.8 Termination of Games

- (i) Any game that has not commenced within 30 minutes of the scheduled commencement time due to bad weather or darkness will be called an abandoned game;
- (ii) Any game called as an abandoned game cannot be rescheduled;
- (iii) Any game called due to bad weather or darkness with less than one completed inning will be called an abandoned game;
- (iv) Any game called due to bad weather or darkness with one or more completed innings will be deemed a completed game – the score at the end of the last completed full inning shall stand as the final score.
- (v) A game will cease when a team has accumulated a lead of 10 runs and the team trailing has batted in 4 complete innings in Little League (incl. All-Stars) or 5 complete innings in all Junior League 70 and Junior League 80 matches (incl. All-Stars) (mercy rule) and the team trailing has not batted in less completed innings than the winning team.
- (vi) During any game played under the auspices of BWA any BWA Official (employee), Board Member, Charter President or Umpires Adviser is empowered to terminate a game if in their judgement weather, darkness, or other conditions are such that players and/or spectators are exposed to a significant risk of injury.
- (vii) Heat Rule - Any game scheduled to be played between 9.00am and 5.00pm on a given day, where the forecast temperature is greater than 39 degrees Celsius shall be cancelled. The forecast shall be as per www.bom.gov.au as early as possible on the day prior and notification of cancellation uploaded to the LLWA website as early as possible. The LLCOA / JLOA shall ensure all Charter Presidents are informed of such decision as early as possible.
- (viii) Regular season games cancelled due to weather, darkness, or other conditions will not be replayed. All playoff games will be made up. All-Star games can be made up if schedule allows at the discretion of the LLCOA / JLOA.

4.9 Game Duration

- Little League Major Div 1 / Div 2 1.5 hours or 6 innings (whichever comes first)
- Little League Minor 1 hour or 6 innings (whichever comes first)
- Little League All-Star League 6 innings (no ties)
- Junior League 70 1.5 hours or 7 innings (whichever comes first)
- Junior League 80 2 hours or 7 innings (whichever comes first)
- Junior League All-Star Championship 1.5 hours or 7 innings (no ties)
- Should a charter committee wish to adjust the game duration of one of its competitions it shall submit written request of such to the LLCOA or JLOA (whichever is applicable) for approval.

4.10 Time limit Games

- (i) When the time limit has been reached in a time-restricted game, the inning currently being played shall be immediately declared the last inning of the game, with any rules normally applying to the final inning of a regulation game, being applied to that inning;
- (ii) Where the time limit has been reached in a time restricted game, and the declared last inning of the game has been completed with both teams possessing an equal score, the game shall be declared a "Tied Game";
- (iii) Where both teams have an equal score at the completion of designated innings and the time limit has not been reached, play shall continue until one team leads after equal innings have been played, providing the time limit for the game has not been exceeded;

- (iv) An inning is deemed to have commenced immediately after the third out is made in the previous inning;
- (v) If time limit games are not started on time, the full time allotted should be played so long as completing the game will not be restricted due to curfew, darkness, or the start of a subsequent game.

4.11 Time Delay Regulations (“Speed Up Rules”)

The intention of these Regulations is to eliminate unnecessary time wasting during games.

(a) Batters must:

- (i) Move directly into the Batter’s Box;
- (ii) Not vacate the Batting box once the Pitcher has received the baseball. **GAME PENALTY:** Pitcher can pitch. Each pitch is called a strike.

(b) Designated Base Runner

- (i) A coach may use a designated runner to replace any base-runner who is injured.
- (ii) A designated runner may replace the pitcher or catcher but only when there are two (2) outs
- (iii) The LLI special pinch runner rule is allowed (7.14)

(c) Innings Changeover

- (i) Max changeover between innings shall be 90 seconds. The Chief Umpire will call “ball out”.
- (ii) **GAME PENALTY:** If the pitcher is not ready within the allocated time, the Chief Umpire shall call “Play Ball” and indicate “One Ball” on the batter if in the opinion of the Umpire the Pitcher continues to delay the game.
- (iii) If the Batter is not ready within the allocated time, the Chief Umpire shall call “Play Ball” and indicate “one Strike” on the Batter;
- (iv) A “Ball” or “Strike” will be called by the Chief Umpire for each subsequent 10-second delay.

(d) Defensive Visits

Only one infielder at any time, (excl Catcher), can go to the mound, and only one such visit per inning will be allowed.

(e) Offensive Visits

Offensive visits are limited to three per game. An offensive visit shall be called any time an offensive player or coach delays the game for any length of time to talk with another offensive player or coach. An offensive player may be a hitter, base runner or on deck batter.

(f) Offensive Innings

- (i) Little League Major Div1, Div 2 & Minor - an offensive inning is complete with a 3rd out or a 6th run. The offensive inning will end at the completion of the play where the 6th run was scored. More than the maximum of 6 runs may have been scored during the final play, however only 6 runs will be recorded for the inning.
- (ii) Little League All-Star League – Rule (i) above shall apply for the first 4 innings only. No run restriction is applied to the 5th or 6th inning or any extra inning.
- (iii) Junior League – charter committees may decide to apply rule (i) above to Junior League competition during exhibition series play.

(g) Dropped Third Strike

A Dropped Third Strike is an automatic out in Major Div 1, Div 2 and Minor League however the normal Dropped Third Strike rule of baseball shall apply in the all other competitions.

4.12 Results of Matches

- (i) Each team shall provide a scorer who shall keep a detailed score for their team and shall be responsible to see that the score book is signed by the umpire and that the game report is submitted;

- (ii) Team scorers shall sit together and as far away from the team benches as possible. The umpire may designate the position;
- (iii) All clubs must fax or email game reports to the Little League Registrar by the end of the first working day following the weekend or weekday game. Failure to do so will invoke a penalty of \$10 per report.

4.13 Protested Games

- (i) Where a Club Manager, Coach or Official protests a game, claiming a violation of Rules, By-laws and/or Regulations, notification must be received by the Chief Umpire at that time in the game and before the next pitch or the next out is made. The Chief Umpire shall ensure each team scorebook is notarised and signed accordingly.
- (ii) The lack of an Umpire's signature shall not invalidate the protest;
- (iii) A detailed written report of such incident shall be forwarded to the LLCOA / JLOA within 48 hours of the occurrence of the incident;
- (iv) Protest reports, shall be accompanied by a lodgement fee as set down by the Board. The fee will be refunded at the completion of the hearing unless the protest is deemed frivolous;
- (v) The lodgement fee is \$100;
- (vi) The LLCOA / JLOA may refer protest reports to the P&D Committee for their consideration at the first available meeting if he / she deems necessary.

4.14 Alcohol

- Alcoholic products shall not be sold by members or clubs and / or consumed by members within the confines of the complex within which any game is being played.

4.15 Officiating

- (i) The Umpires Adviser is responsible to BWA for the training, conduct and game performance of umpires in BWA competitions.
- (ii) Umpires are official representatives of BWA when officiating at BWA sanctioned games.
- (iii) Umpires must sign the score books in ink and if making a report, follow the procedures as stipulated by WABUA.
- (iv) With the exception of Under 17 players umpiring Little League, Little League, Junior League and Under 17 players are ineligible to stand as umpires in official competition unless accredited to a minimum standard of Level 0 (Green Shirt);
- (v) All grades are to have a min of TWO umpires.
 - The plate umpire to be provided by the home team and the base umpire to be provided by the visiting team.
 - In the case where an official umpire is provided for home plate, the home team will provide the base umpire.
 - Where a game is played at a neutral venue, the team mentioned first in the fixtures shall be deemed the home team.
- (vi) Umpires in Chief (Plate Umpire) must be situated behind home plate and wear the necessary equipment i.e. Uniform top (Green Shirt if Level 0 or first year Level 1), face masks chest plate, leggings, protective cup, enclosed footwear and dark grey umpiring pants, grey baseball pants or similar. Singlets, shorts, thongs and sandals are not permitted. Umpires in chief are not permitted to umpire from the mound during regular fixtures.

5. Coaching Accreditations

- (i) All head coaches of teams competing in All-Star League and / or Championship competition must have Level 2 (Little League) or Level 3 (Junior League) ABF / NCAS coaching accreditation;
- (ii) Club coaches are encouraged to have Level 2 (Little League) or Level 3 (Junior League) ABF / NCAS coaching accreditation;
- (iii) Clubs shall ensure that club coaches without ABF / NCAS coaching accreditation are mentored by a designated Coaching Co-ordinator within the club who has a minimum of Level 3 accreditation.

6. Finals Regulations

6.1 Club Eligibility for Finals

- (a) Any club that owes monies to BWA and/or Scorers Association and/or Umpires Association ten (10) days before the first game of any Finals shall be disqualified from having ANY team participate in the finals;
- (b) If a club is disqualified from competing in the finals as a result of being un-financial then in each grade where that club's teams are disqualified, all other financial teams shall move, in order, up the premiership table. These positions shall constitute the finishing order only for the purposes of playing the finals in each grade.

6.2 Player Eligibility for Finals

- (a) Players must have played 6 games for the same team to be eligible to play in the Metro Club Championships for that team.

6.3 Premiership Format

(a) Standings

- (i) Standings will be in order of WINNING PERCENTAGE, ie: $(WINS + .5 \times \# \text{ TIES} / (\text{TOTAL GAMES PLAYED}))$
- (ii) If teams are tied in the standings, the team having the best win loss record in games contested between the teams tied will be ranked higher.
- (iii) If teams still tied in the standings, the team having the fewest runs against per defensive inning ((runs against)/ (defensive innings)) in the games contested between the tied teams will be ranked higher.
- (iv) Where teams are still tied, the team having the fewest runs per defensive inning ((runs against)/ (defensive innings)) against all teams will be ranked higher.
- (v) Where there are 3 or more teams tied, the above formula will be used to determine the top ranked team(s). Once the top ranked team is determined, the remaining teams are subsequently ranked again in order according the above criteria to determine the remaining places.
- (vi) If still tied, teams will play a 1 game tie breaker to determine the higher ranked team.

(b) Final Round Format

- (i) Each charter competition shall have its own finals series. The format shall be set by the charter committee.
- (ii) The format shall ensure that every team in the competition participates on all days of the finals.
- (iii) Game duration shall be the same as the regular season matches.
- (iv) In the event of a tied score play shall continue until one team leads after equal innings have been played (normal 'extra innings' rules).

6.4 Awards

- (i) The JLOA shall document the individual awards for the Junior League All-Star Championship annually.
- (ii) No individual recognition shall be awarded at Little League levels.
- (iii) The team winning the Junior League All-Star Championship shall be awarded the Jan Thurley Cup.

7. Breaches of Regulations

7.1 Penalties

- a) Any association, club or member committing a breach of these Regulations and / or BWA's Codes of Conduct shall be subject to penalty. By order of the Board, adjudication of such matters is delegated to either the P&D Tribunal or General Manager or LLCOA / JLOA as is appropriate to the particular offence;
- b) The Board may endorse any suspension or disqualification imposed by any controlling body of baseball if notification of such suspension or disqualification has been placed before the Board in writing;
- c) Any person or club under suspension or disqualification by BWA shall be barred from taking part in any match under the control of BWA, except that unless the offending person was an

umpire at the time of the offence they may participate in matches as an umpire during their suspension;

- d) Any association, club or member failing to carry out any reasonable direction of the Board shall be liable to suspension, disqualification or other such penalty as the Board may determine.
- e) Players found guilty of an offence must serve the full penalty in the grade in which the penalty occurred and as documented in the P&D Report with the next eligible playing date clearly stated. The P&D Chairman or Tribunal will decide the penalty as they deem appropriate. The player is able to participate in any game they are otherwise eligible to play at the commencement of the day recorded.

7.2 Other

- a) All regulations in relation to specific offenses, protests, appeals and reporting mechanisms as determined by the BWA Metro Competitions department shall apply.

Schedule of Penalties

OFFENCE	PENALTY
Breach of Pitcher & Catcher Restrictions, and / or; Player not meeting minimum participation requirements	If team won the game – Forfeit Head Coach: 2 game suspension
Playing an unregistered or ineligible player	\$100 per offence and forfeit of game
Playing an uncleared player	\$100 per offence and forfeit of game
Late submission of Game Reports	\$10 per Game Report
Withdrawal of team after fixtures have been loaded onto the LLWA website	\$200 per team

Payment of Monetary Penalties: Any monetary penalty imposed in respect of these regulations shall be paid to BWA/LLWA within fourteen (14) days of receiving an invoice. Should the penalty remain unpaid, the Club shall be declared unfinancial and cannot participate in Finals / Club Metro Championships or All-Star Tournament.

8 Regulation Exceptions

8.1 Re-Entry Rule

- (i) A designated hitter cannot be used. Exception, a pitcher who has completed a major assignment in a Junior League match may continue to hit, despite not being able to play in the field, only when their team has the minimum 9 players.
- (ii) In Junior League All-Star Championship, any member of the starting line up may be removed from a game and replaced by a substitute so long as the substitute takes the same line up position as that of the replaced player. If the original member re-enters the game he or she will replace the substitute and resume the same position in the starting line up. A substitute once removed from the game may not re-enter the game in any capacity except 'speed-up runner'.
- (iii) Where only nine players are available the last batter OUT will be the 'speed-up runner'.

8.2 Slide/Collision Rule-Juniors - the intent of this rule is to ensure the safety of the defensive player while making plays on runners in different circumstances.

- (i) A runner attempting to break up a double play at 2nd or 3rd base must slide directly into the base and not beyond the base. It is an illegal slide if; the runner slides away from the base line in the direction of the fielder; the runner uses a rolling or cross body block, or if the runner uses a pop-up slide into the fielder.
- (ii) When sliding the runner's lead leg must be below the knee of the infielder and should first contact the base at its nearest side.
- (iii) Contact is allowed if the runner; makes a legal slide directly to the base; or is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play. Interference shall NOT be called.
- (iv) If the runner does not slide, he shall not intentionally create contact or intentionally attempt to dislodge the ball on a tag play. On close plays the runner should slide. When the player is obviously out, the runners should get in a rundown, try to avoid the tag, or give themselves up.
- (v) Game Penalty
 - If a slide is deemed to be illegal, the runner shall be called out.

- If the illegal slide has occurred on a forced play, irrespective of what base is involved, the batter runner shall also be called out due to the “interference” of his team mate whether or not the fielder attempts to complete the play.
- A Player who intentionally creates a collision or intentionally dislodges the ball shall be called out and ejected from the game.

Note: If “interference” is called, other runners shall not be allowed to advance. Example: bases loaded no outs. Double play attempt at second base and interference is called. The runners at second and third must return to their original base.

APPENDIX 1

Specific Minor League Little League

1. Playing Field:

- The outfield boundary (i.e. home run 'fence') is to be marked out with cones, the distance being 165 feet from home plate.
- The back-net should be not less than 4 metres and not more than 8 metres from home plate

2. Duration:

- Games will be played for 1 hour and a maximum of 6 innings.
- The inning in progress at the end of the 60th minute shall be deemed the final inning.

3. Participation:

- Players are to rotate fielding position every defensive innings.
- Players are to play defence at least every second innings.

4. Machine Pitch:

- The game will be machine pitched, using a Louisville Slugger Blue Flame (UPM45) machine.
- The machines settings will be agreed to by both coaches prior to the commencement of the game.
- The machine shall be placed so that its front T Bar is a distance of 42 feet from home plate.
- The **base** umpire shall operate the machine.
- For the first 3 games of the season only; if a batter cannot put the ball into play after 3 strikes the teams coach shall soft toss from the opposite batter's box to the batter, until the ball is batted in play.

5. Catchers:

- Catchers must suit up in catching attire of: Skull cap and mask (including **dangling-type** throat guard), Chest Plate and leggings. Protectors are mandatory for all male catchers.
 - Catchers must not remove their Skull cap and mask whilst a batter is attempting to hit a pitched ball. The skull cap and mask can only be removed once a batter has hit the pitched ball.

6. Scoring:

- The game shall be scored exactly as a Major League Little League game.

7. Playing Rules:

- The fielder playing the pitcher position shall stand to the side or diagonally behind the pitching machine. They may not stand closer to home plate than the T Bar of the pitching machine
- No Bunting allowed
- No infield Fly rule
- No Stealing of bases allowed.
- On a ball in play (batted balls) runners may advance until the ball is in possession of the pitcher and the pitcher is inside the infield diamond.
- On an overthrow that passes the 1st or 3rd base foul line runners may advance until the ball rolls dead. In this case the runners are awarded the base they were approaching (when the ball went dead) only. At home plate the ball is in play on an overthrow if it rebounds off the backstop into fair territory.
- Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.

- Dropped 3rd strike by the catcher is an automatic out.
- Caught foul tip – the batter is out if the ball is caught by the catcher only if the ball has gone *above* the height of the batter's shoulder. A foul tip which is deflected into the catcher's mitt is not out except on the 3rd strike.
- A ball hit fair beyond the outfield cones on the full shall be deemed a home run
- A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases
- If a batted ball hits (unassisted) the pitching machine or umpire it shall be called a dead ball. The count defers back to as it was prior to that pitch.
- Official baseballs are to be used for the games. It is not necessary to use new baseballs for a game, as long as the balls are in good clean condition and approved by the umpire.

8. Results:

- Match reports are to be forwarded to the Little League Registrar in the usual way.

9. Charter:

- The Charter Committee shall run and administer all aspects of the Minor League Little League competition.
- The Charter Committee may implement any local by-laws deemed appropriate for local conditions.