

SOFTBALL WA LITTLE & JUNIOR LEAGUE REGULATIONS 2015/16

- Little League & Junior League Club matches
- Little League & Junior League Club Championships

Little League
WESTERN AUSTRALIA



(LLWA)



ADMINISTRATION

A1. Authority of By-laws

- 1.1 These By-laws are issued in accordance with the Softball WA Constitution 30.1. 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 override any local association rules.
- 1.3 These By-laws shall apply to all regular season competitors.
- 1.4 These By-laws shall apply to any female player aged 7 to 14 inclusive (as at 31 December of the current season) inclusive playing in any Softball WA affiliated club-based competition
- 1.5 Unless otherwise stated in these By-laws the Rules of Little League Softball as currently endorsed by Little League International (LLI) will prevail.
- 1.6 By-laws, as provided in the Constitution provision 30.1, can be amended by the Board of Directors of Softball WA (SWA) from time to time.
- 1.7 By-laws will be current as at the 1st of October each year.
- 1.8 The Little League District Administrator (LLDA), through the Little League Operations Manager (LLOM) and Little League Registrar (LLR), shall be charged with enforcing these by-laws.

A2. Club & Charter Regulations

2.1 - Charter Committees

- i. Each charter shall form a committee annually.
- ii. Each club shall be allocated to a charter annually by the LLDA at a pre-season meeting (Team Nomination Night), with consideration given to LLI Team Nomination rules, location and size of clubs and the ramifications on surrounding charters.
- iii. Formation of the Charter Committee shall be in accordance with the Charter Committee document.
- iv. 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)
 - Submitting such by-laws to LLOM for approval
 - Charter fixtures
 - Developing and enacting a charter development plan
 - Providing an annual development report to the LLDA
 - Forming and operating all charter-based teams
 - Match-ball size (refer to rule B7)

2.2 - Finance

- i. Any club which is un-financial with SWA or Softball Australia Limited (SAL) as at the closing date for nomination of teams to participate in an official SWA competition shall:
 - Be excluded from the relevant competition; and
 - Forfeit any right of representation to SWA 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 SWA accounts and fees.

2.3 - Player Eligibility and Clearances

- i. Little League Softball is a girls only program and thus only female players are eligible, however individual clubs who need to register male players may apply for dispensation for said players (clubs needing use of male players must provide the LLDA with a plan to phase out)
- ii. 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.
- 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 her existing club will be eligible to appeal to the LLOM 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 her existing club.
- ix. Any player who is denied a clearance by her existing club will be eligible to appeal to the LLOM 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 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 her choice.
- xi. Any player residing in a regional area may play Little League with a metropolitan club without the need of a clearance from her regional association and may continue to play in 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 her regional charter-based teams. The player must complete the Dual Registration Form and submit to the LLR.
- xii. Any player requesting a clearance has a fee of \$6.00.
- xiii. Any player requesting a permit has a fee of \$11.00.

2.4 - Team Nominations & Fixtures

- i. Metropolitan clubs are required to nominate teams for all grades at the Team Nomination Night each year.
- ii. The charter committee shall be responsible for setting fixtures of its own club-based competitions.

- iii. It is the responsibility of each Charter President to ensure that fixtures for his / her charter are prepared and forwarded to the LLOM no less than two weeks prior to the commencement of the season.
- iv. 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.
- v. The LLOM shall be responsible for setting fixtures for the All-Star League (if applicable).
- vi. Fixtures must comply with SWA Ground Rules.
- 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 Softball 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 may nominate one team for each All-Star League competition.
- x. Two or more clubs from the same charter may nominate a combined team in any All-Star League competition.

A3. Registration of Players

- 3.1 The CEO 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 games played under the control of SWA. 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 LLOM for resolution;
- 3.3 The LLOM 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 emailed or faxed in two weeks prior to first game for initial team registration and by the end of the working day of Monday prior to the player participating in their first game after season commencement. 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 LLOM reserves the right to refuse registration of a player if she considers the player’s safety is threatened by participation in softball;
- 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 SWA registered player remains bound by the rules of SWA 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 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:
 - Print Registration form off the Little League WA website – www.walittleleague.baseball.com.au
 - Copy as many forms as required for players registering at your club.
 - Get the form filled out and signed by the registering player/member.
 - Keep the form for your club’s files.
 - The trusted club official will send the registration form or clearance (if applicable) to the LLR.
 - Complete all the required fields including mailing address, contact number and email address (if they have one).

- LLR is to ensure players are on the data base before they play.
- Submit Team Nomination Form by the 1st Thursday in September.
- Inform the Little League Registrar well in advance of any withdrawal or regrading of teams.

A4. Player Eligibility

- i. Player ages shall be determined as at 31st December 2015 – this shall be known as a player's League Age.
- ii. Players of league age 9 to 12 years old inclusive shall be eligible to participate in Little League-Major, players aged 7 to 10 years old inclusive may participate in Little League-Minor(Machine Pitch) and players aged 12 to 14 years old inclusive shall be eligible to participate in Junior League.
- iii. A player may seek dispensation to play below 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 LLOM who shall make the final decision.

A5. 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.

A6. Awards

- No individual performance-based recognition shall be awarded at Little League levels however performance-based awards may be awarded at Junior League level.

A7. Coaching Accreditations

- 6.1 Club coaches are encouraged to have Level 1 SWA/SAL coaching accreditation.
- 6.2 Clubs shall encourage that club coaches without SWA/SAL coaching accreditation are mentored by a designated Coaching Co-ordinator within the club who has a minimum of Level 1 accreditation.

A8. Finals Regulations

7.1 Club Eligibility for Finals

- i. Any club that owes monies to SWA and/or SAL ten (10) days before the first game of any Finals shall be disqualified from having ANY team participate in the finals;
- ii. 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.

7.2 Finals Regulations

- i. Any properly registered player may play finals for any team for which they are age-qualified. Any other requirements under these by-laws shall also apply.
- ii. Standings will be in order of WINNING PERCENTAGE, ie: (WINS + .5 X # TIES/ (TOTAL GAMES PLAYED))
- iii. LLI tie-breaker rules shall apply.
- iv. Each charter competition shall determine if it wishes to have a finals series. If so, the format shall be set by the charter committee.
- v. The format shall ensure that every team in the competition participates on all days of the finals.
- vi. Game duration shall be the same as the regular season matches.
- vii. In the event of a tied score play shall continue until one team leads after equal innings have been played (normal 'extra innings' rules).

A9. Breaches of Regulations

- i. Any association, club or member committing a breach of these Regulations and / or SWA'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 LLOM as is appropriate to the particular offence;
- ii. The Board may endorse any suspension or disqualification imposed by any controlling body of softball if notification of such suspension or disqualification has been placed before the Board in writing;
- iii. Any person or club under suspension or disqualification by SWA shall be barred from taking part in any match under the control of SWA, 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;
- iv. 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.
- v. 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.
- vi. All regulations in relation to specific offenses, protests, appeals and reporting mechanisms as determined by the SWA Competitions Committee shall apply.

Schedule of Penalties

| OFFENCE | PENALTY |
|--|--|
| Breach of Pitcher Restrictions, and / or; Player not meeting minimum participation requirements | If team won the game – Forfeit |
| 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 SWA/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.

GAME BY-LAWS

B1. Playing Facilities

The following are the minimum requirements necessary for all levels of Little League softball played under the control of SWA. 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 140 feet from 1st and 3rd bases respectively.
- (c) 1st, 2nd and 3rd bases and pitching rubber to be pinned.
- (d) A back net (minimum size 4m wide x 3m high) is mandatory.
- (e) 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)
- (f) Seats or benches for at least 10 people at each bench area.
- (g) Shade for all players on the home and visitor's bench.
- (h) Provision of a table, chairs and shade for the scorers.
- (i) Access to both male and female toilets within reasonable distance of the diamond.
- (j) Home run 'fence' using plastic cones 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).
- (k) Ground dimensions and set-up:

| | Little League Major | Junior League |
|------------------------|--|--|
| Base Paths | 60 feet | 60 feet |
| Pitching Distance | 40 feet | 43 feet |
| Home Run Fence / Cones | 200 feet from home plate | A minimum of 200 feet from home plate |
| Back Net | Minimum 25 feet and maximum 35 feet (10 m) from home plate | Minimum 25 feet and maximum 35 feet (10 m) from home plate |

B2. General Playing Conditions

- i. Players may play as many games in a day as they desire, subject only to restrictions on pitching.
- 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).
- iv. If a player is injured, falls ill or is ejected during a game and cannot take 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.
- v. Defensive changes are unlimited and can be made at any time; however players who pitch are limited by pitching limits and rest requirements.
- vi. **SLIDE RULE**
 - (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 when advancing.
- vii. Base runner leaving the base early- base runner may leave at pitcher's release. **Penalty:** Runner is Out, Ball is dead, No Pitch.
- viii. 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 LLOM) 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.
- ix. A designated hitter / designated player cannot be used.

B3. Forfeits

- i. A forfeiting team must give 48 hours notice to its Charter President (LLOM if All-Star League) 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 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.

B4. Pitching Limits

- i. If a player pitches in more than **six (6)** innings, one calendar day of rest is mandatory. A player may pitch in a maximum of nine (9) innings in a game. A player may pitch in a maximum of eighteen (18) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning. **A player may only pitch a maximum of twelve (12) innings in a day and may only pitch to a maximum of two (2) innings per game.**
- ii. The Umpire has the authority to police the pitching rule.
- iii. The Plate Umpire or Field Umpire may call an "Illegal Pitch." An illegal pitch consists of the pitcher's foot leaving the mound prior to the release of the ball, the pitcher's drag foot must stay in contact with the ground (ie. Crow hop). 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 Softball 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.

B5. Blood Rule

- i. 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;
- ii. 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.

B6. Uniforms

- i. 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 or visor, (ii) Club Playing Top – including unique numbers no smaller than 15cm and (iii) Club Softball Pants or shorts.
- ii. Coaches and managers must not wear conventional softball uniforms or shoes with metal spikes but may wear cap, visor, slacks, shorts and shirt.
- iii. The wearing of a double-eared helmet is compulsory for batting and base-running. All helmets must be uniform in colour for each team and in good condition.
- iv. Any fielder may wear a non-shiny helmet the same colour as the club's cap/visor;
- v. 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;
- vi. No Little League player is permitted to wear metal sprig footwear in any official SWA Competition of their age group. The sole must be of a fully moulded design i.e. NO screw-in sprigs.

B7. 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-Major & Junior League – Easton 888 12” ball – Little League-Minor (Machine Pitch) shall use a ball similar in size to a tee-ball or baseball.
- v. During the Exhibition Series, the charter committee may give permission to play with an 11” ball to assist with pitcher development if deemed necessary.

(b) Bats – LLI rule 1.10 to apply.

- i. Bats must not be on any Little League International exclusion lists (lists are published on-line by Little League International)
- ii. Must be approved by ISF.
- iii. Little League bats must be a Softball bat no more than 33 inches in length.
- iv. Junior League bats must be a Softball bat no more than 34 inches in length.

B8. 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.

B9. 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 two completed inning will be called an abandoned game;
- iv. Any game called due to bad weather or darkness with two 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 and the team trailing has not batted in less completed innings than the winning team.
- vi. During any game played under the auspices of SWA any SWA Official (employee), 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 LLOM 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 LLOM.

B10. Game Duration

- i. Club games shall be 90 minutes or 6 innings (whichever comes first)
- ii. Club Championship match duration shall be determined by the LLDa each season.
- iii. Should a charter committee wish to adjust the game duration of one of its competitions it shall submit written request of such to the LLOM for approval.

B11. 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.

B12. 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 softball. **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. Where only nine players are available the last batter OUT will be the 'speed-up runner'.

(c) Innings Changeover

- i. Max changeover between innings shall be 90 seconds. The Chief Umpire will call "ball out"
- ii. 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

- 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.

(g) Dropped Third Strike

- A Dropped Third Strike is an automatic out if 1st base is occupied with less than two outs.

B13. 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.

B14. 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 LLOM 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 LLOM may refer protest reports to the P&D Committee for their consideration at the first available meeting if he / she deems necessary.

B15. Officiating

- i. The Umpires Adviser is responsible to SWA for the training, conduct and game performance of umpires in SWA competitions.
- ii. Umpires are official representatives of SWA when officiating at SWA sanctioned games.
- iii. Umpires must sign the score books in ink and if making a report.
- iv. 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.
- v. 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. Face masks chest plate, leggings and protective cup. Singlets, thongs and sandals are not permitted. Umpires in chief are not permitted to umpire from the mound during regular fixtures.
- vii. All umpires must have sat the "play by the rules" exam and be working towards Level 1 accreditation during the current season (mandatory from 2016-17)

APPENDIX 1

Specific Little League Minor-Machine Pitch (league age 7 to 10 yo)

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.

Note: plate umpires are mandatory and must take position from behind the catcher.

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.