

**ACTBA  
JUNIOR LEAGUE  
LOCAL RULES  
FINAL – 16 Oct 2009**



Capital Territory  
Baseball

**2009/2010**

## Control Sheet - Junior Local Rules

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# CONTENTS

## CONTENTS

### SECTION 1 - GENERAL

RULE 1	CODES OF BEHAVIOUR .....	2
RULE 2	COMPETITION STRUCTURE.....	2
RULE 3	MANAGING AND COACHING .....	2
RULE 4	UMPIRES .....	3
RULE 5	WASTING OF TIME .....	3
RULE 6	REPORTED PERSONS.....	3
RULE 7	PROTESTS .....	4

### SECTION 2 - PLAYER ELIGIBILITY & REGISTRATION

RULE 8	ELIGIBILITY .....	5
RULE 9	REGISTRATION / CLEARANCE.....	5

### SECTION 3 - UNIFORMS, EQUIPMENT & PROTECTION

RULE 10	HEAD INJURY .....	6
RULE 11	PLAYER DISABILITY .....	6
RULE 12	BLOOD BIN RULE.....	6
RULE 13	UNIFORMS [includes Dress code for Coaches] .....	6
RULE 14	ADVERTISING ON UNIFORMS.....	6
RULE 15	BASEBALLS & BATS.....	7
RULE 16	HELMETS .....	7
RULE 17	CATCHERS .....	7
RULE 18	FOOTWEAR.....	7

### SECTION 4 - MATCH CONDUCT

RULE 19	THE HOME TEAM .....	8
RULE 20	PRE-MATCH DIAMOND WARM-UP .....	8
RULE 21	DURATION OF PLAY .....	8
RULE 22	FORFEITED GAME.....	9
RULE 23	ADVERSE WEATHER/GROUND CONDITIONS .....	9
RULE 24	REGULATION GAME .....	9
RULE 25	ONE-SIDED GAMES.....	9
RULE 26	PITCHING/CATCHING RESTRICTIONS .....	10
RULE 27	BATTING ROTATION.....	11
RULE 28	MATCH RESULTS .....	11
RULE 29	RE-ENTRY RULE.....	11
RULE 30	PARTICULAR RULES APPLICABLE TO FINAL SERIES .....	11
RULE 31	DESIGNATED HITTERS .....	12
RULE 32	OFFENSIVE RUN RULE .....	12
RULE 33	BALK RULE FOR Under 14 (A Ball) AND OVER .....	12
RULE 34	PARTICULAR RULES APPLICABLE TO Under 16 (AA Ball).....	12
RULE 35	PARTICULAR RULES APPLICABLE TO Under 14 (A Ball).....	12
RULE 36	PARTICULAR RULES APPLICABLE TO Under 12 (Little League).....	13
RULE 37	PARTICULAR RULES APPLICABLE TO Under 10 (Zooka Ball) .....	14
RULE 38	PARTICULAR RULES APPLICABLE TO Under 8 (T Ball) .....	15

### SECTION 5 - MATCH POINTS AND PENALTIES

RULE 39	AWARDS .....	17
RULE 40	PENALTIES .....	17

### SECTION 6 - PLAYING FIELD DIMENSIONS

RULE 41	PLAYING FIELD DIMENSIONS .....	18
RULE 42	GAME DURATION AND START TIMES.....	17

### SECTION 7 - INDEX

### SECTION 8 - APPENDICES

APPENDIX 1	JUNIOR LEAGUE PLAYER CODE OF CONDUCT .....	21
APPENDIX 2	JUNIOR LEAGUE COACHES/MANAGERS CODE OF ETHICS.....	22
APPENDIX 3	ACT BASEBALL ASSOCIATION CLEARANCE FORM .....	23

# SECTION 1 - GENERAL

Where not specifically mentioned in these local rules the Official Australian Baseball Rules will apply.

## RULE 1 CODES OF BEHAVIOUR

The following codes of behaviour apply to players, coaches, officials and spectators.

- [a] Good relationships must be fostered between clubs and their teams before, during and particularly after games. Spectators should not only support their own team, but also show appreciation of good play by the opposition, and never barrack against or belittle their opponents.
- [b] The authority and decisions of the umpire must be respected. If any person directs abuse, intimidating language or tactics to any umpire they will be reported and further disciplinary action may occur.
- [c] The coach of each team must insist that their players behave in a sportsmanlike manner at all times, especially towards members of the opposing team. The use of intemperate or unseemly language by players or coaches is absolutely forbidden.
- [d] Club representatives of each team, including coaches and managers, are required to draw the attention of their spectators or their own players to the above conditions regarding behaviour if these conditions are being disregarded.
- [e] Scorers are match officials and are to comply with the location and conduct rules prescribed in these rules and by the ACT Scorers' Association. **Scorers must sit together**, preferably behind the play at home plate, but away from spectators. Scorers are to be fully conversant with the Local Rules with particular regard to pitch counts and eligibility. Players are not to approach scorers unless so directed by coaches, managers or umpires.
- [f] Persons occupying bench areas or coaches boxes are deemed to be team/club officials.
- [g] Players, coaches, officials and/or spectators may be reported for misconduct.
- [h] Players, managers and coaches are not permitted to consume alcoholic beverages, smoke or chew tobacco on the playing field, benches or dugout. Nor shall any of the above-mentioned persons leave the playing field for such a purpose. **Penalty: person/s to be placed on report or ejected or both. Scorers are encouraged not to smoke and to respect non- smokers – use common sense.**
- [i] Codes of Conduct and Ethics. All players are to abide by the Players Code of Conduct (Appendix 1). All coaches and managers are to abide by the Coaches/Managers Code of Ethics (Appendix 2).
- [j] ABF Infectious Disease Policy. All coaches, managers, officials and players are to abide by the ABF Infectious Diseases Policy. A copy is at Appendix 1 to the ACTBA senior local rules.
- [k] ACTBA Harassment, Discrimination, and Unacceptable Sexual Behaviour (HDS) Policy. All coaches, managers, officials, players and spectators are to abide by the ACTBA HDS Policy. A copy is at Appendix 5 to the ACTBA senior local rules. Any complaint is to be in writing and all complaints will be kept in strict confidence by the ACTBA.
- [l] It is the responsibility of all Clubs to distribute a copy of the ACTBA junior local rules to each team. Each member of the playing and coaching staff is to make themselves fully conversant with the intent and contents of Rule 1 and to also be aware that the ACTBA operates under the ABF Doping Policy.

## RULE 2 COMPETITION STRUCTURE

The ACTBA junior competition shall be structured **in the following age / category groupings:**

- [a] Under 8 (**T-Ball**)
- [b] Under 10 (**Zooka-Ball**)
- [c] Under 12 (**Little League**)
- [d] Under 14 (**A Ball**)
- [e] Under 16 (**AA Ball**)

## RULE 3 MANAGING AND COACHING

- [a] One manager or coach may be used in each coach's box at first and third base during their offensive inning. In keeping with the image of the game, full uniforms are desirable. Player base coaches must wear double-eared helmets (see **Rule 16**).

- [b] In T-ball - one manager or coach of the offensive team is also permitted to be on the field.
- [c] Players, managers and coaches **must remain** on the benches or **in their prescribed area** during the game. **This paragraph is** applicable to all age groups except T-ball.
- [d] If a manager or coach goes onto the playing field (crosses the baseline) more than once during their defensive half of an inning while the same player is pitching, such manager or coach must make a pitching change. This rule is to be enforced by the umpire, but in no way be used to counteract the provisions of **Rule 5** (Wasting of Time). A manager or coach may, at any time without penalty, go onto the ground for the sole purpose of giving aid to a sick or injured player.
- [e] Coaches or managers are to check footwear (refer **Rule 18**) and check that all male players are wearing sporting protectors (refer **Rule 13**).
- [f] All junior coaches are to be accredited.

#### **RULE 4 UMPIRES**

- [a] It is the responsibility of the home team to appoint at least one **accredited** (Level O minimum) umpire to control pitch-ball matches (two umpires for **U-14 (A)** & **U-16 (AA)**). In all pitch-ball age groups the umpire will work from behind home plate. If there are no umpires available, the coach of the home team is to umpire the game or forfeit. If the home team coach has to umpire then their responsibility as coach is passed to another team/club official.
- [b] The ACTBA reserves the right to investigate reports on umpiring and take such actions as it deems necessary.
- [c] The umpire shall be deemed to be the official representative of the ACTBA for 30 minutes before the scheduled commencement of a game, the duration of the game, and for 30 minutes after the completion of the game.
- [d] For final series games, the ACTBUA will be approached to umpire all finals. However until informed otherwise the clubs involved shall provide between them, two accredited umpires. One of whom will call from behind the plate and the other will act as base umpire (the more experienced person to act as chief).
- [e] Non-compliant bats must be removed from the dugout/bench and not be permitted to be used in the game.

**Penalty:** Failure by a club to comply with any of the conditions concerning umpires may result in the offending clubs being fined. A fine of ten dollars (\$10.00) for each offence under **Rule 4 [a]** and a twenty dollar fine (\$20.00) for each offence under **Rule 4 [d]** and / or loss of match/match points for either rule.

#### **RULE 5 WASTING OF TIME**

- [a] It is contrary to the spirit of the game for teams to engage in the practice of wasting time, particularly in the closing minutes of a time-limited contest. Umpires are to take all necessary steps to prevent such malpractice, and persons in charge of teams are warned that the ACTBA will not tolerate such tactics. The umpire shall nullify any actions by a team, which, in the opinion of any umpire, constitutes the wasting of time in order to gain an advantage or place its opponents at a disadvantage.
  - (i) The attention of managers, coaches and umpires is drawn to the Official Rule 4.15 (b) which allows for a game to be forfeited if a team employs tactics designed to delay or shorten the game. In every case where an umpire invokes the penalties set out in (a) and (b) of this rule, the umpire must make a report, naming the offending team, manager and coach, and fax/e-mail the ACTBA office within 48 hours of the completion of the game.
- [b] The ACTBA will investigate each such report and may take whatever action it considers appropriate to the circumstances, including but not limited to a fine of twenty dollars (\$20.00), suspensions and loss of match/match points.
- [c] A relief pitcher who is brought to the mound during an innings in any game will be permitted a maximum of ten [10] warm-up pitches.

#### **RULE 6 REPORTED PERSONS**

- [a] Within 48 hours of the conclusion of the game an umpire who reports or removes any player, coach, manager, other club official or spectator from a game for any reason (including breaches of Codes of Behaviour, Conduct or Ethics), shall forward a report in writing to the ACTBA General Manager
- [b] Reported persons may be requested to appear before this committee and this committee shall deal with the matter, and if warranted, impose a penalty.
- [c] Any reported person and their club will be notified of the time, date and venue of any such hearing outlined in **Rule 6 [b]** above, including the nature of the complaint being investigated.

- [d] A parent and/or adult representative of their club must accompany any juvenile reported to such a hearing.
- [e] The ACTBA has set guidelines in place for the conduct of such hearings and/or appeals. A copy is at **Appendix 2 to the ACTBA Senior Local Rules**.
- [f] A player under suspension in either the ACTBA Junior or Senior Leagues shall not be permitted to play in either normal competition rounds or final series. The ACTBA will be advised of every Junior League suspension.
- [g] Any suspended player, who is also a member of a representative squad or team, will be required to meet with the Coaching Director. Sanctions may apply

## **RULE 7 PROTESTS**

- [a] All protests relating to alleged misapplication of the rules or playing conditions must be notified to the umpire at the time the play under protest occurs, and **before the next pitch**. Sanctions may apply
- [b] **Scorers should note:**
  - (i) the time of day;
  - (ii) the number of outs;
  - (iii) the name of the batter at bat;
  - (iv) the count on the batter; and
  - (v) the names and positions of base runners.
- [c] Protests must be lodged in writing and in detail with the ACTBA not later than 48 hours after the conclusion of the match in which the protest play occurred. **A fee of twenty five dollars (\$25)** must accompany such lodgement or the protest **will not** be considered.
- [d] The ACTBA shall convene a committee to consider the protest. This committee must meet and resolve the protest as soon as possible for any competition matches but no later than 24 hours before the next scheduled round of final matches.
- [e] Should the committee deem the protest frivolous, the fee shall be forfeited. In all other cases the fee shall be refunded.
- [f] If the protest is upheld and the committee determines that the game must be replayed from the point of protest, Official Rule 4.12 (d) shall apply. The committee shall also determine the date on which such replay shall occur.
- [g] Attention is drawn to Official Rule 9.02 (a) regarding the protesting of judgement decision.

## SECTION 2 - PLAYER ELIGIBILITY & REGISTRATION

### RULE 8 ELIGIBILITY

- [a] A player is eligible to take part in any match in the respective age groupings provided they are under the age at midnight on 31 December, of the season of the competition.
- [c] The minimum age permissible in each age group shall be two (2) years below the maximum permissible age in all age groups except **Under 8** (T-ball), which shall be three (3) years. **The minimum age to register and play T-ball in the ACT is five (5) years old as at the 31<sup>st</sup> December of that year.**
- [d] **Points / fines (\$25.00 per incident) and loss of match** (including finals) penalties will be applied to the playing of **over age** players, **defaulters** and to the playing of **ineligible** players. Refer Rule 40. A defaulter is classed as a person who is un-financial to the ACTBA, a club or any senior or junior representative or Academy program. A club may also be classed as a defaulter to the ACTBA. If a club plays a defaulter, it will be classed as a forfeit by the offending club or team. Any player who is not registered on the ACTBA data base prior to the start of the season, shall be ineligible to play until confirmed on the data base.
- [e] Dispensation for **over-age players**
- (i) The **ACTBA** may give dispensation to older age players so that they may play in a younger age competition, upon **written request** by the Club and after assessment by an ACTBA official. Such authorisation **may be granted** to players whose physical skills or abilities render them unsafe to compete in their relevant age division or to Clubs in exceptional circumstances (to be decided on a case-by-case basis). If there is no authorisation see **Rule 8 [d]** for penalties.
- (ii) Any player granted dispensation under **Rule 8 [e] (i)** to play in a younger age group, will be bound by the pitching and catching restrictions of that lower age group.
- [f] Any applications to have a younger player play in a higher age group, based only on advanced skill level, must be in writing to the ACTBA.
- [g] All players wishing to transfer from another Club **in the ACTBA** are required to have a completed clearance (**Appendix 3**) from that Club where they last played. This clearance is to be received by the ACTBA General Manager prior to the player participating in any games. The clearance form is required from all **local** players. If the clearance is done electronically via email, the clearance request must be sent to the president of the former club, and copied to the ACTBA, more than 1 week prior to the player participating in an ACTBA league game. If the clearance request is rejected, the player seeking clearance will not be permitted to play until the dispute is resolved.
- [h] Where a team cannot field nine (9) players during the course of the regular season, they may borrow players from another team in a younger age group or a lower division (provided they qualify by age as prescribed in **Rule 8 [c]**). This can be either within its club or, if players and coaches agree, from the opposing team. A minimum of seven (7) players must be available to take the field; otherwise that team will be required to forfeit.
- [i] For player eligibility during the finals see **Rule 30**.

### RULE 9 REGISTRATION / CLEARANCE

- [a] All players must be registered with the ACTBA and on the "My Club" database prior to the start of the season. Any player who joins thereafter must be on the data base prior to playing. Playing a player not registered on the data base in the prescribed time period will result in forfeiture of the game.
- [b] All transfers within the ACT, during the season, must be cleared (in accordance with **Rule 8 [g]**) by the previous club. There is to be no transfer of any junior player/s to another club within the ACT after the 31st December. Any games played with the previous club are to be transferred to the new club, for final series eligibility. Playing an uncleared player will result in forfeiture of game.

## **SECTION 3 - UNIFORMS, EQUIPMENT & PROTECTION**

**Note 1:** As this section deals mainly with safety requirements, the coach or an official of the club that fails to adhere to direction or fails to ensure that their team, or anyone associated with that team for that day, is compliant with this section, will be placed on report. Further disciplinary action may be forthcoming from the ACTBA, this includes suspension, fines of not less than twenty five dollars (\$25) or both. This action may be against any individual or team.

**Note 2:** Clubs are reminded to ensure adequate sun protection is provided for players and officials

### **RULE 10 HEAD INJURY**

If any player suffers a loss of consciousness, it is a requirement by the League that the player does not play for sixteen (16) days unless a physician directs otherwise or there is an extended break in the competition. If the prognosis by a qualified physician has deemed a longer absence, then that must be adhered to. Any such injury is to be reported to the ACTBA within 48 hours. The player will be granted those games missed, for eligibility, on producing a certificate to the ACTBA office, as soon as possible after the incident.

### **RULE 11 PLAYER DISABILITY**

Any player who has a permanent disability, of any limb, that prevents them from competing to their fullest has dispensation for a courtesy runner once they have reached first (1st) base of their own accord without detriment to their continued participation.

### **RULE 12 BLOOD BIN RULE**

- [a] Any players who are injured and who require treatment to stem the flow of any body fluids may leave the game without penalty.
  - (i) If on base a courtesy runner may be used until replaced by the original player.
  - (ii) If at bat the player may obtain treatment, and if unable to be treated within a reasonable period of time that player may be replaced with the same count applied to a courtesy batter (the player if removed for treatment shall not bat until their turn in the line up again arrives).
  - (iii) If on the field a courtesy fielder may be used while treatment is applied.
- [b] Players who are unable to return into the game shall be replaced. The following shall apply:
  - (i) No ejected player may be used as a replacement player.
  - (ii) If no reserves a person who has left the game may be used but only as a courtesy player.
  - (iii) All soiled clothing must be replaced.

Note The ABF Infectious Disease Policy will give more detailed explanations.

### **RULE 13 UNIFORMS [includes Dress code for Coaches]**

- [a] It is a requirement, with the exception of the **U-8** (T-ball) and the **U-10** (Zooka Ball) that all players appear in the full registered uniform of their club. All defensive players, except catchers, must wear a club cap on the playing field. All offensive players must wear a two-eared batting helmet (preferably of club's colour) on the playing field including the 'on-deck' batter and if in the coach's box.
- [b] All male players must wear sporting protectors.
- [c] Mouthguards are optional and recommended as advisory safety equipment.
- [d] Baseball caps may have an optional flap at the back for sun protection.
- [e] It is also a requirement that coaches be dressed appropriately. Thongs, bare feet, torn clothing or singlets are not allowed. Any person not correctly attired is not allowed on the playing field or in the dugout.

### **RULE 14 ADVERTISING ON UNIFORMS**

- [a] Selective advertising is permissible.
- [b] Cigarette and alcohol advertising is not permitted.

## RULE 15 BASEBALLS & BATS

- [a] Baseballs used in any match shall be **as approved by the ACTBA and Council at pre-season meetings for the relevant baseball season, and shall be** in good condition. The umpire in wet weather may approve wet weather balls.
- [e] In consideration with recommendations from the ABF, the following bat sizes are approved for use in the ACTBA **Junior League**:
- Under 8 (T-ball)** Any commercially available (metal, wood, wood composite, fibreglass etc) baseball (not softball) bat may be used provided a maximum diameter of  $2\frac{1}{4}$  inches.
- Under 10 (Zooka-Ball)** Any commercially available (metal, wood, wood composite, fibreglass etc) baseball (not softball) bat may be used provided a maximum diameter of  $2\frac{1}{4}$  inches.
- Under 12 (Little League)** Any commercially available (metal, wood, wood composite, fibreglass etc) baseball (not softball) bat may be used provided a maximum diameter of  $2\frac{1}{4}$  inches.
- Under 14 (A Ball)** Any commercially available (metal, wood, wood composite, fibreglass etc) baseball (not softball) bat may be used with *a maximum length to weight differential of -8*.
- Under 16 (AA Ball)** Any commercially available (metal, wood, wood composite, fibreglass etc) baseball (not softball) bat may be used *to a maximum of -3 [or -5 with a max length of 32"]*.
- Note** Any player who has played senior baseball during that playing season or any player who is an ACTAS scholarship holder **playing in the senior competition** must use a wood bat or wood composite bat when playing in **that senior competition, but may use any approved bat above for a particular junior grade when playing in that** junior grade.

## RULE 16 HELMETS

Double-eared batting helmets (preferably of club's colour) in good condition, must be worn by all players during their time at bat and for the entire duration of their time on the base paths in all matches, and by on deck batters, player base coaches and bat boys/girls. Players **are not** to use one-eared helmets. If it is found that a team is using one-eared helmets the helmets are to be removed from the game.

## RULE 17 CATCHERS

- [a] **Any person, whether a player or adult**, warming up a pitcher **must** wear a facemask, throat guard and helmet.
- [b] All catchers **are to** wear facemasks with a formed or attached throat guard.
- [c] Pitch ball catchers **are to** wear helmets, throat guards, chest plates and leggings.
- [d] Use of a designated catcher's mitt is optional.

## RULE 18 FOOTWEAR

- [a] Moulded or nylon cleats, screw-in plastic studs in good condition, moulded, flexible or dimpled sole type shoes may be worn.
- [b] Metal cleats may be worn in **U-14 (A Ball)** and above.
- [c] Screw in metal studs or fixed metal studs [eg football boots] are not allowed at any time or in any age group.

## SECTION 4 - MATCH CONDUCT

### RULE 19 THE HOME TEAM

The home team sets up the diamond, occupies the home team dugout, bats last and provides accredited umpires. The umpire/s and both coaches will ensure that bases are pegged into position and that no tent or caravan type pegs are used. It is preferable that all bases should be pegged unless the age group/division warrants the use of Hollywood bases. The emphasis is on safety for the players.

### RULE 20 PRE-MATCH DIAMOND WARM-UP

- [a] Umpires should be in attendance at the diamond at least twenty-five (25) minutes prior to the scheduled start time to check the ground conditions.
- [b] When time permits, twenty-five (25) minutes before the scheduled starting time of a game the home team shall be entitled to a warm-up on the playing diamond, not to exceed ten (10) minutes.
- [c] Fifteen (15) minutes before the scheduled starting time of a game the visiting team shall be entitled to a warm-up on the playing diamond, not to exceed ten (10) minutes.
- [d] Five (5) minutes before the scheduled starting time of a game the playing field must be vacated. Both managers and coaches must meet with the umpire/s to submit lineups, determine ground rules, ground conditions, and sign off on the umpires check sheet. **The home team to provide 4 new approved balls as per Rule 15(a) to the umpire.** All obstacles shall be identified by the umpire at this time and notified to the Managers or Coaches prior to the commencement of the game.
- [e] Any moveable obstacle, for example broken glass, rubble or syringes\* (\*reportable to the ACTBA) are to be removed by an adult from any area, so as not to endanger the health of any player or official.

### RULE 21 DURATION OF PLAY

- [a] All games will be on a home and away basis. All home and away games will be timed game and apart from mid week games will be played on a Saturday. Games will be a maximum number of innings or a timed game, whichever occurs first, **and will commence at the times set out in Rule 42.**

Age / Division	Duration of Games
Under 8 (T-ball)	60 minutes
Under 10 (Zooka-Ball)	60 minutes
Under 12 (Little League)	80 minutes Or six (6) innings, whichever comes first
Under 14 (A Ball)	90 minutes Or Nine (9) innings, whichever comes first
Under 16 (AA Ball)	95 minutes Or Nine (9) innings or whichever comes first

- [b] Timed Games. The teams shall not start a new inning after the time limit has elapsed. The actual starting time is that notified to the scorers by the umpire-in-chief. An inning in progress shall be completed only where necessary (**ie. where the home team is in front at the relevant maximum time limit, the game shall cease then, without the inning being completed**)
- [c] A game will not continue past the maximum time limit once a result has been achieved.
- [d] The umpire-in-chief shall be the timekeeper, or shall appoint a timekeeper, and all times shall be taken from the umpire's or appointed timekeeper's watch.

For example

If a two hour game is scheduled to commence at 1:00pm and, for whatever reason commences at 1:10pm, then the actual completion time is 3:10pm.

[e] Change of Inning

This rule only applies to **Under 14 (A Ball)** and **Under 16 (AA Ball)** competitions:

Both the offensive and defensive team must be ready to commence play within 60 seconds from the time of the third out was made in the previous inning. The Umpire in Chief is responsible for enforcement of this ruling.

**PENALTY**

- **Offensive team not ready** - After 1 minute the umpire shall call "play". The pitcher is then entitled to deliver a pitch every 20 seconds, or until the batter takes his place in the batters box. All pitches delivered shall be called "strike"
- **Defensive team not ready** - After 1 minute the umpire shall call "play". The umpire shall call "Ball" every 20 seconds, or until the pitcher and catcher take their position.

**NOTE:** The umpire in chief may allow more time, as considered reasonable, if the catcher is the 3rd out of the inning or is on base when the 3rd out was made. In such cases the defensive team must have another player or coach warm up the pitcher in preparation for the recommencement of play. Anyone warming up a pitcher must wear a face-mask when in the squatting position, otherwise they must be in an upright ("standing") position

## **RULE 22 FORFEITED GAME**

Should either team have less than the required regulation team of seven (7) players in attendance at the scheduled starting time, the defaulting team may borrow players from another of their club's teams or the opposition team (with approval) in order to field nine (9) players (refer **Rule 8 [h]**). If after ten (10) minutes a team is still unable to field seven (7) players, the match will be forfeited to their opponents and a score of nine (9) runs to nil (0) will be recorded against them. Should both teams be at fault the umpire will declare a 'no game'.

## **RULE 23 ADVERSE WEATHER/GROUND CONDITIONS**

- [a] In the event of wet weather, all clubs are to nominate a person responsible for reporting ground conditions of that day's scheduled competition games **to their opposition. For any other information on ground closures, ring ground closure hotline on 6207 5957 or Hawker Softball stadium on 6278 3000.**
- [b] Where **inclement** weather or ground conditions may prevent a game commencing, **the umpire**, in consultation with Club officials, may call that and any subsequent game at that ground provided, that in their combined judgement, there is **no** possibility of subsequent games commencing that day. Any game that is called off due to heat will be played on the following Tuesday at the home teams field beginning at 6pm for a **normal time-limit game depending on the relevant age group (see Rule 21(a))**. Any game that is started can't be called off due to the heat and must be finished.
- [c] In all cases, the umpire has the 'final call' with regard to termination of play not the respective coaches. (Duty of care to players).
- [d] In the event of a wash-out, in **any/all** grade/division, regular season games **will not** be rescheduled. Affected teams will each receive two points with a 0-0 score-line. All playoff games will be replayed.

## **RULE 24 REGULATION GAME**

It shall be deemed a regulation game when play is terminated due to adverse weather or ground conditions or other unforeseen circumstances after three (3) completed innings (2.5 innings if home team is leading), or four (4) completed innings (3.5 innings if home team is leading) for **Under 16 (AA Ball)**.

## **RULE 25 ONE-SIDED GAMES**

All pitch ball games, including finals, shall be called when one team is leading by:

- twenty (20) or more runs at the completion of the fifth (5<sup>th</sup>) inning (4.5) if home team is leading)
- fifteen (15) or more runs at the completion of the sixth (6<sup>th</sup>) inning (5.5 if home team is leading)
- ten (10) or more runs at any time after the completion of the seventh (7<sup>th</sup>) inning (6.5 if home team is leading).

## RULE 26 PITCHING/CATCHING RESTRICTIONS

- [a] The pitch **restrictions for a junior player competing in the ACTBA Senior Competition** can be found at **Appendix 4 – of the ACTBA Senior League Local Rules - Pitching/catching restrictions**. Those restrictions for pitching and catching will apply to all players **who are under the age of 18 years of age at 31 December of the relevant ACTBA senior competition and who are playing in the ACTBA senior competition during that season.**

Pitching and catching limits for the junior competition are the same, and are set as per this Rule,

- according to the relevant minimum age group the particular junior can qualify for, and
- apply for the entire season, irrespective of whether or not the junior is in fact playing in that age group or whether the junior has a birthday during that season which takes him or her above the minimum age.

Where dispensation has been granted to a player under **Rule 8(e)(i)** to play in a younger age group, the junior player will be bound by the pitching and catching restrictions of the lower age group

- [b] Pitching restrictions

The following pitching limits apply to individual games.

**Under 12 (Little League)** 60 pitches per game or 4 innings whichever comes first

**Under 14 (A Ball)** 70 pitches per game or 4 innings whichever comes first

**Under 16 (AA Ball)** 80 pitches per game or 4 innings whichever comes first

- [c] A player undertaking a **Major** pitching assignment, will be entitled to finish pitching to a batter once started, as long as the at-bat commences prior to the relevant pitch count limit as stated in **Rule 26 [b]**.

### PENALTY

Loss of match points for that match (will not effect the runs for and against), or loss of match if match is a final, for any junior pitcher or catcher exceeding the pitching/catching restrictions for any reason. (Not withstanding finishing to a batter as per Rule 26 [c].) It is the Coaches responsibility for ensuring their pitchers/catchers do not exceed the relevant restrictions.

- [d] A pitchers assignment will be classified as:

Assignment	Under 12 (Little League)	Under 14 (A Ball)	Under 16 (AA Ball)
<b>MAJOR</b>	35 and not to exceed respective (50/60)	55 and not to exceed 70	65 and not to exceed 80
<b>SUBSTANTIAL</b>	20-34 pitches	25-54 pitches	30-64 pitches
<b>MINOR</b>	Less than 20 pitches	Less than 25 pitches	Less than 30 pitches

- Any player pitching a major assignment must have 4 days rest from pitching beginning the day after they pitch.
- Any player pitching a substantial assignment must have 3 days rest from pitching beginning the day after they pitch
- Any player pitching a minor assignment are not subject to rest, however a player who pitches 2 minors on consecutive days, must have 3 days rest from pitching or beginning the day after they pitch.
- A player cannot pitch a substantial or major the day after a minor assignment.
- Once a player pitches he/she may remain in the game and play another position so long as they do not catch. No player shall catch after pitching in a given day.
- A pitcher who throws back to back minors, a substantial, or a major, must have one day's rest beginning the day after they pitch before they are permitted to catch.
- A player can only have 1 pitching assignment per day. 1 pitch constitutes a pitching assignment.

- No breaking balls are permitted in **Under 12 (Little League)** and **Under 14 (A Ball)**. If the umpire determines that the pitch was intended to be a breaking ball he will call no pitch and the ball will be returned to the pitcher with a ball called on the batter. If the ball is hit it will be played as a normal live ball.

[e] Catching restrictions.

- One ball caught in an innings constitutes an innings caught.
- The following restrictions apply.

(Important: Catching limits are set according to the relevant minimum age category the player can qualify for, and not the age group that he/she is playing in)

**Under 8 (T-ball)** No restrictions.

**Under 10 (Zooka-Ball)** Catchers are restricted to two (2) innings in any junior game.

**Under 12 (Little League)** Catchers are restricted to a total of four (4) innings in any junior game.

**Under 14 (A Ball)** Catchers are restricted to a total of four (4) innings in any junior game and no more than nine (9) innings on a day or consecutive days.

**Under 16 (AA Ball)** No restrictions.

## **RULE 27 BATTING ROTATION**

Where a team is unable to field nine (9) players, its batting order shall consist of its total complement of players in rotation (ie. there will be no automatic outs).

## **RULE 28 MATCH RESULTS**

It is the responsibility of **all** teams to have a scorer and submit a match report. Properly completed legible and signed match reports must be in the hands of the ACTBA General Manager on the next working day following completion of the scheduled game. Match reports **must be lodged** for games not commenced due to weather, ground conditions, forfeit, etc

**Match reports will only list players who participate in the game from the respective teams and must include all pitchers and the number of pitch's thrown and innings pitched, and all catchers and the number of innings caught.**

## **RULE 29 RE-ENTRY RULE**

A starting player may only re-enter the line up due to an injury to another player, and will re-enter in the batting position of the injured player. There is no re-entry in finals.

## **RULE 30 PARTICULAR RULES APPLICABLE TO FINAL SERIES**

- There will be no finals in **Under 8 (T ball)** or **Under 10 (Zooka-Ball)** unless directed.
- The team ranked first in these age groups based on the competition table shall be declared the minor premier.
- Teams to participate in the final series will be determined by the ACTBA at the completion of the league schedule, using the following formula, if required.
  - For all Grades. The teams will be ranked according to highest point percentage. The top ranked team in each grade will be determined to be the minor premiers.

$$\text{Points percentage} = \frac{\text{wins} * 3 + \text{draws} * 2 + \text{losses} * 1 - \text{Points Penalties}}{(\text{wins} + \text{draws} + \text{losses}) * 3}$$

- If the teams are equal the head to head method between the teams tied will be used to gain a result.
- If the teams are still equal, the best percentage of runs against divided by defensive innings [between the teams tied] will be ranked higher. Where a half inning has commenced it will count as a full half inning (ie whole number) regardless of how many outs are made.
- If the teams are still equal, the best percentage of runs against divided by defensive outs will be applied against the top team in the competition.

- (v) If the teams are still equal, the best percentage of runs against divided by defensive outs against the second place team (and each subsequent team if still equal) will be applied.
  - (vi) If the teams are still equal, the highest percentage of (runs for divided by offensive outs)/(runs against divided by defensive outs) (between the teams tied) will be applied. If the teams are still equal the same formula is applied the first place team, then the second place team, etc as in 4.
  - (vii) If this does not determine a result a play-off will be required.
- [d] If the score is tied at the completion of regulation time and/or innings, extra innings are to be played to obtain a result.
  - [e] For a player to be eligible to compete in the final series they shall have played at least 25% of the matches for a club, in that team, within the ACT in the current Junior competition.  
A player **may** play up and in more than one final series provided they have played at least 25% of the games at their proper age category.
  - [f] The ACTBA will supply baseballs for **grand finals only**.
  - [g] The ACTBA will arrange umpires using ACTBUA resources, **where available**. (refer **Rule 4 [d]**).
  - [h] The ACTBA will provide an on-site independent tribunal at the finals to resolve disputes.

### **RULE 31 DESIGNATED HITTERS**

There are no designated hitters allowed in any age group of the local junior competition.

### **RULE 32 OFFENSIVE RUN RULE**

- [a] An offensive run rule of seven (7) runs (no more than 7 runs to score per half inning) shall apply for **Under 12** (Little League).
- [b] An offensive run rule of nine (9) runs (no more than 9 runs to score per half inning) shall apply for **Under 14 (A Ball)** and **Under 16 (AA Ball)**.

### **RULE 33 BALK RULE FOR **Under 14 (A Ball)** AND OVER**

All balks will be called for all games in the Under 14s (A Ball) age group and over.

### **RULE 34 PARTICULAR RULES APPLICABLE TO **Under 16 (AA Ball)****

- [a] Normal rules of baseball to apply
- [b] Full size diamonds to be used, **as per Rule 41, Playing field dimensions**.
- [c] Full pitching distance of 60 feet 6 inches to apply, **as per Rule 41, Playing field dimensions**.
- [d] Nine run offensive run rule will apply.
- [e] **Game duration and start time will be as set out in Rule 42, Game Duration and Start Time**. No new innings will commence after this time, **but an innings in progress will be completed, unless not necessary to do so (ie. where home team is in front at the relevant maximum time limit, the game shall cease then, without the inning being completed)**.
- [f] All balks will be enforced, **as per Rule 33**.

### **RULE 35 PARTICULAR RULES APPLICABLE TO **Under 14 (A Ball)****

- [a] Normal rules of Baseball to apply
- [b] Base runners are not permitted to slide (feet first) into first base. Warning for first offence per team; second and subsequent offences per team the batter runner is to be called out.
- [c] Pitching distance for all pitchers to apply, **as per Rule 41, Playing field dimensions**.
- [d] Each diamond will have base paths **of the distance set out in Rule 41, Playing field dimensions**.
- [e] Nine run offensive run rule will apply.
- [f] **Game duration and start time will be as set out in Rule 42, Game Duration and Start Time**. No new innings will commence after this time, **but an innings in progress will be completed, unless not necessary to do so (ie. where**

home team is in front at the relevant maximum time limit, the game shall cease then, without the inning being completed).

[g] All balks will be enforced, as per **Rule 33**.

(Optional batting line-up and substitution of players)

[h] **Optional batting line-up.** The batting line up of a team may, at the option of that team's coach, consist of **all available players in rotation**. For example, if the team has 12 players available for the game it may bat all 12 players in order of rotation until there are 3 outs (subject to **Rule 32**). (This does not mean that coaches can change the order of players in the batting line-up to suit, this would be classed as batting out of order).

[i] **Optional substitution of players.** If a team elects to bat according to Rule 36 [i], defensive players may be moved on and off the field from one innings to the next as desired; ie. a player may (from a defensive perspective) leave and re-enter the game. There are to be no more than 9 players in defensive positions at any time.

**Note: The purpose of Rule 35 [i] is to ensure as much as possible that all players within these age groups / divisions participate equally in a game. If used "as intended" these rules should see all players bat within once of each other in any given game and no player miss more than 2 defensive innings on the field.**

## **RULE 36 PARTICULAR RULES APPLICABLE TO Under 12 (Little League)**

[a]

[b] Runners are not permitted to slide/dive into first base. Warning for first offence per team, second and subsequent offences per team the batter runner is to be called out.

(i) When any runner leaves the base before **the ball has left the pitchers hand**, the pitch shall be declared a no pitch and the runner is warned. First offence is a warning, second and subsequent offences by that team the runner will be called out. For either offence – ball is dead and any base runners return to their last legally occupied base

(ii) Runners may advance from 1<sup>st</sup> base and 3<sup>rd</sup> base at their own risk once the ball leaves the pitchers hand.

(iii) Runners cannot advance from 2<sup>nd</sup> base (i.e. steal 3<sup>rd</sup> base) unless the pitch gets away from the catcher. (i.e. pass ball or error)

[c] **Third strike.** The batter is out when the umpire indicates a third strike, whether or not the catcher legally catches the pitch. A third strike, which is not caught by the catcher, is alive until it goes out of play and runners on base may advance at their own risk.

[d] **Ball four.** The ball is alive until no further play is possible.

[e] All bases are to be of standard regulation size. (ie first base is to be a single, standard base).

[f] Pitching distance for all pitchers to apply, as per **Rule 41, Playing field dimensions**

[g] **Game duration and start time will be as set out in Rule 42, Game Duration and Start Time.** No new innings will commence after this time, but an innings in progress will be completed, unless not necessary to do so (ie. where home team is in front at the relevant maximum time limit, the game shall cease then, without the inning being completed).

[h] Seven run offensive run rule will apply.

[i] Where clubs have more than one team entered into the competition registered players may interchange between both teams, but players can only qualify for the finals in one team. That is, once they have played in a finals series game, they cannot play in a finals series game for their other club team.

(Optional batting line-up and substitution of players)

[j] **Optional batting line-up.** The batting line up of a team may, at the option of that team's coach, consist of **all available players in rotation**. For example, if the team has 12 players available for the game it may bat all 12 players in order of rotation until there are 3 outs (subject to **Rule 32**). (This does not mean that coaches can change the order of players in the batting line-up to suit, this would be classed as batting out of order).

[k] **Optional substitution of players.** If a team elects to bat according to Rule 36 [j], defensive players may be moved on and off the field from one innings to the next as desired; ie. a player may (from a defensive perspective) leave and re-enter the game. There are to be no more than 9 players in defensive positions at any time.

**Note: The purpose of Rule 36 [k] is to ensure as much as possible that all players within these age groups / divisions participate equally in a game.** If used "as intended" these rules should see all players bat within once of each other in any given game and no player miss more than 2 defensive innings on the field.

- [k] Rules pertaining to Little League that are not covered in this document should be referred to the Official Little League Rule Book.

## **RULE 37 PARTICULAR RULES APPLICABLE TO Under 10 (Zooka-Ball)**

### **GENERAL RULES (applicable to either Zooka ball or Coach Pitch play)**

- [a] Bases shall be any Youth League bases. Safety bases will not be used in Under 10's (Zooka Ball)  
(The Safety base is a double base. The inside half (ie. the size of a normal base) belongs to the first baseman, and the outside half belongs to the base runner.)
- [b] A maximum of nine (9) defensive players may take the field at any one time. No player may field in the same position in consecutive innings. The offensive (batting) line-up shall consist of all available players.
- [c] Each batting team shall bat until 3 outs have occurred, but at no time will they bat more than 9 hitters per innings.
- [d] If there has not been 2 outs in the innings, when the 9<sup>th</sup> hitter comes up to bat a 2 out situation will occur meaning that no more runs may score when the out is made. If the out is not made the batting team will retire when the run is scored and the innings will end.
- [e] Games will be played as close to normal baseball rules as possible, including a walk being awarded after 4 balls and the batter is out after 3 strikes. There will be no soft-toss or T-ball.
- [f] The game will cease when 60 minutes has expired, as set out in Rule 42, Game Duration and Start Time. If at the end of time, play is between innings, the final score will revert to the score at the last fully completed innings.
- [g] A defensive player is to be positioned as the "pitcher-fielder" and is to be placed adjacent to (within 1 metre), and behind the position of the normal pitching plate.
- [h] Base running:
- (i) Runners are not permitted to slide / dive into first base. Warning for first offence per team, second and subsequent offences per team the batter runner is to be called out.
  - (ii) When any runner leaves the base before the batter has hit the ball, the pitch should be declared a no pitch and the runner is warned. Subsequent breaches by that team will result in the runner being declared out.
  - (iii) The infield fly rule does not apply
- [i] The batting order will resume from where it left in the previous inning.
- [j] Once the ball is in play, normal rules apply. The ball continues to be in play until it has been returned to the pitcher.
- [k] U10's shall use the Baseballs as approved by the ACTBA and Council at pre-season meetings for the relevant baseball season, and these shall be in good condition, as per Rule 15(a).
- [l] Any commercially available (metal, wood, wood composite, fibreglass etc) baseball (not softball) bat may be used provided a maximum diameter of 2 1/4 inches, as per Rule 15 (e).
- [m] Winning coaches are required to submit final scores on the Monday following each match to the ACTBA office. Official scoring is not required at games but both clubs are advised to appoint a person to record scores and keep track of outs. Scores need to be submitted to ensure a competition table is recorded.

### **MACHINE RULES (Applicable to Under 10 (Zooka play)**

- [n] The pitching machine will be set up 40 feet from home plate. The pitching machine should be placed directly in line with home plate and on the diagonal between first & third bases, to the 3<sup>rd</sup> base side of the pitching rubber. The front of the pitching machine will be 40 feet from home plate.
- [o] The machine speed will set between 40 – 43 mph for all players.
- [p] The batting teams coach may adjust the pitching angle to enable the batter to hit the ball, but not speed.

- [q] Pitch declared a Ball – If the machine projects a pitch to a position outside the strike zone and the batter does not swing at it, it is to be called a Ball (as per normal Baseball Rules).  
(If the machine continues to project outside of the strike zone then the machine is to be adjusted immediately following the completion of the current ‘at bat’ (i.e. do not wait until the end of the innings)
- [r] Machine Failure – Where the machine fails to operate successfully or safely (eg due to adverse weather conditions, flat batteries, machine malfunction) the umpire/acting official will call time and remove the machine from the field of play. The game will then continue under Coach Pitch conditions until regulation time.
- [s] Where a game reverts to Coach pitch, as per **Rule 37[r]**, the game will be played as close to normal baseball rules as possible, including a walk being awarded after 4 balls and the batter is out after 3 strikes. There will be no soft-toss or T-ball.
- [t] Hit by ‘Machine’ Pitched Ball - In the event that a batter is hit by a machine pitched ball outside of the strike zone the ball will be called dead and no play will occur.. The batter will be allowed to advance to first base.  
(If the reason for the HPB is misalignment of the machine, the machine is to be realigned and adjusted immediately by the acting official. If the HPB is the result of the batters inability to avoid the pitch then the coach of the batter is to provide instruction to the batter to prevent a reoccurrence.)
- [u] Machine Interference – Where a batted ball hits the machine, or the machine interferes with a pitchers play on a batted ball, or, in the opinion of the umpire/acting official, an infield fly could lead to a fielder colliding with the pitching machine, the ball will be declared a dead ball.  
(This is not to be confused with the ‘dead ball’ rule of baseball where a ball is thrown out of the recognised field of play. Where a fielded ball is thrown and this hits the pitching machine the ball is to be played out).

### **RULE 38 PARTICULAR RULES APPLICABLE TO Under 8 (T Ball)**

- [a] Bases shall be any Youth League base except for first base, which shall be a Safety Base. (The Safety base is a double base. The inside half (ie. the size of a normal base) belongs to the first baseman, and the outside half belongs to the base runner.)
- [b] Coaches
- (i) On offence - one coach may assist the batter at the tee; one may coach at first base and one at third base. Base coaches must stay in the vicinity of first and third base. Others must stay in the dugout with the players. Coaches may not physically assist a base runner. Penalty: Runner is returned to previous base, if possible.
  - (ii) On defence - one coach may stay in front of the dugout or may assist players from the outfield; the rest must remain in the dugout.
- [c] Games will be played as close to normal baseball rules as possible, including 3 strikes (missed swings at the Tee) and the batter is out.
- [d] A batting innings shall consist of 9 hitters regardless of the number of outs.
- [e] When the 9<sup>th</sup> hitter comes up to bat a 2 out situation will occur meaning that no more runs may score when the out is made. If the out is not made the batting team will retire when the run is scored and the innings will end.
- [f] A maximum of nine (9) defensive players may take the field.
- [g] Each player should play at least two (2) full innings in defence, except in the case of injury or illness.
- [h] The infield fly rule does not apply.
- [i] Bunting is not permitted
- [j] Base running:
- (i) Runners are not permitted to slide / dive into first base. Warning for first offence per team, second and subsequent offences per team the batter runner is to be called out.
  - (ii) A base runner must be in contact with a base at the time the ball is hit by the batter (ie. base stealing is not permitted). If not, dead ball is called and the base runner must return to the previously occupied base.
  - (iii) Time shall be called when, in the opinion of the umpire, all possible play has ceased, ie. when an infielder has control of the ball in the infield and has called time. If a runner has passed the mid-way point between bases, they are permitted to continue to that base.
- [k] Batting. A foul strike line shall be made from baseline to baseline in front of home plate on a seventeen (17) feet radius from the tee.

- (i) If the ball is struck hard enough to roll past the foul strike line it is fair whether the tee is touched by the bat, or not. If the ball is hit so as to land in fair territory and roll back across the foul strike line it will be a foul ball.
  - (ii) The batter's feet must remain in the batter's box throughout the swing and until the ball is struck.
- [I] Winning coaches are required to submit final scores on the Monday following each match to the ACTBA office. Official scoring is not required at games but both clubs are advised to appoint a person to record scores and keep track of outs. Scores are for statistical purposes only. No competition table applies.

## SECTION 5 - MATCH POINTS AND PENALTIES

### RULE 39 AWARDS

- |     |                         |  |
|-----|-------------------------|--|
| [a] | For a playing win -     | 3 points   |
| [b] | For a bye -             | 3 points   |
| [c] | For a draw -            | 2 points   |
| [d] | For a playing loss -    | 1 point  |
| [e] | For a win on forfeit -  | 3 points   |
| [f] | For a loss on forfeit - | 0 points (with notification to opposition & ACTBA)     |
| [g] | For a loss on forfeit - | -3 points (without notification to opposition & ACTBA) |

Note: The junior club championship will be awarded to the club with the most points across **Under 12** (Little League), **Under 14** (A Ball), and **Under 16** (AA Ball). Points will be awarded in the reverse order in each category according to final rankings at the end of the regular season. Example, if a team finishes 1<sup>st</sup> in an 8 team competition they will receive 8 points towards the championship, if a team finishes 2<sup>nd</sup> in a 6 team competition they will receive 5 points. If a club has more than 1 team in a particular age/category each team's points will count toward the club's overall total.

### RULE 40 PENALTIES

- [a] Loss of match points for that match (will not effect the runs for and against), or loss of match if match is a final, for any junior pitcher or catcher exceeding the pitching/catching restrictions for any reason. (Not withstanding finishing to a batter as per **Rule 26 [c]**). It is the Coaches responsibility for ensuring their pitchers/catchers do not exceed the relevant restrictions.
- [b] Loss of all match points for that match or loss of match if match is a final for playing a player who:
- Is a non-league approved over age player;
  - Is a defaulter; and / or
  - Is not eligible to play for any other reason as per these Local Rules or the Rules of Baseball.
- Note** If the club has been informed that a player who falls into any of the above categories and then plays that player the following penalties will apply. A fine of fifty dollars (\$50.00) per incident will be imposed on that club as well as the penalty in **Rule 40 [b]** and any suspension that the ACTBA imposes on the coaching staff.
- [c] For failure to register a player - loss of one match point per instance.

## SECTION 6 - PLAYING FIELD DIMENSIONS

### RULE 41 PLAYING FIELD DIMENSIONS

Level	Under 8 (T-Ball)	Under 10 (Zooka-Ball)	Under 12 (Little League)	Under 14 (A Ball)	Under 16 (AA Ball)
Pitching Distance	N/A (T-Ball)	40' (Zooka) (12.19m)	46' (14.02m)	54' (16.46m)	60' 6" (18.44m)
Base Paths	50' (15.24m)	60' (18.29m)	60' (18.29m)	80' (24.38m)	90' (27.43m)
Diagonals (1st – 3rd)	70' 8" (21.54m)	84' 10.25" (25.86m)	84' 10.25" (25.86m)	113.136' (34.484m)	127' 3.5" (38.79m)
Outfield (CF/LF)	N/A	246'/200' (74.98m/60.96m)	246'/200' (74.98m/60.96m)	300'/250' (91.44m/76.2m)	340'/280' (109.73m/91.44m)
Passed Ball Line	17' (5.18m)	25' (7.62m)	25' (7.62m)	45' (13.72m)	60' (18.29m)

### RULE 42 Game Duration and Start Times

Grade	Game Day	Start Time (no later than)	Game Duration
U8 (T-Ball)	Saturday	9.30am	60 min
Under 10 (Zooka Ball)	Saturday	10.45am	60 min
Under 12 (Little League)	Saturday	9.00am	80 min
Under 14 (A Ball)	Saturday	10.40am	90 min
Under 16 (AA Ball)	Saturday	9.00am	95 min

## SECTION 7 - INDEX

		<b>Rule</b>
<b>AGE</b>	maximum in age groups .....	8 [a]
	minimum in age groups.....	8 [c]
<b>BASEBALLS</b>	for finals .....	30 (f)
	type.....	15
<b>BASELINES</b>	crossing by coaches.....	3 [d]
<b>BATS</b>	type.....	15 [e]
<b>BEHAVIOUR, CONDUCT, ETHICS</b>	coaches, players, officials, spectators.....	1, Appendices 1 & 2
<b>BLOOD BIN</b>	.....	12
<b>CATCHERS</b>	equipment.....	17
	limit on innings .....	26 [e]
	warming up pitchers.....	17 [a]
<b>COACHING</b>	and managing .....	3
<b>DEFAULTERS</b>	classed as and penalties .....	8 [d]
<b>DESIGNATED HITTER</b>	not allowed.....	31
<b>DIAMOND</b>	dimensions .....	41
	pre-match use .....	20
<b>FINALS</b>	participation .....	30 [e]
<b>FOOTWEAR</b>	checking responsibility .....	3 [e]
	metal cleats.....	18
	type.....	18
<b>FORFEITS</b>	of games .....	22
<b>GAME</b>	abandoned .....	23
	duration .....	21,42
	forfeits .....	22
	one-sided .....	25
	regulation .....	24
starting times .....	21,42	
<b>HEAD INJURY</b>	.....	Rule 10
<b>HELMETS</b>	to be worn by .....	3 [a], 16
<b>INNINGS</b>	change over .....	21 [e]
<b>MANAGING</b>	and coaching .....	3
<b>MATCH</b>	penalties .....	40
	points and awards.....	39
<b>PITCHER</b>	limit on pitches/innings .....	26 [b]
	warm-up when relieving .....	5 [c]
<b>PLAYERS</b>	disability.....	Rule 11
	eligibility, registration, transfer (between clubs) .....	8, 9
	eligibility for finals.....	30 [e]

	reported and/or suspended .....	6
	transfer between divisions.....	8 [h]
<b>PROTEST</b>	fee, frivolous, judgement decisions.....	7 [c], 7 [e] & 7 [g]
	lodging, scorers to record details .....	7 [b]
<b>RESULTS</b>	match.....	28
<b>REPORTED PERSONS</b>	reports, appearances, suspension .....	6
<b>RULES</b>		
	balk.....	33
	<b>Under 10</b> ( Zooka –Ball) .....	37
	finals.....	30
	ground .....	19
	offensive run rule .....	32
	re-entry .....	29
	<b>Under 8</b> (T-ball) .....	38
	<b>Timed game</b> .....	21 [b]
	<b>Under 12</b> (Little League).....	36
<b>RUNS</b>	maximum per innings.....	32
<b>SCORERS</b>	are officials.....	1 [e]
	location.....	1 [e]
<b>SMOKING</b>	managers, players, coaches, umpires .....	1 [h]
<b>TIME</b>	limit to hold investigations.....	7 [d]
	wasting of.....	5
<b>UMPIRES</b>		
	base (chief calling from behind) .....	4 [a]
	chief.....	4 [a]
	check <b>bats</b> .....	4 [e]
	clubs to provide.....	4 [a]
	for finals .....	30 [g]
	identify all obstacles.....	20 [d]
	may terminate play .....	23 [c]
	responsible for time keeping .....	21 [d]
	smoking.....	1 [h]
	time of attendance .....	20 [a]
<b>UNIFORMS</b>		
	advertising.....	14
	players to wear .....	13 [a]
	sporting protectors.....	13 [b]
	dress code for coaches.....	13 [e]
<b>WEATHER</b>	adverse .....	23

## **SECTION 8 - APPENDICES**

### **APPENDIX 1 JUNIOR LEAGUE PLAYER CODE OF CONDUCT**

The ACTBA Junior League Player Code of Conduct has been developed for all players participating in the local competition as well as ACTBA endorsed and organised tournaments and any special events.

Others will closely observe a player's public behaviour when they are representing their Club. Any behaviour that is unlawful or disrespectful to others is a slur on everyone associated with that team or Club.

If in the opinion of the umpire, there is a serious breach of the Code of Conduct, the player will be ejected from the game and a report is to be sent to the ACTBA General Manager who will decide whether a further penalty will be imposed.

#### **CODE OF CONDUCT**

Compete by the competition conditions and rules and ensure personnel appearance and behaviour are of the highest standard both on and off the field.

Any physical offences will not be tolerated (automatic ejection) and are to be reported to ACTBA General Manager (immediate tribunal).

Verbal abuse, harassment or any intimidatory tactics against umpires, opposition players or fans will not be tolerated (automatic ejection) and are to be reported to ACTBA General Manager.

Never provoke or distract an opponent.

Racial taunts will not be tolerated (automatic ejection) and are to be reported to ACTBA General Manager. Refer to ACTBA HDS Policy for further guidance.

Control your temper - no criticism by words or gestures.

Abuse of equipment such as throwing helmets or bats will not be tolerated.

Cooperate with your coach and team mates and show respect for your opponents and their skills, acknowledge all good plays from either team.

All ACT players are to adhere to the ABF Doping Policy. Caution must be taken on prescribed medication. If in doubt – check your Drug in Sport Handbook or call the ASDA Drugs in Sport hotline on 1800 020 506 or [www.asda.org.au](http://www.asda.org.au).

Refrain from profanity at all times.

The use of any form of tobacco or alcohol of any description on the field, in the dugouts, bullpens or while in uniform is banned.

Any activity likely to result in loss or wilful damage to private property or to cause disturbance will not be tolerated.

## **APPENDIX 2 JUNIOR LEAGUE COACHES/MANAGERS CODE OF ETHICS**

The coach/manager of a team may be the second most influential person in a player's life. Coaches, through their own behaviour (on and off the field) have an enormous impact on the development of young players.

In establishing a solid foundation of character building with players, the key responsibility of any coach is to lead by example. This holds true at all levels of development.

The responsibilities and duties of a coach are not simple and should be dealt with in a professional manner.

For these reasons the ACTBA Junior League has developed a Code of Ethics for all coaches/managers participating in the Local Competition as well as ACTBA endorsed and organised tournaments and any special events.

These principles are considered practicable and are within the aims and objectives of the ACTBA.

Provide supervision of the behaviour of the team at all times.

Do not criticise players in front of their own players, spectators, parents and other teams.

Accept decisions of the umpire as being fair and called to the best of their ability. Do not abuse, ridicule or intimidate any umpire **nor allow** your players or spectators to do so.

Develop team respect for opponents, spectators and officials.

Do not criticise, harass, provoke, distract or intimidate opponents, individual players, supporters or any officials by words or gestures.

Set a good example in personnel appearance and behaviour.

Encourage sportsmanlike behaviour among the players.

Ensure whenever possible all players have equal time on the diamond.

Encourage players to work together as a unified group (teamwork).

Encourage your team to be dressed correctly and to hustle on and off the playing field at all times.

Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.

Place the welfare and development of the individual above a winning or losing record.

Do not embarrass your opponents and more importantly yourself.

Be aware of your duty of care to all players that you are responsible for.

Do not use any form of tobacco or alcohol of any description on the field, in the dugouts, bullpens or while in uniform.

Whenever possible provide assistance with coaching expertise and knowledge to developing teams.

Abide by the competition rules and regulations established by the ACTBA Junior League.

Be aware of any player with medical problems or restrictions.

Strive to develop a positive image and self-sufficient attitude with each player.

Enforce the Junior League Player Code of Conduct.

Enforce the ACTBA HDS Policy.

Present ACT Baseball in a positive image and abide by decisions of the ACTBA.

**NOTE:** In cases where there are breaches of this Code of Ethics, the breaches can be reported to the Junior League in writing. If any breaches reported are proved, then the matter(s) will be referred to the ACTBA for subsequent administrative action ie. adjudication of a penalty

### APPENDIX 3 ACT BASEBALL ASSOCIATION CLEARANCE FORM

<p>1.</p> <p><b>Applicants</b></p> <p><b>Personal</b></p> <p><b>Details</b></p>	<p>Surname:.....Given Names:.....</p> <p>Address:.....</p> <p>D.O.B:...../...../..... Phone:.....(h).....(w)</p> <p>Years at above address:.....</p> <p>Previous Address:.....</p>
<p>2.</p> <p><b>Registration</b></p> <p>(circle one)</p>	<p>I wish to register in the ACT with the following club.....</p> <p>for the season.....</p> <p>I have never been a registered player of a Baseball Club Yes / No</p> <p>I have previously been registered with the following Club/s during the last four (3) years:</p> <p>Club.....Season.....</p> <p>Club.....Season.....</p> <p>Club.....Season.....</p> <p>I declare that the above information is true and correct.</p> <p><u>Applicants Signature.....Dated...../...../.....</u></p> <p>I declare that the applicant has been accepted as a member of the club</p> <p>Name of club:.....</p> <p>Club Directors Signature.....Dated...../...../.....</p>
<p>3.</p> <p><b>Clearance details</b></p> <p>(delete option not applicable)</p>	<p>I wish to apply for a clearance / permit from:</p> <p>Club.....Assoc / League..... to</p> <p>Club.....Assoc / League.....</p> <p>My reasons are as follows.....</p> <p>.....</p> <p>.....</p> <p><u>Applicants Signature.....Dated...../...../.....</u></p> <p>Clearance GRANTED / REFUSED</p> <p>Reason for refusal.....</p> <p>.....</p> <p>Name of clearing club.....,</p> <p>Club Directors Signature.....Dated...../...../.....</p>
<p><b>Office use only</b></p>	<p>Act Baseball Association</p> <p>Chairman / Admin Officers Signature.....Dated...../...../.....</p>

Note: This form is to be signed by the relevant ACTBA Official before a player can participate in a competition match. It is the player's responsibility to ensure that all actions on this form are completed. Penalty for failure to comply to be cleared correctly from the ACTBA will result in the club forfeiting all points from games played that the player participated in; and a four round suspension upon the players return to the ACT.