



Manly Warringah District
Baseball Association



JUNIOR COMPETITION RULES

**Season
2019/2020**



www.manlybaseball.com.au

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1. Introduction

1.1 This document contains the playing rules for the Manly Warringah District Baseball Association Junior Competition which is played in the Manly Warringah District. Competitions are run in age groups from Under 8 to Senior League (17 Years) in accordance with the Official Australian Baseball Rulebook (OABR).

1.2 The Junior Baseball Committee ('the JBC') is responsible for establishing and conducting these competitions. Any queries arising from matters not covered in these rules will be resolved by the JBC.

1.3 The JBC reserves the right to amend or change any rule or rules it deems necessary to improve the standard of the competition or as otherwise directed by the MLB, ABF or BBNSW.

1.4 If a circumstance arises that is not expressly covered in these rules, then the ruling will revert to the Little League Baseball Incorporated Rules ("Green Book") and/or the Official Australian Baseball Rulebook (OABR).

1.5 Coaches and Assistant Coaches

1.51 The JBC is bound by all Local, State & Federal Legislation including Child Protection (Working with Children) Act 2000.

1.52 The JBC requires a current valid working with children (WWC) number for all team officials (including but not limited to: coaches, assistant coaches, managers, scorers, umpires) and Club committee members. Any officials who do not have a current valid WWC will be required to have this requirement by a prescribed date as advised by the JBC.

1.53 The JBC requires that all coaches and assistant coaches complete the Australian Sports Commission Community Coaching General Principles course (on-line) or the Intermediate Coaching General Principles and the Australian Sports Anti-doping Australia Coaches E-Learning Coaches Course by a prescribed date as advised by the JBC.

1.54 The JBC recommends that all coaches and assistant coaches undertake the relevant NSW Baseball Coach Education Course as prescribed for their relevant age group.

A request for clarification of a rule, or a request for the review of a particular rules, or any errors are detected in the document, please put in writing to:

jbcsecretary@manlybaseball.com.au

2. Player Registration, Team Registration and Dual Registration

2.1 All players should be registered in an appropriate division according to the current season's Baseball NSW Age Matrix as well as qualification rules & guidelines.

2.2 Clubs must obtain JBC Executive and Baseball NSW (via the JBC Secretary) approval:

2.2.1 Before registering a Player in a team out of their league age division as stated in the Age Matrix for the relevant baseball season. Once approval has been given, the player is able to field in any position, including the battery.

2.2.2 For any team with 3 or more over aged players

Note: The purpose of these rules is to allow Clubs to select teams that are competitive for that division.

2.3 The exceptions to Rule 2.2 are the following:

2.3.1 A player meeting the Age Matrix requirements for Intermediate League, plus League Age 10 & League Age 14 may register in the Intermediate League competition in addition to their League Age division (Dual Registration). A League Age 14 player is excluded from pitching or catching in an Intermediate League game; or

2.3.2 A player meeting the Age Matrix requirements for Junior League may register with a Senior League team provided that Senior League team has 10 or less current registrations (Dual Registration). This player is excluded from pitching or catching in any Senior League game.

2.4 For the purposes of these Rules, excluding pitching restrictions, a Player once registered in a division shall be referred to as a member of that division and no longer be referred to in the context of their "League Age".

2.5 A Player may move to a different division during the season, only with consent of JBC. No player can be moved after 1 January.

2.6 Birth Certificates or certified copies must be made available to the JBC upon request.

3. Non-Team Players & Forfeited Game

- 3.1 These rules do not apply to Under 8 Tee ball.
- 3.2 The minimum number of players required to take the diamond is as follows:
 - 3.2.1 A team unaffected by Representative (including Development Teams) or Tournament duties is 8; or
 - 3.2.2 A team affected by Representative (including Development Teams) or Tournament duties is 6.
- 3.3 A team has a period of 15 minutes after the scheduled starting time, to take the field with 8 (or 6) players who are registered within the MWDBA Junior Competition.
- 3.4 Any team who has less than 8 (or 6) available players has the option of using a Non-Team Player from within the MWDBA Junior Competition:
 - 3.4.1 The team must have at least 6 team Players on its team list.
 - 3.4.1.1 If 6 team Players are on the team list only 3 NTP's are permitted.
 - 3.4.1.2 If 7 team Players are on the team list only 2 NTP's are permitted.
 - 3.4.1.3 If 8 team Players are on the team list only 1 NTP is permitted.
 - 3.4.2 The NTP's must be registered players of the MWDBA Junior Competition.
 - 3.4.3 The NTP's must be from the same or a younger division and may be players from the opposing team or other team within the same age group.
 - 3.4.4 The NTP's can play in any position on the field except pitcher or catcher and will bat at the bottom of the line-up.
 - 3.4.5 The NTP's must be shown on the Line Up sheet & Result Sheet as Non-Team Players (NTP).
 - 3.4.6 An NTP must not be used if a team Player is present and fit to play.
 - 3.4.7 An opposing team, who has in excess of 9 Players, must lend a player(s) to the team who is short, if this is necessary for EACH team to have at least 9 starting players on their team list.

3.4.8 A Player cannot be included in both teams to make the starting 9 players for each team.

3.4.9 In the event of a team player arriving late, the NTP who is lowest in the batting order is to be replaced by the late arriving team player. The replacement must occur at the top of the next innings that next follows the arrival of the team player.

3.4.10 The NTP may be changed at any time during a Game, provided the change occurs at the commencement of the top of an innings. If an NTP gets around to the batting order, he is replaced in the field with the batter who is now due up last.

3.4.11 All current District Representative (All Stars) players are restricted to a maximum of 3 NTP games for any one team during the regular season. District Representative Player is not permitted to play as an NTP during the finals series. All other players have no restriction.

3.4.12 Once a team has 9 registered players in attendance at the game no NTP can be utilised.

3.4.13 An NTP cannot be used as a 10th or successive player to give a team a reserves bench.

3.4.14 Should a team not be able to take the field utilising the NTP provision then that team shall forfeit the Game.

3.5 Should a coach or team official choose to not to use the NTP rule and compete with only 8 players, the following will apply:

9.5.1 The team will bat 8 players in the lineup and receive an automatic out when the No. 9 position in the lineup is due to come to the plate.

3.6 If both teams are unable to take the field with the minimum 8 registered players then the game shall be declared a No Game.

3.7 At all times, a team must field a minimum 8 players, unless due to Blood Rule, Injury Substitution & Concussion (see Rule 12), otherwise the team forfeits the Game.

3.8 The Manager of any team which proposes to forfeit a Game shall notify its intention to the JBC Competition Convener and the Coach of the opposing team so as not to cause any more inconvenience than necessary.

3.9 When a team forfeits the Game, the team receiving the forfeit shall be considered as having a win, equivalent to one run for each innings of a Regulation Game. (U9-Junior League Major is 6-0; Senior League is 7-0).

4. Wet Weather & Lighting

4.1 The ultimate authority of a ground is the Host Club.

4.2 In the event of unfit grounds or inclement weather, the Club Secretary or President shall decide on the fitness of the Club's grounds and:

4.2.1 Advise the JBC Competition Convener (or Secretary in their absence) by NLT 8.00pm on the Friday night prior to the Saturday morning round and/or by NLT 3.30pm on the Friday for the Senior League round.

4.2.2 The JBC Competition Convener (or Secretary) will determine if the round is to be played.

4.3 If the Host Club consider the ground fit for play:

4.3.1 The Coaches of both teams must agree the respective area of play is fit for play.

4.3.2 If the Coaches cannot agree, the Chief Umpire, at the Plate Meeting shall make the decision.

4.3.3 Once the game has commenced, the Chief Umpire shall be the sole judge as to whether a game shall be halted or restarted due to weather or ground condition.

4.4 The JBC Competition Convener may, where practicable, move games to another location. Coaches & Managers of the affected teams are to be contacted by the JBC Competition Convener NLT one hour prior to the scheduled game start time to advise of the new location.

4.5 If any full round is cancelled due to Inclement Weather, the JBC reserves the right to reschedule the round.

4.6 Any game washed out in a part round wash out is to be rescheduled at an alternative time and venue as agreed upon by the affected Team Coaches.

4.6.1 The new date must be within 21 days of the original scheduled date;

4.6.2 The JBC Competition Convener shall be immediately notified in writing, so the change can be reflected on the schedule;

4.6.3 Should no mutually accepted time be agreed to, the game will be declared as a No Game.

4.7 Once a game has been rescheduled, it can only moved from the rescheduled date, time and/or location due to a wash out on the rescheduled date, time and location.

4.8 Lightning

4.8.1 30 – 30 Rule. After taking cover, if the duration between two lightning strikes is 30 seconds or less, then remain under cover for a minimum of 30 minutes after the last thunder clap heard.

4.8.2 This is a minimum requirement.

5. Umpires

5.1 Except where the League has delegated the responsibility of the appointment of Umpires to another body or person, each affiliated Club will be responsible for the appointment of the Umpires to Games at their respective home grounds.

5.1.1 The Away Team must appoint a Field Umpire if not already appointed by the home team.

5.2 In the event of an appointed Umpire/s not attending at the time set down for a Game, an Umpire/s shall be appointed by the Coach of the Home Team. This may result In an Umpire/s being appointed from the away side, if the home team is unable to meet this request.

5.3 In the event of an Umpire having to vacate their position during the Game, the Team's Coach may appoint another Umpire during the progress of the Game. In the first instance, the request is to go to the team originally supplying the umpire.

5.4 Providing there are no extenuating circumstances, all live ball Games must be umpired from behind home plate.

5.5 Umpires for Little League Zooka games may umpire from behind the plate or in the centre of the diamond, in a position approximately behind the Zooka machine and pitcher.

5.6 Plate Umpires are to wear protective gear including face mask and throat guard or hockey style helmet with a throat guard, chest plate or protective shield, protective cup, leggings and covered shoes.

5.7 Each team will designate at least one Umpire for their Team, to be available for their games during the season. It is recommended that the Umpire should complete the Level 0 Umpiring Course from BBNSW or successfully complete an Umpiring Workshop conducted by Manly Warringah Baseball Umpires (MWBU).

6. Equipment

6.1 For the safety of all Players and Officials, the Chief Umpire is to ensure that correctly fitting protective gear is worn throughout the Game. The Chief Umpire's decision or ruling will be final.

6.1.1 All Helmets are to be 2-eared helmets and shall not be altered in any way from the manufacturer's design and specification. Helmets shall be worn by all Batters and Runners;

6.1.2 All players must only wear shoes or sneakers with molded soles. Screw-in or tacked on studs of any type are not permitted.

6.1.3 Senior League players are permitted to wear metal cleat shoes.

6.1.4 All players in the field must wear a suitably fitted glove.

6.1.5 Umpires, Coaches, Base Coaches and any other person entering the playing area in any capacity must wear covered shoes. Thongs, sandals and bare feet are not acceptable footwear. Umpires will direct any person not complying with footwear requirements to leave the playing area.

6.1.6 Any person warming up a pitcher whether on the playing area or any other designated area must wear a catcher's mask and minor (player or spectator) must wear the hockey style catcher's mask.

6.1.7 All persons acting as base coach in all divisions from Little League 10/11 (Minor) and up must wear a protective skull cap.

6.2 Balls

6.2.1 Baseballs to be used are set out in Division rules.

6.2.2 All Reduced Injury Baseballs (RIB) used during a single game are to be of the same brand.

6.3 Bats

6.3.1 All Bats must comply with the 2019/2020 Baseball Australia Bat Regulation (Annexure A).

6.4 Catchers Gear

6.4.1 All Baseball and Zooka catchers are required to wear:
A hockey style catcher's mask with a dangling throat guard;
A correctly fitted breastplate and leg-guards;
A properly fitting Catcher's mitt; and
A protective cup.

6.4.2 T-ball catchers are required to wear only a batting helmet and correctly fitting baseball glove.

6.5 Protective Gear

6.5.1 Male players of all divisions are to wear a protective cup;

6.5.2 Female players of all divisions are encouraged, but not required, to wear a protective cup;

6.5.3 Mouth guards are recommended for all players in all divisions.

6.6 Equipment Inspection

6.6.1 For all divisions, whilst the plate meeting is being undertaken by the Umpires and Coaches, the following will occur:

6.6.1.1 Both catchers will come to Homeplate wearing all the catcher's gear intending to be used for the game to be inspected by the Umpire(s) for condition and compliance with the rule 6.4;

6.6.1.2 All bats intended to be used are to be shown to the Umpire(s) to ensure that they comply with the Bat Rule pertinent to that Division; and

6.6.1.3 All baseballs intended for use as game balls are to be inspected by the Umpire(s) and Coaches to ensure that they are all in a suitable condition and in the case of the Reduced Injury Baseball, they are all the same brand.

7. Start of Game

7.1 All games shall begin at the times appointed by the JBC. Games are to be played at the designated time, date & venue as determined by the published draw on the game management site as prescribed by the JBC.

7.2 The team listed first on the draw shall be deemed the Home Team and occupy the first base dugout and field first.

7.3 A plate meeting will be held, no later than 5 minutes before the scheduled start time of the game, between the Umpire(s) and Coach(es) of both teams. This meeting will allow for the introduction of all parties, discuss player participation including representative restrictions, and to discuss any ground rules.

7.3.1 In all Junior League & Senior League games, both teams must produce a Line-Up sheet in duplicate at the plate meeting. The line-up sheet will clearly list the First and Last name of the players in their batting order as well as their starting fielding positions.

7.3.2 The result sheet must be filled out with the player's names before the start of the game.

7.4 Non-Team players (NTP) are to be declared to both scorers and recorded in both scorebooks as well as noted to the Umpire & Coaches. Only players who are present at the ground are to appear on the Line Up sheet & Result Sheet. Any player who arrives late can be added to the bottom of the Line-Up Sheet & Result Sheet upon their arrival.

7.5 The Chief Umpire will ensure that the time the game officially commences is recorded on the result sheet, prior to the first pitch. This may differ from the prescribed start time on the draw.

8. Game Duration & Regulation Games

8.1 All games shall be played to the duration as set in the Division rules.

8.2 The top of an inning shall not commence within 10 minutes of the scheduled completion time. The 10 minutes shall apply when the last defensive out of the previous inning is made.

8.3 Should the top of an inning commence, it is to be completed in its entirety unless:

8.3.1 The home team is ahead after the completion of the top half of the inning; or

8.3.2 The home team moves ahead of the away team before three outs are made; or

8.3.3 15 minutes passed the scheduled end time has been reached. In the event of an incomplete innings, the score will revert back to the last complete innings.

8.4 The exception to rule 8.3 is Senior League games (played on a Friday night) will have a hard finish at the completion of 2 hours. The following will apply:

8.4.1 The batter in the box shall complete the at bat; and

8.4.2 The score at the completion of the last at bat shall be recorded as a completed game result.

8.5 If a game is called, due to weather conditions or other circumstances, a minimum of 45 minutes or 3 complete innings must be played to constitute a Regulation Game. Any game that is not a Regulation Game shall be declared a No Game by the Umpire and recorded as such on the result sheet.

8.5.1 The 45 minutes will be calculated from the official start time recorded on the result sheet, as required in Rule 7.5.

9. Player Participation

9.1 Over the course of the season, all Players must have approximately the same number of defensive innings to ensure equal Player Participation.

9.2 No fielding player shall be sat off for two or more consecutive innings, unless due to injury or disciplinary reasons.

9.2.1 Should a player be sat off for 2 or more consecutive innings, the reasons should be clearly stated on the result sheet.

9.3 A Coach may exclude a registered team Player from a game for disciplinary reasons without breaching Rule 9.2, providing a letter from the Coach to the respective Club is submitted prior to the Game.

9.4 All teams are to bat through their team line-up.

9.5 Scorers are required to record each player's defensive innings on the Result Sheet for the game by recording players sitting off in defensive innings.

9.5.1 Failure to submit a fully completed Result Sheet may result action being taken by the JBC.

9.6 The JBC Competition Recorder will monitor the number of defensive outs completed by each player.

9.6.1 If the JBC Competition Recorder determines that players within a team have unequal defensive outs, the JBC Competition Recorder will notify the Coach concerned and direct the player participation within the team be balanced.

9.6.2 Should the Coach fail to take appropriate remedial action within the time directed by the JBC, further action can be taken at the discretion of the JBC.

10. End of Innings & Innings Changeover

10.1 In Under 8 Tee ball, an innings will the end when entire lineup has had their turn at bat regardless of the number of outs.

10.2 For all divisions, except Under 8 Tee ball, when three (3) outs are recorded or 6 runs are scored.

10.3 A game cannot be called before the 10 minutes rule (Rule 8.2).

10.4 A maximum time limit of ninety (90) seconds is allowed when changing between innings. Team Coaches & Players are responsible for keeping the game moving and are encouraged against deliberate time wasting and slow play.

10.5 The Umpire has the power to penalise teams who are deliberately or continuously slowing games down under the Rules of Baseball.

11. The Mercy Rule

11.1 The mercy rule applies in all Divisions except Under 8 & Under 9.

11.2 The mercy rule can only be applied when the following criteria has been met:

Division	Minimum Innings Completed	Runs Lead
Machine Pitch (Zooka); Little League 10/11 (Minor); Little League Major; Intermediate League; and Junior League	3 ½	10 or more
Senior League	4 ½	

11.3 The mercy rule will only be applied after the above criteria have been met and the home team has had their turn at bat or is in a position where it does not require a final at bat.

11.4 When the home team scores the run to make the margin 10 runs or greater, and the above criteria has been met, the game officially ends and the score recorded on the result sheet at that point.

12. Blood Rule, Injury Substitution & Concussion

12.1 Should a player be forced to leave the playing field due to an injury or an injury that causes blood, the Player is to be removed from the game until such time they can re-join.

12.1.1 The Coach is to notify the Umpire and Scorers.

12.1.2 In the case of an injury producing blood, the Player must not return to the Game until the wound is dressed and the flow of blood is stopped.

12.2 During treatment, the Game is to continue with the injured player's position in the batting lineup being skipped without penalty.

12.3 If as a result of the injury, the team with the injured player is unable to field 9 players, the injured player's position in the batting lineup is to be skipped without penalty. The team is to borrow a fielder in accordance with rule 3.4.3.

12.4 At the conclusion of the Game, the Coach of the injured Player must ensure the injury to the player is recorded on the Results Sheet.

12.5 Should a player lose consciousness or suffered from suspected concussion for anytime, then that player shall not be permitted to take the field that weekend and must seek medical attention. Their position in the batting line will be skipped without penalty (see ABF & BBNSW rules).

13. Strike Zone

13.1 Little League 10/11 (Minor) - A larger strike zone will be used. Umpires will call a strike zone that, at the discretion of the Umpire, is up to the arm pits and down to the bottom of the knees and one (1) ball width either side of the plate. The entire ball must pass within this zone;

13.2 Little League Major - Umpires will call a regulation Little League Major strike zone as defined in the Little League International Rule Book; as defined as:

13.2.1 That space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

13.3 Intermediate League, Junior & Senior League - Umpires will call a regulation strike zone.

13.4 Coaches and Umpires will not enter into agreements to alter the strike zone and will not argue ball and strike calls.

14. General Pitching Limits

14.1 This rule is to be read in conjunction with Rule 17 Pitching & Catching

14.2 All teams are required to keep an accurate pitch count during each game for their pitchers. The pitch count is to be checked with the Official Scorebook to ensure that no Coach allows any pitcher to breach his allocated pitching assignment for that game.

14.3 All pitchers are subject to pitch limits relevant to their league age, as prescribed in the Baseball NSW Age Matrix for the relevant year, not the Division they are participating in.

14.3.1 Example: A league age Little 10/11 (Minor) (born between September 2009 and October 2010, League Age 9) player participating in the Little League Major competition has a max pitch limit of 30 pitches, whereas, the Little League Major competition has a maximum pitch count of 40 pitches.

14.4 A pitcher who reaches his pitch limit must be removed from the mound once they have reached the maximum pitches allowed in accordance with their age. A pitcher may finish the batter in the box at the time of reaching their maximum limit.

14.5 A pitcher once removed from the mound must not pitch again in that game.

14.6 A player playing above their league age division is limited to the pitch restrictions that apply to their league age, not the age division they are participating in.

14.7 All pitchers are limited to a number of pitches in any one assignment. The maximum number of innings pitched or pitches thrown (whichever occurs first) that a Pitcher may throw in any one Club game is shown in the Division rules.

14.8 Umpires shall only apply the balk rule in Intermediate League, Junior League and Senior League.

14.9 Any pitch, which is called a balk by the Umpire, shall be added to the pitch count of the Pitcher.

14.10 A Coach who over-pitches a Player may be requested by the JBC to appear before the MWDBA Judiciary and be subject to a penalty as determined by the Judiciary.

14.11 New Pitchers will be allowed up to a maximum of one (1) minute or eight (8) pitches, as a warm-up unless warmed-up in the Bullpen. The current pitcher returning to the mound is allowed a maximum of four (4) pitches as a warm up unless warmed up in the Bullpen.

14.12 It is the responsibility of the team's Coach to ensure that a Pitcher does not over pitch.

14.13 Pitchers in Little 10/11 (Minor) and Little League Major are only permitted to pitch fastballs and change ups.

14.13.1 This is a Player protection rule and the emphasis is on the throwing action of the Pitcher and any forward rotation on the ball, NOT the movement in the air of the ball.

14.13.2 When any pitch other than a fastball or changeup is called by the Umpire, the pitch will be called a ball and the ball is dead. Runners stealing shall return to their base occupied at the time of the pitch.

14.13.3 Should the Batter hit the ball and the Batter and all Runners legally advance at least one base, play will continue without reference to the pitch.

14.13.4 If a Pitcher continues to pitch any pitch other than a fastball or changeup after a warning by the Umpire to the Pitcher and the Coach, the Pitcher shall be removed from the mound, by the Umpire.

14.13.5 All illegal pitches called by the Umpire will still count to the pitcher's pitch count.

15. Pitching Restrictions & Limits

15.1 Pitching restrictions and limits apply to all players registered with Baseball NSW when they are playing in any form of competition.

Pitching Restrictions Over 2 Day Period

Player's League Age Division	Pitch on Day 1	Day 1 Restriction	Pitch on Day 2
Little League 10/11 (Minor) Little League Major	0 pitches	Full Restriction	50 pitches
	20 pitches	Minor Restriction	35 pitches
	30 pitches LL 10/11 (Minor)	Substantial Restriction	0 pitches
	40 pitches LL Major		
Intermediate League Junior League	0 pitches	Full Restriction	50 pitches
	20 pitches	Minor Restriction	35 pitches
	50 pitches	Substantial Restriction	0 pitches
Senior League	0 pitches	Full Restriction	60 pitches
	30 pitches	Minor Restriction	45 pitches
	60 pitches	Substantial Restriction	0 pitches

15.2 All Players, regardless of where and when they pitch, have these limits apply to them at all times when pitching in any competition.

15.2.1 This can include but is not limited to weekday training bullpen sessions, school games, midweek games or any club or representative game.

15.2.2 This also includes players who may be playing for other Associations on a regular weekly basis i.e. State League, Women's League, Central Coast, PCBL & School Teams.

15.3 A pitcher who pitches over two consecutive days in games must then take two full days rest from pitching and catching. Days are expressed as calendar days and not blocks of 24 hours.

15.4 If any Coach, Player, Parent, or Official believes that the pitching restrictions have been breached all details are to be communicated, in writing, to the JBC.

15.4.1 The JBC will gather evidence for review by the JBC, who may impose such penalties as it sees appropriate for the incident. Your co-operation is sought to make these restrictions work for the benefit of the Player's protection and participation.

15.5 The Manager of a MWDBA Representative or Development Team that is scheduled to play on a given weekend must notify the JBC Secretary, in writing by midday Thursday, prior to the affected round, of all pitching restrictions for all players within that team.

15.5.1 A maximum of three Pitchers from any Representative or Development team can be put on Full Restrictions (0 pitches) on a Friday or Saturday club rounds.

15.5.2 Representative Coaches may also limit other pitchers to Minor Restrictions

Little League 10/11 (Minor) – 20 pitches;

Little League Major – 20 pitches;

Intermediate League – 35 pitches;

Junior League – 35 pitches;

Senior League – 45 pitches.

15.6 A MWDBA Representative or Development Player can be placed on Full Restrictions (0 pitches), if two or more Representative games are scheduled for a weekend.

15.6.1 The Manager of a MWDBA Representative or Development Team that is scheduled to play on a given weekend must notify the JBC Secretary, in writing, by midday Thursday, prior to the affected round, of all pitching restrictions for all players within that team.

15.7 The JBC Secretary will notify the Coach, or in the absence of the coach another team official, of the affected team, of the name of the player and the pitching restriction, in writing, as soon as possible, prior to the commencement of the affected club round. The relevant Club Secretary will be included in same communication.

15.8 Any affected club coach who has objections to the restriction must immediately communicate those objections in writing to the JBC Secretary for review by the JBC Executive.

15.9 A breach of any restriction imposed shall be regarded as a breach of Rule 15 and subject to disciplinary action.

16 Catching

16.1 This rule is to be read in conjunction with Rule 17 Pitching & Catching

16.2 All Representative Players (whether they catch for their representative team or not) are restricted to a maximum of 3 innings catching on the weekend they are scheduled to play in their representative team on a consecutive day to their club game. Where players have one full days rest between games, there are no restrictions in club games.

16.3 In all Little League 10/11 (Minor) and Little League Major Divisions, each Catcher is restricted to 3 innings of catching. There is no limit for all other Divisions aside from Rule 16.2.

16.4 Catcher Speed Up.

- 16.4.1 When there are two (2) outs and the Catch is on base;
A Pinch Runner shall come into the game to replace the Catcher;
The Pinch Runner shall be the last batter given out.

17. Pitching & Catching in the Same Game

17.1 In Divisions, Little League Major to Senior League, a player may pitch and catch in the same game of a club round under the following conditions:

17.1.1 The player can only pitch half of the full pitching restriction for their league age; and

(An example being a Little League Major player can only throw 20 pitches in the game).

17.1.2 The player can only catch a maximum of two (2) innings in the same game.

17.2 The player may pitch/catch or catch/pitch in the same game.

17.3 The subject player, once removed from the mound, will be deemed to have completed their pitching assignment, regardless of pitch count and cannot return to the pitch again in the game.

18. Deliberate Collision

18.1 If a play on a runner is imminent at any base, except 1st Base:

18.1.1 The runner must slide or otherwise attempt to avoid a collision with a fielder who has the ball or is in the act of fielding the ball;

18.1.2 If the runner violates this rule and a collision occurs, the runner shall be given out;

18.1.3 In such cases, the ball will be “dead” and Runners will return to the last base legally occupied at the time of the collision unless forced to advance;

18.1.4 The position of other Runners is a judgment call by the Umpire(s).

18.2 A runner attempting to score may not deviate from their direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate).

18.2.1 If, in the judgment of the Umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the Umpire shall declare the runner out (even if the player covering home plate loses possession of the ball).

18.2.2 The Umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision.

18.3 Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score.

18.3.1 If, in the judgment of the Umpire, the catcher without possession of the ball blocks the pathway of the runner, the Umpire shall call or signal the runner safe.

18.3.2 Notwithstanding the above, it shall not be considered a violation of this OABR Rule 7.13 if the catcher blocks the pathway of the runner in order to field a throw, and the Umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

18.4 Where the Umpire judges that a Player intentionally made contact with an opponent, the Player shall be ejected from the Game.

19. Code of Conduct

19.1 No Player, Team Official, or Spectator shall, at any time, whether from the bench or the playing field or elsewhere:

19.1.1 Incite, or try to incite, by word or sign, a demonstration that negatively reflects upon Umpires, opposing players, opposing coaches or opposing spectators.

19.1.2 Use language which will in any manner, negatively reflect upon opposing Players, Team Officials, Spectators or Umpires.

19.1.3 Bring the game into disrepute by engaging in unsportsmanlike conduct in order to trick or misrepresent the status of a play (ie. Hidden Ball Trick).

19.1.4 In ALL cases in the Umpires judgment, the play is to be nullified as if it had NOT occurred.

19.2 Umpires may caution a Player, Team Official or Spectator regarding misconduct. A game report is required from the Umpire when a caution is given.

19.3 Umpires may eject a person connected with the game should a warning not be heeded.

20. Player, Team Official & Spectator Misconduct

20.1 Should any Player, Team Official or Spectator conduct themselves in a disorderly manner either on or off the field so as to cause the Umpire to take action and lodge a written report to through the Secretary, JBC to the MWDBA.

20.2 MWDBA may suspend or otherwise deal with the offender. This rule will also embrace ejection from the Game.

20.3 It is obligatory for any Player, Team Official or Spectator who has been ordered from the field or who has been reported by the Umpire for misconduct, to appear before the Judiciary when summoned to do so. The Umpire shall advise offenders of this requirement when taking action.

20.4 Any reported player MUST be accompanied by a Parent and a representative of the Player's Club when appearing at a Judiciary Hearing.

20.5 Where a Player, Team Official or Spectator is ejected from a game, they are NOT permitted to participate in that Game and must not remain in or in the vicinity of the dugouts during the game.

20.6 Any Player, Team Official or Spectator reported under this rule, may NOT participate in other Games covered by MWDBA Junior Competition until the Judiciary and/or MWDBA deal with the matter.

20.7 Any decision handed down by MWDBA or the Judiciary is binding on all games covered by MWDBA Junior Competition.

20.8 At the discretion of the Umpire, if deliberate and persistent misconduct continues the game can be called. Before taking such action, the Umpire must first warn the Coaches. The JBC can determine the ultimate outcome of the Game.

21. Protests

21.1 Should any Coach consider a decision during a Game is not in accordance with the rules and the decision has a direct bearing on the outcome of the Game, an official Protest can be lodged under the following conditions:

21.1.1 In the event of an Umpire giving a decision on a point of the Rules and refusing to alter their ruling.

21.1.2 The Umpire's decision is final (with a team's right to continue to play under protest).

21.1.3 The protest will not be recognised unless the Umpire(s) is/are notified at the time of the play and before the next pitch, play or attempted play to retire a runner.

21.1.4 All protests shall be recorded on the result sheet at the time of the play. Notice of Intention to protest the game must be confirmed by the Coach on the result sheet within 15 minutes of the completion of the game. The Umpire must acknowledge the protest on the result sheet at this time.

21.1.5 Where the Protest is confirmed, details of the protest clearly stating the nature and reasons for the protest, shall be lodged in writing to the MWBU Chairperson within 24 hours of the conclusion of the game in which the alleged incident occurred. The team involved in any Protest must advise their Club at the same time as notifying JBC.

21.1.6 A fee \$50 is payable upon the lodgment of any protest. This fee is forfeited should the protest be dismissed.

21.1.7 The JBC reserves the right to fine a Club for any unsuccessful protest lodged by one of the Club's teams that JBC considers being frivolous and ill considered.

21.1.8 Judgment decisions cannot be protested. Examples of judgment calls include balls & strikes, catches, bang-bang plays, fair or foul balls.

21.1.9 The MWDBA JUNIOR COMPETITION Board shall handle all protests and incident reports and will only appoint a Judiciary any protest or report deem necessary. The Judiciary may only issue its penalty based on evidence presented in writing or verbally at its hearing.

21.1.10 In determining their decision, the Judiciary may call upon any person to assist them in any way they see fit.

21.1.11 The Judiciary has no power to schedule the replay of Games, but may make a recommendation to the JBC and MWDBA Junior Competition.

22. Results & Result Sheets

22.1 U8's do not need to complete result sheets.

22.2 Result sheets can be completed by either team. The completed result sheet is to be verified as correct by an official from both teams.

22.3 In the case of a disputed result sheet, Team officials (including the scorers of the day) and the umpires are not to leave the playing area until the dispute is resolved.

22.4 If a disputed result sheet cannot be resolved in a reasonable time following completion of the game, a team official is to contact the Junior Competition Recorder.

22.5 Result sheets will be uploaded to the Competition Management System by the winning team and as directed by the Junior Competition Recorder.

22.6 In the event of a draw, the Result Sheet will be uploaded to the Competition Management System by the home team and as directed by the Junior Competition Recorder.

22.7 All fully completed result sheets are to be uploaded, no later than the 11:59pm the Sunday after each weekend round or 5pm the following day of a mid-week round.

22.8 Failure to upload the fully completed result sheets will incur a warning in the first instance and a penalty to be prescribed by the JBC for every subsequent instance.

22.9 Teams are to check that the score has been submitted correctly within 7 days of the result being posted. After that time no changes can be made.

22.10 A hardcopy is to be kept on file by the home club for the duration of the season. In the event of a game protest, they may need to be produced as well as the score book from the game in question.

23. Competition Standings

23.1 For the purpose of deciding Competition Standings the following formula will be used.

23.1.1 The number of Games won by a team is divided by the number of games played with the result to be expressed to 3 decimal places. A draw counts as half a win and a game played. Example

Team	Played	Wins	Draws	Losses	Win/Loss %
Manly Warringah	20	15	3	2	0.875

Formula: $\text{Wins} + (\text{Draws divided by } 2) \text{ divided by Played} = 0.825$ ($16.5/20=0.825$)

23.1.2 The team finishing the competition with the highest winning percentage will be declared the minor premier.

23.1.3 If teams finish the competition on an equal win percentage then the method used by the Australian Baseball Federation to determine tied positions will be adopted as follows:

23.1.3.1 Results of games played between tied teams only as if those team(s) were in a competition solely, then if still equal;

23.1.3.2 The percentage of runs for and runs against between the tied teams only as if those teams(s) were in a competition solely, if still equal;

23.1.3.3 The percentage of runs for and runs against in total competition;

23.1.3.4 The percentage referred to in 23.1.3.2 and 23.1.3.3 shall be determined as the total runs scored by the team divided by the total runs against. The higher percentage being best.

24. Finals Rules

24.1 Finals Format

24.1.1 The standard Finals Format as described below will be used for all MWDBA Junior Competition Finals Series unless the structure of any division warrants a different Finals Format. This is solely at the discretion of the JBC.

Major Semi Final	First	Second
Minor Semi Final	Third	Fourth
Preliminary Final	Loser Major Semi Final	Winner Minor Semi Final
Grand Final	Winner Major Semi Final	Winner Prelim Final

24.2 Game Duration

Under 9 Tee Ball Little League Zooka	Little League 10/11 (Minor)	Little League Major Intermediate League Junior League	Senior League
6 innings	5 Innings	6 Innings	7 Innings

24.2.1 If after the regulation number of innings the Game is tied, the Game is to continue until a result is reached.

24.2.2 In the event "B" finals are run (within one competition division) finals games will be normal competition duration.

24.3 Pitching Restrictions

Little League 10/11 (Minor)	Little League Major	Intermediate League Junior League	Senior League
40	50	60	70

24.4 The Mercy Rule shall apply (Rule 11).

24.5 If any Game is called by an Umpire due to rain (after waiting a minimum of 30 minutes), it will become a regulation Game, providing the following number of innings have been completed:

24.5.1 Senior League - 4 innings;

24.5.2 All other divisions – 3 innings;

24.5.3 Any Game that is not played due to weather and has not become a regulation Game when called, or is a regulation Game and is tied when called, shall be a 'No Game' except for the Grand Final.

24.5.4 Where the Game is declared a "No Game", the Team finishing higher on the competition table will advance.

24.5.5 In the event of the Grand Final being washed out, it may be rescheduled on the first available day at the discretion of JBC.

24.6 Umpires for Finals

24.6.1 Each Clubs must supply 3 umpires with a minimum Level 0 qualification for each week of the final series; these umpires do not have to be the same individual. Penalty for non- compliance is \$100 for each week a Club is not compliant.

24.6.2 The Secretary of the Clubs of the qualifying teams must nominate their umpires as soon as it is known the team will qualify. Failure to nominate in time will put the qualifying team at risk of forfeiting their place in the finals.

24.7 Player Participation

24.7.1 Non-Team Players may only be used with the approval of the JBC. All NTP's must be used in accordance with Rule 9.3 above.

24.7.2 A player must be registered with a Club no later than 31st January of that competition period (ie. 31st January 2020 for the 2019/2020 season) to be eligible to play in the final series.

24.8 Home Team

24.8.1 The Team finishing higher on the points table is the HOME Team, and will occupy 1st base dugout and field first.

24.8.2 In the Grand Final, a Team winning the major semi-final will be the Home Team and will occupy the 1st base dug-out and field first.

24.9 Grounds

24.9.1 Providing the Local Authority has not closed the ground, the host club may close the ground if it is unfit for play prior to 7.30am on each day of the final.

24.9.2 If the host club has not closed the ground, the JBC President and/or Secretary may close the ground if it is unfit for play at any time prior to the plate meeting of any game.

24.9.3 If the JBC has not closed the ground, the Umpire, once obtaining control of the game at the Plate Meeting, has control as to whether the game will continue due to inclement weather and ground conditions.

24.10 Protests and Rescheduling of Finals Games

24.10.1 The JBC shall appoint a committee consisting of 2 members of the JBC and 1 member of the MWDBU Committee to hear all protests on the diamond at the time of the protest.

24.10.2 Where a protest is initiated during a finals game, the game is to be halted and an official from the protesting team is to attend the Finals Committee room to advise of the protest and escort the Protest Committee to the game location.

24.10.3 The JBC shall reserves the right to reschedule any final game(s) as it sees fit.

Tee Ball (Under 8)

Annexure A

Game Duration	1 Hour; or 5 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	50 feet (15.24m)
Pitching Distance	37 feet (11.28m)

Baseball



Reduced Injury Baseball (RIB)



All baseballs used in the game must be the same brand.

Bat

- 2 ¼ barrel diameter bat,
Aluminium or
Composite.

or

USA Baseball Standard is
recommended.
(Logo displayed)



Mercy Rule	Not Applicable
Max Runs per Innings	Not Applicable

Coaching	<ul style="list-style-type: none"> • A coach is permitted to stand in the outfield to assist with positioning of fielders and offer encouragement to the fielders when a batted ball is in play. • A coach is permitted to assist the batter in the box with adopting the correct stance and positioning/height of the tee. • Coaches are not permitted to assist in the fielding of a batted ball. • Coaches are not permitted to assist batter in hitting the ball from the tee.
Pitching	See Pitcher's position under "Fielding"
Catching	Must wear a batting helmet
On Deck Batter	No
Team	<ul style="list-style-type: none"> • Bat through the lineup each innings; • Coaches must agree at the plate meeting to choose whether to leave any batter given out at first base to run; • If no agreement can be reached, then all batters put out will return to the dugout. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout until the Umpire calls "Batter Up." • The Batter will not commence their swing until the Umpire calls 'Play. • The "At Bat" will end only after the batter has hit the ball; • Full and forceful contact must be made with the ball; • Bunting is not permitted; • A batted ball must travel outside an imaginary arc the distance being halfway to the pitcher to deemed a "hit ball"; • The batter's feet will be square with an imaginary line drawn between the centre of home plate and the centre of the pitcher's plate; • A Batter who throws the bat after contact will be warned by the umpire. A subsequent offence, the batter will be given out and runners will last base legally occupied; • Infield Fly rule does not apply; • The "Last Batter" will be declared by the scorer to the umpire,

who will announce, prior to the commencement of the at bat.
The inning will cease when time is called.

Runner	<ul style="list-style-type: none">• All runners will remain in contact with the base until the ball is hit;• Umpire will ensure all runners are in contact with their base before calling play;• Umpires will call "Left Early", if a runner does so, "Time" is called;• If the batter has hit the ball, the play will be nullified, the batter returned to complete the at bat.
Time Rule	<ul style="list-style-type: none">• When an infielder is "in control" of the ball;• Time call is a judgment call of the Umpire;• Umpire will direct runner(s) to the correct base(s), in their judgment;• A fielder standing within or immediately adjacent to the infield may be deemed an infielder;• "In control" may be defined as in possession or within reach or about to catch a thrown ball;• Coaches are not to encourage base running in the hope of forcing an error.• Commonsense will be applied to this rule.
Fielding (Before calling "Play")	<ul style="list-style-type: none">• All fielders will be in orthodox fielding positions;• The pitcher will have both feet on the pitching rubber;• The catcher will be in a safe position;• No fielder is, in the judgment of the umpire, to field too close to the batter.
Overthrown Ball	<ul style="list-style-type: none">• Runner(s) may not advance on a ball thrown into foul territory or beyond the pass ball line;• "Time" shall immediately be called;• Point 1 will be applied to an enclosed field, if the ball rebounds off the fencing.

Tee Ball (Under 9)

Annexure B

Game Duration	90 Minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)

Baseball



Reduced Injury Baseball (RIB)

All baseballs used in the game must be the same brand.

Bat

- 2 ¼ barrel diameter bat, Aluminium or Composite.

or

USA Baseball Standard is recommended.
(Logo displayed)



Mercy Rule	Yes
Max Runs per Innings	6

Coaching	<ul style="list-style-type: none"> • A coach is permitted to stand in the outfield to assist with positioning of fielders and offer encouragement to the fielders when a batted ball is in play. • A coach is permitted to assist the batter in the box with adopting the correct stance and positioning/height of the tee. • Coaches are not permitted to assist in the fielding of a batted ball. • Coaches are not permitted to assist batter in hitting the ball from the tee.
Pitching	See Pitcher's position under "Fielding"
Catching	Must wear a batting helmet
On Deck Batter	No
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout until the Umpire calls "Batter Up." • The Batter will not commence their swing until the Umpire calls 'Play. • The batter's feet will be square with an imaginary line drawn between the centre of home plate and the centre of the pitcher's plate; • The batter is not permitted to move their back foot after the Umpire has called 'Play. If, in the opinion of the Umpire, movement occurred, the Umpire will call "Movement"; <ol style="list-style-type: none"> 1. If no Out(s) resulted from the batted ball, a strike will be called; in the instance with two (2) strikes, this will result in a strikeout. 2. If an Out(s) occurred, the play will stand. • Full and forceful contact must be made with the ball; • Bunting is not permitted; • A strike will be called, if the batter swings and misses the ball, if the third strike, the batter is out; • A batted ball called foul will be called a strike, the batter cannot be called out on a foul ball with two strikes;

Batting (continued)

- In addition to the normal baseball definition of a foul ball, the following will also be called foul:
 3. A swing that is not full and forceful;
 4. If the batter levels the bat at the ball more than one time before swinging;
 5. If in the judgment of the umpire, the bat hit the tee before the ball;
 6. A base runner left early and no Out(s) results from the batted ball; or
- A Batter who throws the bat after contact will be warned by the umpire. A subsequent offence, the batter will be given out and runners will last base legally occupied;
- Infield Fly rule does not apply;
- The “Last Batter” will be declared by the scorer to the umpire, who will announce, prior to the commencement of the at bat. The inning will cease when time is called.

Runner

- All runners will remain in contact with the base until the ball is hit;
- Umpire will ensure all runners are in contact with their base before calling play;
- Umpires will call “Left Early”, if a runner does so, “Time” is called and the runner(s) will be returned to their original base(s);
 1. If the batter has hit the ball and no Out(s) result, the play will be nullified and the batter returns to the batter’s box to complete the at bat;
 2. If Out(s) result, they will stand and play continues;
- If a runner is call for leaving early for a second time in the same innings, they will be given out.

Time Rule

- When an infielder is “in control” of the ball;
- Time call is a judgment call of the Umpire;
- Umpire will direct runner(s) to the correct base(s), in their judgment;
- A fielder standing within or immediately adjacent to the infield may be deemed an infielder;
- “In control” may be defined as in possession or within reach or about to catch a thrown ball;
- Coaches are not to encourage base running in the hope of forcing an error.
- Commonsense will be applied to this rule.

Fielding

- All fielders will be in orthodox fielding positions;

(Before calling
"Play")

- The pitcher will have both feet on the pitching rubber;
- The catcher will be in a safe position;
- No fielder is, in the judgment of the umpire, too close to the batter.

Overthrown
Ball

- Runner(s) may not advance on a ball thrown into foul territory or beyond the pass ball line;
- "Time" shall immediately be called;
- Point 1 will be applied to an enclosed field, if the ball rebounds off the fencing.

Appeal Plays
Procedures

- After "Time" is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter's at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call "Play"
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call "Time" and rule on the appeal play.

Little League Machine Pitch (Zooka)

Annexure C

Game Duration	90 minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Zooka Machine Positioning	<ul style="list-style-type: none">• The Centre stem of the legs will be 40 feet (12.2m) from rear of home plate on the 3rd base side of the pitcher's plate;• The Centre stem of the legs will be 2 feet 6 inches (0.77m) off a line drawn between the centre of home plate and the centre of 2nd base.
Zooka Set Up	<ul style="list-style-type: none">• The machine is to be fitted with small legs;• A pitched ball must pass over home plate at a suitable height, mutually agreed by both coaches;• If coaches cannot agree, the Umpire will make sole decision;• Ball speed will be 40-43 miles per hour;
Zooka become inoperable	<ul style="list-style-type: none">• Should the machine become inoperable and another is not available;<ol style="list-style-type: none">1. The game will revert to equal innings;2. A Tee will be used;3. Under 9 Tee Ball rules will apply.

Ball



Reduced Injury Baseball (RIB)

All baseballs used in the game must be the same brand.

Bat

- 2 ¼ barrel diameter bat, Aluminium or Composite.

or

USA Baseball Standard is recommended.
(Logo displayed)



Mercy Rule

Yes – 3 ½ innings.

Max Runs per Innings

6

Coaching

- Coaches are not permitted on the field during play;
- Coaches are to remain in the coach's boxes during their team's at-bat.

Pitching

- When the Umpire calls "Play", the pitcher shall place the ball in the machine and return to the pitcher's plate;
- The pitcher will not throw, flick or spin the ball into the machine;
- The pitcher will have both feet on the pitcher's plate;
- No one is to place the ball into the machine unless directed by the Umpire.

On Deck Batter

No

Team


- All innings will end after three (3) outs are made or the maximum runs per innings are reached.
- Fielding positions may be changed during an innings after "time" is granted by the umpire.

Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout until the Umpire calls “Batter Up.” • Every pitch is deemed a strike, unless it is so low, so high or so wide that the Umpire deems it a “No Pitch”; • If the Umpire calls “No Pitch”, a strike will not be called on the batter; • If a batted ball hits the machine or passes through the legs, the Umpire will call “Time”, the batter will be awarded first base and runners forced to advance will advance one (1) base. • A third strike call will be an out, whether or not the catcher catches the ball; • Infield Fly does not rule apply.
Runner	<ul style="list-style-type: none"> • All runners will remain in contact with the base until the ball is hit; • Umpire will ensure all runners are in contact with their base before calling play; • Umpires will call “Left Early”, if a runner does so, “Time” is called and the runner(s) will be returned to their original base(s); <ul style="list-style-type: none"> 1. If the batter has hit the ball and no Out(s) result, the play will be nullified and the batter returns to the batter’s box to complete the at bat; 2. If Out(s) result, they will stand and play continues; 3. If a runner is call for leaving early for a second time in the same innings, they will be given out.
Time Rule	<ul style="list-style-type: none"> • When an infielder is “in control” of the ball and not other play can occur; • Time call is a judgment call of the Umpire; • Umpire will direct runner(s) to the correct base(s), in their judgment; • A fielder standing within or immediately adjacent to the infield may be deemed an infielder; • “In control” may be defined as in possession or within reach or about to catch a thrown ball; • Coaches are not to encourage base running in the hope of forcing an error. • Commonsense will be applied to this rule.
Fielding	<ul style="list-style-type: none"> • All fielders will be in orthodox fielding positions;

(Before calling "Play")	<ul style="list-style-type: none"> • The pitcher will have both feet on the pitching rubber; • No fielder is, in the judgment of the umpire, too close to the batter.
Fielding (General)	<ul style="list-style-type: none"> • If a thrown ball strikes the machine, the ball will remain live and runners advance at their own peril; • If in the Umpire's judgment, a 'pop-up' fly ball could not be caught due to the obstruction of the machine, the batter will be given out, the ball is live and runner's may advance at their own peril without having to tag up; • In the event of an infield fly, this rule will take precedence and runners will be obliged to tag up before advancing.
Umpire	<ul style="list-style-type: none"> • The 'Plate Umpire' is to umpire from behind the pitcher and have control of the machine; • The Field Umpire may be used in a regulation manner.
Overthrown Ball	<ul style="list-style-type: none"> • Normal rules of baseball apply.
Stealing	<ul style="list-style-type: none"> • Runners may only steal once the ball has passed home plate and the ball has passed behind the catcher; • Runners may not steal if the ball is caught by the catcher; • Runners may not steal home.
Appeal Plays Procedures	<ul style="list-style-type: none"> • After "Time" is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter's at bat; • The Umpire will ensure that the batter remains in the dugout; • The Umpire will call "Play" • The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach; • The coach cannot physically assist in the making of the appeal play; • The Umpire will call "Time" and rule on the appeal play.

Little League 10/11 (Minor)

Annexure D

Game Duration	90 minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Baseball	8.5" Baseball
Bat	<i>Only USA Baseball Marking, not larger than 2 5/8 inch barrel (Logo displayed).</i> 
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none">• Coaches are not permitted on the field during play;• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	<ul style="list-style-type: none">• Maximum of 2 innings or 30 pitches (whichever comes first);• Can finish the batter in the box; or
Pitching	<ul style="list-style-type: none">• The pitcher must have their foot wholly in contact with the front of the pitching plate;• Fastballs and Change-ups only permitted;• No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
Catching	<ul style="list-style-type: none">• Maximum of 3 innings;• Catcher speed up rule applies.

On Deck Batter	<ul style="list-style-type: none"> • Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: <ol style="list-style-type: none"> 1. Close to the dugout; 2. Clearly defined with wickets hat, chalk marking or the like; 3. Must be large enough area to conduct the 'On Deck' swings. • Under the direct control of a coach, manager or competent adult associated with the team; • Batter must be wearing a helmet; • Only one 'on deck' batter, all other players must be inside the dugout; • All spectators are to remain a safe distance from the ' on deck' area.
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies

Runner	<ul style="list-style-type: none"> • When the pitcher has the ball and is in contact with the pitcher's plate and the catcher is ready to receive the pitch, all runners will remain in contact with the base until the ball is hit or the ball reaches home plate; • Umpire will ensure all runners are in contact with their base before calling play; • Umpires will call "Left Early", if a runner does so and let the play continue, The Umpire will do the following: <ol style="list-style-type: none"> 1. "Time" is called; 2. If the batter has hit the ball, and no Out(s) are recorded, all runner(s) return to the base(s) legally occupied before the pitch; a strike will be called on the batter, who returns to complete the at bat. If it is the third strike, the batter is out. 3. If the pitch is fouled, normal rules of baseball apply with no other penalty; 4. If Out(s) result, they will stand and play continues; 5. If ball 4 is called, the batter is entitled to 1st base and the runner(s) may only advance one (1) base, except if the catcher or pitcher makes a play to any base.
Fielding (Before calling "Play")	<ul style="list-style-type: none"> • All fielders will be in orthodox fielding positions;
Umpire	<ul style="list-style-type: none"> • The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.
Stealing	<ul style="list-style-type: none"> • Runners may only steal once the ball has passed home plate; • Runners may not steal home plate unless: <ol style="list-style-type: none"> 1. The ball has passed behind the catcher; or 2. The Catcher makes any play clearly intended to reach a fielder other than returning the ball to the Pitcher following a pitch; or 3. The Pitcher makes any play, other than delivering a pitch, clearly intended to reach a fielder.
Dropped Third Strike	<ul style="list-style-type: none"> • The Batter is out when the third strike is called, even if the Catcher does not catch the ball.

Appeal Plays Procedures

- After “Time” is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter’s at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call “Play”
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call “Time” and rule on the appeal play.

Tee Rule (Rounds 1 to 4)

- After ‘Ball 4’ is called by the Plate Umpire;
- The Batter will hit off a tee;
- The Batter’s pitch count prior to ‘Ball 4’ will stand;
- The batter’s feet will be square with an imaginary line drawn between the centre of home plate and the centre of the pitcher’s plate;
- The batter is not permitted to move their back foot after the Umpire has called ‘Play. If, in the opinion of the Umpire, movement occurred, the Umpire will call “Movement”;
 1. If no Out(s) resulted from the batted ball, a foul ball will be called; in the instance with two (2) strikes, this will result in a strikeout.
 2. If an Out(s) occurred, the play will stand.
- The Batter must make a full and forceful swing;
- Bunts are not permitted;
- A strike will be called, if the batter swings and misses the ball, if the third strike, the batter is out;
- The maximum number of bases that a Batter and/or Runner(s) can advance when the ball is hit off a tee, is two (2) bases.

Little League Major

Annexure E

Game Duration	90 minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Baseball	Regulation Baseball (Leather or All Weather).

Bat *Only USA Baseball Marking, not larger than 2 5/8 inch barrel (Logo displayed).*



Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none">• Coaches are not permitted on the field during play;• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	<ul style="list-style-type: none">• Maximum of 2 innings or 40 pitches (whichever comes first);• Can finish the batter in the box; or
Catching	<ul style="list-style-type: none">• Maximum of 3 innings;• Catcher speed up rule applies.
Pitching & Catching in Same Game	<ul style="list-style-type: none">• Pitch count maximum is 20;• Can finish the batter in the box;• Can catch a maximum of 2 innings.• Can Pitch/Catch or Catch/Pitch.

Pitching	<ul style="list-style-type: none"> • The pitcher must have their foot wholly in contact with the front of the pitching plate; • Fastballs and Change-ups only permitted; • No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	<ul style="list-style-type: none"> • Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: <ol style="list-style-type: none"> 1. Close to the dugout; 2. Clearly defined with white hat, chalk marking or the like; 3. Must be large enough area to conduct the 'On Deck' swings. • Under the direct control of a coach, manager or competent adult associated with the team; • Batter must be wearing a helmet; • Only one 'on deck' batter, all other players must be inside the dugout; • All spectators are to remain a safe distance from the 'on deck' area.
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies

Runner

- When the pitcher has the ball and is in contact with the pitcher's plate and the catcher is ready to receive the pitch, all runners will remain in contact with the base until the ball is hit or the ball reaches home plate;
- Umpire will ensure all runners are in contact with their base before calling play;
- Umpires will call "Left Early", if a runner does so and let the play continue, The Umpire will do the following:
 1. "Time" is called;
 2. If the batter has hit the ball, and no Out(s) are recorded, all runner(s) return to the base(s) legally occupied before the pitch; a strike will be called on the batter, who returns to complete the at bat. If it is the third strike, the batter is out.
 3. If the pitch is fouled, normal rules of baseball apply with no other penalty;
 4. If Out(s) result, they will stand and play continues;
 5. If ball 4 is called, the batter is entitled to 1st base and the runner(s) may only advance one (1) base, except if the catcher or pitcher makes a play to any base.

Umpire

- The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;
- The Field Umpire may be used in a regulation manner.

Stealing

- Runners may only steal once the ball has reached home plate;
- Runners may not steal home plate unless:
 1. The ball has passed behind the catcher; or
 2. The Catcher makes any play clearly intended to reach a fielder other than returning the ball to the Pitcher following a pitch; or
 3. The Pitcher makes any play, other than delivering a pitch, clearly intended to reach a fielder.

Dropped Third Strike

- Normal Baseball Rules apply.

Intermediate League

Annexure F

Game Duration	105 minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	70 feet (22.86m)
Pitching Distance	50 feet (15.24m)
Baseball	Regulation Baseball (Leather or All Weather).

Bat

USA Baseball Marking
Not larger than 2 5/8 inch barrel
(Logo displayed).



BBCOR
2 5/8 inch barrel
(Logo displayed).



Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none">• Coaches are not permitted on the field during play;• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	<ul style="list-style-type: none">• Maximum of 3 innings or 50 pitches (whichever comes first);• Can finish the batter in the box.
Catching	<ul style="list-style-type: none">• No issues limit;• Catcher speed up rule applies.

Pitching & Catching in Same Game	<ul style="list-style-type: none"> • Pitch count maximum is 25; • Can finish the batter in the box; • Can catch a maximum of 2 innings. • Can Pitch/Catch or Catch/Pitch.
Pitching	<ul style="list-style-type: none"> • The pitcher must have their foot wholly in contact with the front of the pitching plate; • Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	<ul style="list-style-type: none"> • Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: <ol style="list-style-type: none"> 1. Close to the dugout; 2. Clearly defined with witches hat, chalk marking or the like; 3. Must be large enough area to conduct the 'On Deck' swings. • Under the direct control of a coach, manager or competent adult associated with the team; • Batter must be wearing a helmet; • Only one 'on deck' batter, all other players must be inside the dugout; • All spectators are to remain a safe distance from the ' on deck' area.
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies
Umpire	<ul style="list-style-type: none"> • The 'Plate Umpire" is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.
Dropped Third Strike	<ul style="list-style-type: none"> • Normal Baseball Rules apply.

Junior League

Annexure G

Game Duration	2 hours; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	80 feet (24.38m)
Pitching Distance	54 feet (16.46m)
Baseball	Regulation Baseball (Leather or All Weather).

Bat

- **USA Baseball Marking**
Not larger than
2 5/8 inch barrel
(Logo displayed).



- **BBCOR**
2 5/8 inch barrel
(Logo displayed).



- **Wooden Bats – 2 5/8 diameter barrel.**

Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none">• Coaches are not permitted on the field during play;• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	<ul style="list-style-type: none">• Maximum of 3 innings or 50 pitches (whichever comes first);• Can finish the batter in the box.
Catching	<ul style="list-style-type: none">• No innings limit;• Catcher speed up rule applies.

Pitching & Catching in Same Game	<ul style="list-style-type: none"> • Pitch count maximum is 25; • Can finish the batter in the box; • Can catch a maximum of 2 innings. • Can Pitch/Catch or Catch/Pitch.
Pitching	<ul style="list-style-type: none"> • The pitcher must have their foot wholly in contact with the front of the pitching plate; • Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	<ul style="list-style-type: none"> • Yes. • Field of play is permitted.
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies
Umpire	<ul style="list-style-type: none"> • The 'Plate Umpire" is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.

Senior League

Annexure H

Game Duration	2 hours; or 7 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	90 feet (27.43m)
Pitching Distance	60 feet 6 inches (18.44m)
Baseball	Regulation Baseball (Leather or All Weather).

Bat

- ***Only BBCOR (Logo displayed).***



- 2 5/8 barrel wood.

Mercy Rule	Yes – 4 ½ innings.
Max Runs per Innings	6
Coaching	<ul style="list-style-type: none">• Coaches are not permitted on the field during play;• Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	<ul style="list-style-type: none">• Maximum of 3 innings or 60 pitches (whichever comes first);• Can finish the batter in the box.
Catching	<ul style="list-style-type: none">• No innings limit;• Catcher speed up rule applies.
Pitching & Catching in Same Game	<ul style="list-style-type: none">• Pitch count maximum is 30;• Can finish the batter in the box;• Can catch a maximum of 2 innings.• Can Pitch/Catch or Catch/Pitch.

Pitching	<ul style="list-style-type: none"> • The pitcher must have their foot wholly in contact with the front of the pitching plate; • Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	<ul style="list-style-type: none"> • Yes. • Field of play is permitted.
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies
Umpire	<ul style="list-style-type: none"> • The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.

BASEBALL AGE MATRIX 2019 - 2020

Annexure I

LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	GAME DAY GAME TIME	REP DIVISION
4	2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	4	Aussie Tball	Day and	Nil
5	2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	5	Aussie Tball	start time set by	Nil
6	2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	6	Aussie Tball	clubs	Nil
6	2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	6	Tee Ball	Under 8 8.30am	Nil
7	2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	7	Tee Ball	or	Nil
8	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	8	Tee Ball	Under 9 10.30am	Rookie
8	2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	8	LLMi MP / Zooka	Saturday 08.30am	Rookie
9	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	9	LLMi MP / Zooka		Rookie
10	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	10	LLMi MP / Zooka		Rookie
9	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	9	LL Minor	Saturday 10.30am	Rookie
10	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	10	LL Minor		10/11
11	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	11	LL Minor		10/11
9	2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	9	LL Major	Saturday 8.30am	Club Only
10	2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	10	LL Major	Saturday 8.30am	10/11
11	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	11	LL Major		LL Major 10/11 LL Int Eligible
12	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	12	LL Major		LL Major LL Int Eligible
11	2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	11	LL Intermediate	Wednesday	LL Intermediate
12	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	12	LL Intermediate	5.15pm &	LL Intermediate
13	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	13	LL Intermediate	7.30pm	LL Intermediate
12	2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	12	Junior League	Saturday 10.30am	Junior League
13	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	13	Junior League		Junior League
14	2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	14	Junior League		Junior League
13	2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	13	Senior League	Friday	Senior League
14	2005	2005	2005	2005	2006	2006	2006	2006	2006	2006	2006	2006	14	Senior League	5.15pm &	Senior League
15	2004	2004	2004	2004	2005	2005	2005	2005	2005	2005	2005	2005	15	Senior League	7.30pm	Senior League
16	2003	2003	2003	2003	2004	2004	2004	2004	2004	2004	2004	2004	16	Senior League		Senior League
LEAGUE AGE	SEPT	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUNE	JULY	AUG	LEAGUE AGE	CLUB DIVISION	GAME DAY GAME TIME	REP DIVISION



Website Document

SUBJECT: TECHNICAL ADVISORY – USA BAT CERTIFICATION

LITTLE LEAGUE DIVISION	SEASON	
	2017/18 & 2018/19	2019/20
Minors & Majors	BPF 1.15 marking/ 2 ¼" barrel maximum USA Baseball marking 2 5/8" barrel maximum	USA Baseball marking 2 5/8" barrel maximum
Intermediate (50/70) & Junior	1) 2 ¼" alloy/metal barrel with BPF stamp of 1.15 2) 2 5/8" alloy/metal barrel (no marking required) 3) 2 5/8" composite barrel with BBCOR stamp USA Baseball marking 2 5/8" barrel maximum	USA Baseball marking 2 5/8" barrel maximum 2 5/8" composite barrel with BBCOR stamp
Senior	ALL bats must be BBCOR	ALL bats must be BBCOR

Little League International Divisions

As of January 1, 2018 Little League International will be adopting new bat regulations and aligning the USA Baseball bat standard (USABat). However, Baseball Australia will continue with current bat regulations for all Little League, Intermediate League, Junior League and Senior League domestic competitions until September 1, 2019.

The aforementioned USABat implementation date in Australia reflects both the timing of the domestic season, as well as the availability of stock in Australia following the official USA manufacturing release in late 2017. Please be aware it will be permissible to utilise USABat compliant bats in all Little League, Intermediate League and Junior League domestic competitions as they become available in the Australian market.



Please note that all Australia Region Championship teams (including Little League, Junior League) participating in International tournaments (World Series and/or Asia Pacific Championships) will be required to adhere to the Little League International bat regulations (USABat) from 2018.

National Youth, Youth Women's and Women's National Championships

Current Baseball Australia bat regulations will remain in effect until further notice. BA will continue to monitor the introduction of USABat and other international regulations, including the World Baseball and Softball Confederation (WBSC) norms, to keep members updated of any potential changes. Members of National representative teams travelling outside Australia will be required to adhere to regulations imposed by the host at the time of the tournament and these also may not align with Baseball Australia domestic regulations.

USABat Implementation Timeframe:

- 1 Little League: September 1, 2019
- 2 Junior League: September 1, 2019
- 3 Senior League: No Change (BBCORR)
- 4 NYC: U16: No Change (BBCORR)
- 5 NYC: U18: No Change
- 6 National Women's: No Change
- 7 National Youth Women's Championships: No Change

For more information please click on the following links:

[Current BA Bat Regulations](#)

[Little League to adopt new USA Baseball Bat Regulation](#)

[USA Baseball Bat Standard.](#)



LITTLE LEAGUE BAT RULES

RULE 1.10 – LITTLE LEAGUE BASEBALL REGULAR SEASON AND TOURNAMENTS

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and colour tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2019/20 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2019/20 season. Additionally, starting in 2019/20, the bat diameter shall not exceed 2 $\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions.

MINOR/MAJOR DIVISIONS

It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

INTERMEDIATE (50-70) DIVISION AND JUNIOR LEAGUE

It shall not be more than 34" inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour. Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting colour.

SENIOR LEAGUE

It shall not be more than 36 inches in length, nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour. Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting colour.