

GREATER WESTERN BASEBALL ASSOCIATION



JUNIOR COMPETITION RULES

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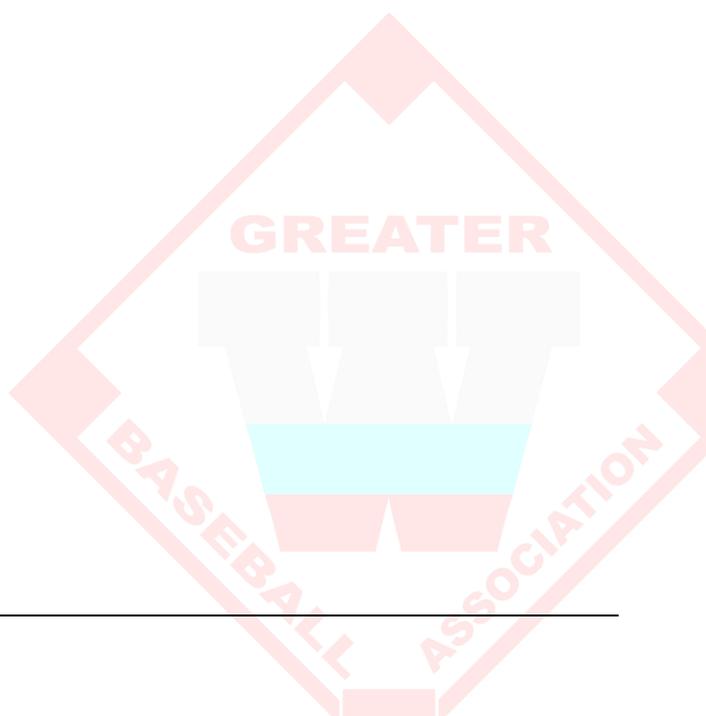
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JUNIOR COMPETITION RULES and REGULATIONS

1 PRELIMINARY INFORMATION

- (a) The junior playing rules of the Greater Western Baseball Association Inc (hereafter referred to as "the Junior League" or "GWBA"), shall be the "Official Australian Baseball Rules", with exceptions and variations as contained in these Rules and Regulations which shall prevail. Any reference in the rulebook to "Official Baseball Rules" is to be read as the "Official Australian Baseball Rules".
- (b) The Greater Western Baseball Association Executive shall have the power to decide on rules for the conduct of games under the control of the Association and to rule on any matters not specifically covered in these Rules and Regulations.
- (c) No Players or Officials shall receive payment or any monetary consideration, favours or gratuities for the playing of Baseball, or accept money or favours for expenses incurred while playing.

2 LEGAL AND SPORTING COMPLIANCES

2.01 WORKING WITH CHILDREN

- (a) Entry and participation in the GWBA Junior League Competitions requires all Clubs and relevant individuals to meet the requirements of the relevant state or territory Working with Children Check laws.
- (b) All Member Clubs' Office Bearers and Team Officials over the age of 18 (including but not limited to coaches, managers, executive officers) whose primary roles involve direct unsupervised contact with children (persons under the age of 18), whether individually or as a group and including open age competitions with junior aged members, are required to complete a Working with Children [WWC] Check (administered by the Office of the Children's Guardian, accessed via <http://www.kidsguardian.nsw.gov.au/working-with-children>).
- (c) This authority number is to be provided to Clubs and forwarded to the Greater Western Baseball Association PRIOR to any participation with any Junior Members. Failure to do so will render any results void, with such Team Officials suspended from any involvement with Junior Age players (until WWC is provided) and potential fines levied against the offending Club(s).

NOTE: As the function of umpires and scorers do not require unsupervised contact with children, these persons are not required to supply a Working With Children Check Authority number, however, it is recommended that they do so to cover any unexpected situations.

- (d) **The Working with Children Check is required, regardless of whether or not the Team Official has one of their own children in the team as outlined by Baseball NSW.**

2.02 PLAYER PARTICIPATION

- (a) All players present on any game day must receive a minimum of one (1) Plate Appearance and be on the field for three (3) Defensive Outs.
 - (i) Should a defensive inning be declared as a result of reaching the maximum allowable runs, any players on the field at that time shall be credited with any remaining outs not recorded for the purpose of this rule.

NOTE: If there is one (1) out recorded and the offensive team reaches its maximum allowable runs, the defensive players on the field at the time of the final run being scored shall also be credited with the two (2) remaining outs.

- (b) **PENALTY:** Any breaches of the Player Participation Rule will result in the win being removed from the offending team (where applicable). In a FINAL SERIES game, the result will be the opposing team being awarded the win, for the purpose of advancement.

- (i) For the first offence, the coach of record shall receive a one week suspension.
- (ii) For a second offence by the same team, the coach of record shall receive a four week suspension.
- (iii) For a third or any subsequent breach by the same team, the coach of record shall be suspended for the remainder of the season, including final series.

NOTE: This is a regulatory breach, and whilst an opposing team may note a protest about this infraction to draw attention to it, the Executive Committee of the Junior League shall issue penalties accordingly based upon information received on the game results.

2.03 COLLISION RULE

- (a) Any Runner who does not slide or attempt to avoid collision with a Fielder or Catcher in possession of the ball, or when a play is being made at a base where a fielder or catcher is in the act of receiving the ball shall be given "OUT". In such cases the ball is "DEAD" and any other Runners shall return to the last base legally occupied at the time of the collision unless forced to advance.

A player shall attempt to avoid the tag when caught in a run-down situation and shall not deliberately charge the player with the ball or attempt to charge a player without the ball while standing on the line. If the player does infringe, he/she will be given out automatically.

NOTE: Especially in plays involving home plate, the umpire should be looking for either of the following to determine whether or not an infringement occurred:

By the defense

- prior to receiving the ball, the fielder should be completely in front or behind the plate.
- in receiving the ball, could the player have reached the ball with ordinary effort without moving.

By the runner

- did the runner change his/her direct path in making contact with the fielder.
- could the runner have been reasonably expected to reach the plate/base if sliding from just prior to the point of contact.

2.04 CODES OF BEHAVIOUR

- (a) The Junior League supports and adopts the Australian Sports Commission's *AUSSIE SPORT CODES OF BEHAVIOUR* in the conduct of the Junior League's Competition, Representative Squad and Development Squad Programmes, and any Tournaments or other games played under its auspices.
- (b) Violations and penalties - Players, coaches, managers and spectators of the one team, shall not make disparaging remarks to or about opposing players, officials or spectators. Nor shall the Umpire tolerate any conduct which tends to bring the sport into disrepute.
 - (i) The penalty for violations by a player is prompt removal from the game.
 - (ii) For the first (1st) offence, a Coach, Manager or Spectator may be warned, but for the second offence, they are removed from the vicinity of the playing field.
 - (iii) Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine (9) runs to zero (0) in favour of the opposing team.
 - (iv) On all warnings the Umpire shall instruct the scorer to enter such, in the scorebook, against the offending players' name with the type of offence.

- (c) All Players, Team and Other Officials, and Supporters who participate in Baseball under the auspices of the Junior League are expected to behave in a manner which does not bring disrepute to themselves, the Clubs they represent, or to the Junior League. Any instances of where breaches of the Codes of Behaviour are reported shall result in the matters and persons concerned being called before the Junior League's Judiciary. Penalties for reported incidents of misconduct shall be at the discretion of Junior League Judiciary.

2.05 REPLACEMENT OF INJURED PLAYERS

(The following shall apply to ALL Leagues/Grades)

2.05.1 "RE-ENTRY" RULE

- (a) A team shall be permitted to reintroduce a previously replaced player only when another player from the team is injured and, in the Umpire's opinion, is unable to continue to play and no fresh reserves are available. In such cases, the previously replaced player shall take the injured player's place in the batting line up. An injured player is not permitted to be reintroduced as a previously replaced player. The re-entered player in such a case may only play in the outfield.

2.05.2 "BLOOD BIN" RULE

- (a) Players who are injured and who require treatment to stem the flow of anybody fluids may leave the game without penalty. A courtesy player will be allowed while treatment is carried out. If there are no reserves, a player other than any injured person who has left the game may be used.
- (b) Soiled clothing must be replaced.
- (c) Players who after treatment are unable to return to the game at the completion of one (1) innings from the time the player leaves the field, shall be replaced.

2.05.3 UNCONSCIOUS PLAYER

- (a) If at any time a player or match official losses consciousness for any length of time, an ambulance is to be called and the person is to be taken to hospital for treatment. Players may not able to make clear rational decisions immediately after regaining consciousness and may insist on staying at the ground or even in the game, this is to be ignored and an ambulance called.

Remember we all have a duty of care to those that are entrusted to our care and supervision.

2.06 PLAYER CONDITION NOTIFICATION RULE

- (a) Players and/or parents/guardians shall notify their team coach and club officials of any condition which may affect their playing performance or participation in the sport of baseball. Such conditions may include for example; epilepsy, pregnancy, etc.
- (b) Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.
- (c) The League shall not be held responsible for the players or individual's failure to seek and follow appropriate medical advice.
- (d) Information relating to a player's condition shall be held confidentially but may be used by the League for administrative, insurance, legal or related purpose.
- (e) A player agrees that they shall not contravene medical advice in relation to their continued participation, and when required, shall provide a copy of a medical certificate approving their participation.

2.07 ALCOHOL AND TOBACCO

- (a) No player, coach, manager, assistant manager etc. or an umpire in uniform, shall consume liquor in or near a playing field where a game is in progress or is about to commence.
- (b) A player, coach, manager, assistant manager etc. or an umpire in uniform, participating in a game shall not smoke or chew tobacco whilst on the field of play or surrounding areas including the bench or dugout.
- (c) The use of Tobacco products, Alcohol or Illegal Drugs in any form by Players or Team Officials in the dugout, on the benches or on the playing field area is not permitted.

2.08 SPONSORSHIP SUPPORT

- (a) The Junior League and any participating Teams shall only be sponsored by, or receive any approved financial support from, Organisations/ Firms/ Companies whose activities or products are not detrimental to the welfare of youth.

Specifically, no Organisation/ Firm /Company whose advertising reflects the sale of tobacco products or alcoholic beverages shall be permitted as a sponsor/financial supporter of the Association, or be permitted to display any form of advertising in connection with any Junior game under the auspices of the Junior League.

2.09 ANTI-DISCRIMINATION

- (a) The COMMONWEALTH SEX DISCRIMINATION ACT 1994 and the NSW ANTI DISCRIMINATION ACT 1997 (as amended) particularly SECTION 221 which now includes discrimination on the grounds of sexual harassment in sport have been accepted by the ABF Inc and the NSWBL Inc. These ACTS will be complied with in every way by all members, constituents and officials of the JUNIOR LEAGUE. Any person will not be discriminated against on the grounds of AGE, CLASS, CREED, COLOUR, RACE, RELIGION, SEX OR ANY OTHER STIPULATION made under either ACT.

Reports on any matter of this nature are to be referred immediately to the GWBA Judiciary Chairperson for a fully confidential investigation and adjudication. All interviews, hearings, reports etc., as a result of any investigation will remain confidential at all times. The GWBL President is to be kept informed of any such investigation.

3 REGISTRATION OF CLUBS, TEAMS AND PLAYERS

- (a) Each Club shall register its colours and uniform (including caps) with the Junior League and such colours and uniform must be worn by all Players whilst playing in Competition Games.
- (b) Current Member Clubs within the GWBA Junior Leagues:

Table 1 - CLUB NAMES AND PREFIXES

CLUB NAME	PREFIX	CLUB NAME	PREFIX
Colyton St Clair Chiefs BC	10	Penrith BC	30
Kemps Creek Cougars BC	45	Plumpton BC	80
MacKillop BC	20	St Marys BC	40
West Sydney Boomers BC	60		

- (c) Club Secretaries are required to register their Clubs, particulars about their Club's Executive and Delegates to the Junior League, and Ground Rules pertaining to their Club's playing fields, with the Junior League:
 - on or before the 31st July for the Summer Season Competition,
 - on or before the 28th February for the Winter Season Competition.

- (d) Club Secretaries are to notify the Junior League in writing on the number of teams with the relevant competitions and divisions, no less than five (5) weeks before the scheduled date of the first round of the relevant season.
- (e) Club Secretaries are to supply the Junior League with fully completed team registrations no less than three (3) weeks before the scheduled date of the first round of the relevant competition. These team registrations are to include all information requested by the Junior League relating to each Player, Coach, Manager, Scorer and any other authorised team officials participating in the Junior League's Competition.
- (i) Where Clubs have more than one team entered in the Junior League's Competitions for a particular League / competition level, and they wish to have those teams known by other than the Club's normal name, these must also be specified on the team registrations as per Rule 3(d).
- (ii) Team Registrations shall include:
- The Person's ABF (My Club) Number;
 - The person's Full Name;
 - Date of Birth;
 - Residential address;
 - Email contact detail of individual or parent/guardian;
 - Mobile phone number of individual or parent/guardian;

 - *FOR COACHES:* Accreditation level and expiry date
 - *ALL TEAM OFFICIALS (per Rule 2.01):* Working With Children Check number
- (iii) All Team Coaches/Managers should be provided with information relating to medical conditions that may impact on the players well being during the course of a game (including, but not limited to, allergies that may require specialist help, asthma, etc.) as well as any other details (including any Medical History/Conditions) requiring any special attention in the event of an injury or illness sustained during the progress of a game.
- (iv) Team lists are to be held during the season by Team Officials for their respective Teams.
- (f) Late registrations of Team Players and/or Officials will be accepted up to the commencement of Round 9 of the Competition, provided that the persons concerned are registered with their Clubs and the correct proofs and clearances have been verified with the Junior League before they are allowed to participate in any games.
- (i) Any Club seeking to register players after the cut-off for late registrations must seek written exemption from the Management Committee of the Greater Western Baseball Association, outlining the reason for the late registration.

NOTE: In determining whether or not any late registrations are accepted by the Management Committee, consideration should be given to the impact on the team, with all efforts to ensure that a minimum number of players of appropriate ability are registered.

- (g) Failure to register a Team Player or Official with the Junior League shall result in the forfeit of games by any team found to have been at fault and whilst such persons remain unregistered.
- (h) No Team Player or Official shall be associated with more than one Club or Team in the Junior League's competition unless they are granted permission by the Greater Western Baseball Association's Executive.
- (i) Player/Team Registration Fees shall be set by the Greater Western Baseball Association's Executive prior to the start of the Competitive Season and MUST be paid by Clubs by the due date advised.

- (j) A player, coach or manager who transfers from one Club to another must secure a clearance from his/her original Club stating that he/she has cleared all obligations to that Club – the Club to which he/she transfers may register him/her without receiving a clearance and he/she may participate in games with that Club provided that if no clearance is granted, each game in which he/she has participated shall be debited as a forfeit. Further, the person will automatically be ineligible to play in subsequent games equal in number to the games he/she participated in whilst ineligible.

3.01 FINALS ELIGIBILITY

- (i) To be eligible to play in the Junior Competition Final Series, all players must have competed in a minimum of 60% of the games for which they were registered, AND, must have played in a minimum of three (3) of the final five (5) games of the season.
- (ii) For the purpose of these rules, any game declared a NO GAME shall not count towards the total, all other results count as eligible games.

4 JUNIOR LEAGUE REPRESENTATIVES

- (a) Any player who changes clubs within the Greater Western Baseball Association Inc competition **WILL NOT** be eligible for selection into any GWBA Representative team for a period of 12 months.
- (b) Players who believe they have extenuating circumstances may apply for an exemption, which will be determined by one delegate each from three Member Clubs (excluding the Clubs the person is leaving or moving to), as well as at least one Executive Member of the GWBA.
 - (i) All representative players must play in GWBA Junior Competition and the correct / corresponding League.
 - (ii) Players who trial successfully and are chosen to represent GWBA in any Representative Squad will be required to make a substantial commitment to playing and training.
 - (iii) If a player is selected in any GWBA Representative Squad and does not satisfactorily fulfil the required playing and training commitments, that player will not be invited to trial or be considered for selection in any GWBA Representative Squads for the following season.
- (c) Exceptions may be made by the Junior League's Executive Committee only in the event of serious injury or extraordinary circumstances.

5 COACHES AND MANAGERS

NOTE: For the purposes of the Junior league's Rules.

Coaches shall be persons appointed by Clubs to be responsible for the actions of their teams on the field and for communications with Umpires and opposing teams whilst on the field or from the dugout. Where more than one Coach is appointed in control of a team, one shall be designated the "Head Coach" and others as "Assistant Coaches".

Managers (also Executive Officers) shall be persons appointed by Clubs to perform duties such as, but not limited to, assisting Coaches in the organising of teams on game day and who shall normally operate from the dugout during games.

- (a) **ACCREDITATION**
 - (i) All Coaches of teams playing in the Tee-Ball Competitions must have attained, as a minimum, a Level 1 Coaching Certificate in the sport of Baseball.

- (ii) The head coach of all teams competing in live ball games (Rookies through to Senior League) in the Junior League competitions must have attained as a minimum, a level 2 Coaching Accreditation in the sport of Baseball.
 - (iii) There must be an Accredited Coach in charge of all teams during competition games, and must sign off on the result sheet.
- (b) *NOTE: It is expected that all Assistant Coaches should hold, or seek to obtain at least a Level 1 Coaching Accreditation in the sport of baseball.*
- (c) *All Assistant Coaches are to complete the General Principles of Coaching course facilitated by the Australian Sports Commission. This is a free online course and is part of the prerequisite of all Coaching Accreditations in the sport of baseball.*
To complete the course, visit: <https://learning.ausport.gov.au/auth/login/?returnUrl=%2F#>
- (i) Coaches of any of the GWBA Representative or Development Squads must have attained, as a minimum, a Level 2 Coaching Accreditation in the sport of Baseball, and the Head Coach of each team or squad must have attained a Level 3 Coaching Accreditation in the sport of Baseball.
 - (d) All Team Coaches or Managers must be either in full uniform or neatly dressed, and must wear covered shoes.
 - (e) With the exception of TeeBall Leagues (**Rule 14.05(a)**), no Coach or Manager shall be permitted to enter the field of play without requesting "TIME" to be called and until the Umpire actually calls "TIME".
 - (f) No Coach or Manager shall interfere with, or physically assist, any players whilst play is in progress.
 - (g) Persons acting as Base Coaches during a team's offensive innings shall include at least one (1) Accredited Coach
 - (h) With the operating of both the Junior League's Competition and the Junior League's Representative Squads during the course of the Season, Club and Representative Coaches shall co-operate with regard to the use of Players who will be involved in games in both areas of activity, whether they be over consecutive days or other time frames. The safety, rest and fitness of all Junior Representative Players (including All Stars) shall take priority on those occasions and Rules 16.03, especially 16.03(i) through to and including 16.03(l) shall be adhered to at all times.

6 SCORERS/BAT PERSONS

- (a) Clubs are encouraged to use experienced and suitably accredited Scorers whenever possible for their teams.

The minimum age for Scorers shall be fourteen (14) years of age.
- (b) Scorers of both teams shall be required to sit together during games and to hand Result Sheets to Umpires and Coaches for their checking and signing at the conclusion of games
- (c) Bat persons must be aware of the games' dangers by the team's coach, wear suitable protective equipment including two eared batting helmet and protector at all times whilst on the field of play and be aged ten (10) years or older.

7 UMPIRES

- (a) Accredited Umpires should be used by Clubs to officiate at all games wherever possible during the Regular Season.

- (i) The Junior League shall appoint Umpires for the Finals Series where possible.
- (ii) If accredited Umpires are unavailable, Umpires **MUST** be provided by the "Home" and "Away" Teams as listed on the Competition Draw. The "Home" Team shall provide the Chief Umpire and the "Away" Team shall provide a Field Umpire.

This Rule MUST NOT be used as a means of claiming a "forfeit". Where an Umpire appointed by either team does not appear, a suitable replacement can be used subject to the conditions of Rule 7(b) below.

- (b) The Chief Umpire, whether officiating alone or together with one or more Field Umpires, must call games from behind the Catcher where practical. Field Umpires may take any position on the playing field best suited to the making of decisions which are not reserved to the Chief Umpire.
- (c) The minimum age for Umpires to officiate at games shall be as follows, with the proviso that no Junior Player can umpire any game in their own current League:
 - (i) **Tee Ball and Machine Ball = 12 years**
 - (ii) **Little League (Minors and Majors) = 14 years**
 - (iii) **Junior and Senior League = 16 years**
- (d) Any junior-aged person umpiring a game **MUST** have an adult person to assist in the umpiring of the game.
- (e) Any game played with an underage umpire per Rule 7(c) will be considered as a no game and no points will be awarded to either team. The home team (team listed first on the draw) may be fined for failing to provide an umpire of legal age.
- (f) If for any reason no umpire is available to officiate in any game within 15 minutes of the scheduled start time, the game shall be re-scheduled by the Junior League to be played at the earliest possible opportunity.
 - (i) Should the home team fail to appoint a suitable umpire on the 2nd attempt to play the game, then they shall forfeit the game.

8 COMPETITION STRUCTURE

- (a) The Junior League shall conduct its Junior Competition in the form of LEAGUES for Players whose ages range from five (5) years to seventeen (17) years.
- (b) Each League shall be composed of four (4) or more Teams.
- (c) **INTER-DIVISIONAL COMPETITIONS:** In situations where the Management Committee, in consultation through the Member Clubs, determines that there exists two distinct groups of differing levels of abilities, and, there are not enough teams within that competition to form two separate divisions (generally less than eight teams in total), an inter-divisional series may be established.
 - (i) For Inter-Divisional Competitions, all teams should be scheduled to play each of their opposition teams at least twice (scheduled home and away), with the balance of games to be scheduled against the teams of their own abilities as evenly as possible.
 - (ii) Teams shall be split for the purpose of finals based upon the original assessment of which division they would have been entered for, with all wins / losses, and runs scored for / against, recorded and counted towards each division's Championship.

NOTE: Teams should be shown in separate divisional competition standings throughout the seasons

8.01 AGE GROUPS

- (a) Age, for League purposes, means "League Age", which is that age attained by a Player prior to, or on, the 31st December in the year the competition begins (or 30th April in the year the competition finishes for Little League Majors, Junior and Senior Leagues).
 - (i) Age Groups for each of the Leagues in the Junior Competition shall be as follows:

7s LEAGUE _____	4, 5 and 6 years old
8s LEAGUE _____	5, 6 and 7 years old
9s LEAGUE _____	6, 7 and 8 years old
ROOKIES LEAGUE _____	7, 8 and 9 years old
LITTLE LEAGUE (Minors) _____	9, 10 and 11 years old
LITTLE LEAGUE (Majors) _____	9, 10, 11 and 12 years old
JUNIOR LEAGUE _____	12, 13 and 14 years old
SENIOR LEAGUE _____	14, 14, 15 and 16 years old
 - (ii) These age groups shall be outlined by a competition age matrix prior to the start of each season. This matrix should be appended to these rules.
- (b) Exemptions from the "League Age" criteria may be granted only upon application to, and with the approval of the Junior League's Executive.

8.02 MODES OF PLAY

- (a) The Junior League's Competition shall be played as follows:

7s LEAGUE	Tee Ball
8s LEAGUE	Tee Ball
9s LEAGUE	Tee Ball
ROOKIES LEAGUE	Zooka Machine Pitched (Live Ball)
LITTLE LEAGUES Minors	Player Pitched (Live Ball)
LITTLE LEAGUES Majors	Player Pitched (Live Ball)
JUNIOR LEAGUE	Player Pitched (Live Ball)
SENIOR LEAGUE	Player Pitched (Live Ball)

8.03 LENGTH OF GAMES

- (a) Games played during the JUNIOR LEAGUE's "Regular Season" shall be subject to "Time" and "Innings" limits, whichever occurs first, as set out below:

Table 2 - LENGTH OF GAMES

Competition	Regulation Game		Minimum Game	
	Time	Innings	Time	Innings
7s League	1 hour	6	45 minutes	4
8s League	1 hour	6	45 minutes	4
9s League	1 hour 15 minutes	6	45 minutes	4
Rookie League	1 hour 30 minutes	6	45 minutes	4
Little League Minors	1 hour 45 minutes	6	1 hour	4
Little League Majors	1 hour 45 minutes	6	1 hour	4
Junior League	2 hours	7	1 hour	5
Senior League	2 hours	7	1 hour	5

- (b) If any Game is "called" for any reason, the legally completed game time shall be from the Scheduled Starting Time on the Competition Draw.

- (c) All games must finish within the time set down as listed in the **Table 2** above. Time taken is from the Scheduled Starting Time on the Competition Draw. In the event of a team failing to appear at the ground or in the precincts thereof, failing to commence play within fifteen (15) minutes of the time scheduled, and failing or refusing to proceed when directed by the umpire to do so, the opposing team shall be awarded the game.
- (d) **EXCEPTIONS:**
- (i) For all competition games, once the top of an innings has commenced the bottom is to be played if required. During regular competition games, scores level at the completion of the final innings shall stand as a draw.
- For FINAL SERIES, a clear result shall be required – see **Rule 11.03(e)**.
- (ii) No Top of any Innings shall start with ten (10) minutes or less time remaining to the Scheduled Finishing Time of games for Teeball, or with less than fifteen (15) minutes remaining for Live Ball games.
- (iii) For all games, the Batter in the box at the Scheduled Finishing Time is to complete their time at bat.
- (iv) If the final innings, after all allowable extensions have been played per **Rule 11.03(e)**, is incomplete (being where the team batting in the bottom of the innings is not in front or has not had all three (3) outs completed) when "time and game" is called, then the final score shall revert back to the score as at the end of the previous innings, unless the scores are level at that time, at which point the result is a draw.
- (v) Under no circumstances shall any temporary suspension of the game cause that game to go beyond the Scheduled Finishing Time
- (vi) Any team unable to play for any reason other than ground fitness or washout shall forfeit.
- (e) All Timed games may continue past their scheduled finishing time in order to complete an innings that has already commenced only if necessary to obtain a result. In such cases the game will finish on the first to occur of the following:
- (i) The completion of the innings (all 6 outs have been completed);
- (ii) When the team batting in the bottom of the innings scores a winning run;
- (iii) The batter who is in the batting box at (15) minutes past the scheduled finishing time completes his/her turn at bat.
- (f) If after five (5) or more complete innings one team is leading by ten (10) runs or more, time and game MUST be called.

8.04 PLAYING FIELD DIMENSIONS

- (a) The Junior League Competitions shall be played in accordance with the following dimensions:
NOTE: Distances shall be as measured from the rear point of home plate.

Table 3 - PLAYING FIELD DIMENSIONS

COMPETITION	PITCHING PLATE	BASE PATHS	HOME RUN BOUNDARY		"FAIR BALL" RADIUS
			<i>at foul lines</i>	<i>at centre field</i>	
7s League	45 feet	50 feet	150 feet	200 feet	10 feet
8s League	45 feet	60 feet	150 feet	200 feet	10 feet
9s League	45 feet	60 feet	150 feet	200 feet	10 feet
Rookie League	46 feet	60 feet	200 feet	250 feet	n/a
Little League Minors	46 feet	60 feet	200 feet	250 feet	n/a
Little League Majors	46 feet	60 feet	200 feet	250 feet	n/a
Junior League	54 feet, 6 inches	80 feet	300 feet	350 feet	n/a
Senior League	60 feet, 6 inches	90 feet	300 feet	350 feet	n/a

- (b) The Home Club hosting games at its Ground shall be responsible for the correct marking of the playing fields and the providing and laying out of all bases.
- (c) Home Run Boundaries MUST be clearly marked on all fields where games are scheduled and be visible to Umpires who are officiating at the games. Boundaries must not overlap other playing fields.
- (d) Any adjustments to the Home Run Boundaries at Club Grounds MUST be notified to the Junior League and stated in the Ground Rules of the Club concerned.
- (e) For the 7s, 8s and 9s Leagues an arc of ten (10) feet in radius from the back of the Home Plate shall be marked in Fair Territory and shall be known as the "Fair Ball Radius".
- (f) Grounds (For Tee-Ball) on open grounds a field limit line should be drawn parallel to and 25-30' outside the Home/third base line. The player's benches shall be outside this area. The ball is dead beyond the limits of the playing field.

8.05 TEAMS

- (a) Each live ball age group will be graded according to ability if sufficient numbers of teams are registered in the age group. Clubs are strongly advised to grade their teams accordingly. Any representative player should be registered to play in the clubs highest graded team in the correct age group.
- (b) Each Team in a Junior League shall consist of not more than fourteen (14) players nor less than nine (9) Players. All Players in teams must be registered with the Junior League, as well as all Coaches, Managers, Scorers and any other persons appointed by Clubs to work with teams in training and/or game situations during the current season as per Rule 3(e).
- (c) No Team shall participate in a scheduled game with less than seven (7) of its registered players present and available to play from the SAME team. A team can only continue to participate in a scheduled game while it maintains a minimum of seven (7) of its registered players playing in the entire game.
 - (i) If due to injury etc the team's line-up is reduced to less than seven (7) of it registered players, the game shall be stopped by the umpire and a forfeit is declared.

Coaches are reminded of their duty of care to their players; under no circumstance is an injured or sick player to be kept in a game to ensure the team maintains seven (7) registered team members in the game.

- (d) Opposition teams **may** provide substitute fielders if requested, to ensure that there is always nine (9) fielders on the field. The decision to lend up to 2 players is to be made at the plate meeting prior to the game. Once agreed to, the team lending players cannot withdraw the offer during the course of the game. It is not compulsory to lend players, and it should not be expected by the team with fewer than 9 players. If players are not lent then the team with fewer than 9 players will field short.

- (e) Teams are permitted to borrow players from within the Junior Competition, provided the following criteria are met:
- (i) Players must fit the Age Matrix of the Competition they are playing in.
 - (ii) Players cannot 'Play Down' from any higher level competition, nor can they come from another team in the same League/Division AND the same Club as the team borrowing the player, regardless of whether they fit the appropriate age matrix.
- (f) *In the case of the 7s' Junior League where Clubs which have more than one (1) team in that League may transfer up to two (2) players between teams to make up team numbers. However, the teams concerned MUST still have seven (7) of their original Registered Players to take the field.*
- (g) The same player may be borrowed by the same team up to three (3) times.
- Once this player has reached this threshold, any subsequent games would render that player illegal and the result would be a forfeiture of the game by the offending team.*
- (h) Borrowed players cannot be used as either Pitcher or Catcher in the game they are being borrowed into.
- (i) A borrowed player must be listed on the original line-up, but shall only be classified as a borrowed player once they complete either one (1) plate appearance, or are in any defensive position for any pitch of the game.
- (j) Where a team has nine (9) or more of its own players available to play in any given game, the borrowed player will not be subject to the requirements outlined in **Rule 2.02**, regarding player participation. However, all original team members shall be required to comply with participation thresholds.
- (k) Teams unable to field a full line up of nine (9) players from their own club on a regular basis may be asked by the Junior League Executive to show good reason why this team should not be de-registered.

9 PLAYING EQUIPMENT

9.01 BASEBALLS

- (a) All baseballs for Junior League Competition games shall be purchased from the Junior League and both sides in a game shall each be required to provide an approved ball (as per **Table 4**) to the Umpire to be used in play. If either of these 2 balls are lost or damaged, it will be the responsibility of the home team to provide replacement approved balls to the Umpire to be used in play.

Table 4 - APPROVED BALLS

COMPETITION	APPROVED BALL
7s League	8.5" RIB (Reduced Injury Ball)
8s League	8.5" RIB (Reduced Injury Ball)
9s League	8.5" RIB (Reduced Injury Ball)
Rookie League	8.5" RIB (Reduced Injury Ball)
Little League Minors	8.5" RIB (Reduced Injury Ball)
Little League Majors	9" hard baseball
Junior League	9" hard baseball
Senior League	9" hard baseball

9.02 BATS

- (a) All bats MUST conform to the sport of Baseball. Any differing bats must have the prior approval of the Junior League Executive for them to be used in games.
- (i) Bats for the Tee Ball, Machine Ball and 12s Leagues shall be a maximum 2 1/4 inches in diameter and 31 inches in length and a differential of no more than minus eleven (-11). Bats for 14s & 17's League shall be a maximum of 2 3/4 inches in diameter and 34 inches in length. The maximum differential for bats of 2 1/4 inches in diameter or less shall be a factor of minus ten (12). For bats greater than 2 1/4 inches diameter, the maximum differential shall be a factor of minus eight (9) in the 14's league & minus five (5) for 17's league. (See Table 5)

Differential is the overall difference between the length and weight of the bat. I.e. 32 inches long and weight 27 ozs - differential of minus 5.

Table 5 - BAT SIZINGS

COMPETITION	Maximum diameter	Maximum length	Maximum differential if 2 1/4	Maximum differential if more than 2 1/4
Little Leagues	2 1/4	31 inches	-12	n/a
Junior Leagues	2 3/4	32 inches	-12	-9
Senior Leagues	2 3/4	34 inches	-10	-5

- (ii) Batting Helmets "Double Eared" batting helmets MUST be worn in all Leagues by Players while they are batting and/or running the bases, and if required to act as Base Coaches.

9.03 BATTING TEES:

- (a) All "Batting Tees" used in Tee Ball and other relevant games, MUST be adjustable and allow for easy removal during any plays made at Home Plate. The safety of Players should be considered as the basis for the design of, and materials used in the construction of any Tees.

9.04 PITCHING MACHINES:

- (a) all machine equipment to be used for Zooka Machine Ball (Rookies) League play MUST be approved by the Junior League Executive before they are used in any Competition games.

9.05 CATCHER'S GEAR

- (a) For Tee Ball Leagues, Catchers MUST wear a Batting Helmet for protection while fielding in that position.
- (b) For Zooka Machine Ball and Live Ball Leagues, a Catcher's Mask, Helmet, Chest Protector and Leg Guards MUST be worn by all Catchers while fielding in that position.

All Catchers' Masks MUST have a protective throat guard or a suitable extension which provides protection to the throat area (including on "hockey" styled masks).

- (c) For Live Ball Leagues, any person serving as a Catcher to warm up a Pitcher the Catcher shall be required to wear the regulation Mask and Helmet, whether the Pitcher is warming up on the mound, in the bullpen or elsewhere.

9.06 OTHER PROTECTIVE GEAR

- (a) Shin Protectors are recommended for all Players in the Tee Ball Leagues.
- (b) Protector/Athletic Cups are required to be worn by all Male Players. They are also recommended for Female Players.

9.07 SHOES/BOOTS/CLEATS

- (a) **Senior League Only:** Players in the Senior League competition shall be allowed to wear metal cleated baseball shoes/boots.
- (b) **No players in any other Junior Competition League** shall be permitted to wear footwear with metal or screw-in studs/cleats of any material. ONLY moulded cleats or one-piece rubber soled shoes or boots are permitted.

9.08 BASES

- (a) Home plate in Little League Minor, and any lower graded competition in these age groups, shall use a 19" wide plate (as compared to a regulation home plate which is 17" wide) to increase the number of strikes thrown and to encourage batters to use their bats more often.
- (b) The use of breakaway Hollywood style bases is mandatory in all junior competitions conducted by GWBA.

- 9.09** Only approved equipment is to be used in games. If any items are found not to conform, they shall not be permitted to be used and MUST be removed whenever the situation comes to light. If, after they have been warned, any Player or Team continues to use equipment which does not conform to the Junior League's Rules, the Umpire shall remove the offending Player or Coach from the game. Where, after such action, a team continues to disregard an Umpire's warning, "TIME" shall be called and the game shall be awarded "9-0" to the opposition.

10 COMPETITION DRAWS

- (a) A competition draw shall be completed by the Junior League Coordinator.
- (b) Competition in all Leagues shall be organised so that each Team shall be drawn to play each other an equal number of times. Should it not be possible to arrange the same number of games between teams within the Regular Season any games which fall outside those requirements shall still be official games. *Providing sufficient Teams are available (generally a minimum of groups of four teams), teams may be split into multiple divisions based upon levels of abilities.*

10.01 REGULAR SEASON GAMES (HOME AND AWAY)

- (a) For games in the REGULAR SEASON the team nominated first on the draw shall be the "Home Team" and shall field first.
- (b) There may be instances where Club Teams are listed as either "Home" at a field different to their regular fields, or "Away" at their regular home fields. These nominations are to be adhered to as they are designed to ensure equal share of games in the home and away positions.

10.02 FINAL SERIES (HOME AND AWAY)

- (a) For the FINALS SERIES:
 - (i) In a two (2) Team ("Best of 3 Games") Playoff, the team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Games 1 and 3.
 - (ii) For all other Playoffs, the team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Semi-Final and Preliminary Final games. The team first into the Grand Final shall be the "Home Team" for that game.
 - (iii) Final Series games are to be played at the field of the "Home Team", where available.
- (b) *All Minor Premiers should be given preference for a home Semi Final, where ground availability prevents lower finishing teams to host their home team in finals, the field of the Minor Premiers should be investigated, then the home field of the away team, finally any other suitable location.*

- (i) The Grand Final of the Senior League (17's) division 1, shall be played at the ground where the Junior presentation is to be held, subject to a suitable diamond being available for the purpose.
- (c) *The location of the Greater Western Baseball Association's Junior Presentation should be determined by the Management Committee in conjunction with the Member Delegates no later than five weeks before the Final Series. The allocation should be based upon sharing this opportunity around all Member Clubs, but consideration given regarding suitability of grounds and Member Clubs with teams competing in the Senior League.*

10.03 WEATHER CONDITIONS/ RESCHEDULED GAMES

- (a) Club Secretaries ONLY are to ring the Junior Competition Secretary Ph 0431 446 474 (or another person nominated at the commencement of the Season) to establish if, due to wet weather, games are to be played. Team Officials are to contact their own Club Secretaries.
- (b) Club Secretaries ONLY are to ring the Junior League Secretary to advise of any closure of their Club's Ground due to wet weather. Such advice from Club Secretaries is to be received at the latest by **8.00pm** on the evening prior to the day when games are scheduled to be played at their Club's Ground (**see note below**). Should no advice be decided on the day of play by the authorities controlling the Ground, or by the Coaches of both teams, or in the event of the Coaches disagreeing, by the Chief Umpire, in that order.

(c) WASHOUTS

- (i) Where, during the Regular Season, any games are postponed in their entirety due to weather conditions (including but not restricted to extreme heat, rain, lightning etc) or other extreme circumstances, or any are played but abandoned without the minimum allowable time under **Rule 8.03 - Table 2** having been completed, they shall not be required to be replayed. Any game that does get played during a wet weekends etc, will count as a game played and the result will be recorded accordingly.

NOTE: *Where games do not proceed due to conditions as per **Rule 10.03(c)(i)** above, the coaches of the respective teams may attempt to replay the game at a time and place convenient to both teams. If no replay is arranged within two weeks of the scheduled game, then no further attempt to play or complete the game shall be made. **Coaches are under NO obligation to replay the game**, however, the best interests of the sport and players should be paramount. All replayed game results shall count as official results.*

Once Coaches reach an agreement, the scheduled replay must be advised to the Junior Competition Secretary - teams not available to play once an agreement has been made, shall forfeit the game with the win being awarded to the other team nine (9) runs to zero (0).

- (ii) Once an appeal has been made against poor light, the fitness of the light for play shall be in the hands of the Umpire in Chief for decision. The Umpire's judgement to call "game" shall be final. An appeal may not be made with regard to this decision.
- (d) Club Secretaries shall be notified by the Junior League Competition Secretary of any games to be replayed. Any team which fails to abide by the decision to replay any rescheduled game shall be deemed to have forfeited the game and the Club concerned shall incur a fine.
- (e) The following shall apply to any Finals Series games which are affected by weather conditions.
 - (i) If a SEMI-FINAL (OR GAME 1 OF A "BEST OF 3" PLAYOFF) is declared washed-out, Under 8s, 9s, 10s are to be replayed where possible on or before the Friday immediately following the semi-final. Under 12s, 14s, 17s are to be replayed where possible on or before the Tuesday immediately following the semi-final. If the game is unable to be played, the team which finished highest on the Competition Table shall be declared the winner. In the case of a "best of three" playoff, no result will be recorded, and the finals will be decided as a best of 2 games.

- (ii) Preliminary FINAL (OR GAME 2 OF A "BEST OF 3" PLAYOFF) is declared washed-out, Under 8s, 9s, 10s are to be replayed where possible on or before the Friday immediately following the final. Under 12s, 14s, 17s are to be replayed where possible on or before the Tuesday immediately following the final

If both Games 1 and 2 of a "Best of 3" Playoff are washed-out, the premiership will be decided by the result of a "Grand Final".

- (f) If the GRAND FINAL is declared washed-out, ALL GAMES are to be replayed where possible on or before the Saturday immediately following the grand-final .If this game cannot be played the team first into the Grand Final shall be declared the winner.
- (g) *(If a "Best of 3" Playoff rests tied after Games 1 and 2 and Game 3 is washed-out, the team which finished highest on the Competition Table at the end of the regular season shall be declared the winner).*

11 COMPETITION CHAMPIONSHIPS

11.01 GAME RESULTS

- (a) Results for games in the Junior League's Competitions shall be recorded as follows:

Team winning outright	Win
Team losing outright	Loss
Drawn Game	Half Win / Half Loss
Team winning by forfeit	9-0 Win
Team losing by forfeit	0-9 Loss

- (b) It is the responsibility of the WINNING TEAM to notify the Junior League of the results of all games and the HOME TEAM to submit completed Result Sheets as prescribed and required by the Junior League.

RESULT SHEETS MUST ALSO BE FILLED IN FOR ANY FORFEITED GAMES AND ARE TO BE SUBMITTED.

- (c) All results will need to be texted or phoned through to the GWBA Secretary (**PH: 0431 446 474**) by **1.00pm game day**. This should enable results and standings to be published by Sunday night each week. The penalty for not meeting this requirement will be loss of the win. The win will not be allocated to the losing team but runs for and against will be allocated as per the result of the game. In the case of a draw, both teams **MUST** text or phone through their results.
- (d) Clubs must forward a digital copy of their result sheet / score book to results@gwba.com.au by 8:30pm on the Monday following the game on the Saturday, or within 48 hours of any other scheduled game. This can also be sent via MMS to the phone number listed in **Rule 11.01(c) above**.
- (i) Result sheets are to be completed and submitted for forfeited games listing the available players.
- (ii) Any Club which fails to submit, or forwards incomplete or incorrect result sheets for any of its teams, will incur a fine of \$ 2.00 per error up to a maximum of \$50.00 per sheet, from the Junior League for each and every instance.
- (iii) The team will also forfeit points if result sheets not submitted within 14 days. The head coach will be suspended if sheets not submitted within 21 days and will remain suspended until the result sheet is handed in.
- (e) If the sheet is lost the coaches' suspension will stand and the score books from both teams will be submitted to the GWJBL competition secretary for review.

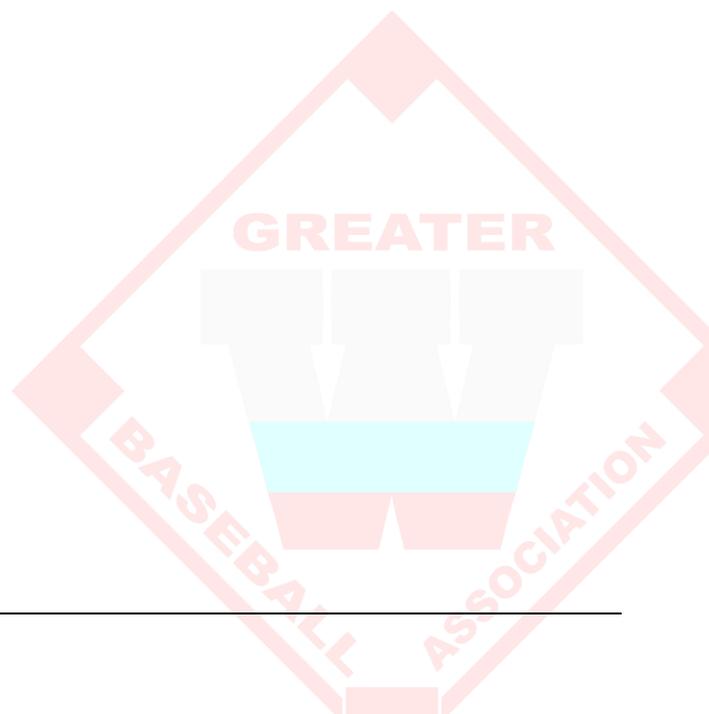
11.02 COMPETITION TABLES

13.02 DESIGNATED HITTER

- (a) The use of "Designated Hitters" shall **NOT** be allowed in any of the **Junior Leagues**.

13.03 THROWN BATS

- (a) Batters are NOT permitted to sling or throw their bats. If, in the Umpire's judgement, a Batter slings or throws the bat in a dangerous manner, the ball shall be declared "DEAD" and the Batter is to be warned. If the Batter again slings or throws the bat during the game, the Batter shall be called "OUT".
- (b) Batters shall advance in the direction of First Base on having hit a fair ball or on being awarded that Base by the Umpire.



14 SPECIAL PLAYING RULES FOR TEE BALL (7S, 8S AND 9S LEAGUES)**14.01 TEAM LINE UPS**

- (a) A team's line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line-up to bat.
- (b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game.
- (c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game.

14.02 "BATTING TEES"

- (a) Batting Tees to be used in Tee Ball games are to be positioned such that the back foot (or base) of the Tee shall be in contact with the front edge of the Home Plate and the stem of the Tee is perpendicular and as close as possible to the Home Plate.
- (b) Batting Tees may be adjusted for each Batter as they assume their batting stance, providing that "TIME" has been called first.
- (c) Tees are to be removed by Umpires from the Home Plate area during any plays and returned there once "TIME" has been called.

14.03 BATTERS

- (a) When the Umpire calls "Batter Up", the ball is on the Tee, all defensive players are alert and ready, the tee has been adjusted as required by the Batter, and the Batter has taken his/her stance in the batting box, the Umpire shall call "PLAY" or "PLAY BALL".
 - (i) After the Batter takes his/her stance and addressed the ball on the Tee; no repositioning of the back foot is permitted such as to hit the ball in an appreciably different direction. (Front foot movement is permitted) *Penalty - "Foul Strike" is called against the Batter or the defence may elect to allow the play to stand. If the play is chosen, only forced runners shall advance and only by the same number of bases as the Batter.*
 - (ii) Practice or levelling swings are not permitted once the Umpire has called for the Batter to play at the ball. Any practice or levelling swings attempted after the call to play shall be called strikes against the Batter.
- (b) Batters MUST swing at the ball on the Tee with a full forceful swing. No bunting or "soft" swings are allowed. The ball must be hit out of the "Fair Ball Radius" - if it rolls back in, it is a "Foul"; if it lands and stops on the radius line, it is "Fair".
 - (i) If, in the Umpire's judgement, the batter has bunted or attempted to bunt the ball, a strike shall be called and the batter given a warning. If a batter is caught bunting or attempting to bunt after receiving a warning, that batter shall be called "OUT".
 - (ii) If, in the Umpire's judgement, the Batter has taken a full and forceful swing, and in no way attempted to bunt, but makes contact and hits the ball on the Tee, the ball is in play if in fair territory.
- (c) The Batter shall be OUT:
 - (i) **7s LEAGUE:** if he/she fails to hit fair after 5 swings at the ball on the Tee;

- (ii) **8s and 9s LEAGUES:** if he/she has three (3) strikes called. A foul is a strike except on the third (3rd) strike. A player will be allowed five (5) fouls before being given out.

14.04 FIELDERS

- (a) After the Batter takes his/her stance and addresses the ball on the Tee, no substantial repositioning of fielders is permitted.

Penalty - The Umpire may advance the lead Runner one (1) base for infringement after warning the defensive team.

- (b) Fielders may be positioned anywhere in fair territory but not within 45 feet of the Home Plate, except for the Catcher. No player other than the Catcher may stand in foul territory until the ball is hit.

- (i) Fielders shall be prevented from being placed upon the direct path between each of the bases. The umpire shall not call "Play" whilst fielders are standing on this path, and shall provide a warning for repeat offenses.

Penalty - The Umpire may advance the lead Runner one (1) base for infringement after warning the defensive team.

- (c) The Pitcher **MUST** have both feet in contact with the Pitching Rubber until the ball is hit.

- (i) Where a pitcher leaves his/her position early and has no involvement with the play, the play shall stand. If the pitcher leaves his/her position early and has direct involvement in the play, the batter shall be awarded first base, and all runners forced to advance shall advance.

- (d) The Catcher must be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball is hit. All Catchers in Tee Ball Leagues **MUST** wear a Batting Helmet as protective headwear.

- (e) Players may not spend more than two consecutive innings in the outfield.

14.05 THE COACH/MANAGER

- (a) In the 7s and 8s LEAGUES ONLY: up to 2 Coaches/Managers may be positioned in the area of the Outfield, and behind and away from outfield players, during their team's Defensive Innings. They may only instruct their team's players and **MUST NOT** touch any ball which is "live" and in play, nor interfere with any play in progress.

- (i) If a Coach/Manager interferes with a LIVE ball, all runners shall advance two bases from the last base legally touched.

14.06 BASE RUNNING

- (a) A Batter-runner heading to First Base shall not be allowed to be 'tagged' out.
- (b) Any play at First Base must be made by the First Baseman only - any other fielders shall be required to throw the ball to the First Baseman for the out to count.
- (c) Any play at Home Plate must be made by the Catcher only - any other fielders shall be required to throw the ball to the Catcher for the out to count.
- (d) Once a runner commits to running to a base, they are to be treated as a 'forced play'. Umpires' discretion may be used, however, where a player has advanced beyond a base by at least one-third of the base distance the rule shall be implemented regardless.
- (e) COLLISION RULES shall apply as per **Rule 2.03**.

(f) RUNNING ON INFIELD HITS

- (i) **7s, 8s and 9's LEAGUES** On an infield hit players may only advance one base.

(g) RUNNING ON OUTFIELD HITS

- (i) **7s LEAGUES** - on an outfield hit, runners may not advance beyond the bag they are heading to once any player has possession of the ball.
- (ii) **8s and 9s LEAGUES** - on an outfield hit, runners may not advance beyond the bag they are heading to once the ball has been thrown back to the infield and a defensive player has possession of the ball.
- (h) After the Batter/Runner has reached first base safely, runners may not continually advance on overthrows. If they are proceeding to a base and an overthrow occurs, they may pass that base and try for one more base only. If the ball is overthrown again (i.e. two (2) wild throws in one turn at bat) the ball is "dead" and the Umpire shall call "time".
- (i) No Runner shall be permitted to leave a base before the ball is hit. The Umpire shall not call "Play" until ALL Runners are in contact with their bases. If, after a warning is given by the Umpire to a Runner for an infringement of this Rule, the Runner once again is caught leaving a base early, the Runner shall be given "OUT".

14.07 "INFIELD FLY"

- (a) The "Infield Fly Rule" shall NOT apply in the Tee Ball Leagues.

14.08 "TIME" RULE

- (a) The Umpire shall call "TIME" when he/she sees no further play is imminent - that is, the defence attempts no further play and the ball is in the secure possession of an infielder in or adjacent to the diamond.
- (b) If the lines defining the diamond are not marked, then the Umpire will judge as to the approximate confines of the diamond on any play.

14.09 COMPLETION OF AN INNING

- (a) The inning shall be complete once three (3) outs are recorded, or nine (9) batters have completed their plate appearances.
- (b) There shall be NO "stacking of bases" under any circumstances. Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the Junior league Executive.

15 SPECIAL PLAYING RULES FOR ZOOKA MACHINE BALL (ROOKIES LEAGUE)**15.01 PRELIMINARY INFORMATION****(a) The Game**

The Umpire Calls "Play" the Pitcher takes a step forward to place the match ball in the mouth of the Zooka, he/she then steps back to his plate. The ball passes the electronic eye, Zooka activates and starts to operate "5 seconds", after three synchronized beeps and bright LED flashes, which allow the batter, get their timing it pitches a strike.

(b) Warm Up Prior To Game

It is recommended each team is to have 10.00 minutes hitting practice prior to the game commencing. This will start with the away team first, then ending with the home team, who will remain on the diamond to field first. This of course relies on the Zooka being setup and ready to go 20 minutes prior to game time.

(c) Zooka Machine

Be sure to familiarise yourselves with the error messages.

If the machine will not operate, check for battery charge.

Another common problem is the cup has moved down the barrel, lodging across the sensors and stopping the machine.

Make sure the machine is off and get someone with a small arm to push the cup back down the barrel as far as it will go, then restart the machine.

15.02 TEAM LINE-UPS

(a) A team's line up in a game must include all of its players who are present and available to play. While only nine (9) players may field at any one time, all available players up to 12 in number must be included in the line up to bat.

(b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game except when re-entering to replace an injured player as per **Rule 2.05**.

(c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game.

(d) All Changes for Catchers must be reported to both the Chief Umpire and Scorers for both teams.

(e) The first nine (9) players on the line up must be the nine (9) players to take the diamond as the fielding team.

15.03 MACHINES

(a) The Home team or the Junior League is to provide the Zooka machine. Please ensure the machines are recharged after each use.

(b) The Zooka is set 6 feet in front of the Pitchers Plate (40' from home plate) and a little to the third base side. The measurement is from the rear of home plate to the rear of the middle leg of the machine. Two of the three legs face home plate, with the third pointing back to second base. The pitcher remains on the 1st base side of the machine, with the Umpire positioned on the 3rd base side or behind the machine.

- (c) For Rookie League the setting should be approximately 40-43 MPH. This is approx 60 per cent of machine power. Remember to achieve a pitch at the right speed the machine power setting is the one you need to set first.
- (d) Machines may be adjusted during games for inconsistencies that may occur in their performance, but only after consultation between Umpires and the respective Team Coaches/Managers. The final decision though shall rest with the Umpire.
- (e) If a batted or thrown ball hits the machine, the ball shall be called "DEAD", and:
 - (i) The batted ball striking the Machine shall be counted as a "hit" and the Batter shall be awarded First Base. Any Runner on base shall not proceed to another base but must return to the base last occupied unless "forced" to another base.
 - (ii) If the ball is thrown deliberately at the Machine, any Runner on base shall be awarded the base they were advancing to PLUS an extra base.
- (f) Should a machine breaks down during a game and no replacement is available for use, then T-Ball will be played according to the U9 T-Ball rules as set down in **Rule 14** of GWBA junior competition rules.
- (g) Machines are not to be used in the rain. If teams still play, owing to light intermittent rain, then T-Ball will be played according to the U9 T-Ball rules as set down in **Rule 14** of GWBA junior competition rules.

15.04 THE BATTER

- (a) Batters shall have pitches from the machine called as per the Official Baseball Rules, however, batters may not receive a "Base on Balls". Any machine throwing a high percentage of balls versus strikes is to have adjustments made as required.
- (b) Batters must swing at the pitched ball with a full and forceful swing. At no time shall a batter bunt, or attempt to bunt, the ball. If, in the Umpire's judgement, the batter has bunted or attempted to bunt the ball, a strike shall be called and the batter given a warning. If a batter is caught bunting or attempting to bunt after receiving a warning, that batter shall be called "OUT".\

15.05 THE PITCHER

- (a) The Pitcher **MUST** have both feet in contact with the "Pitching Rubber" until the ball is hit.
 - (i) *A "BALK" shall be called for any infringement and applied as per the Official Australian Rules of Baseball.*

15.06 THE CATCHER

- (a) Catchers **MUST** be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball is hit.
- (b) Catchers **MUST** wear full protective Catcher's Gear.
- (c) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher is to be replaced by a "Designated Runner" on reaching bases safely. The "Designated Runner" used shall be the last Batter "OUT". *This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.*
- (d) Players who assume the position of Catcher shall be limited to three (3) in the number of innings they are permitted to catch in a game. A single pitch from the machine in any innings shall be classed as an innings caught.

- (e) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Catchers do not exceed the number of innings caught.

The penalty for over catching a player in the number of innings caught shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement.

- (f) ONCE A PLAYER HAS BEEN REMOVED/REPLACED AS CATCHER DURING A GAME, HE/SHE CAN NOT SERVE AS CATCHER AGAIN IN THAT GAME.

15.07 "DROPPED THIRD (3RD) STRIKE"

- (a) On any third strike not swung at, or swung at and completely missed, where the Catcher does not catch the ball, the Batter is "OUT" (scored as a strike out) and the ball remains "live" and in play. Base Runners may advance at their own risk to an unoccupied base. A "foul tip" shall be declared a "foul"

15.08 BASE RUNNING

- (a) COLLISION RULE 2.03 shall apply

(b) **Stealing**

- (i) Base Runners are NOT permitted to leave the bases they occupy until the ball has reached home plate
- (ii) Runners shall only be permitted to steal a base if the pitched ball goes behind the catcher, or is deflected off the catcher by more than 15 feet.
- (iii) Base runners are not permitted to steal more than one base per PITCHED ball.
- (iv) Runners on Third Base at the time of a pitch are NOT permitted to "steal" home unless the Catcher makes a play to another base. If a successful play is made on a Runner from Third Base who attempts to "steal", the Runner shall be called "OUT".
- (c) The violation by one Base Runner shall affect all other Base Runners in the following situations:
- (i) When a Base Runner leaves the base before the ball leaves the Zooka Machine, the Base Runner is permitted to continue. If a play is made on the Base Runner and the Base Runner is out, the out stands. If the Base Runner reaches the base safely, the Base Runner MUST be returned to the base occupied before the pitch was made, and no "out" results.
- (ii) When a Base Runner leaves the base before the ball leaves the Zooka Machine, the Base Runner or Runners are permitted to continue. If a play is made and the Base Runner or Runners are put out, the out or outs will stand. If not put out, the Base Runner or Runners MUST return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the Batter advance beyond First Base on a single or error, Second Base on a double or Third Base on a triple. The Umpire shall determine the base value of the hit ball. The Base Runner who left the base early and who reaches Home plate safely, will not score as a run and is removed from the play.
- (iii) When any Base Runner leaves the base before the ball leaves the Zooka Machine and the Batter hits the ball within the Infield, no run shall be allowed to score. If the Batter reaches First Base safely and Third Base is unoccupied, Base Runners may advance to the next base beyond the one they occupied at the start of the play. If all bases were occupied, the Base Runner on Third Base will not score a run and is removed from the play.

- (iv) Any Base Runner who, in the Umpire's judgement, leaves the bases early shall be given a warning for the violation which is to be noted in the Scorebook. If, after a warning is given, the Base Runner once again leaves the bases early during the game, the Base Runner shall be given "OUT"

15.09 "INFIELD FLY"

- (a) The "Infield Fly Rule" shall apply in this League.

15.10 "TIME" RULE

- (a) When a ball is hit by the Batter play shall proceed normally until the ball is in control of the Pitcher within the confines of the infield and, in the Umpire's judgement, the Batter/Runner and any other Base Runners cannot advance further without being put out in the normal course of play. The Umpire shall then call "TIME".

15.11 "RUNS SCORED"

- (a) No team shall score more than 5 runs in any one innings. If there are less than 3 out when the 5 runs are scored, the teams shall change sides. Any runs, in excess of 5, that are forced across the plate by a legal ball out of play (ie. Homerun, ground rule double or thrown ball out of play) in which the 5th run scores shall also count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score)
- (b) THIS RULE DOES NOT APPLY IN THE 6TH OR SUBSEQUENT INNINGS OF ANY GAME.
- (c) **There shall be NO "stacking of bases" under any circumstances.** Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the Junior league Executive.



16 SPECIAL PLAYING RULES FOR PLAYER PITCH LEAGUES

16.01 TEAM LINE-UPS

- (a) A team’s line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line up to bat.
- (b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game except when re-entering to replace an injured player as per **Rule 2.05**.
- (c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game.
- (d) All Changes for both Pitchers and Catchers must be reported to both the Chief Umpire and Scorers for both teams.
- (e) The First Nine (9) players on the line up must be the nine (9) players to take the diamond as the fielding team.

16.02 THE BATTER

- (a) Batters shall have pitches called as per the Official Baseball Rules

16.03 PITCHERS AND CATCHERS

- (a) These Leagues shall have limits placed on the number of “Pitches” and “Innings” pitched by players who assume positions as Pitchers in games, and on the number of “Innings” caught by players who assume positions as Catchers in games. Limits which shall apply are as follows:

Table 7 - PITCHING ASSIGNMENTS

COMPETITION	LEAGUE AGE	MINOR		SUBSTANTIAL		MAJOR	
		Max pitches	Innings	Max pitches	Innings	Max pitches	Innings
Little Leagues	9,10,11,12	24	3	44	3	55	3
Junior Leagues	13,14	29	3	54	4	66	4
Senior Leagues	15,16	34	3	64	4	80	4

(1) A single pitch in any innings shall be classed as an innings pitched or caught.

(2) Players at the lower threshold of the respective age bracket shall be subject to their relevant LEAGUE AGE Pitching Assignments (ie. a League Age 13 player in Senior League shall be restricted to the Junior League Pitching Assignments).

- (b) These Leagues shall have limits placed on the number of “Pitches” and “Innings” pitched by players who assume positions as Pitchers in games, and on the number of “Innings” caught by players who assume positions as Catchers in games. Limits which shall apply are as follows:
 - (i) For any players who are involved only in the Junior League’s Competition, the restrictions shall apply over one (1) calendar day and shall be referred to as a "Major" assignment.
 - (ii) For any players who are involved in both the Junior League’s Competition and Representative Squads in games played over consecutive days, players will be restricted to:

IF PITCHING: assignments of either No Pitching or Minor Assignment. Restrictions will be advised to clubs by the GWBA Secretary on the Thursday evening prior to the games. If no restriction is advised by the GWBA Secretary then the player will be restricted to a Substantial Assignment.

IF CATCHING: a minor assignment

- (c) The above restrictions will remain in place for the full regular season, for any player selected as a Junior League Representative who subsequently leaves a Junior League Representative squad, unless a special clearance is granted by the Association Executive.
- (d) A pitcher throwing a MAJOR, SUBSTANTIAL or MINOR Pitching assignment may 'complete the batter' and not be penalised for reaching a higher limit; a pitcher will be credited with the assignment based upon the number of pitches they had reached at the commencement of their final batter. Catchers reaching their maximum number of innings must be replaced once the inning is completed.

NOTE: Where a pitcher exceeds a particular pitching assignment during their final batter, the assignment they are to be credited with, and the pitch number at which they commenced the final batter, should be noted on the result sheet and score books.

The Official GWBA Scorebooks (from Summer 2016/17) has a place to note Last Batter Pitches - LBP for this purpose.

- (e) Scorers shall notify the Chief Umpire, who will in turn advise the defensive team's Coach, when a Pitcher is within ten (10) pitches of the maximum allowable number, or a Catcher is into their final innings.
- (f) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Pitchers do not overpitch in the number of pitches or innings thrown in a game, or that their Catchers do not exceed the number of innings caught in a game. The penalty for overpitching a player either in pitches or innings, or over catching a player in innings, shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement. **In the final series only**, the penalty for such breaches will not only be the loss of the game, but the awarding of the win to the opposing team, suspension of the coach for up to four (4) games for a first offence and automatic suspension for the following season for a second infringement.
- (g) ONCE A PITCHER HAS BEEN REMOVED FROM THE MOUND, HE/SHE CAN NOT PITCH AGAIN IN THAT GAME. ONCE A CATCHER HAS BEEN REMOVED/REPLACED, HE/SHE CAN NOT SERVE AS CATCHER AGAIN IN THAT GAME.
- (h) No player shall pitch then catch, or catch then pitch, in the same day.
- (i) For 2 successive minor assignments on the same day or consecutive days, two (2) days rest is required from pitching or catching if the total number of pitches thrown in those 2 assignments equals or exceeds 25. One (1) days rest is required if the total number of pitches is less than 25. This applies to junior age players playing in senior competitions as well or a combination of both. For teams participating in double headers a pitcher may only throw two (2) minor assignments on the same day.
- (j) For a substantial assignment two (2) days rest from pitching and catching is required, a pitcher can not throw a minor then a substantial on the same day

Once removed from the mound, a pitcher who has thrown a Substantial Assignment may be used in a defensive fielding position.

- (k) Any player pitching a Minor followed by a substantial the next day will be required to complete one (1) days rest before any playing participation, and 3 days rest from commencing any further pitching / catching assignments.

Once removed from the mound, a pitcher who has thrown a Minor followed by a Substantial Assignment must not return to any fielding position, but may continue to bat.

- (l) Any player pitching a Major assignment will be required to complete one days rest before any playing participation and 3 days rest before commencing any further pitching / catching assignments.

Once removed from the mound, a pitcher who has thrown a Major Assignment must not return to any fielding position, but may continue to bat.

16.03.1 Pick offs:

- (a) LITTLE LEAGUE pitchers shall not be permitted to attempt "pick offs" in these Leagues.
- (b) JUNIOR and SENIOR LEAGUES pitchers shall be allowed to "pick off" in these Leagues. *"Pick offs" attempted shall not be counted as balls pitched.*

16.03.2 Balks:

- (a) **LITTLE LEAGUES:** There shall be NO Pitcher's "balk" in these Leagues, unless the Pitcher is first warned by the Umpire for a continuous balking. (Umpires must use their judgement and not call a balk for only minor movement by Pitchers).
- (b) **JUNIOR and SENIOR LEAGUES:** Balks shall apply to Pitchers in these Leagues as per the Official Baseball Rules.

16.03.3 Warm-up Pitches:

- (a) Unless a Pitcher is entering a game to replace another Pitcher who has been injured, removed for disciplinary reasons, or reached maximum pitch count during an innings, they shall be permitted up to a maximum of eight (8) "warm-up" pitches prior to the start of an innings. Such preparatory pitches shall not take up more than one (1) minute of time. Where pitch limit is reached, injury or disciplinary circumstances case a Pitcher to be summoned without any opportunity to "warm-up", they shall be allowed a minimum of eight (8) and a maximum of twelve (12) warm-up pitches. This must not take any longer than two (2) minutes from the first warm up pitch thrown.

16.03.4 CATCHERS

- (m) Catchers MUST be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball leaves the Pitcher's hand.
- (n) All Catchers MUST wear full protective Catcher's Gear.
- (o) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher is to be replaced by a "Designated Runner" on reaching bases safely. The "Designated Runner" used shall be the last Batter "OUT". *This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.*

16.04 "DROPPED" THIRD (3RD) STRIKE

- (a) **LITTLE LEAGUE MNIORS:** If the Catcher does not catch the 3rd Strike, except a "foul tip", the Batter is "OUT" (scored as a strike out) and the ball remains "live" and in play. Base Runners may advance at their own risk to an unoccupied base.
- (b) **LITTLE LEAGUE MAJORS, JUNIOR and SENIOR LEAGUES:** The Official Baseball Rules shall apply.

16.05 BASE RUNNING

- (a) COLLISION RULE 2.03 shall apply

- (b) LITTLE LEAGUE (12's) When the Pitcher is in contact with the "pitching rubber" and in possession of the ball, and the Catcher is in position in the "Catcher's Box" ready to receive delivery of the ball, Base Runners may NOT leave their bases until the ball REACHES THE BATTER. The violation of this rule (hereafter called leaving early) by one Base Runner shall affect all other Base Runners in the following situations:
- (i) When a Base Runner leaves early and the Batter does not hit the ball, the Base Runner is permitted to continue. If a play is made on the Base Runner and the Base Runner is out, the out stands. If the Base Runner reaches the base safely, the Base Runner MUST be returned to the base occupied before the pitch was made, and no "out" results.
 - (ii) When a Base Runner leaves early and the Batter hits the ball, the Base Runner or Runners are permitted to continue. If a play is made and the Base Runner or Runners are put out, the out or outs will stand. If not put out, the Base Runner or Runners MUST return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the Batter advance beyond First Base on a single or error, Second Base on a double or Third Base on a triple. The Umpire shall determine the base value of the hit ball. The Base Runner who left the base early and who reaches Home Plate safely will not score as a run and is removed from the play.
 - (iii) When any Base Runner leaves early and the Batter hits the ball within the Infield, no run shall be allowed to score. If the Batter reaches First Base safely and Third Base is unoccupied, Base Runners may advance to the next base beyond the one they occupied at the start of the play. If all bases were occupied, the Base Runner on Third Base will not score a run and is removed from the play.
 - (iv) Any Base Runner who, in the Umpire's judgement, leaves early shall be given a warning for the violation which is to be noted in the Scorebook. If, after a warning is given, the Base Runner once again leaves the bases early during the game, the Base Runner shall be given "OUT".
- (c) Runners shall only be permitted to steal a maximum of one base per pitched ball.
- (d) Runners may not advance on any thrown ball from the catcher to the pitcher, unless misfielded by the pitcher.

NOTE: Once the catcher is in possession of the ball, runners should be returning to their bases.

16.06 "RUNS SCORED"

(a) LITTLE LEAGUE MINORS:

- (i) No team shall score more than 5 runs in any one innings. If there are less than 3 out when the 5 runs are scored, the teams shall change sides. Any runs, in excess of 5, that are forced across the plate by a legal ball out of play (ie. Homerun, ground rule double or thrown ball out of play) in which the 5th run scores shall also count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.

THIS RULE DOES NOT APPLY IN THE 6TH OR SUBSEQUENT INNINGS OF ANY GAME.

(b) LITTLE LEAGUE MAJORS and JUNIOR LEAGUES:

- (i) No team shall score more than 6 runs in any one innings. If there are less than 3 out when the 6 runs are scored, the teams shall change sides. Any runs, in excess of 6, that are forced across the plate by a legal ball out of play (ie. Homerun, ground rule double or thrown ball out of play) in which the 6th run scores shall also count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.

THIS RULE DOES NOT APPLY IN THE 6TH OR SUBSEQUENT INNINGS OF ANY GAME.

(c) SENIOR LEAGUES:

- (i) No team shall score more than 7 runs in any one innings. If there are less than 3 out when the 7 runs are scored, the teams shall change sides. Any runs, in excess of 7, that are forced across the plate by a legal ball out of play (ie. Homerun, ground rule double or thrown ball out of play) in which the 7th run scores shall also count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.

THIS RULE DOES NOT APPLY IN THE 7TH OR SUBSEQUENT INNINGS OF ANY GAME.

- (d) **There shall be NO "stacking of bases" under any circumstances.** Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the junior league Executive.
- (e) **FINALS** There will be no 'run limit' per innings in first division finals series for any of the live ball competitions. Run limits as dealt with in Rule 16.06 will remain in force in lower divisions e.g. 2nd, 3rd, during their finals series.



17 APPENDIX - JUDICIARY COMMITTEE, PROTESTS, REPORTED INCIDENTS AND APPEALS**17.01 JUDICIARY COMMITTEE**

- (a) The GWBA's Judiciary Committee is charged with the investigation, adjudication and reporting on any protested games and incidents which have been delegated to it for attention.
- (b) The Judiciary Committee shall be chaired by a Chairperson elected at the most recently held Annual General Meeting and shall be composed of the Chairperson, plus three (3) other persons duly nominated and approved at the general meeting held before commencement of the season.
 - (i) In the event of the Committee Chairperson being unavailable to attend a meeting of the Judiciary, a person from among the remaining Committee members in attendance shall be appointed from the floor to chair the meeting.
 - (ii) The quorum for meetings of the Judiciary Committee shall be half (1/2) of its members.

17.02 PROCEDURE FOR LODGING PROTESTS

- (a) Protests may only be lodged if in a Team Coach's/Manager's opinion an Umpire's decision is in violation of the current Playing Rules of the Association.
 - (i) No protest will be permitted on any judgement decisions by Umpires.
 - (ii) No protest will be permitted on the results of 7s League games.
- (b) When a Coach/Manager protests a game because of alleged misapplication of the Rules, the protest shall not be recognised unless the Umpire is notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. Any protest MUST be declared in accordance with the Official Baseball Rules and MUST be noted accordingly in Score Books at the time, however a protest arising from a game-ending play may be made and recorded up to ten (10) minutes after the game has ended.
- (c) Protests may be withdrawn or confirmed within ten (10) minutes after the conclusion of a game, if desired.
 - (i) Failure to withdraw shall be confirmation that the protest is to be dealt with.
- (d) Any protest pending MUST be notified to the Junior League Registrar with the result of the game in dispute.
- (e) Any protest pending shall be required to be detailed in writing within forty-eight (48) hours after the event. The Umpire's Report shall be forwarded to THE JUNIOR LEAGUE SECRETARY and the Coach's/Manager's.

Report shall be forwarded via their Club. The Junior League shall NOT accept under any circumstances any written reports on protested games from Coaches/Managers which have not been sighted by their Clubs first.

- (f) Any Club that wishes to have the Junior League adjudicate on any protest shall forward details (including Score Books) to the Junior League Secretary within the time period specified in point 2.6 above, together with a Protest Fee of **\$ 50.00**. The Fee may be forfeited at the sole discretion of the Junior League Executive.

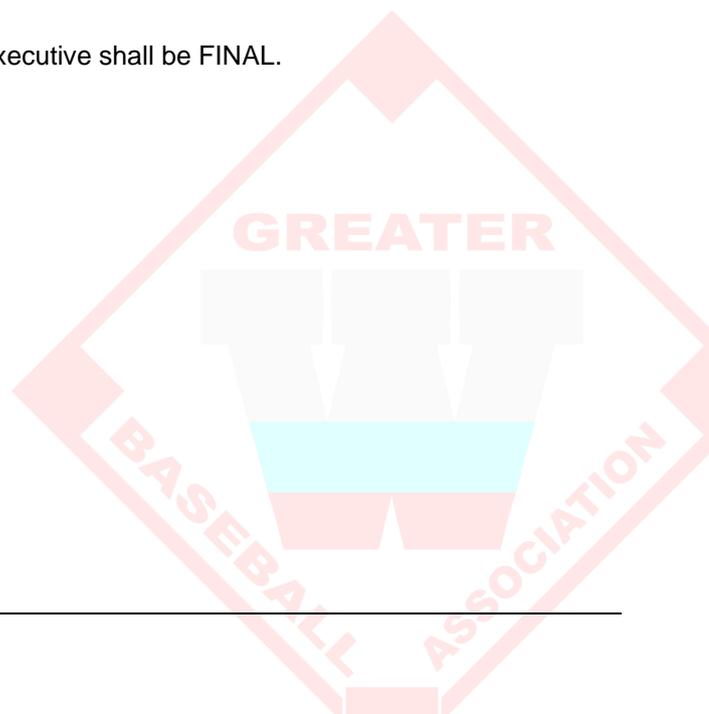
17.03 HEARING OF PROTESTS AND REPORTED INCIDENTS

- (a) The Junior League's Judiciary Committee shall deal with matters concerning protested games, or other incidents which may be reported and which are in breach of the Official Baseball Rules and the Junior League's Competition Rules and Regulations.

- (b) The Junior League Executive shall, upon receipt of details on a protested game or notice of a reported incident, forward the same to the Judiciary Committee Chairperson.
- (c) The Judiciary Committee Chairperson shall, if considered necessary, request written reports from all appropriate sources if none have been provided beforehand.
- (d) Protests or incidents on report shall be dealt with within five (5) days of them being reported, where practicable.
- (e) Any person, at the discretion of the Judiciary Committee Chairperson, may be ordered to appear at the Judiciary Committee Meeting being convened to hear a protest or incident on report. Any hearing shall proceed in the event of the non-attendance of any person ordered to appear. Any person under the age of eighteen (18) years ordered to appear before the Judiciary Committee may be accompanied by a parent or guardian.
- (f) Proceedings of the Judiciary Committee shall be treated as confidential.
- (g) After tabling all written reports and taking any other reports on matters being heard, a vote shall be taken by the Judiciary Committee. Decisions shall be made by a simple majority and in the case of an equality of votes the person appointed to Chair the Meeting shall have a casting vote.
- (h) A written record of Judiciary Committee meetings shall be kept and a copy forwarded to the JUNIOR LEAGUE SECRETARY. Decisions on any matters heard shall be reported at the Junior League's next Delegates Meeting and shall be conveyed by the Chairperson to the Secretaries of Clubs concerned in writing and within 48 hours of the Judiciary Committee's meeting.
- (i) In the case of a protested game, even if it is held that the protested decision violated the Rules, no replay of the game shall be ordered unless in the opinion of the Junior League Executive that adversely affected the protesting team's chances of winning the game.

17.04 APPEALS

- (a) All rights of appeal on Judiciary Committee outcomes shall be dealt with by the Junior League Executive at a meeting called for that purpose, or before the next scheduled round of games to be played, where practicable.
- (b) Any suspensions which may have been handed down by the Judiciary Committee shall stand in the meantime.
- (c) A written "Notice of Appeal", and any supporting documents of relevance to the case, MUST be forwarded by the Club concerned to the JUNIOR LEAGUE SECRETARY within forty-eight (48) hours of the Judiciary Committee's Meeting, together with a deposit of **\$50.00**. The deposit may be forfeited at the sole discretion of the Junior League Executive.
- (d) In all appeals, the decision of the Junior League Executive shall be FINAL.



GREATER WESTERN BASEBALL ASSOCIATION 2016|17 JUNIOR AGE MATRIX

SUMMER SEASON ENDING: 2017

Senior League	17					May-00	Jun-00	Jul-00	Aug-00	Sep-00	Oct-00	Nov-00	Dec-00
	16	Jan-01	Feb-01	Mar-01	Apr-01	May-01	Jun-01	Jul-01	Aug-01	Sep-01	Oct-01	Nov-01	Dec-01
	15	Jan-02	Feb-02	Mar-02	Apr-02	May-02	Jun-02	Jul-02	Aug-02	Sep-02	Oct-02	Nov-02	Dec-02
	14	Jan-03	Feb-03	Mar-03	Apr-03	May-03	Jun-03	Jul-03	Aug-03	Sep-03	Oct-03	Nov-03	Dec-03
	13	Jan-04	Feb-04	Mar-04	Apr-04								

* STATE CHAMPIONSHIPS ELIGIBILITY IS SAME AS COMPETITION MATRIX

Junior League	15					May-02	Jun-02	Jul-02	Aug-02	Sep-02	Oct-02	Nov-02	Dec-02
	14	Jan-03	Feb-03	Mar-03	Apr-03	May-03	Jun-03	Jul-03	Aug-03	Sep-03	Oct-03	Nov-03	Dec-03
	13	Jan-04	Feb-04	Mar-04	Apr-04	May-04	Jun-04	Jul-04	Aug-04	Sep-04	Oct-04	Nov-04	Dec-04
	12	Jan-05	Feb-05	Mar-05	Apr-05								

* STATE CHAMPIONSHIPS ELIGIBILITY IS SAME AS COMPETITION MATRIX

LL Major	13					May-04	Jun-04	Jul-04	Aug-04	Sep-04	Oct-04	Nov-04	Dec-04
	12	Jan-05	Feb-05	Mar-05	Apr-05	May-05	Jun-05	Jul-05	Aug-05	Sep-05	Oct-05	Nov-05	Dec-05
	11	Jan-06	Feb-06	Mar-06	Apr-06	May-06	Jun-06	Jul-06	Aug-06	Sep-06	Oct-06	Nov-06	Dec-06
	10	Jan-07	Feb-07	Mar-07	Apr-07	May-07	Jun-07	Jul-07	Aug-07	Sep-07	Oct-07	Nov-07	Dec-07
	9	Jan-08	Feb-08	Mar-08	Apr-08								

* ALL STAR / STATE CHAMPIONSHIPS ELIGIBILITY (DOTTED OUTLINE)

LL Minor	12	Jan-05	Feb-05	Mar-05	Apr-05	May-05	Jun-05	Jul-05	Aug-05	Sep-05	Oct-05	Nov-05	Dec-05
	11	Jan-06	Feb-06	Mar-06	Apr-06	May-06	Jun-06	Jul-06	Aug-06	Sep-06	Oct-06	Nov-06	Dec-06
	10	Jan-07	Feb-07	Mar-07	Apr-07	May-07	Jun-07	Jul-07	Aug-07	Sep-07	Oct-07	Nov-07	Dec-07
	9	Jan-08	Feb-08	Mar-08	Apr-08	May-08	Jun-08	Jul-08	Aug-08	Sep-08	Oct-08	Nov-08	Dec-08

* ALL STAR ELIGIBILITY (DOTTED OUTLINE)

Rookie League	10	Jan-07	Feb-07	Mar-07	Apr-07	May-07	Jun-07	Jul-07	Aug-07	Sep-07	Oct-07	Nov-07	Dec-07
Zooka Pitch	9	Jan-08	Feb-08	Mar-08	Apr-08	May-08	Jun-08	Jul-08	Aug-08	Sep-08	Oct-08	Nov-08	Dec-08
	8	Jan-09	Feb-09	Mar-09	Apr-09	May-09	Jun-09	Jul-09	Aug-09	Sep-09	Oct-09	Nov-09	Dec-09

TeeBall Under 9's	9	Jan-08	Feb-08	Mar-08	Apr-08	May-08	Jun-08	Jul-08	Aug-08	Sep-08	Oct-08	Nov-08	Dec-08
	8	Jan-09	Feb-09	Mar-09	Apr-09	May-09	Jun-09	Jul-09	Aug-09	Sep-09	Oct-09	Nov-09	Dec-09

TeeBall Under 8's	8	Jan-09	Feb-09	Mar-09	Apr-09	May-09	Jun-09	Jul-09	Aug-09	Sep-09	Oct-09	Nov-09	Dec-09
	7	Jan-10	Feb-10	Mar-10	Apr-10	May-10	Jun-10	Jul-10	Aug-10	Sep-10	Oct-10	Nov-10	Dec-10

TeeBall Under 7's	7	Jan-10	Feb-10	Mar-10	Apr-10	May-10	Jun-10	Jul-10	Aug-10	Sep-10	Oct-10	Nov-10	Dec-10
	6	Jan-11	Feb-11	Mar-11	Apr-11	May-11	Jun-11	Jul-11	Aug-11	Sep-11	Oct-11	Nov-11	Dec-11
	5	Jan-12	Feb-12	Mar-12	Apr-12	May-12	Jun-12						

CORE DATES

ALL STARS / STATE CHAMPS

Senior League	1/05/2000	to	30/04/2004	1/05/2000	to	30/04/2004
Junior League	1/05/2002	to	30/04/2005	1/05/2002	to	30/04/2005
LL Major	1/05/2004	to	30/04/2008	1/05/2004	to	30/04/2006
LL Minor	1/01/2005	to	31/12/2008	1/01/2005	to	31/12/2006
Rookie / Zooka	1/01/2007	to	31/12/2009			
TeeBall Under 9's	1/01/2008	to	31/12/2009			
TeeBall Under 8's	1/01/2009	to	31/12/2010			
TeeBall Under 7's	1/01/2010	to	30/06/2012			

This document was created by the Greater Western Baseball Association in preparation for the 2015|16 Summer Junior Baseball Association, in conjunction with the Age Matrix distributed by Baseball Australia, through Baseball NSW.



Any players wishing to compete in the All Star / State / National Championship Representative Teams for Little League Minors, Little League Majors, Junior or Senior League levels MUST compete in that same competition for the Greater Western Junior Baseball League for the 2016|17 Season. Players not competing in the correct competition will not be eligible under Little League Worldwide Regulations

Any player wishing to compete within any GWBA LL Minor, LL Major, Junior League or Senior League Team must play in the Greater Western competition to qualify for any of the Association's teams

GREATER WESTERN BASEBALL ASSOCIATION 2015|16 JUNIOR AGE MATRIX

Summer Ending	COMPETITION ELIGIBILITY							
	Senior League	Junior League	LL Major	LL Minor	Rookie / Zooka	TeeBall Under 9's	TeeBall Under 8's	TeeBall Under 7's
2017								
Jan-00								
Feb-00								
Mar-00								
Apr-00								
May-00	Y							
Jun-00	Y							
Jul-00	Y							
Aug-00	Y							
Sep-00	Y							
Oct-00	Y							
Nov-00	Y							
Dec-00	Y							
Jan-01	Y							
Feb-01	Y							
Mar-01	Y							
Apr-01	Y							
May-01	Y							
Jun-01	Y							
Jul-01	Y							
Aug-01	Y							
Sep-01	Y							
Oct-01	Y							
Nov-01	Y							
Dec-01	Y							
Jan-02	Y							
Feb-02	Y							
Mar-02	Y							
Apr-02	Y							
May-02	Y	Y						
Jun-02	Y	Y						
Jul-02	Y	Y						
Aug-02	Y	Y						
Sep-02	Y	Y						
Oct-02	Y	Y						
Nov-02	Y	Y						
Dec-02	Y	Y						
Jan-03	Y	Y						
Feb-03	Y	Y						
Mar-03	Y	Y						
Apr-03	Y	Y						
May-03	Y	Y						
Jun-03	Y	Y						
Jul-03	Y	Y						
Aug-03	Y	Y						
Sep-03	Y	Y						
Oct-03	Y	Y						
Nov-03	Y	Y						
Dec-03	Y	Y						
Jan-04	Y	Y						
Feb-04	Y	Y						
Mar-04	Y	Y						
Apr-04	Y	Y						
May-04		Y	Y					
Jun-04		Y	Y					
Jul-04		Y	Y					
Aug-04		Y	Y					
Sep-04		Y	Y					
Oct-04		Y	Y					
Nov-04		Y	Y					
Dec-04		Y	Y					
Jan-05		Y	Y	Y				
Feb-05		Y	Y	Y				
Mar-05		Y	Y	Y				
Apr-05		Y	Y	Y				
May-05			Y	Y				
Jun-05			Y	Y				
Jul-05			Y	Y				
Aug-05			Y	Y				
Sep-05			Y	Y				
Oct-05			Y	Y				
Nov-05			Y	Y				
Dec-05			Y	Y				
Jan-06			Y	Y				
Feb-06			Y	Y				
Mar-06			Y	Y				
Apr-06			Y	Y				
May-06			Y	Y				
Jun-06			Y	Y				

Y INDICATES ELIGIBLE FOR STATE CHAMPIONSHIPS

	COMPETITION ELIGIBILITY							
	Senior League	Junior League	LL Major	LL Minor	Rookie / Zooka	TeeBall Under 9's	TeeBall Under 8's	TeeBall Under 7's
Jul-06			Y	Y				
Aug-06			Y	Y				
Sep-06			Y	Y				
Oct-06			Y	Y				
Nov-06			Y	Y				
Dec-06			Y	Y				
Jan-07			Y	Y	Y			
Feb-07			Y	Y	Y			
Mar-07			Y	Y	Y			
Apr-07			Y	Y	Y			
May-07			Y	Y	Y			
Jun-07			Y	Y	Y			
Jul-07			Y	Y	Y			
Aug-07			Y	Y	Y			
Sep-07			Y	Y	Y			
Oct-07			Y	Y	Y			
Nov-07			Y	Y	Y			
Dec-07			Y	Y	Y			
Jan-08			Y	Y	Y	Y		
Feb-08			Y	Y	Y	Y		
Mar-08			Y	Y	Y	Y		
Apr-08			Y	Y	Y	Y		
May-08				Y	Y	Y		
Jun-08				Y	Y	Y		
Jul-08				Y	Y	Y		
Aug-08				Y	Y	Y		
Sep-08				Y	Y	Y		
Oct-08				Y	Y	Y		
Nov-08				Y	Y	Y		
Dec-08				Y	Y	Y		
Jan-09					Y	Y	Y	
Feb-09					Y	Y	Y	
Mar-09					Y	Y	Y	
Apr-09					Y	Y	Y	
May-09					Y	Y	Y	
Jun-09					Y	Y	Y	
Jul-09					Y	Y	Y	
Aug-09					Y	Y	Y	
Sep-09					Y	Y	Y	
Oct-09					Y	Y	Y	
Nov-09					Y	Y	Y	
Dec-09					Y	Y	Y	
Jan-10							Y	Y
Feb-10							Y	Y
Mar-10							Y	Y
Apr-10							Y	Y
May-10							Y	Y
Jun-10							Y	Y
Jul-10							Y	Y
Aug-10							Y	Y
Sep-10							Y	Y
Oct-10							Y	Y
Nov-10							Y	Y
Dec-10							Y	Y
Jan-11								Y
Feb-11								Y
Mar-11								Y
Apr-11								Y
May-11								Y
Jun-11								Y
Jul-11								Y
Aug-11								Y
Sep-11								Y
Oct-11								Y
Nov-11								Y
Dec-11								Y
Jan-12								Y
Feb-12								Y
Mar-12								Y
Apr-12								Y
May-12								Y
Jun-12								Y
Jul-12								
Aug-12								
Sep-12								
Oct-12								
Nov-12								
Dec-12								

Y INDICATES ELIGIBLE FOR STATE CHAMPIONSHIPS