



# ***Ryde Hornsby Baseball League***

## **Junior Operational Rules**

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## SECTION 1 – OVERVIEW

### 1.1. PURPOSE

This document defines additional rules to be applied to Ryde Hornsby Baseball League games over and above those applied as Rules of Baseball.

### 1.2. STRUCTURE

These Rules are structured as following:

Section 1 – Overview  
 Section 2 – Rules of the Game  
 Section 3 – Rules Applied to Live Ball Games  
 Section 4 – Rules Applied to Rookie Ball Games  
 Section 5 – Rules Applied to T-Ball Games  
 Appendix A – Summary of Penalties

The Rules documented in Sections 3, 4 and 5 must always be read in conjunction with those documented in Sections 1 and 2 as the latter describe requirements of the game of baseball for RHBL while the former describe Rules pertaining specifically to the three types of junior baseball played in RHBL, i.e. Live Ball, Rookie Ball and T-Ball.

### 1.3. GENERAL

All games will be played under the “Official Australian Baseball Rules”, issued by the Australian Baseball Federation Inc., as adopted by the New South Wales Baseball League Inc. If there is any conflict between those rules and these Rules, then these Rules shall apply to the extent of the conflict.

### 1.4. TERMS

In these Rules:

<b>Club</b>	A club that has, during the last Winter/Summer or Summer/Winter year, at least one team competing in RHBL competitions.
<b>Defaulters</b>	Refer 1.11.5
<b>Division</b>	An age group, eg Under 14 and 12 Years are different age Divisions
<b>Final Series</b>	A semi final, final and grand final games
<b>Forfeit</b>	A loss awarded to one team on a 0-9 loss
<b>Game Official</b>	A person who has successfully completed the RHBL qualification to officiate, umpire and take charge of T-Ball Games played in the RHBL competition under these Rules. All reference to an umpire in these Rules will include the Game Official where the game played is T-Ball

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<b>Grade</b>	A level within a Division eg 12 Years A and B are different Grades within the 12 Years Division. In any Division, A Grade is highest Grade followed by B and C etc
<b>Member</b>	A person nominated by a Club and accepted by the RHBL as a Member
<b>No Game</b>	A game not declared a regulation game, not played or deemed not played by the RHBLCC
<b>BNSW</b>	New South Wales Baseball League Inc
<b>Penalty</b>	A penalty or fine, as determined each season by the RHBL and amended from time to time by RHBL
<b>Rep Player</b>	Any player who plays in the Sydney Junior Championship or any other Baseball competition the RHBLCC so defines, other than RHBL Club Competitions.
<b>RHBL</b>	Ryde Hornsby Baseball League Incorporated
<b>RHBL Tribunal</b>	The committee of persons nominated as such by the RHBL to hear matters of behaviour
<b>RHBLCC</b>	RHBL Competition Committee
<b>RHBLCM</b>	RHBL Committee Of Management
<b>Round</b>	A normal competition game but does not include the Final Series
<b>Rules</b>	These RHBL Junior Operational Rules and any other rules introduced by RHBL, as amended from time to time
<b>Six Run Rule</b>	An inning is completed when three (3) outs are affected or the batting side scored six (6) runs. The play in which the sixth run is scored ends when the sixth run crosses home plate – no further runs can be scored
<b>Team</b>	The list of registered players of a team in a Grade
<b>Ten Minute Rule</b>	A new innings shall not begin less than ten (10) minutes before the end time agreed in Rule 2.8.1. The ten minutes is deemed to start at the last batter out of the previous even innings.
<b>Umpire</b>	An umpire recognised as such by the RHBL

## 1.5. RULE CHANGES

The RHBL reserves the right to vary any of the Rules at any time.

## **1.6. COMPETITION COMMITTEE**

The RHBL shall appoint prior to each season the Competition Chairperson who, together with no less than two (2) other Non RHBLCM member, will form the Competition Committee. The Competition Committee has the responsibility for resolving issues and protests (section 2.6.1) that arise in regard to the competition and report to the RHBLCM. The Competition Committee will also report to the RHBLCM on any suggestions to alter or improve the structure of competitions. The RHBLCC will be the sole authority on the interpretation of these Rules.

## **1.7. RHBL TRIBUNAL**

The Competition Chairperson or a delegate of who, together with no less than two (2) other non RHBLCM members, shall form the Tribunal and shall meet to hear any matter with regard to behaviour (section 2.6.7). Members hearing a matter must not be from clubs involved in those games. The Judiciary will report to the RHBLCM

## **1.8. APPEAL OF DECISION OF THE TRIBUNAL**

Any club or player has the right of a final appeal, in writing, of any decision of the RHBL Tribunal, to the Committee of Management of the League. The appeal must be made within 24 hours of receiving a decision.

## **1.9. PLAYER INELIGIBLE**

The RHBLCC may at any time declare a player ineligible to play in any particular Division or Grade.

## **1.10. PENALTIES & FINES**

The RHBL shall declare at the start of each season any Penalties that will apply in that season. The RHBL and the RHBLCC reserves the right to implement penalties, including but not limited to fines and loss of points, to Clubs that breach any of these rules.

## **1.11. REGISTRATION OF CLUBS AND TEAMS**

### **1.11.1. CLUB AFFILIATION**

Clubs must submit to the RHBL, club affiliation forms by the date and in the format specified by the RHBLCC. To allow direct club contact as a result of NSW Baseball Judiciary process, all Club secretaries must supply their email and telephone details as a condition of entry into the competition.

### **1.11.2. REFUSAL**

The RHBL reserves the right to refuse the entry of any club and/or the registration of any person.

### **1.11.3. COMPETITIVE**

Each club, in its affiliation form, must show that it will be competitive in the RHBL and detail its financial position, if required to do so by the RHBL, to show that it has the capacity to maintain the requirements of the RHBL. The RHBL will outline these requirements by 30 November (Summer) or 30 June (Winter) each year for the following season.

**1.11.4. HOME GROUND**

Each club must show that it has a home ground acceptable to the RHBL.

**1.11.5. RHBL FEES**

All monies owing by a club arising from accounts issued by the RHBL must be paid by the date advised by the RHBL (the invoice due date). Any club in breach of this rule will firstly be fined an amount equalling ten percent (10%) of outstanding monies, and if the amount owing remains unpaid sixty (60) days following invoice due date, will lose all competition points.

**1.11.6. TEAM LIST**

Each club must provide for each team being registered a form containing information on each player, coach, umpire, scorer and manager, listing the name, address, telephone number, Division previously played, accreditation, NSWBL "MyClub Database" registration number and date of birth and any other information requested on the form prescribed by the RHBL.

**1.11.7. REGISTRATION**

All player insurance protection is only gained by the player's registration detail being submitted as required.

Completed registration forms must be input into the MyClub Database by the registering club by the date specified by the RHBLCC. Additional new members may be included into the MyClub Database by the registering club after that date with the notification to the RHBLCC of final registration numbers. No player registrations will be accepted after 5.00pm of the Sunday of the last Round prior to Christmas (summer) or 30 June (winter), except by special permission of the RHBLCC.

**1.11.8. ADDRESS CHANGE**

If a player, coach, manager or club official changes their address, their club must notify the RHBLCC within fourteen (14) days of the date of change.

**1.11.9. TEAM DETAIL CHANGE**

Affiliated clubs, registered for current season, must notify the RHBLCC within fourteen (14) days of any change in a registered team coaching position.

**1.12. PLAYER GRADING, REGISTRATION AND ELIGIBILITY****1.12.1. TEAM GRADE**

The RHBL will determine the Grade each team or player may participate in for each season.

**1.12.2. REGISTRATION REVIEW**

The RHBLCC reserves the right to review any player's registration after being accepted should new or additional information about the player become available. It is the sole responsibility of the registering club to ensure that all information pertaining to any player's registration is fully disclosed

**1.12.3. REVIEW CONSEQUENCE**

The RHBL, after having reviewed the registration of any player, may also decide on any penalty - to be imposed on the club and/or team following a failure to fully disclose any player's background or experience.



**1.12.4. PLAYER TRANSFER & CLEARANCE**

A player who transfers from one club to another must obtain a clearance from the original club, including their My Club database Registration number and current financial position for insurance. Once obtained the My Club database must be changed to reflect the change. The player may not participate in games with the new club until, a clearance is granted, and their Insured status verified. All games in which the player has participated in shall be a Forfeit until the above is completed. Clubs cannot protest or refuse a clearance request unless the player(s) involved are declared Defaulters

**1.12.5. FINANCIAL PLAYER**

Any player in debt to a club, or players from a club in debt to the RHBL may be listed with the BNSW as a Defaulter, upon the club's request or initiated by the RHBL.

**1.12.6. TRANSFER IN SEASON**

Any registered player wishing to transfer their registration to another club during the same season must be given approval from the RHBL.

**1.12.7. LENT PLAYER**

Where two (2) or more teams are entered by one club in the same Division and Grade, players must play only for that team for which they are registered on their team registration forms. Penalty: Forfeit.

**1.12.8. CHANGE TEAM**

Permission may be granted by the RHBLCC, on application, to re-register players for a different team to that originally registered.

**1.12.9. SINGLE AFFILIATION**

No player may be a registered player with more than one club during the same season without the approval of the RHBLCC. One club includes any club affiliated with the BNSW.

**1.12.10. AGE CUT OFF**

The cut-off date for all Divisions/age group will be at twelve (12) midnight on 31 December. Girls who are not Rep Players are permitted to play one year younger in club competitions.

**1.12.11. REP PLAYER WITHDRAWAL**

Any Rep Player who is unavailable from their representative team cannot play for his club or any team during the period of their unavailability without the permission of the RHBL. Any Rep Player who withdraws from their representative team will be unable to play for his club or any team during the remainder of the relevant representative season without the permission of the RHBL.

**1.12.12. A GRADE ONLY**

A Rep Player playing in the Sydney Junior Championship (previously known as Youth League or State Cup) will only play A Grade during that current season. Under 16 Players may nominate to coach.

**1.12.13. CLUB LOYALTY BY REP PLAYERS**

A player will be ineligible to represent Ryde Hornsby as a Rep Player for a period of 12 months if they have changed clubs unless:

- they have significantly and genuinely changed address;
- there is no A Grade side in the relevant age Division at their original club;

- extenuating circumstances may be brought before the RHBL, which may, with the approval of the original club, agree to not enforce the rule.

#### **1.12.14. IDENTIFICATION & PROOF OF AGE**

If a club questions the age of a player, then the player's club will be responsible for providing proof of age. If the player's club does not, or cannot, prove the player's age then all games in which that player participated may be declared forfeited. Any question of proof of age must be made prior to the second last Round.

### **1.13. CLUB CHAMPIONSHIP**

#### **1.13.1. CLUB CHAMPIONSHIP TROPHY**

The RHBL shall determine prior to each season if a club championship trophy is to be awarded. If the competition warrants such a trophy, the RHBL shall then determine the method to be used to decide the winner.

#### **1.13.2. THE COMPETITION**

The method of conducting competitions for member and affiliate clubs shall be as approved by the RHBL each season. The RHBL will conduct competitions in Graded Divisions.

When a competition is being conducted as a duel graded comp ie: B/C then the higher grade rules will apply. After any regrading the appropriate grade rules will be applied.

#### **1.13.3. CLUB RESPONSIBILITY**

Each member or affiliate Club shall be responsible for fielding the number of separate complete teams as laid down by the RHBL each season.

### **1.14. STRUCTURE TEAMS POSITION IN COMPETITION**

#### **1.14.1. POSITION IN COMPETITION TABLE**

A team's position in the competition table will be determined by dividing the number of games won by the number of games played, calculated to three decimal points (the win/loss ratio). A tied game shall be counted as a played game with a half a win. A No Game (eg a bye or a washout) is not counted as played and has no points.

#### **1.14.2. EQUAL WIN/LOSS RATIO**

If two or more teams are equal in the competition table based on their win/loss ratio, then their respective positions shall be determined by:

- the win/loss ratio against each other,
- runs for and against each other,
- runs for and against all teams in their respective Grade and Division through the season.

#### **1.14.3. RANKING TEAMS WITH EQUAL WIN/LOSS RATIOS**

The position of teams where more than two teams are equal shall be determined by first establishing the highest placed team, then, by excluding that team, determining the remaining positions and continuing the cycle until all equal teams have been placed in position.

#### **1.14.4. COMPETITION REDRAWS**

Competition redraws will only occur at the discretion of the RHBL.

Teams remaining in their original Grade will keep their current win/loss ratio. Those Teams moving to a different Grade will start that Grade with a zero (0) ratio. In the event that a Team returns to their original Grade their win/loss ratio as of when they were moved from the original grade will be reinstated. Results of games played while in a different Grade will not be included in their overall win/loss ratio.

## **1.15. BEHAVIOUR**

### **1.15.1. NO SMOKING OR DRINKING**

A player, coach, umpire, scorer or any person participating in a game, shall not smoke or consume alcoholic beverages whilst on the playing field or surrounding areas. Offenders will be removed from the field.

### **1.15.2. CODE OF CONDUCT**

All players, managers coaches, officials and spectators must remember that the primary goal of junior baseball is the participation and development of the players in an enjoyable and happy atmosphere. All are expected to behave with respect towards each other and to compete in the spirit of good sportsmanship. All registered team coaches are required to understand and comply with the RHBL Code of Conduct. Team coaches, once registered, will be deemed to have accepted and agreed to comply with the Code of Conduct. A copy of the code is available on the RHBL web site.

### **1.15.3. SUPPORTERS**

Clubs are responsible for the behaviour of their supporters whether in uniform or not, both on or off the playing field. Any Umpire, person or club requiring action under this rule must advise the RHBLCC in writing giving details of complaint.

### **1.15.4. GOOD NAME**

Any behaviour which is considered detrimental to the good name of the RHBL or baseball will be subject to disciplinary action by the RHBL.

## **1.16. FINAL SERIES**

### **1.16.1. ELIGIBILITY OF PLAYERS FOR FINAL SERIES**

In all Divisions and Grades, to be eligible to play in the Final Series, a player must be:

- registered on that Club's registration form held by the RHBL; and
- have played in a minimum of 40% of all Rounds played for that club during the current season, unless otherwise approved by the RHBLCC. For the application of this rule a bye or forfeit win constitutes a legal game.

### **1.16.2. STARTING IN HIGHER GRADE**

In all Grades, the lowest Grade in which a player shall be eligible to play in the Final Series shall be determined where a player had played and was listed as a starting player in five (5) of the last seven (7) Rounds of the regular competition in which that player has played. If a player starts in more than one Grade or Division, the qualification applies only to the higher Grade or Division.

### **1.16.3. PLAYER'S FINALS SERIES GRADE**

Players cannot play in a lower Grade or Division than that for which they qualified. No lower Grade or Division players may be used until all qualified and available players registered in that team have played.

**1.16.4. UNABLE TO RETURN**

If a player takes the field as a starting player in a higher Grade or Division than eligible, then that player cannot play again in that Final Series in a lower Grade or Division.

**1.16.5. SPECIAL RULES FOR FINAL SERIES GAMES ONLY****1.16.5.1. GAME TIMES & RULES**

Final Series game times will be determined by the RHBLCC. Normal game rules will apply unless the RHBL determines otherwise prior to the start of the season.

**1.16.5.2. GROUNDS & DUTIES**

The RHBLCC shall schedule all Finals games and assign the grounds. Where possible games will be scheduled at the ground nominated by the home team and at the normal game time for the respective competition. The normal game time is the day and time that the majority of games in that competition were scheduled in the draw across all teams. Where the normal game time is not available, RHBLCC will schedule the game in the following order of priority:

- (i) at the next available timeslot at the home ground on the scheduled game day (between the hours of 8:30am and 11:00am for Saturday games or 6:00pm to 8:15 pm for Friday games); or
- (ii) at the normal game time at another RHBL venue nominated by the home team; or
- (iii) at the next available timeslot at another RHBL venue nominated by the home team (between the hours of 8:30am and 11:00am for Saturday games or 6:00pm to 8:15 pm for Friday games); or
- (iv) on an alternate game day /time and/or alternate venue.

Any variation to this must be agreed to by both participating teams and RHBLCC.

A home run boundary must be marked for all Final Series Games.

Where a game is scheduled at a neutral ground the nominated home team is responsible for ground duties see rule 1.16.5.6.

**1.16.5.3. FINALS SERIES FORMAT**

At the conclusion of the competition rounds, the leading teams shall meet in semi-finals, finals and grand finals as follows (subject to change by the RHBL):

**Eight (or More) Team Draw**

		<u>Home</u>		<u>Away</u>
Semi Final	A	1	v	2
Semi Final	B	3	v	4
Final	C	Loser of A	v	Winner of B
Grand Final	D	Winner of A	v	Winner of C

**Six Team Draw**

		<u>Home</u>		<u>Away</u>
Final	A	2	v	3
Grand Final	B	1	v	Winner of A

**Four Team Draw**

	<u>Home</u>		<u>Away</u>
Grand Final	1	v	2

**1.16.5.4. MINOR PREMIERS**

In competitions where Final Series are to be played, the team leading the competition table at the conclusion of the last game of the regular competition shall be declared the Minor Premiers.

**1.16.5.5. NO GAME**

If Final Series game (other than a Grand Final) does not start, or is not being completed as a constituted game due to inclement weather or ground conditions, then the higher team in the competition table shall be declared the winner. In the case of a Grand Final only, a specified alternative date may be declared by the RHBLCC.

**1.16.5.6. FINALS HOME TEAM**

The home team for each game of a Finals Series will be identified through the tables set out in rule 1.16.5.3 above.

**1.16.5.7. BASEBALLS**

Both teams will supply an equal number of baseballs for the Final Series, a minimum of two (2) each, and a sufficient number of reserve baseballs, in match condition, to enable the game to continue without undue delay. The Umpire will be the sole judge of the fitness of the baseballs for play. Failure to supply correct match balls shall incur a penalty of \$25.00, but the match will be allowed to continue.

**1.16.5.8. END OF GAME**

The Ten Minute Rule applies to all Finals games. In the event that a Finals game ends in a tie the Tie Breaker Rule (1.16.5.9) will be applied.

**1.16.5.9. TIE BREAKER RULE**

The innings start with one (1) out, the batting line up will continue as per the score book, the next batter on second base and the following batter in the batting box and so on. The game will continue, using the 'tie breaker' system, until a result, if the ground is available. If a game is scheduled to follow, the maximum limit overtime is 20 minutes from the scheduled finishing time, if still a tie the team that led in the competition table shall be declared the winner.

**1.16.5.10. PREMIERS**

The winner of the Grand Final shall be declared the Premiers.

## **SECTION 2 – RULES FOR THE GAME**

### **2.1. GROUNDS & WEATHER**

#### **2.1.1. ROUND OR GAME CALLED OFF**

The RHBLCC reserves the right to call off any Round or game depending upon weather conditions or ground availability.

#### **2.1.2. GROUND CONDITION**

The fitness of the ground at the scheduled time for a competition game shall be decided by the authorities controlling the ground, or by the officially appointed Umpire, in that order. The fitness of the light for play shall be determined by the Umpire for decision at any time. This rule will not be subject to protest.

#### **2.1.3. DIAMOND INCORRECTLY DEFINED**

The Umpire, upon being made aware that the layout of the diamond is incorrect, shall see that it is corrected immediately, if duty of care is to be considered, eg safety base or pitching distance,. otherwise correction will be made at the next even inning.

#### **2.1.4. NO GAME OR RE SCHEDULE**

If a game is not played because a ground was not available, other than a breach of Rule 2.2.2, the result shall be declared a 'no game'. The coaches of the teams involved have seven (7) days of the original scheduled date of the cancelled game to arrange an alternative date for a replay of the game. This replay can only occur with the approval of the RHBLCC. No such provision exists for a replay of games of the last two scheduled competition rounds of the season

A change to the schedule of a game can be enforced where the RHBLCC accepts a request by the home side, and the away team or club contacts in the draw are informed at least seven (7) days before the scheduled game date in the draw.

### **2.2. HOME TEAM DUTIES & DUGOUT**

#### **2.2.1. HOME DUGOUT**

The team named first in the competition draw shall be the home team, will occupy third base dugout and field first. Any team playing on their home ground will always occupy their designated dugout.

#### **2.2.2. DRESS THE GROUND**

The team, playing on their home ground, whether playing as the home or away team, shall dress the ground prior to the game and remove all equipment as necessary at the conclusion of the game. Penalty: Forfeit.

#### **2.2.3. DRESS AT NEUTRAL GROUND**

The home team, playing on a neutral ground, shall be responsible for the dressing of the ground prior to the game and remove all equipment as necessary at the conclusion of the game. Penalty: Forfeit.

**2.2.4. FOR RESULTS TO COUNT**

At least 50% of the games scheduled in any Grade in a Round must be played for the results in that Grade in that Round to be counted.

**2.2.5. RHBL RECORDER**

Notification of results as required in Rule 2.5 are the home team's duty.

**2.3. UMPIRES, SCORER & GAME OFFICIALS****2.3.1. SCORER**

All clubs must provide a scorer for each team. Scorers shall sit together in a neutral area preferably behind the home plate or as directed by the Umpire. Failure to comply with this rule when requested to do so by the Umpire will lead to a penalty of forfeit for each offence.

**2.3.2. UMPIRE**

If an Umpire is not allocated by the RHBL then it shall be the responsibility of the home team to appoint a recognised Umpire. Failure to comply with this rule may lead to a penalty of forfeit for each offence. If the home team has no recognised Umpire or Game Official present, then any recognised Umpire available will take precedence over any non-recognised Umpire or Game Official. If possible, the recognised Umpire should introduce himself to the non-recognised official prior to the game, but not necessarily take physical control of the game. The recognised Umpire should help and assist non recognised officials, to gain game experience, be able to assist with guidance and advise as required.

**2.3.3. JUNIOR UMPIRE/OFFICIAL**

Where the Game Official is a junior player, their own playing level by Division must be higher than that of the teams to be officiated.

**2.4. UNIFORMS AND EQUIPMENT****2.4.1. UNIFORMS**

Club uniforms must be worn. Baseball caps, undershirts, belt and socks are all part of that uniform. Caps must be worn at all times, except when the batting helmet or catcher's mask is worn. Failure to comply with this rule when requested to do so by the umpire will lead to a penalty of \$20.00 and/or suspension for each offence.

**2.4.2. JACKETS**

Only pitchers and relief pitchers may wear warm-up jackets in the batting box and on the field of play. Umpires, however, may use their discretion as to the use of club warm-up jackets by other players.

**2.4.3. MATCH BASEBALLS BRAND**

All baseballs used are to be in good order and of a type approved or supplied by the RHBL. The baseballs used during a game must all be the same brand.

**2.4.4. HOME TEAM BALL SUPPLY**

The home team must provide match baseballs of a type approved by the RHBLCC and have sufficient reserve balls in match condition to enable the game to continue without undue delay.

**2.4.5. BALL CONDITION**

The umpire shall be sole judge of the fitness of baseballs for play. Failure to supply correct match balls shall incur a penalty of \$25.00, but the match will be allowed to continue.

**2.5. NOTIFICATION OF RESULTS****2.5.1. COMPLETE MATCH RESULT CARD**

Each team involved in a RHBL game must ensure that their team's details are completed correctly, listing all players with first names and surnames in pen. The list must include all starting players first then followed by substitutes. Only players that played should be listed. Failure to do so will result in a penalty of \$20.00 to either team involved for each offence.

**2.5.2. RESULT CARD**

The home team must forward the completed (and signed) match result sheets to the RHBL Secretary with in 7 days of the game. Sheets to be scanned and emailed to [secretary@rhbl.com.au](mailto:secretary@rhbl.com.au) .. Failure to do so will result in a penalty of \$30.00 for each offence.

**2.5.3. EMAIL-IN RESULTS**

The home team must Email results to [secretary@rhbl.com.au](mailto:secretary@rhbl.com.au) prior to 6pm on the Sunday following the game. Failure to comply with this rule will result in a penalty of \$30.00 for each offence.

**2.6. PROTESTS****2.6.1. UMPIRE'S DECISION**

If an Umpire makes an incorrect decision on a "Rule of Baseball", a Rule as defined in this document or a ground rule and refuses to alter that decision after attention is drawn to the fact at the time, then the coach of the team so suffering may protest to the decision to the RHBLCC.

**2.6.2. MECHANIC OF PROTEST**

The intention to protest under Rule 2.6.1 must be:

- indicated to the Umpire at the time of the disputed decision;
- marked in the score book before the next ball is pitched; and
- completed on the match result card within 15 minutes of the completion of the game.

Protests must be notified within the timeframes as detailed in Rule 2.6.3.

**2.6.3. TIMING**

All disputes or protests must be forwarded by email or fax to the Competition Chair, within seventy-two (72) hours of completion of the game. Although the protest has been recorded on the match result card, details of the protest (as above) must also be forwarded to the Competition Chair by email or fax. The email or fax must include phone numbers of the person submitting the protest.

Details of email addresses and fax numbers are available on the RHBL website (<http://www.rhbl.com.au>).



**2.6.4. EJECTIONS**

Any player or official ejected from a game must attend the RHBL Tribunal hearing at the time and venue determined by the RHBL. The Umpire must submit a report by email or fax on the incident to the Competition Chair on the day following the ejection.

**2.6.5. AWAIT DECISION**

If the RHBL Tribunal hearing is not held before the next scheduled game, then the player may not play unless the RHBLCC specifically advised the player and Club that the player can play. If a player plays after not being approved to play, the club, team, coach and player will incur a penalty of forfeit.

**2.6.6. UNABLE TO PARTICIPATE**

A player, manager or coach who is under suspension by the RHBL or any other body affiliated to the NSWBL is ineligible to participate in any game of baseball under the control of the RHBL. A penalty will be applied.

**2.6.7. BEHAVIOUR**

Any matter brought to the attention of the RHBL with regard to behaviour, breach of Rules or any act which could adversely affect the good name of the RHBL and baseball will be investigated by the Tribunal and acted on by the RHBL.

**2.7. GAME AND PLAYERS****2.7.1. STARTING PLAYERS**

Any player who has participated in a previous game in the same Round in a lower Grade or Division, may only enter a game where the team has a shortage of starting players.

**2.7.2. PLAYER RE-GRADING**

No player having participated as a starting player in four (4) competition matches in a particular Grade shall be eligible to play in a lower Grade without the prior approval of the RHBLCC. Failure to comply with this rule will result in a penalty of forfeit for each offence.

**2.7.3. PLAYER SHORTAGE**

Any team not having nine (9) players may promote registered players from a lower Grade or Division from their Club (note the limitations in Rule 1.12.12). If such players are not available, then they may substitute any other registered player from another Club in the RHBL competition of the same Grade or of a lower Division or age. Teams failing to comply with the spirit of this rule may be subject to protest by the opposing team. Special circumstances will be reviewed by the RHBLCC and may result in a penalty of forfeit for each offence.

**2.7.4. BORROW PLAYER FROM ANOTHER CLUB**

If the team is unable to field the regulation 9 players and if such players are not available from their club (See Rule 2.7.3), they may borrow one or more registered players from another club of the same Division and Grade or of a lower Division or Grade to compete for the team which is deficient. The lent player must play in the outfield and may bat for the borrowing team if both coaches agree. If the lent player bats for the borrowing team then that player cannot also bat for the lending team during that game. If the lent player fields but does not bat for the borrowing team, then the borrowing team's batting order shall consist of only its own players. If the lent player is needed to bat for the lending team, the lending team may rotate substitute fielders so as not to interfere with their batting order.

**2.7.5. PLAYING UP**

Players are only permitted to play two years above their correct age Division, or in the next age division up if greater than two years.

le 1 U8 can play up to U10.

2 U13 would be playing U14 so can legally play U16

Duty of care still remains with the Coaches to ensure the players ability is at that level.

**2.7.6. AUTOMATIC OUTS**

There are no automatic outs in RHBL games with the exception of the 14A and 16A competition where the rules of baseball will apply. Teams playing with less than nine (9) players will not be subject to automatic outs with the exception of the 14A and 16A competition where the rules of baseball will apply.

**2.7.7. FORFEITS**

A team unable to field six (6) players; or fails to appear at the ground; or fails to commence play within ten (10) minutes after the scheduled time, or fails or refuses to proceed when directed by the Umpire to do so will be subject to having a Forfeit awarded against them. On appeal to the Umpire by the opposing Manager shall be awarded a forfeit.

A team forfeiting a game must provide at least 24 hours notice to both the RHBLCC and opposing team. Failure to do so shall incur a penalty of \$50.00.

**2.7.8. STARTING PLAYER**

A starting player is a registered player that was listed in the initial team (of 9 to 12 batters), that played from the start of the game in any Round or Final Series game. A player can only be regarded as a starting player in one Division or Grade for each Round. If a player starts in more than one Grade or Division, the qualification applies only to the higher Grade or Division. Any failure to comply with this rule will result in a penalty of forfeit for each offence.

**2.7.9. TWELVE (12) BATTER RULE**

All players, up to twelve (12), must be included in the batting line-up. No player in the line-up will be left on the bench for consecutive innings. This rule does not apply to A Grade where a team may choose to play 9 or list up to 12 players in the batting line-up.

**2.7.10. DESIGNATED HITTER**

A designated hitter (DH) may not be used.

**2.8. TIME****2.8.1. GAME TIME ADJUSTMENT**

The game start and finish time (but not the scheduled game duration) may be adjusted by agreement of both coaches at the plate meeting before the scheduled start of the game. If a following game on the game diamond or an adjacent diamond will be affected or if both coaches fail to agree on revised times then the start and end shall be those stated in the competition draw issued by the RHBLCC each season, and those times shall be deemed to have been agreed. Rule 2.1.4 also applies to other changes with notice.

**2.8.2. REGULATION GAME**

It shall be a regulation competition game if a plate meeting has occurred and play has proceeded for at least half (1/2) the regulation time.

**2.8.3. GAMES FINISH**

T Ball games will finish at the scheduled finish time, by the Umpire announcing “Time and Game “

Rookie Ball and Live Ball games will finish in accordance with the Ten Minute Rule. Where a result has not yet been finalised twenty (20) minutes after the finish time as agreed in Rule 2.8.1 the game will stop with the batter completing their turn at bat. Games that have the Ten Minute Rule applied will be played only for result, ie if, during the bottom of the last inning, the home team scores the necessary runs to pass the away team, the game will be called when the play that the winning run is scored is completed.

Where a following game will be effected by such time extension (ie the following game is scheduled to commence within 30 minutes of the scheduled finish of the current game) the current game will stop at the finish time as agreed in Rule 2.8.1 with the batter completing their turn at bat. The Ten Minute Rule will not apply. The diamond must be vacated allowing the following teams access to the playing field a minimum of ten (10) minutes before their scheduled game time.

**2.8.4. GAME RESULT**

The final score, when an unequal number of innings have been played, reverts back to the last equal innings except where:

The last team at bat is ahead or tied (Team A bats first)

A=6, then bats and scores 0, total runs is 6

B=4, then bats and score 2 during incomplete innings, total runs is 6

Tied result (6 all)

The last team at bat is still behind

A=6, then bats and scores 1, total runs is 7

B=4, then bats and score 2 during incomplete innings, total runs is 6

Team A win (7-6)

Example of where the score will revert

A=5, then bats and scores 3, total runs is 8

B=7, then bats and score 0 during incomplete innings, total runs is 7

Score reverts and team B win (7-5)

**2.8.5. SIDE AWAY REQUEST**

If the away team, batting first in the top half of a final extension inning, is already ahead or scores runs to get enough ahead to satisfy their team coach, then the away team coach should **NOT** create outs to end the half inning but should request the Umpire to call side away to commence the bottom half of the inning. Note the maximum time extension still applies.

**2.8.6. OPTIONAL MERCY RULE**

In all games, upon completing play for half of the scheduled regulation game for time games, or at the conclusion of any completed innings thereafter, a team is ten (10) or more runs ahead, such team may be declared the winners. This rule may only be applied by the Umpire at the **sole request of the coach of the team so losing by the ten (10) or more runs – this rule is not mandatory.**

**2.9. SAFETY****2.9.1. HELMETS**

Double eared batting helmets must be worn by bat boys, batters and base runners.

**2.9.2. FACE MASK**

All catchers and players warming up pitchers must wear helmets, face masks and throat guards or chin extended masks.

**2.9.3. BLOOD BIN**

Players who are injured and who require treatment to stem the flow of any body fluids may leave the game without penalty.

- If they are on base, then a courtesy runner may be used until replaced by the original player.
- If they are at bat, then the player may obtain treatment and if unable to be treated within a reasonable period the player may be replaced and the batting shall continue with the count applied to a courtesy batter (the player, if removed for treatment shall not bat until their turn in the line up again arrives).
- If in the field a courtesy fielder may be used while treatment is applied.

**2.9.4. UNABLE TO RETURN**

If the injured player cannot take their place when due to field or take their next turn at bat, then they must be withdrawn from the game.

**2.9.5. SECOND BLOOD BIN**

If the same player sustains a second flow of any body fluids the player must be withdrawn from the game.

**2.9.6. COLLISIONS**

Any player adjudged, by the Umpire, to have unnecessarily or deliberately caused a collision with another player irrespective of whether a play is being made or not, will, in addition to the application of baseball rules pertaining to “interference” and “obstruction”, will be ejected and must take no further part in the game.

**2.9.7. INCITING COLLISION**

Any coach, manager or base coach, who in the judgment of the Umpire directed or deliberately by omission, contributed to a breach of Rule 2.9.6, will be ejected and shall take no further part in the game.

For both the above ejections the score books are to be noted and the RHBLCC informed with a full report of the circumstances.

**2.9.8. AVOID COLLISION**

Any player who does not slide or attempt to avoid a collision with a fielder or catcher in possession of the ball shall be given out. In such cases the ball will be dead and runners will return to the last base legally occupied at the time of the collision unless forced to advance.

**2.9.9. ON DECK BATTERS**

To minimise the risk of accidental injury from a stray foul ball, the groundsman should mark out the on deck circle on the playing field at a sufficient distance from home plate for the next batter to warm up with reasonable safety. Where no on deck circle is marked out, the on deck batter should be near to the first or third base coach's box. On deck batters must always be behind the batter (i.e towards third base for a right handed batter, towards first base for a left handed batter). In T-Ball games, bats must not be swung by any player in the dugout or spectator area.

**2.9.10. GROIN PROTECTORS**

Groin protection equipment is recommended for all players, male or female, in all Competitions

**2.9.11 MOUTH GAURDS**

Mouth guards are recommended for all players in all age groups but are not mandatory

**2.10. PLAYER CONDITION NOTIFICATION****2.10.1. PLAYER MUST NOTIFY**

Players must notify their coach and club officials of any condition which could affect their wellbeing, performance or participation in the sport of baseball. Such conditions should include all medical conditions and restrictions imposed by baseball.

**2.10.2. MEDICAL CLEARANCE**

Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.

**2.10.3. PLAYER'S RESPONSIBILITY**

The RHBL shall not be held responsible for the players or individual's failure to seek and follow appropriate medical advice.

**2.10.4. CONFIDENTIALLY**

Information relating to a player's condition shall be held confidentially (unless this is not required) but may be used by the RHBL for administrative, insurance, legal or related purposes.

**2.10.5. PROVIDE MEDICAL CERTIFICATE**

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.

## **2.11. THE GAME**

### **2.11.1. WASTING TIME**

It is contrary to the spirit of baseball for teams to engage in the practice of wasting time, particularly in the closing minutes of a time-limit game. Umpires are instructed to take all necessary steps to prevent such malpractice and coaches or adults in charge of teams must be warned that the RHBL will not tolerate such tactics. Penalty of forfeit.

### **2.11.2. REGISTERED UMPIRES & GAME OFFICIALS**

All teams registered with the RHBL must supply the name or names of persons who are their proposed umpires for registration within two weeks of the start of the season. Those persons seeking registration will be required to attend training sessions. Failure to comply with this rule could lead to a penalty

### **2.11.3. INJURIES**

#### **2.12.3.1. OFFENCE**

If a batter or runner is injured, a replacement runner from his team will be allowed for that innings only. If the player cannot take their place when due to field or take their next turn at bat, then the injured player must be withdrawn from the game.

#### **2.12.3.2. DEFENCE**

If a fielder is injured, they can be replaced by a player from the bench and as they started the innings it will count as having taken the field, but if that injured player cannot take their place in the batting line up or their turn on the field, then they must be withdrawn from the game.

### **2.11.4. LATE ARRIVAL**

A late arrival to the game can only be included in the team as follows:

- If the team is playing with less than 9 players, then the late arrival can be included at any time.
- If the team has 9 or more players, then the late arrival can only be added at the completion of the bottom of any inning.
- In A Grade, if the previous conditions do not apply, then the late player can replace another player.

In the case of a team using a lent player, if that lent player does not bat, the late player will replace that player on arrival. If the lent player is batting, only the second two conditions will apply. The lending team has the option of leaving the lent player in the team or having them replaced by the late player and taken back into their own team.

### **2.11.5. PLAYER RE-ENTRY**

In A Grade where there are 9 starting players, any player may be withdrawn and re-entered once during the game provided such player occupies the same batting position if and when the player returns to the offensive batting order. The player who substitutes must play at least one half innings (3 defensive outs) and bat at least once. A substitute who is withdrawn may not re-enter the game, except as a catcher's speed up rule pinch runner.

### **2.11.6. PLATE MEETING– LOCAL GROUND RULES AND GAME CONDITIONS”**

At least five minutes before the start of each game, the plate Umpire **must** conduct a plate meeting involving the coaches from both teams. The game will be a No Game if the plate meeting has not occurred, and the coach protests prior to the start of the game.

At the plate meeting:

- the home team coach will be asked to highlight and explain any dead ball areas and specific local ground rules;
- the game start and finish times will be confirmed and any following affected games noted;
- rules applicable to any game time extension will be confirmed;
- In the instance of any disagreement between the coaches, the plate Umpire will decide on the meaning and application of the Rules

#### **2.11.7. NO PITCHERS**

This rule applies only to Live Ball Grade C and lower Grades games during the regular season only.

If, in the opinion and agreement of both coaches, a team is without pitchers of an ability to throw enough strikes to make an enjoyable game then the game may start or revert at an even inning to Coach Pitch (with coaches pitching to their own team), Rookie Ball or T-Ball. Bunting is then not allowed, If the coach or machine interferes with a batted ball then the ball is dead.

#### **2.11.8. CATCHER SPEED-UP RULE**

In all age groups, the catcher may participate as a runner until there are two outs. After the second out is recorded, the catcher, if on base, must be replaced immediately with another runner, and if at bat, must be replaced once the play by which he becomes a runner is completed. Before there being two outs, the catcher may be replaced as a base runner, at the discretion of the offensive team manager. Note: A courtesy runner will, for convenience sake, be the last player out.

## SECTION 3 – RULES APPLIED TO LIVE BALL GAMES

### 3.1. PURPOSE

The purpose of this set of Rules is to identify those rules that apply only to Live Ball games in the RHBL. For this document Live Ball refers to games played by the Under 10A's, 11, 12, 14, 16 and 19 Grades and Divisions.

### 3.2. DEPENDENCIES

This set of Rules must be read in conjunction with Section 1 – Overview and Section 2 – Rules for the Game.

### 3.3. DURATION OF GAMES

The duration for each Live Ball game is 7 innings or as follows, whichever comes first:

Under 19's	2 hours
Under 16A, B & C's	2 hours
Under 14A's	2 hours
Under 14B & C's	1¾ hours
12 Years A's	2 hours
12 Years ungraded	1½ hours
11 Years A & ungraded	1½ hours
10 Years A & ungraded	1½ hours

### 3.4. PLAYING DIMENSIONS

The dimensions of the fields used in Live Ball games are as follows:

**Note Under 12's will play the first 6 rounds on a 60 foot diamond 46 foot pitching distance**

Division/Grade	Base Distance	Pitching Distance	Home Run Boundary <sup>1</sup>
Under 19,16A & B	90'	60' 6"	180' to 270'
Under 16C	90'	54'	180' to 270'
Under 14A & B	80'	54'	160' to 240'
Under 14C	80'	48'	160' to 240'
Under 12A & B	70'	48'	120' to 180'
Under 12C	70'	46'	120' to 180'
Under 11	60'	46'	120' to 180'
Under 10	60'	42'	120' to 180'

### 3.5. BALL TYPE

Under 19	9" circumference, leather
Under 16	9" circumference, leather
Under 14	9" circumference, leather
Under 12	8½" circumference, leather, BNSW12 or equivalent
Under 11	8½" circumference, leather, BNSW12 or equivalent



Under 10 8½“ circumference, leather, BNSW12 or equivalent

### 3.6. BATS

Bat sizes allowable in RHBL are in accordance with “BNSW Bat Restrictions”. Limitations as per BBNSW Procedures Manual a 1 September 2010 are:

Division	Equal to or less than		Maximum Differential Weight
	Diameter	Length	
Under 16 (AA)	any	34” or Greater	minus 3
Under 16 (AA)	any	33”	minus 5
Under 14 (A)	2 5/8”	N/A	N/A
Under 12 and lower (LL)	2¼”	N/A	N/A

The “Weight/Length Differential shown above is the numerical difference between the bat weight in ounces and the bat length in inches, in that order.

Bats used in “LL” shall be marked with a BPF (bat performance factor) of 1.15 or less, or a mark for approved use in Little League Baseball.

Bats used in “A” and “AA” Competitions may be wood, wood composite / laminated, aluminium, ceramic or carbon graphite. The use of Softball bats is not permitted.

Under 19 bats to comply with Under 16 (AA) restrictions

Under 14’s may use bats that are legal in the 12 years and lower

Any non conforming bats shall be removed from the game and noted on the match sheet for the RHBLCC.

### 3.7. SHOES

Live Ball players must use studded footwear, eg being cleats or boots designed for junior team contact sports. No junior player shall be permitted to play in footwear of any material where design, worn surface, missing parts, neglect or the opinion of the Umpire is able to cause accidental injury to the player or others.

Under 16A players may have footwear with metal studs or cleats.

Penalty: The player is not permitted to play in the unsafe item.

### 3.8. PITCHING & CATCHING

#### 3.8.1. PITCHING RULE

Any live ball pitcher relieved from pitching in a game at any time, cannot re-enter that game as a pitcher. Penalty of forfeit.

**3.8.2. PITCH & CATCH**

No player in any live ball game is permitted to pitch and catch in the same game. Penalty of forfeit

**3.8.3. ILLEGAL PITCHES**

Apart from the Under 16 competition any pitch that is declared by the Umpire to be a curveball, forkball or slider shall be an illegal pitch. This is a protective rule and the emphasis is on the throwing action of the pitcher and not the movement of the ball. When a curveball, forkball or slider is called by the Umpire, the pitch will be called a ball and the ball is dead unless the batter hits the ball such that the batter gains first base safely and all runners legally advance at least one base. In this case, play will continue without reference to the illegality of the pitch.

**3.8.4. PITCHING LIMITS**

If unrestricted the following limits apply:

Under 19	80 pitches or 4 innings
Under 16	80 pitches or 4 innings
Under 14	65 pitches or 3 innings
12 Years	55 pitches or 3 innings
11 Years	55 pitches or 3 innings
10 Years	40 pitches of 2 innings

If restricted the following limits apply:

Under 16	29 pitches or 4 innings
Under 14	24 pitches or 3 innings
12 Years	24 pitches or 3 innings
11 Years	24 pitches or 3 innings
10 Years	19 pitches or 2 innings

A pitcher is restricted if they are scheduled to play again in the same weekend (eg as a Rep Player or in a gala day irrespective of whether the player is available to play in that scheduled game, eg if the Rep Player is planning to be away interstate on the day of their representative game then that player is still restricted during their club game).

A pitcher that is unrestricted may exceed their limit to complete a batter at the plate. Once a pitcher has reached the unrestricted limit, they may stay in the game in another defensive position other than as a Catcher.

A pitcher that is restricted (i.e. without two clear rest days) may not exceed their limit to complete a batter at the plate.

Any team found to over pitch or catch a player in an RHBL game will have a penalty of forfeit applied to it and the coach will face the RHBL Judiciary for disciplinary action which may include suspension.

All players that are playing in other games outside of RHBL must be fully aware off NSWBB rules on Pitching restrictions and must notify there coach if they have pitched in the days prior to any RHBL game.

**3.8.5. CATCHING LIMITS**

All players are restricted to catch a total of four (4) innings per club competition game if they are to play again in the same weekend (eg as a Rep Player or in a gala day).

**3.8.6. COMPETING IN SENIOR OR OTHER COMPETITIONS**

A pitcher's playing age limits apply.

**3.9. BALK**

Under 19	Rules of Baseball applies
Under 16	Rules of Baseball applies
Under 14A	Rules of Baseball applies
Under 14B & C	The umpire will stop play and advise the coach of the problem. Umpires are to use their discretion and, after warning, only call a balk if they feel it is warranted. Where a batter has come into a bunt position very early, the pitcher must continue the throw. If the pitcher stops, the umpire will call a balk.
Under 12	Does not apply
Under 11	Does not apply
Under 10	Does not apply

**3.10. SIX RUN RULE**

Under 19	Applies
Under 16A	Does not apply
Under 16B & C	Applies
Under 14A	At discretion of RHBLCC
Under 14B & C	Applies
Under 12	Applies
Under 11	Applies
Under 10	Applies

**3.11. RUNNER LEAVING BASE EARLY**

Runners shall not take a lead or leave their bases until:

Under 19	Does not apply
Under 16	Does not apply
Under 14	Does not apply
Under 12	The ball has left the Pitchers hand for 70 foot Diamond
Under 12	The ball has crossed home plate for 60 foot Diamond
Under 11	The ball has crossed home plate
Under 10	The ball has crossed home plate

If a base runner leaves his base early then the runner and subsequent play is permitted to continue.

- if a play is made on the offending runner and they are out, then the out stands;
- if the batter takes the pitch or the batter becomes an out after a hit and the offending base runner reaches the base he is advancing to safely, then the offending runner must be returned to the base he occupied before the pitch was made.

- if the batter makes a safe hit then the offending base runner can only advance beyond the base originally occupied to the base forced by the batter's advance on the hit.
- The violation by one base runner shall affect all other base runners

Penalty: A warning to that player & the Coach of that team shall be issued. Upon the second and subsequent violation by any runner from that team at any time in that game the runner shall be given OUT and all base runners are affected as appropriate to the circumstances of the ensuing play.

### 3.12. TIME

Rules of Baseball applies

### 3.13. DROPPED THIRD STRIKE

Under 19	Rules of Baseball applies
Under 16	Rules of Baseball applies
Under 14	Rules of Baseball applies
Under 12	Automatic out, ball remains live
Under 11	Automatic out, ball remains live
Under 10	Automatic out, ball remains live

### 3.14. TEE USE ON 4 BALLS

If a batter receives four balls from the pitcher, the batter will be given one swing at the ball on a Tee. A missed swing or a foul will be counted as a strikeout and the ball is dead and other runners remain. From the call play or play ball, the batter is not permitted to reposition the back foot such that they will hit in an appreciably different direction. A strike will be called on the batter if this occurs. Front foot movement is permitted. The batter must hit the ball and move it from the tee by a full and forceful swing of the bat. The bat must go through 180° arc for it to be a swing resulting in a hit. The ball must travel at least as far as the pitching distance unless the ball is fielded by the defensive team – failure to do so will result in the batter being called out. The batter is limited to a maximum advance of one base at their own risk. Runners on base remain tagged on base until the hit and are not limited to a one base advance. If a thrown ball passes over the dead ball line, the runner is only entitled to the base they were advancing to.

From the call play or play ball, fielders are not to move in away that will considerably change their fielding position and the Pitcher must be in the pitching position with both feet on the pitchers plate.

Under 19	Does not apply
Under 16	Does not apply
Under 14	Does not apply
Under 12A& B	Does not apply
Under 12'C	Applies
Under 11	Applies
Under 10	Applies

**3.15. STEALING AND SCORING FROM THIRD BASE**

To encourage catchers to develop pickoffs without the penalty of a runner's additional advance on errors, the maximum advance a runner can steal is restricted to one base per pitch in Under 10, 11 and 12 B & C only.

Stealing home is limited as follows:

Under 19	Not limited
Under 16	Not limited
Under 14	Not limited
Under 12	Not limited
Under 11	Only on a pick off play made by the catcher
Under 10	Only on a pick off play made by the catcher

**3.16. DEAD BALL RULE**

Under 19	Rules of Baseball applies
Under 16	Rules of Baseball applies
Under 14	Rules of Baseball applies
Under 12	Rules of Baseball applies
Under 11	Rules of Baseball applies
Under 10	Runners are only entitled to the base they advancing to

**3.17 Under 19 players**

Any player that has played Youth league or higher at under 16's is restricted to play in the outfield.

## SECTION 4 – RULES APPLIED TO ROOKIE BALL GAMES

### 4.1. PURPOSE

The purpose of this set of Rules is to identify those rules that apply only to Rookie Ball games in the RHBL. For this document Rookie Ball refers to games played in the Under 9 & 10's Divisions.

### 4.2. DEPENDENCIES

This set of Rules must be read in conjunction with Section 1 – Overview and Section 2 – Rules for the Game.

### 4.3. DURATION OF GAMES

The duration for each Rookie Ball game is 5 innings or as follows, whichever comes first:

Under 9	1¼ hours
Under 10	1¼ hours

### 4.4. PLAYING DIMENSIONS

The dimensions of the fields used in Live Ball games are as follows:

Division/Grade	Base Distance	Pitcher Position / Machine Distance	Home Run Boundary <sup>1</sup>
Under 9	60'	46' / 40'	120' to 180'
Under 10	60'	46' / 40'	120' to 180'

### 4.5. BALL TYPE

Under 9	8½" circumference, , soft, K500 or equivalent
Under 10	8½" circumference, leather, BNSW12

### 4.6. BATS

Bat sizes allowable in RHBL are in accordance with "BNSW Batt Restrictions". as at 1 September 2010 are:

Division	Equal to or less than		Maximum Differential Weight
	Diameter	Length	
Under 12 and lower	2¼"	N/A	N/A

<sup>1</sup> Note: the Home Run Boundary is mandatory for Final Series games and optional for all other games. The distance to the Home Run Boundary is measured from the pitcher's rubber

Bats used shall be marked with a BPF (bat performance factor) of 1.15 or lessor marked as approved use in Little League Baseball

#### **4.7. SHOES**

Rookie Ball players may wear moulded one piece, rubber soled runners, shoes or boots

Penalty: The player is not permitted to play in the unsafe item.

#### **4.8. PITCHING**

##### **4.8.1. MACHINE DISTANCE**

The pitching machine will be set up 40' from the home plate. To confirm, if the pitching machine stand is placed on the diagonal between first and third base the front of the machine is at 40'

##### **4.8.2. MACHINE SPEED**

Under 9	35 – 37 mph
Under 10	40 – 43 mph

##### **4.8.3. MACHINE INTERFERENCE**

Where a batted ball hits the machine, or the machine interferes with a pitcher's play on a batted ball, or, in the opinion of the umpire, an infield fly could lead to a fielder colliding with the machine it will be declared a dead ball. This is not to be confused with Rule 4.16 which refers to the Rule of Baseball regarding a ball leaving the field of play. If a thrown ball hits the machine it is to be played out.

##### **4.8.4. PITCH DECLARED A BALL**

If the machine projects the ball to a position outside the strike zone then a ball will be called if the batter does not swing at it (per normal Rules of Baseball). If the machine continues to project outside the strike zone then machine adjustment is required immediately (i.e. not delayed until end of inning).

##### **4.8.5. MACHINE FAILURE**

If the machine fails to operate then the game shall continue in whatever manner the umpire determines, including T Ball or Coach Pitching to their own Team, from that point of the game that the equipment failed. The continuance of the game on another day (within 5 days) is a last option.

##### **4.8.6. BATTER HIT BY MACHINE PITCHED BALL**

In the event that a batter is hit by a pitched ball the ball will be called dead and no play will occur. If the impact is the result of a misaligned machine then the machine is to be adjusted immediately. If the impact is a result of the batter's inability to avoid the pitch then the coach of the batter is to provide instruction to the batter at the plate.

#### **4.9. BALK**

Not applicable

#### **4.10. SIX RUN RULE**

Under 9	Applies
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Under 10                      Applies

#### **4.11.        RUNNER LEAVING BASE EARLY**

Runners shall not take a lead or leave their bases until:

Under 9                      the ball is hit.  
Under 10                     the ball crosses home plate

If a base runner leaves his base early then the runner and subsequent play is permitted to continue.

- if a play is made on the offending runner and they are out, then the out stands;
- if the batter takes the pitch or the batter becomes an out after a hit and the offending base runner reaches the base he is advancing to safely, then the offending runner must be returned to the base he occupied before the pitch was made.
- if the batter makes a safe hit then the offending base runner can only advance beyond the base originally occupied to the base forced by the batter's advance on the hit.
- The violation by one base runner shall affect all other base runners

Penalty: A warning to that player & the Coach of that team shall be issued. Upon the second and subsequent violation by any runner from that team at any time in that game the runner shall be given OUT and all base runners are affected as appropriate to the circumstances of the ensuing play.

#### **4.12.        TIME**

The objective of calling time is to achieve a game with continuity with the skill level of the players taken into account. Runners should be allowed to advance on hits or on a fielder's choice to play at another base. Fielders will be allowed to make plays on the runners. Where a runner is between bases, they should either return to their previous base or advance if the rules allow, where the next base is unoccupied and they are not held by a fielder with the ball. The Umpire will use their discretion in judging when all possible play has ceased, taking into account the score and standard of the game. The Umpire calls time to indicate play has ceased. Normally this will be when:

- the ball is dead, i.e. hit or thrown out of the field of play;
- a home run or a ground rule double is awarded;
- the pitcher has the ball near the pitchers plate;
- an infielder has the ball in front of the most advanced runner;
- the catcher has the ball and is not making a play;
- the ball is in the possession of an infield player and runners have stopped their advance.

#### **4.13.        DROPPED THIRD STRIKE**

Under 9                      Automatic out, ball remains live  
Under 10                     Automatic out, ball remains live

#### **4.14.        TEE USE ON 4 BALLS**

Not applicable



**4.15. STEALING AND SCORING FROM THIRD BASE**

Under 9                      Stealing is not permitted. Runners may only advance on a batted ball

To encourage catchers to develop pickoffs without the penalty of a runner's additional advance on errors, the maximum advance a runner can steal is restricted to one base per pitch in the Under 10.

Stealing home is limited as follows:

Under 10                      Only on a pick off play made by the catcher

**4.16. DEAD BALL RULE**

Under 9                      Runners are only entitled to the base they advancing to  
Under 10                      Runners are only entitled to the base they advancing to

**4.17. BUNTING / CHECK SWINGS**

Bunting and check swings are not allowed in any Rookie Ball game.

**4.18. SAFETY BASES**

The safety bases (rectangular bases, half white, half orange) should be used on all diamonds at first base. The white section shall be in fair territory and the orange section shall be in foul territory. The safety base is used to minimise the risk of injury arising from a collision at first base. This purpose must always be considered when applying this rule. The following rules will apply:

- the fielder must always use the white section;
- the runner must use the orange section when initially running through first base on a single base hit;
- the runner may legally proceed to second base after touching either the white or orange section;
- the white section must be used on any return to first base.

**4.18.1. FIRST BASE COACH OBLIGATION**

The first base coach must ensure the batter runner uses the safety (orange) side of first base on a single base hit and to only send the runner to second if the play is a sure double and the first base fielder is not in the runner's line or taking possession of a throw.

## SECTION 5 – RULES APPLIED TO T-BALL GAMES

### 5.1. PURPOSE

The purpose of this set of Rules is to identify those rules that apply only to T-Ball games in the RHBL. For this document T-Ball refers to games played in Under 7 and Under 8 Grades and Divisions.

### 5.2. DEPENDENCIES

This set of Rules must be read in conjunction with Section 1 - Overview and Section 2 – Rules for the Game.

### 5.3. DURATION OF GAMES

The duration for each T- Ball game is 5 innings or as follows, whichever comes first:

Under 7	1 hours
Under 8	1 hours

### 5.4. PLAYING DIMENSIONS

The dimensions of the fields used in Live Ball games are as follows:

Division/Grade	Base Distance	Pitching Distance	Home Run Boundary <sup>1</sup>
Under 7	50'	40'	100' to 150'
Under 8	50'	40'	100' to 150'

### 5.5. BALL TYPE

Under 7	8½" circumference, soft, K500
Under 8	8½" circumference, soft, K500

### 5.6. BATS

Bat sizes allowable in RHBL are in accordance with "BNSW Batt Restrictions". as at 1 September 2010 are:

Division	Equal to or less than		Maximum Differential Weight
	Diameter	Length	
Under 12 and lower	2¼"	N/A	N/A

Bats used shall be marked with a BPF (bat performancefactor) of 1.15 or lessor marked as approved use in Little League Baseball

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Note: the Home Run Boundary is mandatory for Final Series games and optional for all other games. The distance to the Home Run Boundary is measured from the pitcher's rubber

## **5.7. SHOES**

T-Ball players may wear moulded one piece, rubber soled runners, shoes or boots

Penalty: The player is not permitted to play in the unsafe item.

## **5.8. PITCHING**

Not applicable

After the batter takes his stance, the pitcher must remain stationary and have both feet in contact with the pitcher's plate, until the ball is struck. Penalty: The umpire will advance the lead runner one base for infringement after warning.

## **5.9. CATCHER PROTECTION**

As a minimum level of protection the catcher must wear a double eared batting helmet. A mask and helmet combination should be encouraged.

## **5.10. END OF INNINGS**

Under 8 Third out or 9<sup>th</sup> batter ends the innings

Under 7 Every batter will bat once in an inning, regardless of the number of players in their team

## **5.11. RUNNER LEAVING BASE EARLY**

Runners shall not take a lead or leave their bases until the ball is hit.

If a base runner leaves his base early the Umpire will call dead ball and the offending runner will return to their last legally entitled base – there is no penalty applied.

## **5.12. TIME**

The objective of calling time is to achieve a game with continuity with the skill level of the players taken into account. Runners should be allowed to advance on hits or on a fielder's choice to play at another base. Fielders will be allowed to make plays on the runners. Where a runner is between bases, they should either return to their previous base or advance if the rules allow, where the next base is unoccupied and they are not held by a fielder with the ball. The Umpire will use their discretion in judging when all possible play has ceased, taking into account the score and standard of the game. The Umpire calls time to indicate play has ceased. Normally this will be when:

- the ball is dead, i.e. hit or thrown out of the field of play;
- a home run or a ground rule double is awarded;
- a hit off the tee is not according to the Rules of T-Ball;
- the pitcher has the ball near the pitchers plate;
- an infielder has the ball in front of the most advanced runner;
- the catcher has the ball and is not making a play;
- the ball is in the possession of an infield player and runners have stopped their advance.

**5.13. DROPPED THIRD STRIKE**

Not applicable

**5.14. TEE USE ON 4 BALLS**

Not applicable

**5.15. STEALING AND SCORING FROM THIRD BASE**

Not applicable

**5.16. DEAD BALL RULE**

Under 7

Runners are only entitled to the base they advancing to

Under 8

Runners are only entitled to the base they advancing to

**5.17. BUNTING**

Bunting is not allowed in any T-Ball game.

**5.18. TEE POSITION & REMOVAL**

The tee must be constructed for easy removal by the Umpire or Game Official. The stem of the tee must be positioned immediately in front of home plate (within 6 inches). The Umpire or Game Official must remove the tee if there is likely to be a play at home base.

**5.19. PUTTING THE BALL IN PLAY**

When the Umpire calls play or play ball the ball becomes live when the batter hits the ball and moves it from the tee by a full forceful swing of the bat. The bat must go through 180° arc for it to be a swing and the ball must go at least 15'. The ball remains live until umpire calls foul or time where the ball becomes dead and play is temporarily interrupted.

At the time of the call of play no fielders other than the pitcher are to be within the diamond. Fielders are not to move in away that will considerably change there fielding position. The pitcher must have both feet in contact with the pitchers plate.

**5.20. STRIKE CALLED**

A strike is called, and runners cannot advance, when the batter:

- attempts to hit the ball and misses;
- attempts to hit the ball but strikes the tee without hitting the ball;
- hits the ball so weakly it travels less than 15' Arc
- levels the bat at the ball more than twice;
- bunts the ball; or
- hits the ball foul (All fouls are counted as STRIKES)

From the call play or play ball, the batter is not permitted to reposition the back foot such that they will hit in an appreciably different direction. A strike will be called on the batter if this occurs. Front foot movement is permitted

## **5.21. MAXIMUM BASES ALLOWED**

To limit runners advancing on errors and fumbles, where a fielder has made a play on a batted ball the number of bases a runner is allowed to advance is limited as follows, (note the restriction is applied from the base that the runner occupied at the time of the hit):

### **One Base**

A batted ball fielded by an Infielder, in the infield or near the infielder's correct playing position. This restricts all runners to a maximum advance of one base at their own risk.

### **Two Bases**

A batted ball bounds through the infield area or flies directly into the outfield and a outfielder makes an attempt to field the ball in flight or should have been able to field the ball within their reach. This restricts all runners are restricted to a maximum advance of two bases at their own risk.

### **Ground rule double**

Two bases with out risk. Awarded as a ground double to all runners where a fair ball bounces past the home run boundary line.

### **Triple or Inside Park Home Run**

When the Batter hits a fly or line drive that is not played at by an outfielder and turns the outfielder to give chase to field the ball, play proceeds until the Time Rule is applied. This means that a triple or inside the park home run is possible where a Home Run boundary is not used.

All batters are treated the same for the advancement of bases, there is no call of last batter as the bases they can advance is the same as the first batter.

### **5.21.1. UMPIRE CALLS**

The Umpires will communicate their decision to limit any runners advance by calling "Single" where one base is the restriction, or "Double" where two bases apply. These calls indicate a restriction is being applied, the ball remains live and runners advance at their own risk. Outs can and should be attempted on the runners. The Umpire will call time to indicate when all possible play has ceased.

## **5.22. SAFETY BASES**

The safety bases (rectangular bases, half white, half orange) should be used on all diamonds at first base. The white section shall be in fair territory and the orange section shall be in foul territory. The safety base is used to minimise the risk of injury arising from a collision at first base. This purpose must always be considered when applying this rule. The following rules will apply:

- the fielder must always use the white section;
- the runner must use the orange section when initially running through first base on a single base hit;
- the runner may legally proceed to second base after touching either the white or orange section;
- the white section must be used on any return to first base.

**5.22.1. FIRST BASE COACH OBLIGATION**

The first base coach must ensure the batter runner uses the safety (orange) side of first base on a single base hit and to only send the runner to second if the play is a sure double and the first base fielder is not in the runner's line or taking possession of a throw.

**5.23. PITCHER TAGGING BATTER RUNNING TO FIRST**

The pitcher must throw the ball to the first base man to achieve an out. A batter tagged by the pitcher will be call safe at first base.

## Appendix A – Summary of Penalties

The following table summarises the penalties that may be applied in the event of the breaking of these Rules. The Rule under reference should be reviewed in conjunction with this summary.

Rule	Description	Penalty
<b>Error! Reference source not found.</b>	Participation of non approved player	Forfeit
1.12.3	Not fully disclosing player's background or experience	Discretionary
1.12.7	Playing for a team as an unregistered member of that team	Forfeit
1.16.5.7	Not providing a sufficient supply of baseballs for a Finals Series game	\$25.00
2.2.2	Team playing at home ground not dressing the ground prior to the game or removing all equipment at the conclusion of the game	Forfeit
2.2.3	Team playing as the home side at a neutral ground not dressing the ground prior to the game or removing all equipment at the conclusion of the game	Forfeit
2.3.1	Scorers not sitting in a neutral area as directed by the Umpire	Forfeit
2.3.2	Home team not appointing a recognised Umpire	Forfeit
2.4.1	Not complying with uniform requirements as requested by the Umpire	\$20.00 and/or suspension
2.4.5	Failing to supply correct match balls for non-Final Series games	\$25.00
2.5.1	Failing to complete team details on match result card	\$20.00
2.5.2	Failing to forward completed match result card within required timeframe	\$30.00
2.5.3	Failing to phone match results through within required timeframes	\$30.00

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2.6.6	Including a suspended player, manager or coach in the team	Discretionary
2.7.3	Not complying to the spirit of the rule	Forfeit
2.7.7	Not providing 24 hours notice of a forfeit	\$50.00
2.11.1	Wasting time	Forfeit
2.11.2	Not providing names of proposed umpired within required timeframes	Discretionary
3.8.1	Re-entering a relieved live ball pitcher as a pitcher in the same game	Forfeit
3.8.2	Pitching and catching the same player in a single live ball game	Forfeit
3.8.4	Overpitching a pitcher	Forfeit and coach to face disciplinary hearing