



BASEBALL
VICTORIA

**2019/20 LITTLE LEAGUE
PLAYING CONDITIONS**

Charter

Regular Season



CONTENTS

1)	Introduction.....	4
2)	Governance	4
3)	Interpretation	4
Part 1 - Administration		6
4)	Charter Regulations	6
5)	Team Nomination and Competition Scheduling.....	7
6)	Registration of Players	7
7)	Clearance Procedures	8
8)	Permit Procedures	10
9)	Coaching Permits	11
10)	Uniforms.....	11
Part 2 – General Playing Conditions		12
11)	Season Duration.....	12
12)	Christmas/New Year Schedule Blackout.....	13
13)	Game Start	13
14)	Late Start and Forfeiture.....	13
15)	Extreme Weather	14
16)	Rescheduling of Games.....	16
17)	Melbourne Aces and National Championships.....	16
18)	Pre-Match Warm-Up.....	16
19)	Batting Order.....	17
20)	Five Minute Rule	18
21)	Visits to the Pitcher by a Coach or Manager.....	19
22)	Time Wasting	20
23)	Allocation of Play-off Venues.....	20
24)	Dugout Protection.....	21
25)	Blood Rule	21
26)	Disputes and Protests	21
27)	Yellow Card Rule	23
28)	Ejected Persons.....	24
29)	Zero Tolerance	25
30)	Prohibited Substances	25
31)	Results - Match Report Card and Phoning of Scores	25
32)	Umpires and Scorers.....	26
33)	Umpire Supervisor	26
Part 3 – Little League Playing Conditions.....		27
34)	Game Start Times.....	27
35)	Game Duration.....	28
36)	10/15 Run Rule.....	29
37)	Five Run Rule.....	29
38)	Designated Hitters (DH)	29
39)	Mandatory Play.....	29
40)	Pitching and Catching Restrictions.....	30

41)	Designated Base Runner	33
42)	Sliding/Collision Rule.....	33
43)	Base Running Rules Applicable to Little League Majors and Minors Only.	34
44)	Determining Ladder and Play-off Positions	35
45)	Play-off Series.....	36
46)	Play-off Eligibility.....	37
47)	Play-off Playing Preparation.....	37
48)	Grounds, Ground Equipment and Dimensions	37
49)	Baseballs.....	38
50)	Baseball Bats	39
Schedule 1 - Fines		40

1) Introduction

- a) Charter Baseball is a program of service to the children of today. It is geared to provide an outlet of healthy activity and training under good leadership in an atmosphere of community participation. It is designed to inspire them with goals and enrich their lives towards the day when they take their place in the world. It will establish the values of teamwork, sportsmanship and fair play. Those entrusted with the administration and delivery of Charter Baseball need to instill these ethics, along with encouraging a love for the sport and a drive to increase the participation. These are the primary goals we all need to achieve.

2) Governance

- a) Pursuant to the By-Laws, the LLDA may make supplementary conditions for the conduct of the competition (**Playing Conditions**).
- b) These playing conditions shall apply to all regular season (including finals) of the following Charter competitions:

Division	Regular Season League Age
Minor (LL-Min)	7 – 12
Little League (LL)	9 – 12
Intermediate League (IL)	11 – 13
Junior League (JL)	12 – 14

* the VSBL U16 & U18 competitions are governed by the VSBL playing conditions and rules

- c) Unless otherwise stated in these playing conditions, the Little League Official Regulations, Playing Rules and Operating Policies (2019 Edition) will prevail.
- d) By-laws may be amended from time to time by the Board of Directors of Baseball Victoria pursuant to the constitution of the Association (**Rules**).
- e) The Little League District Administrator (**LLDA**), through the Competition Manager, shall be charged with enforcing these Playing Conditions.

3) Interpretation

- a) In these Playing Conditions a reference to a “Rule of Baseball” shall mean a reference to the Little League Rulebook (2019 Edition) (also referred to as the Green Book) www.littleleague.org/rules
- b) In these playing conditions a reference to a “By-Law” shall mean a reference to the

By-Laws of Baseball Victoria

- c) In these Playing Conditions, unless contrary intention appears:
- i) **“Association”** means Baseball Victoria Incorporated (ABN 78 603 120 057);
 - ii) **“Board”** means the Board of Directors of the Association;
 - iii) **“BUAV”** means Baseball Umpires Association of Victoria Incorporated.
 - iv) **“By-Laws”** means the by-laws made by the Board and Association.
 - v) **“Charter”** means a grouping of clubs in close proximity to one another as determined by the Association.
 - vi) **“Club”** means an Incorporated Club responsible for the administration of a Baseball Club participating in a league.
 - vii) **“Competition Manager”** means the person appointed by the Association for the management of the Little League via the interpretation and implementation of these Playing Conditions;
 - viii) **“Defunct Club”** means a Club that has been declared ‘defunct’ by the Association;
 - ix) **“Defunct League”** means a League that has been declared ‘defunct’ by the Association because it has not administered a League for ‘three (3) consecutive seasons’;
 - x) **“Division”** means the age group within the league as defined by the league age of participants
 - xi) **“League”** means a competition comprising Regular Season games and Play- offs between baseball clubs that are members of the Association;
 - xii) **“Little League District Administrator” “LLDA”** means the Competition Administrator appointed by the Association responsible for the development of these Playing Conditions;
 - xiii) **“Little League Umpire Representative” “LLUR”** means the BUAV Accredited Umpire appointed by the Victorian State Director of Umpiring to assist the Association in the operation of the Charter Season;
 - xiv) **“LLI”** means Little League International;

- xii) **“Official Rules of Baseball”** means the Little League Baseball 2019 Official Regulations, Playing Rules and Operating Policies.
- xiii) **“Recessed Club”** means a club that has been declared ‘recessed’ by the Association;
- xiv) **“Recessed League”** means a League organised by the Association that has been declared ‘recessed’ by the Association because it has not administered a competition for a period of ‘two (2) consecutive seasons’ after the last competition administered by the Association;
- xvi) **“Regular Season”** means games played to determine if a team qualifies for the Play offs.
- xvii) **“Play offs”** means games played to determine the winner of the Season.
- xviii) **“Season”** means the Regular Season and the Play offs.

Part 1 - Administration

4) Charter Regulations

- a) Each club shall be allocated to a Charter annually by the LLDA. Allocation will be based on team nominations entered by clubs. Consideration will be given to LLI Charter formation rules, location and size of clubs and the ramification on surrounding Charters.
- b) Subject to paragraph (c), Charters for Intermediate, Junior & Senior League shall be identical in alignment to Little League Charters.
- c) Should a club with Intermediate, Junior and/or Senior League teams not have Little League teams then such club will be allocated to a Charter by the LLDA.
- d) Each Club will be required to nominate one representative person to be the key contact with the Association and clubs regarding all Charter matters.
- e) Each Charter will be limited to a maximum of 30 teams in each division.
 - i) When a League within a charter achieves more than ten (10) teams, that Charter is required to enter two (2) Charter Representative Teams to be eligible for International Tournament play
 - ii) When a League within a charter achieves more than twenty (20) teams, that Charter is required to enter three (3) Charter Representative Teams to be eligible for International Tournament play

- f) Each Charter League must play a minimum of twelve (12) games per team per Regular Season (exclusive of Play Offs) to be eligible to participate in the State Championships.
- g) For a player to be eligible to participate in a Charter Representative team at the State Championship, a player is required to participate in at least 60% of Charter Competition games for the league division,

5) Team Nomination and Competition Scheduling

- a) As per 4.a) each club via the charter committee must nominate teams annually by notification to the LLDA.
- b) Baseball Victoria shall determine the schedule for the Regular Season for all Little League Major, Intermediate League and Junior League Competitions.
- c) Little League Minor schedule will be completed by each charter committee and submitted to the Association for approval and publishing.
- d) The approved schedule shall be published on the Baseball Victoria VSBL website; www.vicsummerleague.baseball.com.au
- e) Baseball Victoria may amend the fixture as needed at any time during the Regular Season.
- f) If the Competition Manager amends the fixture, Baseball Victoria shall publish the amended schedule on the Baseball Victoria VSBL website; www.vicsummerleague.baseball.com.au and notify the Presidents and Secretaries of the charter and of the clubs affected as soon as possible.

6) Registration of Players

- a) Players not registered in accordance with these Playing Conditions are deemed not to be registered or insured and cannot take part in any Little League Divisions.
- b) Clubs that play an unregistered player in a Little League sanctioned competition risk loss of competition points and a fine in accordance with Schedule 1 of these Playing Conditions.
- c) Players must register as follows:
 - i) Clubs will advise players of the link to register, once registrations open for the season
 - ii) Players are to complete their registration using the Baseball Victoria online registration system, currently SportsTG

- iii) Players will be registered by League age and will be eligible to play in the respective division as per table 2.b)
- d) Clubs are to regularly review their active player list to ensure that it is accurate.
- e) All Baseball Victoria registered players remain bound by the rules of Baseball Victoria, including these playing conditions, Baseball Victoria By-laws, policies and procedures and Codes of Conduct.
- f) To be eligible to participate in State Championships, all players must be playing in the division they are eligible and wish to participate in (i.e. a player wishing to participate in the Junior League State Championships must be playing and meet the eligibility requirements for Junior League State).
- g) Players playing in the Little League Minor competition are not eligible for All Star Selection.

7) Clearance Procedures

- a) Any player wishing to apply for a clearance is responsible for the completion of the Baseball Victoria Clearance Form, as published on the Baseball Victoria website, and submitting it to the Baseball Victoria and the player's current club.
- b) By-Law 8 "Transfer of Players and Coaches" applies to these Playing Conditions, unless stated otherwise.

8) Transfer of Players and Coaches

- a) Any player and any coach registered with the Association shall have the right to transfer from one Club to another within Victoria or an Interstate Club.
- b) The Competition Administrator shall establish transfer policies and procedures in the Playing Conditions which will be binding on all players and coaches who participate as players or coaches in the relevant League.
- c) The transfer policies and procedures shall provide that:
 - i) The Club whom the players or coach is a member of, and from whom the player or coach wishes to transfer, may refuse the transfer at its direction;
 - ii) Transfer may be automatically refused if the correct transfer process, as determined by the Competition Administrator, has not been followed, or the player or coach owes a financial debt to the Club;
 - iii) Interstate player and coach transfers must be endorsed by the Chief Executive Officer of the Association, or nominee;
 - iv) If a player or coach whose transfer application has been refused is aggrieved by the decision of the Club, they shall in the first instance appeal the decision to the Competition Administrator;
 - v) Should the player or coach be unsatisfied with the process used by the Competition Administrator, or have new information, the player or coach can then apply to the

Association to hear a second appeal. Such appeals will be dealt with in accordance with the Grievance Procedure set out at Clause 46 of the Rules as if the parties to the grievance were Members of the Association;

vi) The transfer of a player or coach who is a member of a Club that is declared as a Recessed Club may only be refused by the Club if the player or coach owes a financial debt to the Club;

vii) The transfer of a player or coach who is a member of a Club that is associated with a Competition that is declared a Recessed League may only be refused if the player or coach owes a financial debt to the Competition Administrator; and

viii) Any player who is a member of a Club that is declared a Defunct Club or is associated with a Competition that is declared a Defunct League shall be immediately eligible to register with another Club as a new player.

- c) Clubs are not permitted to approach Players regarding a clearance between 1 December and the completion of the Play-offs.
- d) Baseball Victoria will not accept clearance forms between 1 December and the end of the Play-offs, unless the form has commenced its process prior to 1 December.
- e) Prior to any clearance application, a club intending to interview a player about a clearance from the club where they currently play, or that has been approached by a player from another club who states their intention to be cleared, must send a **Letter of Intent** to the player's club and provide a copy to the Competition Manager. Such letters must be provided prior to 1 December.
- f) Once the Letter of Intent has been provided to the player's club, the club may proceed to interview the player.
- g) Clearances may be granted immediately if the player's club has no objection.
- h) Within 14 days of the receipt of the Clearance Form by Baseball Victoria, the player's current club must accept or refuse the player's clearance request.
- i) Should the player's current club refuse the clearance, the current club must invite the player to:
 - i) the next properly constituted committee meeting if the date of refusal on the Baseball Victoria Clearance Form is prior to 1 August, or
 - ii) a properly constituted committee meeting within fourteen days of the date of refusal on the Baseball Victoria Clearance Form if the date is after 1 August.
- j) A clearance may be refused without the player being invited to a meeting if:

- i) The player is un-financial. Details of a player's un-financial status shall be furnished with the refused Clearance Form and shall be made available to Competition Manager or Baseball Victoria on request.
- ii) A Letter of Intent in accordance with these Playing Conditions has not been received by the player's current club and the Competition Manager.
- k) Once the clearance is granted and processed, the Competition Manager on receiving the approved Baseball Victoria Clearance Form shall register the player on the destination club's SportsTG database and the Approved Clearance List displayed on the VSBL Website. Only after this has been completed is the player permitted to participate with the destination club.
- l) A player whose clearance application has been refused may appeal to the LLDA against the decision to refuse. The appeal must be made on the Appeal Application Form as published on the Baseball Victoria website from time to time and must be accompanied by the refused Clearance Form and be submitted to the Competition Manager, for consideration by the LLDA. Reasons for making the appeal must be shown on the Appeal Application Form and must be relevant to the matters discussed at the meeting with the player. The LLDA shall hear any such appeals in accordance with Appendix H.
- m) A player shall be allowed two (2) appeals against the refusal of a clearance in any Season provided that, in the judgment of the LLDA, the reasons for requesting the second appeal are significantly different from the reasons on which the first appeal was based.
- n) Any player who is not under suspension or disqualified by Baseball Victoria who has not participated in a Baseball Victoria Charter competition or been a registered member of a club for four (4) years, shall be deemed to be a free agent and may register with any club.

8) Permit Procedures

- a) By-Law 8 "Transfer of Players and Coaches" applies to these Playing Conditions, unless stated otherwise. (referred in 7.b)
- b) A player will only be permitted to a club within the charter to which their registered club is aligned.
- c) A player or coach wishing to apply for a Permit is to complete the Baseball Victoria Permit Form, as published on the VSBL website from time to time and submit the form to Competition Manager.
- d) Any Junior player, or person wishing to coach, must apply for a permit to

play/coach for a maximum of one (1) season with another Club other than the Club with which the player is registered, provided that:

- i) the club the player is registered with does not have a team in the competition (in the relevant division or grade) in which the player is seeking a permit to play (e.g. Junior League player is registered at a club that does not enter a team into an Junior League competition can apply for a permit to play for a club that does enter an Junior League team);
 - ii) the player shall only play in the competition in which the permit stipulates (e.g. a junior player can only play in the Junior competition for the club which they have the endorsed permit); and
 - iii) the Permit Form must be completed in the prescribed manner.
- e) Interstate permits for players or coaches do not apply in Victoria and will not be approved by the Competition Manager.
- f) A player participating in contravention of this Playing Condition shall be deemed an “Illegal Player” and penalized by the Competition Manager by a fine in accordance with Schedule 1 of these Playing Conditions and loss of the games in which the player participated in contravention of this condition.

9) Coaching Permits

- a) From time to time, a person registered with a club may desire to coach a team at another club. In these cases, the person shall comply with Playing Condition 8.

10) Uniforms

- a) Clubs participating in the Little League Competitions must seek written approval from Baseball Victoria based on a concept design of a uniform prior to manufacture and purchase for all club playing uniforms. Approved uniforms shall be displayed on the VSBL website www.vicsummerleague.baseball.com.au

The items in which a club must seek approval include:

- i) Playing jersey & undershirt/sleeves; and
 - ii) Playing pants, belt and socks; and
 - iii) Playing cap.
- b) Baseball Victoria reserves the right to reject or request changes to colours or design. Clubs must have an alternate uniform jersey to avoid conflict or 'clash' with another club's uniform when playing as the away team.

- c) Baseball Victoria holds rights over the following areas of team uniforms for the display of competition sponsor logos:
 - i) The left breast of the team playing jersey (the size of the logo representation will not exceed 60cm sq); and
 - ii) The left sleeve of the team playing jersey (the size of the logo representation will not exceed 120cm sq).
 - iii) Clubs must seek approval of all potential sponsor/s from Baseball Victoria to ensure there are no potential conflicts with competition and/or Baseball sponsors. Baseball Victoria will not approve advertising of cigarettes/tobacco, liquor or any company conflicting with any Baseball Victoria sponsor.
- d) You may place your approved sponsor logos on the following areas of your team uniform and equipment:
 - i) The right sleeve of the team playing jersey (the size of the logo representation must not exceed 120cm sq); and
 - ii) An area on the top of the playing jersey, at the top of the jersey and above the number (the size of the logo representation will not exceed 120cmsq).
- e) The following areas of the uniform must be void of all sponsor logos, with exception to the usual manufacturer's marks:
 - i) The front of the playing jersey (with exception to the Club's name or logo and a number at least half the size as the one on the back); and
 - ii) The playing pants; and
 - iii) The playing cap; and
 - iv) Batting, Catcher's and Coaches' helmets; and
 - v) Catcher's chest plate; and
 - vi) Any other item used during a match.
- f) Players and Coaches that participate in games out of uniform will be fined in accordance with Schedule 1.

Part 2 – General Playing Conditions

11) Season Duration

- a) The Little League Regular Season fixture will commence no earlier than the first weekend of October.
- b) The Little League Playoffs will conclude no later than the second weekend of

March.

12) Christmas/New Year Schedule Blackout

- a) Baseball Victoria shall not fixture Little League competitions any later in a calendar year than December 23.
- b) Baseball Victoria shall not fixture Little League competitions any earlier in a calendar year than January 17.

13) Game Start

- a) Games shall commence at times stated in the fixture or these Playing Conditions, as relevant, subject to the Umpire being satisfied that the playing field is fit for the playing of the match.
- b) To 'Call' a game due to the fitness of playing condition, the Umpire must be in attendance at the ground at the scheduled start time.
- c) The Charter Committee or the LLDA may 'Call' games prior to the commencement of play due to the fitness of playing conditions or weather.

14) Late Start and Forfeiture

- a) Where a team has less than seven players present at the scheduled start time for a game, the commencement of the game shall be deferred for a maximum of ten (10) minutes.
- b) If enough players arrive for the team to field seven players within ten minutes from the scheduled start time, play will commence immediately and may continue whilst there are at least seven players. The Umpire shall record the late start and the team that caused the late start on the Match Report Sheet. The Competition Manager shall impose a "Late Start" fine on the defaulting team in accordance with Schedule 1.
- c) If, at ten (10) minutes after the scheduled start time, the defaulting team is unable to field seven (7) players, the opposing team shall be awarded a win for the game by forfeit. The umpire shall record the win as a forfeit to the opposing team on the Match Report sheet awarding a score of 3-0. Baseball Victoria shall impose a "Forfeiture" fine on the defaulting team in accordance with Schedule 1, and a score of 0-9.
- d) If neither team can field seven players within ten minutes from the scheduled start time, both teams will be awarded a loss and the score of 0-9. The umpire shall record the losses on the Match Report Sheet. The Competition Manager shall impose a "Forfeiture" fine on both teams in accordance with Schedule 1.

The cost of the umpire fees shall be shared between the defaulting teams.

- i) When a game is forfeited, the names of the players in attendance from the defaulting team(s) must be recorded in the Match Report Sheet. The non- defaulting team must record a minimum of seven players and a maximum of nine, of the players in attendance.
- ii) Players recorded on the Match Report Sheet under this Playing Condition may not play in another game in that round, except under the Two Games/One Day Rule as stipulated in these Playing Conditions.

15) Extreme Weather

- a) For all games affected by rain, lighting or heat refer to By-Law 24.

24) Extreme Weather

If there is an adverse weather forecast (lightning, wet weather or extreme heat) for the scheduled playing day:

- i) In advance, Competition Manager may consider a full or partial cancellation (i.e. Competition Manager may choose to cancel some or all divisions) in advance and where applicable will seek necessary guidance from the Victorian Director or Umpiring, Bureau of Meteorology and/or selected medical and legal practitioners. Should this occur, all clubs will be notified via email or text message to Club Secretaries and the competition website.
- ii) On Game Day, if Competition manager has not made a decision in advance or advised for players to attend for play, decisions regarding play shall be in the hands of the home Club secretary (or his/her nominee – as per Rule of Baseball 3.10 (a)).
- iii) During a Game, once the game has commenced, decisions will then be made by the umpires.

Heat Affected Games

- a) It shall be the responsibility of the home Club Secretary (or his/her nominee) to monitor on a half-hourly basis, current temperatures via the Bureau of Meteorology website weather information line. Should the current temperature reach 38° Celsius for seniors, Women and Masters Competitions (34° Celsius for junior competitions), play shall be suspended immediately. The temperature shall be monitored during this time every 15 minutes. Play shall not resume until the temperature falls below 38° Celsius (or 34° Celsius for junior competitions).
 - i) Junior players participating in any senior competition shall be subject to the conditions of that competition.
- b) By viewing the Bureau of Meteorology website (<http://www.bom.gov.au/vic/forecasts/melbourne.shtml>), the following areas are stated. Games played at the home of a listed club are to adhere to temperature the nominated area:
 - i) Melbourne (Fitzroy, Malvern, Melbourne, Ormond/Glenhuntly, Port Melbourne, St Kilda)
 - ii) Geelong (Geelong)
 - iii) Yarra Glen (Croydon)
 - iv) Frankston (Carrum Downs, Bonbeach, Chelsea)
 - v) Essendon Airport (Essendon, NW Titans, North Coburg Rebels)

- vi) Moorabbin Airport (Cheltenham, Moorabbin, Sandringham, Springvale, Monash University)
 - vii) Ferny Creek (Upwey FTG)
 - viii) Cranbourne (Berwick, Pakenham)
 - ix) Laverton (Sunshine, Newport, Footscray, Williamstown & Werribee)
 - x) Scoresby (Blackburn, Heathmont, Mulgrave & Waverley)
 - xi) Viewbank (Doncaster, Research Lower Plenty & Preston)
- c) For Regional areas, a check of weather conditions should be conducted via the Bureau of Meteorology website through the "Latest Weather Observations for Victoria" page (<http://www.bom.gov.au/vic/observations/vicall.shtml>).
 - d) Notwithstanding the above, the umpire/s shall have the powers to abandon or suspend play at any time at their discretion.
 - e) No person is forced by Baseball Victoria to participate in any match and Clubs shall place no pressure on any participant if he/she considers withdrawing from any part of a match for health reasons.

Rain Affected Games

- a) If the Umpire considers that play is unsafe due to rain, the Umpire shall stop play immediately.
- b) Should the Umpire consider that there is a reasonable expectation that the rain will ease to the point that play is safe within sufficient time to achieve a Legal Game, the Umpire is to suspend play and periodically assess the conditions. If the Umpire determines it is safe to do so, play will resume.
- c) Should the Umpire consider that there is not a reasonable expectation that the rain will ease within sufficient time to achieve a Legal Game, the Umpire is to 'Call' the game.
- d) If a game is called under this Playing Condition, the game shall be deemed to be a no game.

Lightning

- a) Those associated with Baseball Victoria and its activities should note that the risk of injury from lightning is real, especially for people playing outdoor sports such as baseball.
- b) On game day, the Umpires have the responsibility to decide when it is safe to play baseball, giving consideration to the risk of injury from lightning.
- c) During practice, the Club Coach is responsible for deciding when it is safe to be practicing. In the absence of the Club Coach, the highest ranking present member of the Club Committee is responsible.
- d) Players, officials and guests must take shelter in the club rooms or their cars while play is suspended. The dugouts do not provide appropriate protection.
- e) Play must not be resumed until it is safe to do in the opinion of the Umpires (on game day) or the Club Coach (during practice).
- f) Delays to play caused by lightning risk will be considered to be a weather delay in deciding the outcome of a game.

16) Rescheduling of Games

- a) Games that are not played or forfeit due to adverse weather or other unsuitable playing conditions shall not be rescheduled
- b) Games that are called before becoming a regulation game shall be considered completed as per the score at the point of even innings. Rules 4.10(d), 4.11(e) and 4.12 are **not applicable** for regular season competition. There will be no suspended games.

<p>4.10(d): If a game is called before it has become a regulation game, it shall be resumed exactly where it left off.</p> <p>4.11(e): A regulation game that is tied after four [Intermediate (50-70) Division/Junior/ Senior League: five] or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with Rule 4.10(a) and 4.10(b).</p> <p>NOTE: When a TIE game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest for his/her particular age group. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding, and pitching records will count.</p> <p>4.12: TIE games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A player may not pitch in more than one game in a day. (EXCEPTION: Junior and Senior League: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day).</p>
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17) Melbourne Aces and National Championships

- a) From time to time, Baseball Victoria or the Competition Manager shall require changes to fixtures to avoid scheduling clashes with the ABL or National Championships. Changes shall be advised via the Baseball Victoria website (www.vicsummerleague.baseball.com.au) as required.

18) Pre-Match Warm-Up

- a) Twenty (20) minutes prior to the scheduled start time, the Away team may use the diamond for a maximum of seven (7) minutes.
- b) Twelve (12) minutes prior to the scheduled start time, the Home team may use the diamond for a maximum of seven (7) minutes.
- c) Five (5) minutes prior to the scheduled start time, the diamond is to be vacated. Coaches from both teams are to meet with the Umpires at home plate to

determine ground rules, playing conditions and to exchange team line-ups.

19) Batting Order

a) Little League Rule 4.04 covers batting lineups

4.04: The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order except as covered by Rule 3.03.

3.03: A player in the starting line-up who has been removed for a substitute may reenter the game, in the SAME position in the batting order, provided:

- (a) his or her substitute has completed one time at bat and;
- (b) has played defensively for a minimum of six (6) consecutive outs;
- (c) pitchers once removed from the mound may not return as pitchers; Intermediate (50-70) Division/Junior/Senior: A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.

NOTE: A player who has met the mandatory play requirements, and is a pitcher at the time he/she is removed, may be removed for a substitute batter and re-enter the game as pitcher once, provided the pitcher was not physically replaced on the mound.

EXAMPLE: Player A is a starter and not a pitcher. Player B substitutes into the game for Player A. Both players have met mandatory play by completing one (1) at-bat and six (6) defensive outs and both occupy the same spot in the batting order. In the fifth inning, Player A becomes a pitcher and is scheduled to bat in the sixth inning, but Player B bats for Player A. Both players have met mandatory 81 RULE 3.00 — GAME PRELIMINARIES play requirements and Player A was not physically replaced on the mound as a pitcher, therefore, Player A can return to pitch in the sixth.

(d) a starter and his/her substitute must not be in the line-up at the same time, except as provided in 3.03 NOTE 3. Once mandatory play is met, a starter and substitute(s) can enter/re-enter for each other as desired, but must re-enter in the SAME position in the batting order.

(e) Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.

NOTE 1: A substitute may not be removed from the game prior to completion of his/ her mandatory play requirements.

NOTE 2: When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the Umpire-in-Chief such players' positions in the team's batting order and the Umpire-in-Chief shall notify the official scorer. The Umpire-in-Chief shall have authority to designate the substitutes' places in the batting order, if this information is not immediately provided.

NOTE 3: If during a game either team is unable to place nine (9) players on the field due to illness, injury, ejection, or inability to make a legal substitution, the opposing manager shall select a player previously used in the line-up to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.)

A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order. If this option is adopted, each player would

be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.

NOTE 1: The continuous batting order is mandatory for all Tee Ball and Minor League Divisions.

NOTE 2: For the Tee Ball and Minor League Divisions (and when the continuous batting order is adopted for other divisions), when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives late to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.

4.01 NOTE 2: Rostered players who arrive at the game site after a game begins may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.

A.R. - For the purpose of continuous batting order, all players listed in the batting order shall be considered starters.

- b) The Charter Committee can determine if all Majors / Intermediate / Junior League games will utilize a continuous batting order or not.
- c) If not determined by the Charter Committee, Team managers can decide and advise the umpire prior to the start of the game. Once chosen, this decision is applicable for the game and cannot be changed.
- d) If one team is unable to field 9 players for any reason (illness / injury / etc.), no automatic out (Blank) will be enforced. Teams will bat through their lineup. Opposition teams are encouraged to provide a substitute fielder(s) in these occasions.

20) Five Minute Rule

- a) If, at the completion of even innings, from the call of "side", there remains more than five minutes before the scheduled completion time, a further complete innings shall be played.
- b) If, at five minutes before the scheduled time of completion, the home team is at bat and is:
 - i) Ahead - the game ceases immediately.
 - ii) Tied or behind - the game continues until the winning run is scored or the side is retired.
- c) If five minutes or less remains at the completion of even innings, the game shall end.
- d) If the home team is unable to tie/win due to a maximum number of runs per innings rule – the game ceases immediately.

- e) No game can continue more than 20 minutes past the scheduled completion time. If at 20 minutes past the scheduled completion time the innings is not complete, the game will end, and scores will revert back to the last completed full innings. If the Home team has been able to tie the game at this point, the tie result will stand.

21) Visits to the Pitcher by a Coach or Manager

- a) Little League Baseball Rule 8.06 covers Pitching Visits

8.06 - This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound. If there is an adverse weather forecast (lightning, wet weather or extreme heat) for the scheduled playing day:

- a) A manager or coach may come out once (Minor Division: twice) in one inning to visit with the pitcher, but the second time (Minor Division: third time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.
- b) A manager or coach may come out twice (Minor Division: three times) in one game to visit with the pitcher, but the third time (Minor Division: fourth time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.

NOTE: A pitcher moving to a different position and returning as the pitcher of record shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher's position, shall be applied.

- c) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

A.R. 1 - When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. Intermediate (50-70) Division/Junior/Senior: This applies when a pitcher moves to another position and returns as a pitcher later in the same game.

A.R. 2 - A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

- b) For Majors and above Competitions, the 2nd visit to the same pitcher in an innings, the player must be removed as a pitcher (the player may move to another position on the field)
- c) For Majors and above Competitions, the 3rd visit to the same pitcher during the game, the player must be removed as a pitcher (the player may move to another position on the field)

- d) For Minors Competitions, the 4th visit to the same pitcher, the player must be removed as a pitcher (the player may move to another position on the field)

22) Time Wasting

- a) Umpires are to take necessary actions to prevent wasting of time and any acts of deliberate time wasting. The umpire may choose to “Call” a game in extreme cases of time wasting and “Forfeit” the offending team. Clubs must record all such incidents on the Match Report Card for consideration by the Competition Manager.

23) Allocation of Play-off Venues

- a) The Competitions Coordinator shall decide how to schedule Play-off games.
- b) The default scheduling of these games will be the higher sections shall be given preference when determining the venue of Play-off games. If a higher section of a club has already been scheduled to play a Play-off game at that club’s venue and a lower section of the same club is scheduled to play a Play-off game on the same day, then:
 - i) If the club has an alternative diamond available that meets the minimum standards set forth in Table 1, the Competition Manager may schedule the lower section Play-off game on the alternative diamond, otherwise;
 - ii) If the second-ranked team has a diamond available that meets the minimum standards set forth in Table 1, the Competition Manager may schedule the lower section Play-off game at the second-ranked team’s venue, otherwise;
 - iii) The Play-off game for the lower section shall be scheduled at a neutral venue as determined by the Competition Manager.

Table 1

Division	Fully Enclosed	Semi Enclosed	Covered Dugout	Covered Scorers	Club Rooms
Minor & LL Charter	✓	✓	✓	✓	✓
IL Charter	✓	✓	✓	✓	✓
JL Charter	✓	✓	✓	✓	✓

- c) Due to time constraints, only timed Play-off games may be scheduled before a

regular season or another Play-off game one after another on the same venue at the discretion of the Competition Manager.

24) Dugout Protection

- a) All benches/dugouts constructed within a permanent or temporary baseball field require protection or screening to protect players from the field of play and weather.
- b) Failure to provide dugout protection to this standard may result in forfeiture of any game played at the venue and will be reported on the match report sheet for referral to the Competition Manager.

25) Blood Rule

- a) An Umpire shall immediately direct a player to leave the playing field if the player is bleeding or has blood on any part of the uniform or body. The player's name and the time that the player is directed to leave the playing field shall be marked in the scorebook.
- b) If, ten minutes after the player was directed to leave the field, the player has been unable to stop the bleeding and/or remove or cover the affected uniform area, the player must be replaced in the normal substitution manner.

26) Disputes and Protests

- a) Little League Rule 4.19 covers Protests

4.19 - PROTESTING A GAME

- a) Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game. Exception: Illegal bat [see Rule 6.06(d)].
- b) The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
- c) Protests shall be made as follows:
 - (1) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
 - (2) Following such notice, the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the

protest.

- d) Protest made due to the use of an ineligible pitcher or an ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
- e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league president within 24 hours. The Umpire-in-Chief shall also submit a report immediately.
- f) (A committee composed of the president, player agent, league's Umpire-in-Chief, and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed, resume the game from the exact point when the infraction occurred.

NOTE 1: This rule does not pertain to charges of infractions of regulations such as field decorum or actions of the league personnel or spectators which must be considered and resolved by the Board of Directors.

NOTE 2: All Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: Should a manager, official scorer, league official, or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.

A.R. - A substitute pitcher who is ineligible DOES NOT have to pitch to a batter. It is not a violation until the ineligible pitcher has delivered a "Pitch" as defined in Rule 2.00.

- g) Minor League: A local league may adopt a rule that protests must be resolved before the next pitch or play.
- h) There are no protests in Tee Ball

- b) Rule 4.19(e) is amended as follows "Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the relevant charter committee within 48 hours of the completion of the game. The umpire shall also submit a report to the relevant charter committee within 48 hours of the completion of the game.
- c) The Charter Committee shall hear the protest as soon as practical after the receipt of the properly written appeal.
- d) Committee members from the clubs involved in a protested game cannot sit on the appeal hearing
- e) The Charter Committee may request the Little League Umpire Representative or

the LLDA to attend and provide guidance as required

- f) The Charter Committee's ruling on the protest, including any arrangements for a re-completion of a game, shall be final with no right of appeal so as not to further interrupt the remainder of the competition.
- g) The Charter Committee may refer protests to the LLDA for their consideration.

27) Yellow Card Rule

- a) This rule may be invoked for offences committed of a minor nature including, but not limited to:
 - i) Dangerous play;
 - ii) Dissent;
 - iii) Equipment abuse;
 - iv) Minor obscenities; and
 - v) Misconduct.
- b) If, in the opinion of the Umpire, an offence has occurred as provided for in this condition, the Umpire must show a Yellow Card to the offender and both the offender and the team manager must be informed of the nature of the offence.
- c) A person who receives two Yellow Cards in the same game shall be ejected from the game after the second offence but will not be required to attend a Tribunal hearing.
- d) At the end of the game, the Umpire is to record the details of the offence that led to the issue of the Yellow Card on the Yellow Card and to be sent in with
- e) The first and second Yellow Card offences during a competition season shall incur no penalty.
- f) Any player that incurs a third Yellow Card, and any subsequent Yellow Card, during a season, shall be suspended from participating in the next scheduled game of the competition in which the last Yellow Card was received, as well as all games in other grades and divisions prior to the next scheduled game.
- g) A person suspended under this Playing Condition will be notified by the Competition Manager via their club.
- h) When a person incurs a Yellow Card suspension in the last game of the Regular Season or a Play-off game, the matter will be referred to the Tribunal. The

Tribunal shall determine the timing of the suspension.

- i) A person may appeal to the Tribunal Chairman against the issue of a Yellow Card. Such appeals are to be lodged in writing, stating the reasons for the appeal and be in the hands of the Competition Manager within forty-eight hours of the game in which the Yellow Card was issued and shall be accompanied by a twenty (\$20.00) dollar fee.
- ii) If the Tribunal Chairman deems that the appeal is not frivolous, the Tribunal Chairman shall instruct Competition Manager to refund the fee. Mere denial of the offence does not constitute grounds for an appeal and will result in the loss of the fee.
- iii) Upon receiving a properly made appeal, the Tribunal Chairman shall decide if the matter should be referred to the Tribunal for resolution, such decision being final.
- iv) The Tribunal shall hear an appeal referred under this Playing Condition by convening a hearing with the offender and the Umpire. The Tribunal may determine to:
 - v) Uphold the appeal, cancel the Yellow Card and advise the Umpire; or
 - vi) Dismiss the appeal and confirm the Yellow Card; or
 - vii) Consider the offence warranted an ejection and impose a penalty; and
 - viii) Decide to retain or return the deposit.
- i) Decisions of the Tribunal are final and not subject to further appeal.

28) Ejected Persons

- a) Any person in control of any game played under the auspices of Baseball Victoria is designated as an Umpire and is empowered to report any person who, in the Umpire's opinion, engages in conduct detrimental to the best interests of the game of baseball.
- b) An ejected person must leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.
- c) An ejected person must not approach the Umpire after being ejected
- d) The reporting Umpire and ejected persons shall adhere to the Reported Persons & Tribunal Procedures

- e) Little League Baseball rule 4.07 covers Ejected Persons

4.07 - When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

29) Zero Tolerance

- a) Baseball Victoria will enforce the concept of 'zero tolerance' in order to ensure that Coaches and Managers take a proactive role in eliminating Umpire abuse.
- b) If, in the Umpire's opinion, a team member:
- i) Abuses an Umpire
 - ii) Displays dissent towards an Umpire; or
 - iii) Argues judgement decisions (e.g. balls and strikes, etc.).

The Umpire must immediately eject the player and the Head Coach/Manager from the game.

30) Prohibited Substances

- a) The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts. Alcohol is prohibited at the game site.
- b) Any person or player involved in the game observed with any prohibited substances will be immediately ejected from the game.

31) Results - Match Report Card and Phoning of Scores

- a) Match Report Sheets are the official record for each game played. The sheet records information including the scores, names of the Players, Managers and Umpires and any details of importance.
- b) Match Report Sheets are to be completed by the Scorers, then checked and signed to acknowledge accuracy by signing where indicated on the card by the Team Managers and Umpires.
- c) Names of Players / Managers / Umpires (including Club / Volunteer Umpires)

must be completed, and legible on the Match Report Sheet

- d) Match Report Cards are to be forwarded by the Home team.
- e) The Home team must ensure the card is received by Baseball Victoria within 72 hours of the end of the game. The Home team will be fined as per Schedule 1 if the card is not received or is not received within the required timeframe.
- f) The Home club must phone, or upload the scores to the SportsTG portal, from completed games hosted to the Baseball Victoria within 4 hours of the end of the game.
 - i) The home club will be fined as per Schedules 1 if the scores are not received or are not received within the required timeframe.
 - ii) The match sheet must be emailed to juniorscores@baseballvictoria.com.au no later than midday the following day.

32) Umpires and Scorers

- a) During the Regular Season the Home team is to supply a Plate Umpire and the Away team is to supply a Base Umpire.
- b) During the Play-offs, where possible, Umpires may be appointed to officiate. Competing Clubs will be advised of Umpire Appointments by the Little League Umpire Representative.
 - i) If an Umpire is unable to be appointed, then the Home team is to supply a Plate Umpire and the Away team is to supply a Base Umpire.
 - ii) If only one Umpire is appointed the Home team is to supply a Base Umpire.
- c) Both teams must supply a scorer, whom must be seated together behind the back net. Should a team not provide a scorer, or the scorer is late, the offending club will be fined in accordance with Schedule 1.
- d) Any breach to this rule must be noted on the Match report sheet prior to being received by the Competition Manager.

33) Umpire Supervisor

- a) During the Charter Season (including Play Off series) the LLUR or an appointed representative may attend any venue(s) and any Charter game(s). Their primary role will be to supervise the game(s) being played and provide any guidance and assistance to the Charter / Club volunteer Umpires as

required.

- b) During attendance at any venue / game these Umpire Supervisors are empowered to direct any Manager / Coach / Player to correct any conduct or safety violations they observe.
- c) During attendance at any venue / game these Umpire Supervisors are available for Managers / Coaches / Players / Spectators to ask general rules questions. They will not make comment on any decision or judgement call of the Volunteer Umpire.
- d) The Umpire Supervisors will be available to assist the Volunteer Umpire with any game situation that they request assistance with. It is only the Volunteer Umpire who can request this assistance, not any Manager / Coach / Player or Spectator. If requested, the Umpire Supervisor will take the position of 'Crew Chief' and assist the Volunteer Umpire with rulings, procedures and take any actions required as if he was an Umpire of the game.
- e) During any Regular season or early Play Off games, the Supervisor Umpire's decisions and Rules interpretation may be subject to protest as per normal rules.
- f) During any 'Grand Final' game, the Supervisor Umpire's decision is final, and no right of protest will be available.
- g) During attendance at any venue / game these Umpire Supervisors can, of their own decision, take control of a game and make any necessary rulings and actions if, in the Supervisor Umpire's judgement, Managers / Coaches / Players are not conducting themselves in a proper and sportsman like manor with the Volunteer Umpire.

Part 3 – Little League Playing Conditions

34) Game Start Times

- a) Start times for all Regular Season and Play-off games shall be as published in the fixture. The fixture will be published on the Baseball Victoria website www.vicsummerleague.baseball.com.au. Table specifies the usual game times.

Competition	Start Time
LL, IL & JL Competitions	9:00am, Sunday or as agreed with Charter
Minor League Competitions	as published by the charter

Table 2 Junior Play-Off Game Start Times

35) Game Duration

- a) The duration of all Regular Season and Play-off games shall be as specified in Table 3.

Competition	Age Group	Game Duration
Charter Competitions	Little League Minor	6 innings or one and a half (1½) hour time limit with five (5) minute rule.
	Little League Major	6 innings or two (2) hour time limit with five (5) minute rule.
	Intermediate & Junior League	7 innings two (2) hour time limit with five (5) minute rule.

Table 3 Game Durations

- b) For Intermediate & Junior League competitions, a **“Legal Game”** is when a game has been played for a minimum of five (5) innings or sixty-five (65) minutes of play or a regulation game per Rule of Baseball 4.10(c).

For Little League Major Competitions, a **“Legal Game”** is when a game has been played for a minimum of four (4) innings or sixty-five (65) minutes of play or a regulation game per Rule of Baseball 4.10(c).

For Little League Minor Competitions, a **“Legal Game”** is when a game has been played for a minimum of four (4) innings or forty-five (45) minutes of play or a regulation game per Rule of Baseball 4.10(c).

Rule of Baseball 4.10

- (c) If a game is called, it is a regulation game:
- (1) If four innings [Intermediate (50-70) Division/Junior/Senior League: five innings] have been completed;
 - (2) If the home team has scored more runs in three and one-half innings [Intermediate (50-70) Division/Junior/Senior League: four and one-half innings] than the visiting team has scored in four completed half-innings;
 - (3) if the home team scores one or more runs in its half of the fourth inning [Intermediate (50-70) Division/Junior/Senior League: fifth inning] to tie the score.

- c) LL Major, IL & JL Mid-week games may be scheduled as 90-minute games, as agreed by the Charter and the Competitions Coordinator
- d) Double Header games may be scheduled as 90-minute games, in line with Regulation VII(d) and as agreed by the Charter and the Competitions Coordinator

36) 10/15 Run Rule

- a) For Majors if after three (3) innings, (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- b) If after Four (4) innings, (three and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, (four and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- c) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

37) Five Run Rule

- a) For all Minor, LL, IL & JL games the scoring of the fifth (5th) run will end the innings, only five runs may be counted in any innings.
- b) This rule applies in Play-off games

38) Designated Hitters (DH)

- a) Under no circumstances will any player be allowed to act as a Designated Hitter.

39) Mandatory Play

- a) Little League Regulation IV(i) Covers Mandatory Play
- b) Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- c) If a half-inning ends because of the imposition of the Five Run Rule in Playing Condition 37, and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

40) Pitching and Catching Restrictions

- a) Regulation VI is not applicable in Regular Season or Play Off Games; BV By-Law 18 is applicable.
- b) b) BV By-Law 18(j) is amended as follows “A Player may not take the position of pitcher and catcher on the same day”
- c) Little League Minors. No player is permitted to pitch and catch in the same game
- d) No player is permitted to take the field as starting pitcher in 3 consecutive games. This includes players playing in multiple competitions.
 - A player registered and playing in a single competition cannot be the starting pitcher in 3 consecutive scheduled games.
 - A player registered and playing in multiple competitions cannot be the starting pitcher in 3 consecutive games in any single competition.
 - A player registered and playing in multiple competitions cannot be the starting pitcher in 3 consecutive games across
 - A player pitching in their third consecutive game cannot not be brought in to pitch until after the 2nd full innings has been completed
 - All other pitching restrictions, such as pitch counts, as defined in the playing conditions and BV By-Laws, remain applicable
 - This rule is not applicable for the ‘Grand Final’ game of a playoff series.
- d) Intentional Walks are **not allowed** in any competition.
- e) All catchers must wear a mask, “dangling” type throat protector, and catcher’s helmet during infield/outfield practice, pitcher warm-up, and games. Skull caps are not permitted.
- f) **Little League competitions:** Pitchers may only throw fast balls or straight change ups. Knuckle balls, split fingers, folk balls, curve balls and sliders and any other variations are not permitted. If any other pitch is thrown, the umpire will call “Illegal Pitch”. If the ball is not batted, then the pitch shall be called a “Ball”.
- g) **Intermediate & Junior League competitions:** Pitchers may only throw fast balls, straight change ups and Curve Balls. Knuckle balls, split fingers, folk balls and sliders and any other variations are not permitted. If any other pitch is thrown, the umpire will call “Illegal Pitch”. If the ball is not batted, then the pitch shall be called a “Ball”.
- h) Teams found to be breaching this Playing Condition will be deemed to have played an “Illegal Player” and the penalty applied will be the loss of the game.

The loss will be recorded as a 9-0 loss. The non-offending team shall receive either a 3-0 win or the score of the game at the time of the infringement, whichever score is better.

- i) Pitch counts relate to a junior players age not the division they are playing in.

BV By-law 18

- a) junior pitcher’s game contribution will be classified as specified in the Table below.

Assignment	Under 13 and below	Under 14 and Under 15	Under 16 and Under 17	Under 18
MAJOR	45 pitches and not to exceed 60 pitches	55 pitches and not to exceed 70 pitches	65 pitches and not to exceed 80 pitches	80 pitches and not to exceed 100 pitches
SUBSTANTIAL	20 – 44 pitches	25 – 54 pitches	30 – 64 pitches	40 – 79 pitches
MINOR	Less than 20 pitches	Less than 25 pitches	Less than 30 pitches	Less than 40 pitches

Table Junior Pitchers’ Game Contribution Classification

- b) The following minimum restrictions apply to all junior games played in Victoria under the auspices of the Association:
- I. A pitcher reaching the maximum number of pitches for a major assignment is to be removed as a pitcher once he has completed the batter.
 - II. A pitcher reaching a second max minor assignment on the same day, is to be removed from the game once he has completed the batter or has been moved to Designated Hitter. However, if the pitcher retires the batter as the third out, the pitcher may take his place as a batter in the next half inning.
 - III. Any player pitching a major assignment must complete 72 hours rest before commencing any further pitching or catching assignment.
 - IV. Any player pitching a substantial assignment must complete 48 hours rest before commencing any further pitching or catching assignment.
 - V. No games rest is required after a minor assignment is completed. However, where a pitcher completes two minor assignments on the same day, or on consecutive days, then:
 - (1) 48 hours rest is required from pitching or catching if the total number of pitches thrown in those two assignments equals or exceeds the relevant age group amount specified in Table 2 below; or
 - (2) 24 hours rest is required if the total number of pitches in those two assignments is less than the relevant age group amount specified in the Table below.

Age Group	Pitch Count
Under 13 and below	20
Under 14 and Under 15	25
Under 16 and under 17	30
Under 18	40

Table 2 Consecutive Minor Pitch Count

- c) The rest period referred to in clauses (c), (d) and (e) above commences at 11:59pm on the day that the pitching assignment was completed.
- d) If any pitcher delivers one pitch in an inning, he shall be charged for one assignment.
- e) A Balk Pitch delivered to the plate, whether it be hit safe or not shall be considered to be valid for the purpose of recording the number of pitches.
- f) A "no pitch", e.g. batter steps out of the batter's box and the pitcher delivers the pitch, shall not be included in the pitch count.
- g) Each game in which a player pitches is considered one assignment.
- h) A player once removed as a pitcher may not pitch again in the same game.
- i) Pitchers in competitions of Under 14 age group and below may only throw fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls are not permitted.
 - i) If any pitch other than a fast ball or straight change up is thrown, the plate umpire will call "Illegal Pitch". The illegal pitch call may also be made by a field umpire. If the ball is not batted then the pitch shall be called a "Ball". If the pitch is hit by a batter, then normal rules of Baseball will apply. Where the ball is batted and an out is made, or the batter strikes out, then the batter runner is not out and the illegal pitch rule and penalty will apply.
 - ii) The pitched ball will count towards the pitcher's pitch count.
- j) A player cannot change from pitching to catching at any time on the same day.
 - i) A player cannot change from catching to pitching on the same day without a break for the rest of the game and for the first two innings of the next game.
- k) The Association and Competition Administrators may impose further restrictions on pitching in games played in leagues and tournaments as considered appropriate from time to time. The permission of the Association is required for changes or conflicts to these By-laws.

41) Designated Base Runner

- a. A coach may use a designated runner to replace any base runner who is injured.
- b. A designated runner may replace the game pitcher or catcher but only when there are 2 outs.
- c. Any substitute runner should be a bench player, or last out. It must not be a player who can potentially be required to bat while on base as a substitute runner

42) Sliding/Collision Rule

- a. For all Little League, Intermediate League and Junior League games, where there is a play, or possibility of a play, at home plate, the runner must slide. For failing to slide, the runner will be out.
- b. A runner attempting to break up a double play at 2nd or 3rd base must slide directly into the base and not beyond the base. It is an illegal slide if; the runner slides away from the base line in the direction of the fielder; the runner uses a rolling or cross body block, or if the runner uses a pop-up slide into the fielder.
- c. When sliding the runner's lead leg must be below the knee of the infielder and should first contact the base at its nearest side
- d. Contact is allowed if the runner; makes a legal slide directly to the base or is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play. Interference shall NOT be called

43) Base Running Rules Applicable to Little League Majors and Minors Only.

- a. For all Little League Major and Minor games, there will be no leads. Base runners shall not leave their bases until the ball has been delivered and reached the batter. Rule 7.13 is applicable
- b. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag
- c. No headfirst slides are allowed. Regardless of whether the runner is advancing or returning to a base
- d. Once the third strike has been indicated by the Umpire, the batter is automatically out, regardless of whether the catcher catches the pitch or not. Base runners may advance at their own risk while the ball is in play.

7.13 - Little League (Major) and Minor League: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. NOTE: Tee Ball: Base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time" and place the ball on the tee.

The violation by one base runner shall affect all other base runners –

- (a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;
- (b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand.

If not put out, the 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-in-Chief shall determine the base value of the hit ball.

- (c) when any base runner leaves the base before the pitched ball has reached the batter and the batter bunts, hits a ball within the infield or advances on an uncaught third strike, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.

44) Determining Ladder and Play-off Positions

- a. All competitions' ladder and Play-off positions shall be determined by **WIN** percentage, as follows:
 - i. The win percentage of each team is calculated using the equation specified at Equation 3 Win Percentage below. Teams are ranked on the ladder in descending order.

$$\text{Win Percentage} = \frac{\text{Total Wins} + \text{Draws (half)}}{\text{Total Games Played}}$$

Equation 1 Win Percentage

- ii. Where two or more teams score the same **WIN** percentage, the "Head to Head" method will be used to separate them. If this fails to separate the teams, the following method will be used:
- iii. Head to Head - Where one team has an advantage in the games won against the others with the same win %, that team will be ranked

the highest team.

1. The fewest runs allowed in the game(s) contested by these teams will gain the highest ranking then the remaining teams will revert to “Head to Head”. If remaining teams are tied, then the tiebreaker reverts to the fewest runs allowed in the games contested by those team’s method and the back “Head to Head” and so forth.
2. If teams are still tied, go to the runs allowed by each of the tied teams against the highest ranked team in the competition, then the next highest team and son on. The team with the least runs allowed will be the higher-ranking team then the remaining teams will revert to “Head to Head”. If remaining teams are still tied, then the tiebreaker reverts to the fewest runs allowed in the games contested by those team’s method and then back to “Head to Head” and so forth.
3. The ranking of the final two teams in the above situation will be determined by the “Head to Head” process.

45) Play-off Series

- a. The Play-off series for Charter Competitions will compete in the Single Elimination System Finals. The Single Elimination System Finals shall be played over two weeks as follows:

Week 1

Semi Finals:

1st vs 4th and 2nd vs 3rd

Week 2

Grand Final:

Winner 1st vs 4th plays Winner 2nd vs 3rd

- b. The game start and duration of all Play-off games shall be the same as the Regular Season.
- c. Should scores be tied at the scheduled finish time in Play-off games only;
 - i. Play will continue until a result is achieved, or until 12:00pm, or until another time which is determined by the Charter Committee in consultation with Baseball Victoria.

46) Play-off Eligibility

- a. For a player to be eligible to participate in Play-offs matches, he/she must have played at least four (4) games in that competition.
- b. Games played in Seniors and Women's competitions, and games played in a different Junior competition (e.g. games played in an Area Centre do not count towards qualification for Minor/Major Leagues), are deemed separate competitions for criteria purposes and are therefore unable to be counted towards finals eligibility in any other competition.
- c. Players who play in a Club who have more than one team in the same age group or section are only eligible for the team which they have played most games.
- d. If a player has played an equal amount of games with more than one team during the Regular Season, the Club must apply in writing to the Charter Committee for permission to play the player in a particular team. Once approved by the Charter Committee, the player is eligible to play only in the team indicated in the application.
- e. Players who have played in a higher age group will only be eligible for the lower age group Play-off if he/she has played less games in the higher age group than the lower.

47) Play-off Playing Preparation

- a. Clubs hosting any final are to have the field properly marked and defined, benches provided for both teams with front screen protection, scoring table and chairs for both scorers behind the back net, whitened bases and home plate, boundary markers and foul flags/poles.
- b. Should this not occur, a report may be made on the Match Report Card

48) Grounds, Ground Equipment and Dimensions

- a. The host club of all Charter games is to provide grounds and ground equipment that meets the following minimum requirements:
 - i. All requirements stated in Rules 1.04, 1.05, 1.06, 1.07 and 1.08 with the following exceptions allowed to Rule of Baseball 1.04:
 1. The playing area shall be enclosed, if possible. On all grounds that are not enclosed, a net at least 30 feet wide by 9 feet high shall be located directly behind the plate at the distance specified in By-law 12 (Passed Ball Line). Each dugout/bench shall also be fronted by protective netting, covered with a roof

and have seating. Lines shall be marked parallel with the respective base lines at the Passed Ball Line distance specified in By-law 12. Other distances must be approved by Baseball Victoria. Conditions to be established by the Managers with the Umpire before the game.

2. A secured mat covering the front of the pitching mound may be used.
3. If a home run fence is not provided, home run limits shall be defined by locating witches' hats; no discs or metal plates permitted. The minimum home run limits are noted within By-law 12. Home run boundary riders must be supplied. Other distances must be approved by Baseball Victoria.

b. Playing field dimensions are specified below:

	Minor	Little League	Intermediate League	Junior League
Base Paths	60 Feet	60 Feet	70 Feet	80 Feet
Pitching Distance	42 Feet	46 Feet	50 Feet	54 Feet
Home Run Fence	LF: 150 Feet CF: 150 Feet RF: 150 Feet	LF: 200 Feet CF: 200 Feet RF: 200 Feet	LF: 200 Feet CF: 200 Feet RF: 200 Feet	LF: 250 Feet CF: 250 Feet RF: 250 Feet
Back Net	Maximum 35 Ft (10m) from Home Plate	Maximum 35 Ft (10m) from Home Plate	Maximum 40 Ft (12.2m) from Home Plate	Maximum 40 Ft (12.2m) from Home Plate

c. See Baseball Victoria By-Laws 12 (c) for lighting standards.

49) Baseballs

a. Little League Baseball Rule 1.09 covers Baseballs

1.09 - The ball used must meet Little League specifications and standards. It shall weigh not less than five (5) nor more than five and one-fourth (5¼) ounces, and measure not less than nine (9) nor more than nine and one-fourth (9¼) inches in circumference.

b. The Home team will supply two new match balls for games in each competition during regular season games.

- c. Adequate replacement balls must be available to replace lost match balls during a game.
- d. When grounds are damp, Weatherproof balls are permitted for use.
- e. For Little League Minor Competitions, a Reduce Injury Ball maybe used.
- f. The Umpire shall adjudge whether the baseballs supplied are of suitable quality and meet the requirements stated in this Playing Condition

50) Baseball Bats

LITTLE LEAGUE DIVISION	2019/20
Minors & Majors	USA Baseball marking 2 5/8" barrel maximum
Intermediate (50/70) & Junior	USA Baseball marking or BBCOR marking 2 5/8" barrel maximum

- a. Little League Baseball Rule 1.10 Covers Bats
- b. For Intermediate and Junior League, all non-wood bats must comply with EITHER USABat standards or BBCOR standards and bear the relevant USABat or BBCOR certification marking
- c. For Majors Competition and below, all non-wood bats must comply with USABat standards and have the USABat certification marking
- d. For Minors Competition, T-Ball bats may be used for coach pitch or when using Reduced Injury Balls (RIB)

Schedule 1 - Fines

Infringement	Fine
14(b) Late Start to a game	\$50 per defaulting team
14(c)(d) Forfeiture of a game	\$100 per defaulting team and umpiring fees
40(h) Illegal Player	\$50 per player and loss of game
30(a) Prohibited Substances	\$200 per person and ejection
10(f) Player out of uniform	\$20 per player
23, 47, 64, 719, 98 Defaulting field equipment and markings	\$20 per item
32(d) Non-phoning or uploading of scores within 4 Hours	\$30 per team
33(b) Appointed umpires' non or late Attendance	\$50 and judicial appearance
33b) Club's failure to supply an umpire	\$20
33(c) Club's failure to supply a scorer	\$20
33(b) Non-attendance to a Charter Meeting	\$50
34(b) Non-attendance at the AGM	\$100
34(b) Non-attendance at the Awards Night	Cost of the ticket