

Baseball Victoria
VICTORIAN SUMMER BASEBALL LEAGUE

2024/25
PLAYING CONDITIONS

V.1.3
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GOVERNANCE

1a	Governance	These Summer League Playing Conditions are made as Regulations pursuant to Rule 34.1 of the Baseball Victoria Constitution Rules (“Rules”).
1b	Governance	A recommendation for amendment to these Summer League Playing Conditions must be supported when required by the majority of the Victorian Summer Baseball League Pennant Committee, in accordance with Baseball Victoria By-Law 5.
2a	Interpretations	In these Playing Conditions, unless contrary intention appears:
2a (i)	Interpretations	“Association” means Baseball Victoria Incorporated (ABN 78 603 120 057)
2a (ii)	Interpretations	“Board” means the Board of Directors of the Association
2a (iii)	Interpretations	“Club” means an Incorporated Club responsible for the administration of a baseball Club participating in a League
2a (iv)	Interpretations	“Defunct Club” means a Club that has been declared ‘defunct’ by the Association
2a (v)	Interpretations	“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’.
2a (vi)	Interpretations	“Division” means the age group within the league as defined by the league age of participants
2a (vii)	Interpretations	“League” means a competition comprising Regular Season games and Play-offs between baseball clubs that are members of the Association.
2a (viii)	Interpretations	“Recessed Club” means a club that has been declared ‘recessed’ by the Association.
2a (ix)	Interpretations	“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.
2a (x)	Interpretations	“Summer League Committee” means the “Victorian Summer Baseball League Pennant Committee” (VSBLPC) appointed by the Association responsible for the development of these Playing Conditions.
2a (xi)	Interpretations	“Competition Coordinator” means the person appointed by the Association for the management of the Summer League via the interpretation and implementation of these Playing Conditions.
2a (xii)	Interpretations	“Regular Season” means games played to determine if a team qualifies for the Play offs
2a (xiii)	Interpretations	“Play offs” means games played to determine the winner of the Season.
2b	Interpretations	In these Playing Conditions a reference to a “Rule of Baseball” shall mean a reference to the “Official Rules of Baseball”.
2c	Interpretations	In these Playing Conditions a reference to a “By-Law” shall mean a reference to the By-Laws of the Association.

Part 1 GENERAL PLAYING CONDITIONS

3a	Application of General Playing Conditions	The Playing Conditions noted in this Part 1 also apply to all Baseball Victoria Summer League Senior (Part 2), Women’s (Part 3), Masters (Part 4), Junior (Part 5) and Administration (Part 6) competitions without exception or alteration.
3b	Registration of Players	All Baseball Victoria registered players, coaches, officials and parents of 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.
4a	Competition Scheduling	Summer League Clubs must nominate teams for Divisions that they are qualified to enter teams into no later than 31 July prior to the scheduled commencement of the Regular Season. The Competition Coordinator may consider nominations received later than this time at their discretion.
4b	Competition Scheduling	Clubs that have more than four (4) teams must confirm access to and availability of a second field (in accordance with By-Law 12) with Baseball Victoria no later than the 31st July. Clubs that have more than four (4) teams must confirm access and availability of a second field.
4c	Competition Scheduling	The Competition Coordinator shall determine the fixture for the Regular Season for all Summer League Senior, Women’s, Master’s and Junior competitions.
4d	Competition Scheduling	Rookie Ball or modified competition schedules will be completed by the clubs or areas and submitted to the Association for approval and publishing.
4e	Competition Scheduling	The approved Summer League Fixtures shall be published on the Baseball Victoria Website.
4f	Competition Scheduling	The Competition Coordinator may amend the fixture as needed at any time during the Regular Season.
4g	Competition Scheduling	If the Competition Coordinator amends the fixture, Baseball Victoria shall update the online fixture and notify the Presidents and Secretaries of the affected Clubs and officials as soon as possible. All changes will also be posted to the Baseball Victoria Website as a list of changes and communicated via the Baseball Victoria Memorandum, provided each Friday (or a day to be determined each week).
4h	Competition Scheduling	For fixtured games to be altered both clubs must mutually agree in writing, prior to presenting proposed changes to the Competitions Coordinator for approval.
5	Default time of Play	The default time of play for the following competitions are the following: Seniors and Womens Saturday <ul style="list-style-type: none"> - Senior Premier 1, Womens Premier, Senior Premier 2 – 4pm - Senior Premier 1 Reserves, Womens Premier Reserves, Senior Premier 2 Reserves – 1:40pm - Womens State & Womens regional – 1:30pm Sunday <ul style="list-style-type: none"> - State League 2 &4, Regional – Sunday 1:40pm - State League 1 & 3, Regional – Sunday 4pm Tuesday <ul style="list-style-type: none"> - Senior Premier 1 Midweek – 6:15pm Wednesday <ul style="list-style-type: none"> - Womens Premier Mid week – 6:15pm Thursday

		<ul style="list-style-type: none"> - Senior Premier 2 mid week–6:15pm <p style="text-align: center;">Juniors</p> <p>Friday</p> <ul style="list-style-type: none"> - Little League Minor and Rookie (6pm – 7:30pm) <p>Saturday</p> <ul style="list-style-type: none"> - Big League (9am-11am) <p>Sunday</p> <ul style="list-style-type: none"> - Senior League 80, Senior League 90 – (8:45am - 10:45am) - Little League Major & Senior League 70 – (11:05am – 1:05pm) <p style="text-align: center;">Masters</p> <p>Monday</p> <ul style="list-style-type: none"> - 38+ & 45+ - 6:15pm – 8:15pm <p>For a scheduled match to change from the default time and day, both clubs must mutually agree. In the event that there is not a unanimous agreement then the game must be played at the originally scheduled time and day.</p>
6a	Season Duration	The Summer League Senior regular season fixture will commence no earlier than the last weekend of September.
6b	Season Duration	The Summer League Senior playoffs will conclude by the end of March.
7a	Christmas/New Year Schedule Blackout	Summer League competitions shall not fixture any games later in a year than December 23.
7b	Christmas/New Year Schedule Blackout	The black out period shall consist of a minimum of 3 weeks.
7c	Christmas/New Year Schedule Blackout	Where this restriction reduces the minimum required weekends to achieve the minimum number of games set forth in Playing Condition 32 & 49, these games shall be fixtured at the discretion of the Competition Coordinator.
8a	Game Start	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.
8b	Game Start	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.
8c	Game Start	Competition Coordinator may 'Call' games prior to the commencement of play due to the fitness of playing conditions or weather.
8d	Game Start	Rule of baseball 4.04 and 4.05 also apply
8e	Game Length	A game is deemed to commence when the umpire enters the playing field in compliance with Rule of Baseball 4.03(e). Any player, coach or official who, at or from that time, indulges in any improper conduct may be reported until up to 1hr following the match completion.
8f	Game Start – Unable to Field Starting 9	Blanks will only constitute an out in the following divisions: Senior Premier 1, Premier 2 and Women's Premier League Firsts

8g	Game Start – Courtesy Fielders	<p>Courtesy fielders are not allowed in Senior Premier 1, Premier 2 and Women’s Premier League.</p> <p>Courtesy fielders are allowed in all other divisions and juniors.</p> <p>Courtesy fielders shall not be listed on the line-up sheet and shall not be permitted to take the place of a blank in the batting line-up.</p>
8h	Game Start – Warm Up Pitches	<p>Limits on Warm Up Pitches – Unless a pitcher enters a game to replace a pitcher who has been injured or ejected, they shall be permitted a maximum of 90 seconds including a minimum of five (5) warm up pitches. This same time limit shall apply to pitchers warming up prior to the start of each inning. Should either team take longer than the 90 seconds to make the changeover between innings, penalties will be invoked as per:</p> <ul style="list-style-type: none"> - On the first occasion, the team Manager will be given a warning by the Plate Umpire. - Any further transgressions shall result in a called strike (if it is the batting team that offends) or a called ball (if it is the pitching team which offends). <p>The 90 second time limit commences immediately the third out of the previous inning is completed.</p> <p>The active pitcher will be permitted to warm up prior to taking the mound by throwing in foul territory but beyond the 1st and 3rd base areas toward the outfield.</p> <p>Umpires should use discretion to prevent conflict when applying this rule.</p>
9	Late Start and Forfeiture	<p>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.</p> <p>If sufficient players arrive for the team to field seven players within ten minutes from the scheduled start time, play will commence immediately and may continue whenever 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 Coordinator shall impose a “Late Start” fine on the defaulting team, as per Schedule 1.</p> <p>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 “Forfeiture” fine on the defaulting team, as per Schedule 1, and a score of 0-9. The cost of umpire fees will be paid by the defaulting club.</p> <p>If neither team is able to 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 Competition Coordinator shall impose a “Forfeiture” fine on both teams. The cost of the umpire fees shall be shared between the defaulting teams.</p> <p>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.</p> <p>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 Round Rule as stipulated in these Playing Conditions.</p> <p>Where a team forfeits after midnight Thursday before a round the Competition Coordinator shall impose a “Forfeiture of game” fine on the defaulting team, as per Schedule 1.</p> <p>All forfeits must be in writing.</p>
10a	Extreme Weather	<p>For all games affected by rain, lightning or heat refer to By-Law 24.</p>

10b	Extreme Weather	See Baseball Victoria By-Laws 12 (c) for lighting standards.
11a	Rescheduling of Games	Senior/women's/Masters regular season games incomplete or not played due to adverse weather, forfeit or other unsuitable playing conditions will not be rescheduled.
11b	Rescheduling of Junior Games	Junior Games that are called before becoming a regulation game shall be considered completed as per the score at the point of even innings. There will be no suspended games.
11c	Rescheduling of Games -	Playoff games incomplete or not played due to adverse weather may be rescheduled at the discretion of the Competition Coordinator.
12	Melbourne Aces and National Championships	From time to time, Baseball Victoria or the Competition Coordinator shall require changes to fixtures to avoid scheduling clashes with the Melbourne Aces or National Championships. Changes shall be advised via the Baseball Victoria website as required and directly to the affected Presidents, Secretaries and Officials.
13a	Pre-Match Warm-Up	Twenty (20) minutes prior to the scheduled start time, the Away team may use the diamond for a maximum of seven (7) minutes.
13b	Pre-Match Warm-Up	Twelve (12) minutes prior to the scheduled start time, the Home team may use the diamond for a maximum of seven (7) minutes.
13c	Pre-Match Warm-Up	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.
14a	Extended Line up – up to 14 batters	This Rule does not apply to Premier 1 and Reserves, Premier 2 and Reserves and Women's Premier League
14b	Extended Line up – up to 14 batters	A team, other than those stated in Rule 14a, may play with an extended line up to a maximum of 14 players. This number includes the use of a DH as per Playing Conditions, 43 and 63. Masters teams may have unlimited players on their extended line-up.
14c	Extended Line up – up to 14 batters	To invoke Section (14b) all players commencing in the extended line up must be nominated on the line-up card handed to the umpire prior to the commencement of the game.
14d	Extended Line up – up to 14 batters	All batters in the extended line up must take their allotted at bat in the batting order as per the line-up card handed to the umpire prior to the commencement of the game.
14e	Extended Line up – up to 14 batters	If a player on the extended line up does not take their allotted at bat, the player is deemed to have been removed from the game, is removed from the batting line up and can no longer participate in the game. All other subsequent batters will move to the next batting position.

14f	Extended Line up – up to 14 batters	If a DH is being used, the Pitcher can bat for themselves and take the position in the batting order of a player removed from the game. The former DH can stay in the game and continue to bat in the same position he has occupied in the order. If a team has invoked the extended line up rule, players nominated on the extended line up can change fielding positions at any time during the game. There are no requirements for a player to play in the field at any time during the game.
15a	Five Minute Rule	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.
15b	Five Minute Rule	If, at five minutes before the scheduled time of completion, the home team is at bat and is:
15c	Five Minute Rule	Ahead - the game ceases immediately.
15d	Five Minute Rule	Tied or behind - the game continues until the winning run is scored or the side is retired
15e	Five Minute Rule	If five minutes or less remains at the completion of even innings, the game shall end.
15f	Five Minute Rule	If the home team is unable to tie/win due to a maximum number of runs per innings rule – the game ceases immediately.
16a	Visits to the Pitcher by a Coach or a Manager	Rule of Baseball 5.10 (L) shall apply to all junior, Senior, Masters and Women’s, regular season and play-off games with the following exception:
16b	Visits to the Pitcher by a Coach or a Manager	A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal as the pitcher and this player may move to another position on the field
17	3 Batter Minimum	Rule of Baseball 5.10 (g) does not apply to any VSBL competitions.
18	Time Wasting	Umpires are to take necessary actions to prevent wasting of time and any acts of deliberate time wasting, as defined in Rule of Baseball 7.03. The umpire may choose to “Call” a game in extreme cases and “Forfeit” the offending team. All incidents shall be recorded on the Match Report Sheet for consideration of action by the Competition Coordinator.
19a	Allocation of Play-off Venues	The Competition Coordinator shall schedule Play-off games. The scheduling of Play-offs published by the Competition Coordinator is final
19b	Allocation of Play-off Venues	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
19c	Allocation of Play-off Venues	If the club has an alternative diamond available that meets the minimum standards set forth in Table 20.1, the Competition Coordinator may schedule the lower section Play-off game on the alternative diamond, otherwise;

19d	Allocation of Play-off Venues	If the second-ranked team has a diamond available that meets the minimum standards set forth in Table 20.1, the Competition Coordinator may schedule the lower section Play-off game at the second-ranked team's venue, otherwise;
19d	Allocation of Play-off Venues	The Play-off game for the lower section shall be scheduled at a neutral venue as determined by the Competition Coordinator.
19e	Allocation of Play-Off Venues	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 Coordinator.

Table 20.1

DIVISION	FULLY ENCLOSED	SEMI ENCLOSED	MOUND	COVERED DUGOUT	COVERED SCORERS	CLUB ROOMS
Premier 1 & Premier 1 Reserves Premier 2 & Premier 2 Reserves	✓	✓	✓	✓	✓	✓
Other Senior		✓	✓	✓	✓	✓
Women's		✓	✓	✓	✓	✓
Masters		✓	✓	✓	✓	✓
Juniors	✓	✓		✓	✓	✓

20	Dugout Protection	All benches/dugouts constructed within a permanent baseball field require protection or screening to protect players from the field of play and weather. Any breaches of 20 to be reported on the match sheet and supplied to BV.
21a	Uniforms	Clubs participating in the Summer League must seek written approval from the Competition Coordinator based on a concept design of a uniform prior to manufacture and purchase for all club playing uniforms. The items in which a club must seek approval for include: <ul style="list-style-type: none"> - Playing jersey & undershirt/sleeves - Playing pants, belt and socks - Playing cap
21b	Uniforms	The Competition Coordinator reserves the right to reject or request changes to colours or design of new uniforms.
21c	Uniforms	Baseball Victoria holds rights over the following areas of team uniforms for the display of competition sponsor logos: <ul style="list-style-type: none"> - The left breast of the team playing jersey (the size of the logo representation will not exceed 60cm sq); - The left sleeve of the team playing jersey (the size of the logo representation will not exceed 120cm sq). -
21d	Uniforms	Baseball Victoria will not approve advertising of cigarettes/tobacco, liquor, gambling companies or any company conflicting with any Baseball Victoria sponsor.
21e	Uniforms	Clubs may place the approved sponsor logos on the following areas of their team uniform and equipment: <ul style="list-style-type: none"> - The right sleeve of the team playing jersey (the size of the logo representation must not exceed 120cm sq) - An area on the back of the playing jersey, at the top of the Jersey and above the number (the size of the logo representation will not exceed 120cm sq)
21f	Uniforms	The following areas of the uniform must be void of all sponsor logos, with exception to the usual manufacturer's marks: The front of the playing jersey (with exception to the Club's name or logo and a <ul style="list-style-type: none"> - Number at least half the size as the one on the back - The playing pants - The playing cap - Batting, Catcher's and Coaches' helmets - Catcher's chest plate - Any other item used during a match
21g	Uniforms	Players and Coaches that participate in games out of uniform will be fined in accordance with Schedule 1.
22a	Baseballs	For games, Clubs must provide at least four match balls, in good condition, meeting the following requirements <ul style="list-style-type: none"> - Must meet the specifications defined in Rule of Baseball 3.01, - Be white in colour - Have a premium leather covering - Be of the same brand and model
22b	Baseballs	Adequate replacement balls must be available to replace lost or damaged match balls during a game.
22c	Baseballs	The Main Umpire shall adjudge whether the baseballs supplied are of suitable quality and meet the requirements stated in this Playing Condition.
22d	Baseballs	Baseballs for playoffs will be supplied by Baseball Victoria to the following divisions: Men's Premier 1, Premier 2 and Women's Premier League Firsts

22e	Baseballs	<p>Where BV does not supply baseballs for playoffs, the visiting club is to supply minimum 2 new balls of the same brand to the home team.</p> <p>The home team is to provide the umpire with 4 new balls of the same brand for use during the game.</p>
23a	Blood Rule Concussion Policy	<p>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.</p> <p>If a substitute player is available in the team, they may bat in place of the injured person if required during the 10 minute period (21b). If no substitute player is available, the batting order progresses to the next batter and no blank recorded.</p> <p>After the 10 minutes elapse and no substitute available, and the player has not returned, the blank is recorded in that batting position.</p>
23b	Blood Rule Concussion Policy	<p>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.</p>
23c	Blood Rule Concussion Policy	<p>Any player with a suspected concussion based on the Baseball Victoria Concussion Policy will be replaced via normal substitution manner and not allowed to return to game.</p>
24	Player eligibility – two or more teams from the same club in the same Division during regular season	<p>Clubs are required to nominate a core group of seven (7) players to the Competition Coordinator and nominate which team the core group will play. The core group of seven players and the team in which they play will be classed as "Team A". The players in the core group will not be allowed to alternate between the teams during the Regular Season and Play-offs (i.e. they can only play for the one team within that grade).</p> <p>For every third and subsequent team a club enters, a further seven (7) core players are required to be submitted to the Competition Coordinator. The remaining players that are not in the core group can alternate between the two teams for the duration of the Regular Season.</p>
25	Player eligibility – two or more teams from the same club in the same Division during play offs	<p>Play-off eligibility rule for the two teams are as follows:</p> <p>A player may only participate in a playoff game for which team they have played more games for. If there is an equal number of games played for Team A and Team B, the club may choose the team in which the player participates with for the duration of the play-offs. The player may participate only with the chosen team during the play-off series and not with any other team in that division.</p> <p>If both Team A & Team B make the play-offs, then all players outside the core groups must choose which team they will play in and remain in that team for the remainder of the play-offs series, as long as they have played enough games to qualify for play-offs.</p> <p>The core group players may only play for Team A in the play-offs and must have played enough games to qualify for play-offs.</p> <p>If only Team B makes play-offs, all players can play in Team B, except the players in the Team A core group, and as long as they have played enough games to qualify for play-offs.</p>

26a	Disputes and Protests	In the event of any dispute or protest, other than judgement decisions which, in accordance with Rule of Baseball 7.04 cannot be disputed, clubs may appeal to the Competition Coordinator in the following manner:
26b	Disputes and Protests	The Manager must lodge a notice of the protest with the Umpire at the time of objection. The Umpire shall be given the opportunity to consider the point of protest raised by the Manager.
26c	Disputes and Protests	Should the Manager decide to continue the protest, the Umpire must be advised, and the scorers shall endorse both scorebooks with the precise game situation at the time.
26d	Disputes and Protests	Details of the protest must be lodged in writing and be in the hands of the Competition Coordinator within forty-eight (48) hours of completion of the game, accompanied by a fifty (\$50.00) dollar fee. The protest shall state the reason that the protest is being entered and include the relevant reference to the Rules of the Association, Rules of Baseball or By-Laws or Playing Conditions.
26e	Disputes and Protests	The VSBLPC shall hear the protest as soon as practicable following receipt of a properly lodged appeal
26f	Disputes and Protests	If the VSBLPC considers that the protest is not frivolous, the Competition Coordinator shall return the fifty (\$50.00) dollar fee to the protesting club.
26g	Disputes and Protests	The VSLBPC 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.
26h	Disputes and Protests	There are no protests in Tee Ball
27a	Yellow Card Rule	This rule may be invoked for offences committed of a minor nature including, but not limited to: <ul style="list-style-type: none"> - Dissent - Minor obscenities - Misconduct
27b	Yellow Card Rule	If, in the opinion of the Umpire, an offence has occurred as provided for in this Playing 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.
27c	Yellow Card Rule	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.
27d	Yellow Card Rule	At the conclusion of the game, the Umpire is to record and note the details of the offence that led to the issue of the Yellow Card on the match sheet. Place YC next to the players name.
27e	Yellow Card Rule	The Competition Coordinator shall maintain a register of Yellow Card offences.
27f	Yellow Card Rule	The first and second Yellow Card offences during a competition season shall incur no penalty. If two (2) yellow cards are issued to the same person on the same day, refer Rule 27c.
27g	Yellow Card Rule	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.
27h	Yellow Card Rule	A person suspended under this Playing Condition will be notified by the Competition Coordinator via their club.
27i	Yellow Card Rule	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.
27j	Yellow Card Rule	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 Coordinator 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.
27k	Yellow Card Rule	If the Tribunal Chairman deems that the appeal is not frivolous, the Tribunal Chairman shall instruct Competition Coordinator 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.
27l	Yellow Card Rule	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.
27m	Yellow Card Rule	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: <ul style="list-style-type: none"> - Uphold the appeal, cancel the Yellow Card and advise the Umpire - Dismiss the appeal and confirm the Yellow Card - Consider the offence warranted an ejection and impose a penalty - Decide to retain or return the deposit
27n	Yellow Card Rule	Decisions of the Tribunal are final and not subject to further appeal.
28a	Ejected Persons	Any umpire in control of any game played under the auspices of the Summer League and Baseball Victoria 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. This includes any practice game to which an official has been appointed.
28b	Ejected Persons	The ejected persons must leave the playing field immediately and cannot re-enter the playing field while the Umpire is still on the ground. Rule of Baseball 6.04 shall be enforced insofar as they are practicable in the circumstances of that particular game. Junior players may sit in the stands with their parents/guardian.
28c	Ejected Persons	Ejected persons must not approach the Umpire after being ejected.
28d	Ejected Persons	The reporting umpire and ejected persons shall adhere to the Reported Persons Procedures & Rule of Baseball 6.04
29a	Melee Rule	The Victorian Summer Baseball League (VSBL) will not tolerate the clearing of players and coaches from a bench or position of play to engage in a melee. The Pennant Committee will determine if a melee took place after reviewing a report submitted by the appointed match official. As such, any player, coach or person that leaves the bench or their designated area to engage in a melee will be penalized as per the reported persons procedures and VSBL Sanctions
29b	Melee Rule	If a player is penalised and believes they are innocent, may appeal their case on an individual basis to the Tribunal Committee
29c	Melee Rule	If a team participates in more than one (1) melee in the same season, the above

		penalties will apply for each incident, in addition to losing 0.07% of their win percentage at the conclusion of the season for each additional melee participated in.
30a	Zero Tolerance	The Summer League will enforce the concept of 'zero tolerance' in order to ensure that Coaches and Managers take a proactive role in eliminating Umpire abuse.
30b	Zero Tolerance	If, in the Umpire's opinion, a player: <ul style="list-style-type: none"> - Abuses an umpire - Displays dissent towards an umpire - Argues judgement decisions (e.g. balls and strikes, etc.) The umpire may immediately eject the player and the Head Coach/Manager from the game.
30c	Zero Tolerance	The ejected player shall adhere to the Reported Persons Procedures. No further penalty shall be imposed on a Head Coach/Manager who is ejected under this rule.
31a	Prohibited Substances	A person shall be ejected from a game for smoking/vaping, consuming an alcoholic beverage or chewing/dipping of tobacco and shall be fined as per schedule 1. For the purpose of this Playing Condition, a game is deemed to commence when the umpire enters the playing field in compliance with Rule of Baseball 4.03(e). Any player, coach or official who, at or from that time, indulges in any of the activities mentioned in this Playing Condition may be reported for breach of this Playing Condition.
31b	Prohibited Substances	An ejected person under this Playing Condition shall comply with the rule of baseball 6.04 for an ejected person and apart from the mandatory fine and the ejection; no further action will be taken
31c	Prohibited Substances	Costs incurred to clean the mess created by chewing tobacco or seeds at Altona will be charged back to clubs.
32a	Results – Match Report Sheet and Scores	Match Report Sheets are the official record for each game played. The card records information including the scores, names of the umpires and players and details of importance.
32b	Results – Match Report Sheets and Scores	It is the responsibility of the umpire to ensure all details are accurate and complete. Assistance is to be provided by the scorers and the team coaches or managers.
32c	Results – Match Report Sheets and Scores	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.
32d	Results – Match Report Sheets and Scores	Names of Players / Managers / Umpires (including Club / Volunteer Umpires) must be completed, and legible on the Match Report Sheet
32e	Results – Match Report Sheet and Scores	The home team must ensure that the Match Report Sheet is received by the Competition Coordinator within 48 hours from the end of the game. The home team will be fined, as per Schedule 1, should the sheet not be received or be received late. All senior match report sheets are to be sent electronically to: seniorscores@baseballvictoria.com.au All junior match report sheets are to be sent electronically to: juniorscores@baseballvictoria.com.au

32f	Results – Match Report Sheet and Scores	Club Officials must submit the Match Report Sheet with completed Umpire adjudicated MVP votes for all Senior, Women’s and Master’s divisions games electronically to: seniorscores@baseballvictoria.com.au
32g	Results – Match Report Sheet and Scores	The home club must enter the scores electronically within 1 hour from the end of the game. The home club will be fined, as per Schedule 1, should the scores not be received or are received late.
33	Results – Statistics Sheets	Statistic sheets for Premier League 1 and P1 reserves, Premier 2 and P2 reserves and Women’s Premier League Firsts to be forwarded to seniorscores@baseballvictoria.com.au by 10am the following day.
34a	Umpires and Scorers	Umpires and Scorers are the appointed officials for the game. It is their responsibility to ensure the game is conducted in a fair manner that complies with all rules and regulations.
34b	Umpires and Scorers	If no official Umpire is appointed or if the appointed Umpire is late, the HOME team must supply the Plate Umpire and the AWAY team must supply a Base Umpire. The team/s will be fined, as per Schedule 1, should they not provide an umpire.
34c	Umpires and Scorers	Both teams must supply a scorer, who 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 as per Schedule 1.
34d	Umpires and Scorers	Any breach to this rule must be noted on the Match report sheet prior to being received by the Competition Coordinator.
35a	Meetings and Events	Baseball Victoria or the VSBLPC will from time to time require compulsory attendance to meeting and events, including the following but not exclusively: <ul style="list-style-type: none"> - Presidents, Secretaries and Coaches Meetings - Annual Awards Night (once annually when conducted) - Annual General Meeting for the Association - Other meetings as prescribed by the Association
35b	Meetings and Events	Clubs that do not attend the prescribed meetings and events will be fined as per Schedule 1.

PART 2 SENIOR PLAYING CONDITIONS

36a	Regular Season Competition Structure	For Premier 1 and Premier 2, the regular season will consist of a minimum of 22 games
36b	Regular Season Competition Structure	For all other subsequent senior competitions, the regular season will consist of a minimum of 18 games
36c	Regular Season Competition Structure	Within the guidelines established in 36a and 36b, the number of games fixtured in a given season will be at the discretion of the VSBLPC and Competition Coordinator.
36d	Regular Season Competition Structure	The Competition Coordinator may alter the number of games if required due to extenuating circumstances.
36e	Regular Season Competition Structure	All senior competition regular season fixtures shall be based on the participating Clubs being aligned to a single-league competition structure.
36f	Regular Season Competition Structure	No club may enter more than 1 team in each of the Premier 1 and Premier 1 reserves competitions.
37	Game Start Time	Start times for all Regular Season games and Play-offs shall be as published in the fixture. The fixture will be published through SportsTG Passport and BV website
38a	Game Duration	<p>The duration of Seniors Regular Season games are as follows:</p> <p>Senior Premier 1 & 2: 9 innings with a 3-hour time limit. Once the time limit is reached no new full inning may be started and the current inning is to be completed. (Legal Game 5 innings)</p> <p>Mid-week games: 9 innings with a 2-hour time limit with a 5-minute rule (Legal Game 5 innings or 65 mins)</p> <p>All other grades play 7 innings with a 2-hour time limit (Legal Game 4 innings or 65 mins) with 5 minute rule.</p>
38b	Game Duration International Tie-Breaker	<p>If the game remains tied after the completion of a scheduled nine (9) innings or seven (7) innings and time remains, the following procedures will be implemented during extra innings:</p> <p>Each team will begin the 10th or 8th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.</p> <p>The runners placed on first base and second base will be the last two batters from the preceding innings – the runner placed on first base will be the last batter from the previous inning and the runner placed on second base will be the second last batter from the preceding inning.</p>

		<p>For example, if the #5 hitter in the line-up is due up to bat, then the #3 hitter will be placed at 2nd base and the #4 hitter will be placed at 1st base. However, teams can put pinch runners on base at the beginning of the inning, but they will replace the existing batters and be permanent substitutes for the remainder of the game.</p> <p>No player re-entry is permitted during extra innings.</p> <p>The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.</p> <p>Any runner that starts on 2nd base or on 1st base in a Tie-Breaker inning will not be credited with a Plate Appearance (PA) or Time at Bat (AB) and any run scored by the players starting as runners at first and second base shall always be an unearned run.</p>
39a	Mercy Rule	If a team is leading by ten (10) runs or more after seven (7) completed innings in a game scheduled for nine (9) innings (including games with a time limit), the game shall be 'Called'.
39b	Mercy Rule	If the home team is or becomes ten (10) or more runs ahead in an inning in a game scheduled for nine (9) innings (including games with a time limit), the bottom half of the seventh (7th) innings and subsequent innings shall not be played or completed.
39c	Mercy Rule	If a team is leading by ten (10) runs or more after five (5) completed innings in a game scheduled for seven (7) innings (including games with a time limit), the game shall be 'Called.'
39d	Mercy Rule	If the home team is or becomes ten (10) or more runs ahead in an inning in a game scheduled for seven (7) innings (including games with a time limit), the bottom half of the fifth (5th) innings and subsequent innings shall not be played or completed.
39e	Mercy Rule	If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08 and 7.01 apply.
40	Run Rule	For all regular season and finals games, except Premier 1 & 2, Premier 1 & 2 Reserves, the scoring of the 7th run will end the innings: only 7 runs may be counted in any innings.
41a	Mid-Weeks Games	If tied after nine (9) innings, and scheduled time remains the game may continue using the International tie-breaker Refer Rule 34b (vi).
41b	Mid-Week Games	Warm-ups between innings and pitching changes must be prompt and minimal at the Umpire's direction.
42	Speed up rule	<p>Compulsory for Premier 1 and Premier 2 game lengths at or under 2 hours in length. Optional for all other Seniors divisions.</p> <p>A substitute runner (SR) will be used for both the pitcher and catcher when they reach base.</p> <p>The substitute runner shall be a bench player and may be a player substituted from the game or in the case of team having only nine players available the player last out can be used. The current Designated Hitter (DH) may not be used.</p> <p>If there is none or one out it is optional to use a substitute runner for the pitcher or catcher when they reach base.</p> <p>If there is two out then it is mandatory that the pitcher and catcher be replaced with a substitute runner when they reach base.</p> <p>If after reaching base the pitcher or catcher is not to continue in the role as the pitcher</p>

		or catcher then the substitution is to be advised to the umpire and that a substitute runner is not required
43	Designated Hitters (DH)	A designated hitter is available for all Seniors competitions Rule of Baseball 5.11
44	Designated Pitcher Rule (DP)	<p>The following Playing Conditions only apply to Premier 1 & 2 and Premier League Women Firsts</p> <p>Clubs are to nominate their two (2) top pitchers to the Competition Coordinator for approval. These players cannot be utilised as a Designated Pitcher throughout the season.</p> <p>A designated pitcher must be:</p> <ul style="list-style-type: none"> - Australian (not a 'non-national), as per playing condition 118 - Under the age of 30 years at 1st January - Not considered one of the top two (2) pitchers within the Club <p>The DP is required to be the starting pitcher and only pitch in the Reserves game and then must start the Firsts game on the same day in a position other than pitcher. The use of the DP must be declared to the Umpire before the start of both games.</p> <p>In the Reserves game, a DH must be used for the DP.</p> <p>If the DP plays in the Reserves game in a position other than as a pitcher, the DP becomes a normal player and may not participate in the Firsts game on the same day except by the provisions of the Two Games/One Round Rule in these Playing Conditions, Clause 39.</p> <p>Any DP used in the Reserves game shall be marked as "DP" on the Line- up Sheet and the Match Report Sheet and all pitchers used in the Firsts game shall be marked as "P". Umpires and Team Managers shall ensure correct recording.</p> <p>Umpires shall administer the DP Playing Conditions in both games on the same day. An Umpire may direct that a DP not to participate in either game if the player is in contravention of these Playing Conditions.</p> <p>The penalty for contravention of the DP Playing Conditions is "Forfeiture" of the game in which such contravention took place. The Competition Manager shall impose a "Forfeiture" fine on the offending club, as per Schedule 1.</p> <p>Participation in each game shall count as a game played for each section for eligibility for Play-offs.</p> <p>The DP rule is not available for the Play-offs.</p> <p>Clubs must apply in writing to the Competition Coordinator to change their approved pitchers by stating their extenuating circumstances.</p>
	Designated fielder for pitcher	<p>Position players other than the catcher may be removed from the game in order to prepare to re-enter the game as the pitcher.</p> <p>A player removed from a game under this re-entry rule may only return as the pitcher during the current fielding inning in which they were removed, or they must begin the next fielding inning as the pitcher.</p> <p>Any player that re-enters a game must pitch to at least one complete batter, unless: i.</p>

		<p>The Pitcher sustains an injury or ii. The umpire-in-chief calls the game for any reason. iii. After pitching to at least one hitter they are eligible to be moved to any other fielding position.</p> <p>Only one player at any time may be removed from the game under this rule.</p> <p>Any player removed from a game under this rule will remain in the batting order and take their turn at bat as it occurs and continue to accrue defensive outs.</p> <p>A substitute player (one who enters the game to allow a player to leave the game to prepare to pitch) will not be entered into the scorebook. (Similar to mid week speed up rule for the catcher)</p> <p>A substitute player will not have a turn at bat and will not accrue defensive outs while playing as the substitute for a player removed to prepare to pitch. A substitute entered under this rule, plays defense only in the position of the removed fielder.</p> <p>Once the pitcher re-enters the game, his substitute remains eligible to enter the game.</p> <p>The manager is to inform both the scorers and the umpire at the start of the fielding inning when removing a player from the game to prepare them to re-enter as the pitcher. Failure to notify the Umpire and scorers of the use of the re-entry rule when making the change will result in the player concerned being ineligible to re-enter the game additionally if the pitcher does not enter the game then he is deemed to have been removed from the game and a substitute must occur.</p>
44a	Two games/One Round Rule	For Premier 1 and Premier 2 divisions no more than two players from a prior lower grade game are allowed to enter the game at any point earlier than the end of the second innings, including the start.
44b	Two games/One Round Rule	<p>For all other divisions any player who participates in any other grade can only participate in a game later that round provided the player does not enter the game prior to the end of the second innings and the player is participating in a higher grade than the initial grade played in the earlier game.</p> <p>In these grades, three players may enter the game at any point earlier than the second innings, including the start.</p> <p>(Example: No more than three Premier League Fourths players can start in the Thirds, Reserves or Firsts on the same day).</p>
44c	Two games/One Round Rule	A pitcher in the early game cannot then pitch in the late game.
44d	Two games/One Round Rule	Participation in each game shall count as a game played for each section for finals eligibility.
44e	Two games/One Round Rule	<p>Contravention of this Playing Condition shall result in forfeiture of the second game.</p> <p>The Competition Coordinator shall impose a “Forfeiture” fine on the offending club as per Schedule 1.</p>
45	Two games/One Round Rule’- Finals	Except for Premier 1 and Premier 2 grades, Participants of one grade cannot participate from any point in a game later that day during finals games.

46a	Juniors Playing Seniors	A junior player is eligible to play seniors once they have reached the age of 14 years. A female junior player is eligible to play senior women's once they have reached the age of 13 years.
46b	Juniors Playing Seniors	A Junior playing in Seniors participates under the rules of that competition except in the following instances:
46c	Juniors Playing Seniors	Pitching Rules - The pitching restrictions prescribed in the By-law 18 applies to juniors pitching in all senior competitions.
46d	Juniors Playing Seniors	Pitching and Catching in Same Day – The restrictions prescribed in By-law 18 applies to juniors who have pitched or caught in a junior game on the same day.
46e	Juniors Playing Seniors	Contravention of this Playing Condition shall result in “Forfeiture” of the game. The Competition Coordinator shall impose a “Forfeiture” fine on the offending club as per Schedule 1.
47a	Play-Offs Eligibility	To be eligible to participate in a Play-off series, a player must have competed in a minimum number of competition games for the club during the Regular Season as per following: <ul style="list-style-type: none"> • Premier League 1 and 2 – 6 games • All other divisions – 4 games
47b	Play-Offs Eligibility	Games played in Masters, Women's and Junior competitions are deemed separate competitions for eligibility purposes and are therefore unable to be counted towards finals eligibility in any other competition.
47c	Play-Offs Eligibility	The lowest grade that a player can participate in a Play-off series is that grade in which the player has played more than half of their weekend Regular Season games. In Addition, if a player has played exactly half of each of their games between two divisions then the player will be eligible for either competition, however, once they have played up in a finals game, they will not be eligible to play down from there on Ranking of teams is as follow: Premier 1, Reserves, Premier 2, Reserves, State League 1, 2, 3 , 4 Regional
48a	Determining Ladder and Play-Off Positions	All Senior competitions' ladder and Play-off positions shall be ranked by WIN percentage, as follows:
48b	Determining Ladder and Play-Off	The win percentage of each team is calculated using the equation specified below. Teams are ranked on the ladder in descending order.

	Positions	Win Percentage = $\frac{\text{Total Wins} + \text{Draws} \times 0.5}{\text{Total Games Played}}$
48c	Determining Ladder and Play-Off Positions	Where two or more teams are equally ranked with 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:
48d	Determining Ladder and Play-off Positions	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.
48e	Determining Ladder and Play-Off Positions	The fewest runs allowed in the game(s) contested by these teams will gain the highest ranking, and 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 teams method and then back “Head to Head” and so forth.
48f	Determining Ladder and Play-Off Positions	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 so on. The team with the least runs allowed will be the higher ranking team, and 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 teams method, then back to “Head to Head” and so forth.
48g	Determining Ladder and Play-Off Positions	The ranking of the final two teams in the above situation will be determined by the “Head to Head” process.
49a	Play-off Series	The Mens Premier 1 finals format will be a top 8 team double elimination bracket series. Based on the ladder positions after the final round of the regular season the top 8 teams will qualify for finals. Based on the positioning each team will be assigned a seed for the finals bracket (i.e. 1 st place on ladder is 1 st seed, 5 th place on ladder is 5 th seed). The final bracket will be played across 7 days of play beginning on the first Saturday after the conclusion of the regular season. For the championship series the winner of the winners bracket will begin a best of 3 series starting 1-0. The fixturing of games will be at the discretion of the competition coordinator.
49b	Play-off Series	The Play-off series for Seniors Premier 2 will be played over two weeks as follows: Week 1 Semi Finals: Best of three game series 1st vs 4th 2 nd vs 3rd The team which qualifies with the best overall record at the end of the regular season shall be home team for games 1 and 2. The other team which qualifies shall be home team for game 3.

		1 st game midweek, 2 nd game Saturday and 3 rd game on Saturday if required
49c	Play-off Series	The play-off series for all other senior divisions will use the Page play-off system. Played across 3 weeks starting the week after the conclusion of the regular season. Week 1: Game 1: 1 st vs 2 nd and Game 2: 3 rd vs 4 th Week 2: Game 3: Loser of Game 1 vs Winner of Game 2 .Week 3: Game 4: Winner of Game 1 vs Winner of Game 3
49d	Play-off Series	The game duration for Seniors Play-off games shall be as follows:
49e	Play-off Series	Premier 1 & 2 Firsts shall be a 9 innings games with no time limit. Premier 1 & 2 Reserves shall be a 7 innings game with no time limit.
49f	Play-off Series	All other grades will play 7 innings with a 2 hour time limit with the 5 minute rule. If the game is tied at the end of a completed innings with 10 minutes or less remaining in the allotted time limit – tie-breaker rules will be applied and the game may continue until a decisive result is reached.
50a	Grounds and Ground Equipment	The host club of all Summer League games is to provide grounds and ground equipment that meets the following minimum requirements:
50b	Grounds and Ground Equipment	Premier 1 and Reserves, Premier 2 and Reserves must meet all requirements stated in the Rules of Baseball - 2.01, 2.02, 2.03, 2.04, 2.05
50c	Grounds and Ground Equipment	All other Senior Divisions, the following exceptions can be made to Rules of Baseball - 2.01, 2.02, 2.03, 2.04, 2.05
50d	Grounds and Ground Equipment	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 where possible 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.
50e	Grounds and Ground Equipment	A secured mat covering the front of the pitching mound may be used but cannot extend further than 45cm from the front of the pitching rubber.
50f	Grounds and Grounds Equipment	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. Other distances must be approved by Baseball Victoria.
51a	Uniforms	Further to the Uniforms Playing Condition 21 in Part 1.
51b	Uniforms	All players in Premier League 1 and Reserves, Premier League 2 Firsts and Reserves must wear the registered club uniform in all games.

51b	Uniforms	In all other senior competitions, at least seven players must wear the registered club uniform and remaining members shall wear attire as near as possible to the registered Club uniform.
51c	Uniforms	All deficiencies shall be reported by the Umpires on the Match Report Sheet.
51d	Uniforms	A pitcher may not bat wearing a jacket but, upon reaching base, may put on their club uniform jacket provided it is readily available with the base coach.
51e	Uniforms	At the umpire's discretion outfielders may wear a jacket while playing during cold weather conditions.
51f	Uniforms	The Competition Coordinator shall impose a fine or penalty, as per Schedule 1, for a breach of these uniform conditions.
52a	Baseball Bats	All baseball bats must conform to the Rule of Baseball 3.02.
52b	Baseball Bats	For all Senior competitions, wood, wood composite and wood laminate baseball bats shall only be used.
53a	Number of participants eligible to sit on the bench	<p>Rule of Baseball 5.10 applies with the following conditions:</p> <p>All teams competing in VSBL competitions shall be restricted to a maximum of 24 participants on the bench during the game (this includes players listed in the starting line-up).</p> <p>Participants include the manager, coaches and players. Excludes bat boy/girl who is 13 years or younger who must wear a 2 eared helmet at all times.</p> <p>Executives, Non-Coaching Team Managers, and Trainers may enter the bench area to attend to responsibilities directly related to their role, however must remove themselves from the bench area as soon as their responsibilities are fulfilled.</p>
53b	Number of participants eligible to sit on the bench	<p>For a participant to be eligible to occupy the bench during a game:</p> <ul style="list-style-type: none"> - The participants must be dressed in the uniform of the team they are representing, or acceptable attire as outlined in Playing Conditions 45aiii, 63ai, 78ai, & 95ai. - As Executives, Non-Coaching Team Managers, and Trainers are not permitted to remain permanently on the bench, names of these participants are not required on the official line-up sheet - Executive Officers, Non-Coaching Team Managers, and Trainers are not required to wear the team uniform while performing responsibilities on a bench during the game.
53c	Number of participants eligible to sit on the bench	<p>Players not included on the official line-up sheet may be substituted into the game providing:</p> <ul style="list-style-type: none"> - The manager notifies the umpire the substitute is not listed on the line-up sheet. - The manager notifies the umpire of a player to be removed from line-up sheet, with that player then required to be removed from the bench area for the remainder of the game, unless subsequently substituted into the game. <p>In the event a participant(s) is found in contravention of this Playing Condition, the umpire shall order the offender(s) from the bench area.</p> <p>The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.</p> <p>Non-playing participants removed to the club house may only return to the dugout area to attend to responsibilities directly related to their role during breaks between innings and only after permission is granted by the umpire.</p>

PART 3 WOMEN'S PLAYING CONDITIONS						
54a	Women's Competition Structure	Women's Premier League: A maximum of eight (8) teams. Women's State League: A minimum of six (6) teams Women's Metro Regional: A minimum of four (4) teams				
54b	Women's Competition Structure	No team may enter Women's Premier League without first earning promotion from Women's State League, as set forth in Playing Condition 55. The VSBLPC may increase the number of teams in Women's Premier League.				
54c	Women's Competition Structure	Clubs entering a team/teams into the Women's competition for the first time, or re-entering after a minimum of two (2) years absence from any Summer League competition, may apply to the Competition Coordinator to enter the competition in Women's State League. The Competition Coordinator shall have discretion to determine any new team's ability when considering such and application.				
55a	Regular Season Games	For Women's Premier League, the regular season will consist of a minimum of 16 games.				
55b	Regular Season Games	For Women's State League the regular season will consist of a minimum of 16 game.				
55c	Regular Season Games	For Women's Metro Regional the regular season will consist of a minimum of 16 games.				
55d	Regular Season Games	Within the guidelines established in 54a, 54b, and 54c the number of games fixtured in a given season will be at the discretion of the VSBLPC and Competition Coordinator, following a process of consultation involving the Competition Coordinator and the clubs.				
55e	Regular Season Games	The Competition Coordinator may alter the number of games if required due to extenuating circumstances.				
56a	Women's Promotion and Relegation	The following team shall be promoted from Women's State League to Women's Premier League for the following season:				
56b	Women's Promotion and Relegation	The team that is the winner of the Women's State League Grand Final, or Champion Team.				
56c	Women's Promotion and Relegation	This team will be promoted in place of the team that finished last in Women's Premier League at the end of the Regular Season, with the last placed team in Women's Premier League then relegated to Women's State League				
57	Game Start Times	Start times for Regular Season games and Play-offs shall be as published in the fixture.				
58a	Game Duration	The duration of Women's Regular Season games shall be as specified in the Table below.				
58a	Game Duration	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #003366; color: white;">DIVISION</th> <th style="background-color: #003366; color: white;">GAME DURATION</th> </tr> </thead> <tbody> <tr> <td>Women's mid-week games</td> <td>7 innings or 2 hours with 5 minute rule</td> </tr> </tbody> </table>	DIVISION	GAME DURATION	Women's mid-week games	7 innings or 2 hours with 5 minute rule
DIVISION	GAME DURATION					
Women's mid-week games	7 innings or 2 hours with 5 minute rule					

		<p>Women's Premier League 7 innings or 2½ hours with 5 minute rule</p> <hr/> <p>Women's Premier League Reserves Women's State League and Women's Metro Regional 7 innings or 2 hours with 5 minute rule</p>
58b	Game Duration	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 7.01.
59	Game Duration International Tie-breaker	<p>If the game remains tied after the completion of seven (7) innings and time remains, the following procedures will be implemented during extra innings:</p> <p>Each team will begin the 8th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.</p> <p>The runners placed on first base and second base will be the last two batters from the preceding innings – the runner placed on first base will be the last batter from the previous inning and the runner placed on second base will be the second last batter from the preceding inning.</p> <p>For example, if the #5 hitter in the line-up is due up to bat, then the #3 hitter will be placed at 2nd base and the #4 hitter will be placed at 1st base. However, teams can put pinch runners on base at the beginning of the inning, but they will replace the existing batters and be permanent substitutes for the remainder of the game.</p> <p>No player re-entry is permitted during extra innings.</p> <p>The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.</p> <p>Any runner that starts on 2nd base or on 1st base in a Tie-Breaker inning will not be credited with a Plate Appearance (PA) or Time at Bat (AB) and any run scored by the players starting as runners at first and second base shall always be an unearned run.</p>
60a	Pitching – Women's Metro Regional	The standard pitching distance for Women's Metro Regional is 60' 6" as per the Official Rules of Baseball.
60b	Pitching – Women's Metro Regional	Where it is deemed to be in the best interest of the game, the manager may request that a new/developing pitcher be able to pitch from a reduced distance.
60c	Pitching – Women's Metro Regional	Provided both teams agree, and continue to be in agreement, the pitching distance may be reduced to a minimum of 54' to assist any new/developing pitchers.
60d	Pitching – Women's Metro Regional	As part of this rule, a new/developing pitcher will be required to start and finish each batter from the standard or reduced distance without change during that batter's time at bat. They may however change the pitching distance during the same inning/outing
60e	Pitching – Women's Metro Regional	No current Australian or Victorian Representative player can pitch or hit in Women's Metro Regional under this format.
61a	Mercy Rule	If a team is leading by ten (10) runs or more after five (5) completed innings, the game shall be 'Called'.
61b	Mercy Rule	If the home team is or becomes ten (10) or more runs ahead, the bottom half of the

		fifth (5th) innings or subsequent innings shall not be played or completed.
61c	Mercy Rule	If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08, and 7.01 apply.
62	Run Rule	For Women’s Premier Reserves, State League and Metro Regional Regular Season and play-off games the scoring of the seventh run will end the innings: only seven runs may be counted in any innings.
63	Designated Hitters (DH)	A designated hitter is available for Women’s competitions Rule of Baseball 5.11
64a	Women’s Two Games/One Round	Any player who participates in a Premier Women’s Reserves, Women’s State League or Women’s Metro Regional game can only participate in a game later that round provided the player does not enter the game prior to the end of the second innings and the player is participating in a higher grade than the initial grade played in the earlier game. In these grades, three players may enter the game at any point earlier than the second innings, including the start. (Example: No more than three Women’s State League players can start in the Women’s Premier League on the same day)
64b	Women’s Two Games/One Round	Any player that pitches in an early game cannot then pitch in a late game.
64c	Women’s Two Games/One Round	Participation in each game shall count as a game played for each section for play-off eligibility.
64d	Women’s Two Games/One Round	Participants of one grade cannot participate from any point in a game later that day of the same Division during play-off games.
64e	Women’s Two Games/One Round	Contravention of this Playing Condition shall result in forfeiture of the second game. The Competition Coordinator shall impose a “Forfeiture” fine on the offending club as per Schedule 1.
65a	Interchange Rule Premier League	Any players who are replaced before or at the end of the third innings may return to the game at the end of the fifth innings. The timing of the interchange of a player may not be varied.
65b	Interchange Rule Premier League	Contravention of this Playing Condition shall result in forfeiture of the game. Competition Coordinator shall impose a “Forfeiture” fine on the offending club as per Schedule 1.
66a	Juniors Playing Seniors	A junior female player is eligible to play in the Women’s competition once she has reached the age of 13 years of age.
66b	Juniors Playing Seniors	A Junior playing in the Women’s competition participates under the rules of that competition except in the following instances: <ul style="list-style-type: none"> - Pitching Rules – The pitching restrictions prescribed in By-law 18 applies to juniors pitching in Women’s competition - Pitching and Catching in Same day – The restrictions prescribed in By-Law 18 applies to juniors who have pitched or caught in a junior game on the same day. <p>Contravention of this Playing Condition shall result in forfeiture of the game. Competition Coordinator shall impose a “Forfeiture” fine on the offending club as per Schedule 1.</p>

67a	Play-offs Eligibility	To be eligible to participate in a Play-off series, a player must have competed in a minimum of Four (4) Women’s competition games for the club during the Regular season.
67b	Play-offs Eligibility	Games played in seniors; Masters and Junior competitions are deemed separate competitions for criteria purposes and are therefore unable to be counted towards finals eligibility in any other competition.
67c	Play-offs Eligibility	The lowest grade that a player can participate in a Play-off series is that grade in which the player has played more than half of their weekend Regular Season games. (i.e. 3 games in the Women’s Premier League, 2 in Women’s State League and 3 in the Metro Regional - this player would be eligible for the Women’s State League team - half or more (5 of 8) games have been played in State League or below).
68a	Determining Ladder and Play-off Positions	All Women’s competitions’ ladder and Play-off positions shall be determined by WIN percentage, as follows:
68b	Determining Ladder and Play-off Positions	The win percentage of each team is calculated using the equation specified below. Teams are ranked on the ladder in descending order. Win Percentage = $\frac{\text{Total Wins} + \text{Draws} (alf)}{\text{Total Games Played}^h}$
68c	Determining Ladder and Play-off Positions	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:
68d	Determining Ladder and Play-off Positions	Head to Head is where one team has an advantage in games won against the teams that they contested during the regular season with the same WIN percentage.
68e	Determining Ladder and Play-off Positions	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
68f	Determining Ladder and Play-off Positions	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 teams method and the back “Head to Head” and so forth.
68g	Determining Ladder and Play-off Positions	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, and 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 teams method, then back to “Head to Head” and so forth.
68h	Determining Ladder and Play-off Positions	The ranking of the final two teams in the above situation will be determined by the “Head to Head” process.

69a	Play-off Series	<p>Womens Premier finals format will be 3 rounds Game 1: 1st vs 2nd and Game 2: 3rd vs 4th Game 3: Loser of Game 1 vs Winner of Game 2 Game 4: Winner of Game 1 vs Winner of Game 3</p> <p>All Women's Competitions will compete in the Single Elimination System Finals and shall be played 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</p>
69b	Play-off Series	The game duration for Women's Play-off games shall be as follows:
69c	Play-off Series	Women Premier League Play-off games being 7 innings with no time limit.
69d	Play-off Series	All other Women's Divisions Play-off games being 7 innings or 2-hour time limit with 5 minute rule.
69e	Play off Series	During finals only seven runs may be counted in any innings in all womens divisions with the exception of Womens Premier and Womens Premier Reserves competitions.
70a	Grounds and Ground Equipment	The host club of all Women's competition games is to provide grounds and ground equipment that meets the following minimum requirements:
70b	Grounds and Ground Equipment	All requirements stated in Rules of Baseball 2.01, 2.02, 2.03, and 2.04, with the following exceptions allowed to Rule of Baseball 2.01:
70c	Grounds and Ground Equipment	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.
70d	Grounds and Ground Equipment	A secured mat covering the front of the pitching mound may be used but cannot extend further than 45cm from the front of the pitching rubber.
70e	Grounds and Ground Equipment	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 the By-laws. Other distances must be approved by Baseball Victoria.
71a	Uniforms	Further to the Uniforms Playing Condition 21 in Part 1;
71b	Uniforms	In Women's competitions, at least seven players must wear the registered club uniform and remaining members shall wear attire as near as possible to the registered club uniform.
71c	Uniforms	All deficiencies shall be reported by the Umpires on the Match Report Sheet.

71d	Uniforms	A pitcher may not bat wearing a jacket but, upon reaching base, may put on their jacket provided it is readily available with the base coach. No other player may wear a jacket whilst playing.
71e	Uniforms	The Competition Coordinator shall impose a fine or penalty for a breach of these uniform conditions as per Schedule 1.
72a	Baseball Bats	All baseball bats must conform with the Rule of Baseball 3.02.
72b	Baseball Bats	Wood, wood composite, wood laminate and aluminium baseball bats may be used.

PART 4 MASTERS PLAYING CONDITIONS

73	Game Start Times	Start times for Masters Regular Season games shall be as specified in the fixture.
74a	Game Duration	The duration of Masters Regular Season game shall be 7 innings or 1 ¾ hours (i.e. 105 minutes with 5 minute rule
74b	Game Duration	If tied after seven (7) innings, the game may continue only if scheduled time remains.
74d	Game Duration	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 7.01.
75a	Mercy Rule	If a team is leading by ten (10) runs or more after five (5) completed innings, the game shall be ‘Called’.
75b	Mercy Rule	If the home team is or becomes ten (10) or more runs ahead, the bottom half of the seven (7th) innings or subsequent innings shall not be played or completed.
75c	Mercy Rule	If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08 and 7.01 apply.
76	Seven Run Rule	For Masters Regular Season and play-off games the scoring of the seventh run will end the innings. Only seven runs may be counted in any innings.
77	Interchange Rule	Players may be substituted and re-enter provided that the replacement player completed one innings in the field, and one turn at bat if the team is not batting all available players, before being substituted.
78a	Unable to field a starting nine	A team may start the game with less than nine (9) players, and have no less than seven (7) players.
78b	Unable to field a starting nine	If a team starts a game with less than 9 players, blanks are not recorded as outs.
79a	Age Rules	To participate in Masters 38 Division 1 and Masters 38 Division 2, a player must be a minimum age of 38 years.
79b	Age Rules	To participate in Masters 45, a player must be a minimum age of 45 years.
79c	Age Rules	A maximum of two (2) players per team of a minimum age of 43 shall be permitted to participate in Masters 45. No written permission is needed for these players to participate.
80a	Pitching Rules	To pitch in Masters 38 Division 1 and Masters 38 Division 2, a player must be a minimum age of 40 years.
80b	Pitching Rules	There is no minimum age requirement to pitch in Masters 45.
80c	Pitching Rules	No player may pitch for more than a total of four (4) innings in any game. One pitch in any innings will constitute an innings pitched.

81a	Batting and base Running Rules	Playing Condition 14, the Extended Line-up, applies.
81b	Batting and base running rules	A Designated Hitter (DH) is available for Masters competitions Rule of Baseball 5.11.
82a	Substitute Runner	A runner who replaces a player who is injured or unable to run will not be permitted to steal bases.
82b	Substitute Runner	A Substitute runner may be used in any game provided the opposing team manager and Umpire are advised before the game.
82c	Substitute Runner	Any substitute runner replacing the Pitcher or Catcher may only steal on the last out.
82d	Substitute Runner	The substitute runner must be the following: <ul style="list-style-type: none"> - The first Substitute runner must be the batter, (or substitute batter), immediately preceding the batter who leads off the inning. - The second substitute runner must be the batter, (or substitute batter) preceding the first substitute runner used - The third and subsequent runner must be the batter, (or substitute batter) preceding the second and subsequent runner used.
83a	Rules Play-offs Eligibility	To be eligible to participate in a Play-off series, a player must have competed in a minimum of four (4) Masters Competition games for the club during the Regular Season.
83b	Play-offs Eligibility	The lowest grade that a player can participate in a Play-off series is that grade in which the player has played more than half of their Regular Season games.
84a	Determining Ladder and Play-off Positions	Ladder and Play-off positions for the Master's competitions shall be determined by WIN percentage, as follows:
84b	Determining Ladder and Play-off Positions	The win percentage of each team is calculated using the Win Percentage equation specified below. Teams are ranked on the ladder in descending order. h $\text{Win Percentage} = \frac{\text{Total Wins} + \text{Draws} (alf)}{\text{Total Games Played}}$
84c	Determining Ladder and Play-off Positions	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:
84d	Determining Ladder and Play-off Positions	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.
84e	Determining Ladder and Play-off Positions	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 teams method and the back "Head to Head" and so forth.

84f	Determining Ladder and Play-off Positions	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 so 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 teams method and then back to "Head to Head" and so forth.
84g	Determining Ladder and Play-off Positions	The ranking of the final two teams in the above situation will be determined by the "Head to Head" process.
85a	Play-off Series	All Masters Competitions will compete in the Single Elimination System play-offs and games will be 7 innings or 1¾ hour time limit with 5 minute rule. The Single Elimination System play-offs shall be played as follows: Week 1 Semi Final: 1st vs 4th and 2nd vs 3rd Week 2 Grand Final: Winner 1st vs 4th plays Winner 2nd vs 3 rd
85b	Play-off Series	Where possible, Masters play-off games shall be scheduled at the highest ranked team's home venue.
85c	Play-off Series	The Competition Coordinator shall schedule Play-off games in accordance with Playing Condition 17.
86a	Grounds and Ground Equipment	The host club of all Masters games is to provide grounds and ground equipment that meets the following minimum requirements:
86b	Grounds and Ground Equipment	All requirements stated in Rules of Baseball 2.01, 2.02, 2.03, and 2.04, with the following exceptions allowed to Rule of Baseball 2.01:
86c	Grounds and Ground Equipment	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 the Competition Coordinator. Conditions to be established by the Managers with the Umpire before the game.
86d	Grounds and Ground Equipment	A secured mat covering the front of the pitching mound may be used.
86e	Grounds and Ground Equipment	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 the Competition Coordinator.
87a	Uniforms	Further to the Uniforms Playing Condition 21 in Part 1.
87b	Uniforms	In Masters Competitions, at least seven players must wear the registered club uniform and remaining members shall wear attire as near as possible to the registered club uniform.

87c	Uniforms	All deficiencies shall be reported by the Umpires on the Match Report Sheet.
87d	Uniforms	A pitcher may not bat wearing a jacket but, upon reaching base, may put on their club uniform jacket provided it is readily available with the base coach.
87e	Uniforms	The Competition Coordinator shall impose a fine or penalty for a breach of these uniform conditions as per Schedule 1.
88a	Baseball Bats	All baseball bats must conform with the Rule of Baseball 3.02
88b	Baseball Bats	For all Masters Divisions - wood, wood composite, wood laminate may only be used.

PART 5 JUNIOR PLAYING CONDITIONS

89	Junior Competition	Junior Baseball 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 junior baseball need to instil these ethics, along with encouraging a love for the sport and a drive to increase the participation.																
90	Game Start times	<p>Start times for all Regular Season and Play-off games shall be as published in the fixture.</p> <table border="1" data-bbox="440 568 959 972"> <thead> <tr> <th data-bbox="440 568 791 607">COMPETITION</th> <th data-bbox="791 568 959 607">START TIME</th> </tr> </thead> <tbody> <tr> <td data-bbox="440 607 791 645"></td> <td data-bbox="791 607 959 645">FRIDAY</td> </tr> <tr> <td data-bbox="440 645 791 719">Little League Minor and Rookie</td> <td data-bbox="791 645 959 719">6pm-7:30pm</td> </tr> <tr> <td data-bbox="440 719 791 757"></td> <td data-bbox="791 719 959 757">SATURDAY</td> </tr> <tr> <td data-bbox="440 757 791 795">Big League</td> <td data-bbox="791 757 959 795">9am-11am</td> </tr> <tr> <td data-bbox="440 795 791 833"></td> <td data-bbox="791 795 959 833">SUNDAY</td> </tr> <tr> <td data-bbox="440 833 791 907">Little League Major & Senior League 70</td> <td data-bbox="791 833 959 907">11:05am - 1:05pm</td> </tr> <tr> <td data-bbox="440 907 791 972">Senior League 80 & Senior League 90</td> <td data-bbox="791 907 959 972">8:45am - 10:45am</td> </tr> </tbody> </table> <p>Area Centres and Club Leagues as published in the fixture.</p>	COMPETITION	START TIME		FRIDAY	Little League Minor and Rookie	6pm-7:30pm		SATURDAY	Big League	9am-11am		SUNDAY	Little League Major & Senior League 70	11:05am - 1:05pm	Senior League 80 & Senior League 90	8:45am - 10:45am
COMPETITION	START TIME																	
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91a	Game Duration	<table border="1" data-bbox="440 1016 959 1308"> <thead> <tr> <th data-bbox="440 1016 791 1090">COMPETITION</th> <th data-bbox="791 1016 959 1090">GAME DURATION</th> </tr> </thead> <tbody> <tr> <td data-bbox="440 1090 791 1164">Little League Minor and Rookie</td> <td data-bbox="791 1090 959 1164">6 innings or 90 minutes</td> </tr> <tr> <td data-bbox="440 1164 791 1238">Little League Major</td> <td data-bbox="791 1164 959 1238">6 innings or 120 minutes</td> </tr> <tr> <td data-bbox="440 1238 791 1308">Senior League 70/80/90 & Big League</td> <td data-bbox="791 1238 959 1308">7 innings or 120 minutes</td> </tr> </tbody> </table> <p>All juniors games are to be played with a hard stop at time duration. A hard stop is defined as the conclusion of the game at the expiration of its allotted duration, with the scores reverting to the most accurate completed inning or half-inning.</p>	COMPETITION	GAME DURATION	Little League Minor and Rookie	6 innings or 90 minutes	Little League Major	6 innings or 120 minutes	Senior League 70/80/90 & Big League	7 innings or 120 minutes								
COMPETITION	GAME DURATION																	
Little League Minor and Rookie	6 innings or 90 minutes																	
Little League Major	6 innings or 120 minutes																	
Senior League 70/80/90 & Big League	7 innings or 120 minutes																	
91b	Game Duration	For Little League Minor and Rookie 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 7.01																
91c	Game Duration	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 7.01																
91e	Game Duration	For Senior League 70/80/90 & Big League 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 7.01.																
91f	Game Duration	Little League Major, Senior League 70/80/90 & Big League Mid-week games may be scheduled as 90-minute games, as agreed by the Competitions Coordinator																
92a	Batting Order	The use of extended line-up will be confirmed by coaches at the plate meeting																
92b	Batting Order	The use of extended line-up is mandatory in all VSBL Junior Leagues Regular Season and play-off games																

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92c	Batting Order	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 line-up. Opposition teams are encouraged to provide a substitute fielder(s) in these occasions.														
93a	Run Rule	If a team is leading by ten (10) runs or more after five (5) completed innings, the game shall be 'Called'.														
93b	Run Rule	If the home team is or becomes ten (10) or more runs ahead, the bottom half of the fifth (5th) innings or subsequent innings shall not be played or completed.														
93c	Run Rule	If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08 and 7.01 apply.														
94a	Five Run Rule	In all junior games the scoring of the fifth (5th) run will end the innings, only five runs may be counted in any innings. This rule applies in Play-off games														
95a	10/15 Rule	For all VSBL Junior Leagues if after three (3) innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs may 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 may concede the victory to the opponent. 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.														
96	Drop 3 rd strike	In Little League Major will be played out. In Little League Minor will be an automatic out.														
97	Designated Hitter	Under no circumstances will any player be allowed to act as a Designated Hitter.														
98a	Age Qualifications	The minimum and maximum league age that a player must have attained for participation in Junior competitions are: <table border="1" data-bbox="399 1444 1141 1758"> <thead> <tr> <th>COMPETITION</th> <th>Minimum age for participation</th> </tr> </thead> <tbody> <tr> <td>Little League Minor</td> <td>7 - 11 y/o</td> </tr> <tr> <td>Little League Major</td> <td>9 - 12 y/o</td> </tr> <tr> <td>Senior League 70</td> <td>12 - 14 y/o</td> </tr> <tr> <td>Senior League 80</td> <td>12-15 y/o</td> </tr> <tr> <td>Senior League 90</td> <td>13 - 16 y/o</td> </tr> <tr> <td>Big League</td> <td>14 - 19 y/o.</td> </tr> </tbody> </table>	COMPETITION	Minimum age for participation	Little League Minor	7 - 11 y/o	Little League Major	9 - 12 y/o	Senior League 70	12 - 14 y/o	Senior League 80	12-15 y/o	Senior League 90	13 - 16 y/o	Big League	14 - 19 y/o.
COMPETITION	Minimum age for participation															
Little League Minor	7 - 11 y/o															
Little League Major	9 - 12 y/o															
Senior League 70	12 - 14 y/o															
Senior League 80	12-15 y/o															
Senior League 90	13 - 16 y/o															
Big League	14 - 19 y/o.															
98b	Age Qualifications	A player is eligible to take part in their respective age grouping provided they are under the relevant age on 31st August of the year in which the competition commenced.														

98c	Age Qualifications	On application from a Club, the Competition Coordinator may permit a player to participate in an age group lower than they would otherwise be eligible to participate in. Such application must include specific reasons for the application on the Dispensation Form.
98d	Age Qualifications	All players playing outside their age group must be identified and have their age stated on the Match Report Sheet.
98e	Age Qualifications	Failure to comply with this Playing Condition by a coach in the first instance will result in an official warning from the Competition Coordinator. Failure to comply with this Playing Condition by a coach a second time will result in the matter being referred to the Pennant Committee for review, following which a fine of \$250 may be imposed on the coach. Failure to comply with this Playing Condition by a coach a third time will result in a fine of \$500 for the coach and the matter being referred to the Tribunal for an appropriate suspension ruling.
99a	Junior Pitching and Catching Restrictions	The Junior Pitching and Catching Restrictions specified in By-Law 18, as well as those listed below, apply to all Junior Summer League competitions.
99b	Junior Pitching and Catching Restrictions	After a pitching change a maximum of five (5) warm up pitches or ninety seconds will be allowed.
99c	Junior Pitching and Catching Restrictions	No player is permitted to pitch and catch in the same day in any competition.
99d	Pitching and Catching Restrictions	If you are playing a modified midweek competition, you must adhere to the junior pitch count regulations.
99e	Pitching and Catching Restrictions	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.
	Pitching and Catching Restrictions	No player is permitted to catch more than 2 games in any competition on a single calendar day.
99f	Pitching and Catching Restrictions	Pitchers aged 12 and under may only throw fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls are not permitted.
99g	Pitching and Catching Restrictions	Scorers must notify umpires when a Junior Pitcher is within 10 pitches of their max pitch limit.
	Junior Pitching and Catching Restrictions	For Big League division only: Any pitcher not subject to the Junior pitching restrictions (By Law 18a) may throw a maximum of 105 pitches in a single game.
99h	Junior Pitching and Catching Restrictions	Failure to comply with this Playing Condition by a coach in the first instance will result in the matter being referred to the Pennant Committee for review, following which a fine of \$250 may be imposed on the coach. Failure to comply with this Playing Condition by a coach a second time will result in a fine of \$500 for the coach and the matter being referred to the Tribunal for an appropriate suspension ruling.

100a	Designated base runner	A coach may use a designated runner to replace any base runner who is injured.
100b	Designated base runner	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.
101a	Sliding or Collision rule	For all VSBL Junior Leagues, 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.
101b	Sliding or Collision rule	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.
101c	Sliding or Collision rule	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.
101d	Sliding or Collision rule	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.
102a	Base Running	For all Little League Major, Minor and Rookie competitions, 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
102b	Base Running	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
102c	Base Running	For all Little League Major, Minor and Rookie competitions no headfirst slides are allowed. Regardless of whether the runner is advancing or returning to a base
102d	Base Running	For Little League minor 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.
103	Batting Rule	For all Little League Major, Minor and Rookie competitions there are no On-Deck Batters. No batter is to be handling a bat or taking swings outside of the playing area.
	Speed up rule	Compulsory for VSBL Junior competitions. A substitute runner (SR) will be used for both the pitcher and catcher when they reach base. The substitute runner shall be a bench player and may be a player substituted from the game or in the case of a team having only nine players available the player last out will be used. If there is none or one out it is optional to use a substitute runner for the pitcher or catcher when they reach base. If there is two out then it is mandatory that the pitcher and catcher be replaced with a substitute runner when they reach base. If after reaching base the pitcher or catcher is not to continue in the role as the pitcher or catcher then the substitution is to be advised to the umpire and that a substitute runner is not required

104a	Rule applicable to Area Centres and Club Leagues	In circumstances where a team is unable to field seven (7) players, players may play in another team within that Centre/League. The Competition Coordinator of the Centre/League shall determine appropriate arrangements. Games played on assignment shall be counted towards finals eligibility with the player's usual team.
104b	Rule Applicable to Area Centres and Club	Players may be substituted and re-enter provided that the replacement player completed one innings in the field and had one chance to bat (i.e. a plate appearance) before being substituted.
104c	Rule Applicable to Area Centres and Club Leagues	Special Playing Conditions may be determined by a Centre/League, for example, use a different type of baseball and coach pitch after a pitcher issues a walk. All such changes must be approved by Baseball Victoria before being used within Centre/League competitions.
105a	Determining Ladder and Play-off	All Junior competitions' ladder and Play-off positions shall be determined by win percentage. The win percentage of each team is calculated using the equation specified below. Teams are ranked on the ladder in descending order. $\text{Win Percentage} = \frac{\text{Total Wins} + \text{Draws (half)}}{\text{Total Games Played}}$
105b	Determining Ladder and Play-off Positions	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:
105c	Determining Ladder and Play-off Positions	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.
105d	Determining Ladder and Play-off Positions	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 teams method and the back "Head to Head" and so forth.
105e	Determining Ladder and Play-off Positions	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 so 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 teams method and then back to "Head to Head" and so forth.
105f	Determining Ladder and Play-off Positions	The ranking of the final two teams in the above situation will be determined by the "Head to Head" process.
106a	Play-Off Series	The Play-off series for VSBL Junior Leagues, Area Centres and Club Leagues will compete in the Single Elimination System Finals. The Single Elimination System Finals shall be played over two weeks as follows: Week 1

		<p>Semi Finals: 1st vs 4th and 2nd vs 3rd</p> <p>Week 2</p> <p>Grand Final: Winner 1st vs 4th plays Winner 2nd vs 3rd</p>
106b	Play-Off Series	The game start and duration of all Play-off games shall be the same as the regular seasons
106c	Play-Off Series	Should scores be tied at the scheduled finish time in Play-Off games only, play will continue until a result is achieved, or until 12:00pm, or until another time which is determined by Baseball Victoria.
106d	Play-Off Series	<p>For play-off games only.</p> <p>Should scores be tied at the scheduled finish time or after the competition of the inning limit as outlined in Playing condition 91a then the following extra innings procedure will be implemented.</p> <p>Each team will begin the additional inning (and any subsequent necessary extra innings) with a player on first and second, no outs.</p> <p>The runners placed on first base and second base will be the last two batters from the preceding innings – the runner placed on first base will be the last batter from the previous inning and the runner placed on second base will be the second last batter from the preceding inning.</p> <p>For example, if the #5 hitter in the line-up is due up to bat, then the #3 hitter will be placed at 2nd base and the #4 hitter will be placed at 1st base.</p> <p>However, teams can put pinch runners on base at the beginning of the inning, but they will replace the existing batters and be permanent substitutes for the remainder of the game.</p> <p>No player re-entry is permitted during extra innings. The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.</p> <p>Any runner that starts on 2nd base or on 1st base in a Tie-Breaker inning will not be credited with a Plate Appearance (PA) or Time at Bat (AB) and any run scored by the players starting as runners at first and second base shall always be an unearned run.</p>
107a	Play-Off Eligibility	For a player to be eligible to participate in Play-offs matches, they must have played at least three (3) games in that competition or a lower junior competition and qualify as per rule 85a
107b	Play-Off Eligibility	Games played in Seniors and Women's competitions, and games played in different Junior competitions (e.g. games played in an Area Centre) do not count towards qualification for VSBL State Leagues or VSBL Metro Leagues. These are deemed to be separate competitions for criteria purposes and are therefore unable to be counted towards finals eligibility in any other competition.
107c	Play-Off Eligibility	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.
107d	Play-Off Eligibility	If a player has played an equal number of games with more than one team during the Regular Season, the Club must apply in writing to the Competition Coordinator for permission to play the player in a particular team. Once approved by the Competition Coordinator, the player is eligible to play only in the team indicated in the application.

107e	Play-Off Eligibility	Players who have played in a higher age group will only be eligible for the lower age group Play-off if they have played less games in the higher age group than the lower.
108a	Umpires	During the Regular Season, when Umpires are not appointed by BV, the HOME team is to supply a Plate Umpire and the Away team is to supply a Base Umpire.

108b	Umpires	During the Play-offs, where possible, Umpires will be appointed to officiate. Competing Clubs will be advised of Umpire Appointments.
108c	Umpires	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
108d	Umpires	If only one Umpire is appointed the HOME team is to supply a Base Umpire.
108e	Umpires	The Centre Manager of an Area Centre or Club League may also appoint Umpires to those competitions.
109a	Match Report Sheet	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.
109b	Match Report Sheet	Match Report Sheets are to be forwarded by the HOME team
110a	Play-off Playing Preparation	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 markets and foul flags/poles.
110b	Play-off Playing Preparation	Should this not occur, a report may be made on the Match Report Sheet and the Competition Coordinator may take action.
111a	Grounds, Ground Equipment and Dimensions	The host club of all Junior games is to provide grounds and ground equipment that meets the following minimum requirements:
111b	Grounds, Ground Equipment and Dimensions	All requirements stated in Rules of Baseball 2.01, 2.02, 2.03, and 2.04 with the following exceptions allowed to Rule of Baseball 2.01:
111c	Grounds, Ground Equipment and Dimensions	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.
111d	Grounds, Ground Equipment and Dimensions	A secured mat covering the front of the pitching mound may be used.
111e	Grounds, Ground Equipment and Dimensions	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. Other distances must be approved by Baseball Victoria.

111f	Grounds, Ground Equipment and Dimensions	Playing field dimensions specified in Rule of Baseball 2.01 shall be replaced by the distances specified in By-law 12, with the following exception:																				
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		111g	Grounds, Ground Equipment and Dimensions	Area Centres and Club Leagues only shall use the shorter pitching distance specified in each age group.																		
111h	Grounds, Ground Equipment and Dimensions	Other distances must be approved by Baseball Victoria.																				
112a	Uniforms	Further to the Uniforms Playing Condition 21 in Part 1; In Junior competitions, at least seven players must wear the registered club uniform and remaining members shall wear attire as near as possible to the registered club uniform.																				
112b	Uniforms	All deficiencies shall be reported by the Umpires on the Match Report Sheet.																				
112c	Uniforms	The Competition Coordinator shall impose a fine or penalty for a breach of these uniform conditions as per Schedule 1.																				
113a	Baseball Bats	All baseball bats must conform with Rule of Baseball 3.02.																				
113b	Baseball Bats	For all big League competitions – wood, wood composite and wood laminate baseball bats may only be used																				

113c	Baseball Bats	<p>For Little League Major, Minor and Rookie: All bats used in game must meet the following requirements: All bats shall have the USA logo or BBCOR performance standard certification marking. NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.</p> <p>For Senior League 70 competitions: All bats used in game must meet the following requirements: All bats shall have the USA logo or BBCOR performance standard certification marking. NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.</p> <p>For Senior League 80: All bats used in game must meet the following requirements: All bats shall have the USA logo or BBCOR performance standard certification marking. NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.</p> <p>For Senior League 90 divisions: All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark.</p>
114	Footwear	Shoes or cleats with metal spikes are not permitted to be worn by players, managers or base coaches at any division of Little League, SL 70 & SL 80.
115a	Protective Helmets	All batters and base runners are required to wear two eared protective helmets as per LLOBR 1.16
115b	Protective Helmets	<p>All Base Coaches are required to wear protective helmets as follows:</p> <ul style="list-style-type: none"> - Base Coaches who are under 18 years of age must wear two eared protective helmets as per LLOBR1.16 - Base Coaches who are 18 years of age and over may wear skull cap style helmets
116a	Baseballs	When grounds are damp, Weatherproof balls are permitted for use.
116b	Baseballs	For Rookie Ball Competitions, a Reduce Injury Ball must be used.
116c	Baseballs	The Umpire shall adjudge whether the baseballs supplied are of suitable quality and meet the requirements stated in this Playing Condition.

PART 6. ADMINISTRATION

117	Registration of Players	Refer to By Law 29
118a	Non-national Players	A player will be deemed 'non-national' if they are not an Australian Citizen or Permanent Resident or have not continuously resided in Australia for the nine (9) months immediately prior to the commencement of the season in which a Club wishes to register them as a player.
118b	Non-national Players	Baseball Victoria accepts no responsibility for fulfilling any obligations or requirements for the entry of a non-national player into Australia, or any obligations or requirements noted within any contractual agreements between a Club and a non-national player.
118c	Non-national Players	A Club may only register and play one (1) non-national player in their first nine seniors and one (1) non-national player in their Division 1 first nine Women's for any season.
118d	Non-national Players	There is no restriction on the number of non-national players a Club may register and play in any other team for the season of registration.
118e	Non-national Players	A Club wishing to register non-national players for a season must identify the non-national players at the time of registration and nominate the non-national player that is to play in the Premier League Firsts and the Premier League Women's Firsts, for the season of registration at the time of registration.
118f	Non-national Players	The non-national nomination must be received and approved by the Competition Coordinator before November 1 prior to the player being able to participate in the Summer League competition.
118g	Non-national Players	A Club may request approval from the Competition Coordinator to change the non-national player nominated to play in the first nine for the season of registration due to injury or other extenuating circumstances.
118h	Non-national Players	The Competition Coordinator or the office of the Summer League may seek evidence on any player it deems to possibly be a non-national that has not been declared by their Club. The Competition Coordinator or the Summer League may determine the form of this evidence at the time of the request.
118i	Non-national Players	Junior players who are non-nationals and are eligible to play in the first nine of a Club will not count towards the non-national player limit specified in this Playing Condition if selected by the Club to play in the first nine.
118j	Non-national Players	Failure of a club to comply with this Playing Condition will result in forfeiture of all games and imposition of an "Illegal Player" fine by Baseball Victoria as per Schedule 1.
118k	Non-national Players	All non-national players shall be subject to the clearance provisions set out in these Playing Conditions.
118l	Non-national Players	A non-national player who has not participated in the Summer League competition for one (1) season, despite being registered by a Club, shall be deemed a free agent if the Club with which that player was registered nominates and registers a different non-national player as the first nine player in any succeeding season. A clearance from the original Club shall not be required for the player who becomes a free agent under this playing condition, should a different Club desire to register the player provided that the Competition Coordinator is satisfied that there was no breach of the player's contract with the original Club.

119a	Clearance Procedures	The players destination club is responsible for the completion of the Summer League Online Clearance Request using the current membership registration system. The “Transfer of Players and Coaches” By-law 8 applies.
119b	Clearance Procedures	Clubs are not permitted to approach Players regarding a clearance between 1st December and the completion of the Play-offs.
119c	Clearance Procedures	The Summer League will not accept clearance forms between 1st October and the end of the play-offs unless the form has commenced its process prior to 1 st October. Clearances past this date must have extenuating circumstances for the Pennant Committee to consider and must be submitted with a \$50 fee
119d	Clearance Procedures	Clearances may be granted immediately if the player’s Club has no objection.
119e	Clearance Procedures	Within 14 days after the Clearance Notification has been lodged, the player’s current club must accept or refuse the players clearance request
119f	Clearance Procedures	Once the clearance is granted and processed by the destination club, home club and Baseball Victoria, at this time only is the player permitted to participate in the Summer League with the destination club.
119g	Clearance Procedures	A player whose clearance application has been refused, may appeal to the VSBLPC against refusal. 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 Notification and be submitted to the Competition Coordinator, for consideration by the VSBLPC. Reasons for making the appeal must be shown on the Appeal Application Form and must be relevant to matter discussed at the meeting with the player. The VSBLPC shall hear any such appeals.
119h	Clearance Procedures	A player shall be allowed two (2) appeals against the refusal of a clearance in any one (1) season providing that, in the judgment of the Chairman of the Summer League Committee, VSBLPC the reasons for requesting the second appeal are significantly different from the reasons on which the first appeal was based.
119i	Clearance Procedures	Any player who is not under suspension or disqualified by The Summer League who has not participated in a Baseball Victoria Summer League 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.
120a	Permit procedures	The “Transfer of Players and Coaches” By-law 8 applies.
120b	Permit Procedures	The “Clearance Procedures” Playing Condition 119 applies
120c	Permit procedures	A player or coach wishing to apply for a Permit is to complete the Summer League Permit Form, as published on the Baseball Victoria website from time to time and submit the form to Competition Coordinator.
120d	Permit procedures	Masters players can play for separate clubs in the Seniors, and Masters competitions without the need of Permits or Clearances if their primary club is not entering a team. The player must be registered at each club. (For example, a player plays in a senior’s competition with Club A and is registered to also play Masters for club B).

120e	Permit Procedures	<p>Women’s players can play for separate clubs in the Seniors, and Women’s competitions without the need of a Clearances if their primary club is not entering a team. The player must be registered via the online permit at the destination women’s club.</p> <p>(For example, a player plays in a senior’s competition with Club A and is registered to also play Women’s for club B).</p> <p>If the primary club do have a women’s team, players may apply for a permit to play in a higher division at another club.</p>
120f	Permit Procedures	<p>Any Senior player shall have the ability to apply to play a maximum of five (5) games in any one season with another Club other than the Club with which the player is registered, provided that:</p> <ul style="list-style-type: none"> - The Permit form is completed in the prescribed manner - The games shall be played only in the Seniors First nine; - A Club may only be able to host a maximum of two (2) players under permit in its first nine - The permit does not extend beyond 1st December - There shall be no right to appeal a refused permit application
120g	Permit Procedures	<p>Any person wishing to coach a team not at their home club, must apply for a permit to play/coach for provided that:</p> <ul style="list-style-type: none"> - The Club the player is registered with does not have a team in the competition (not division or grade) in which the player is seeking a permit to play (e.g. a U14 player is registered at a club that does not enter a team into an U14 competition can apply for a permit to play for a club that does enter an U14 team); - 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); - The Permit form must be completed in the prescribed manner.
120h	Permit Procedures	<p>Interstate Permits for players or coaches do not apply in Victoria and will not be approved by the Competition Coordinator.</p>
120i	Permit Procedures	<p>A player participating in contravention to this Playing Condition shall be deemed an “Illegal Player” and penalized by the Competition Coordinator by a fine and loss of the games which the player participated when breaking this condition.</p>
121a	Coaching Permits	<p>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 the Permits Procedures Playing Condition 110</p>
122a	Senior and Junior Team requirements	<p>The Summer League competition shall where possible consist of at least the following:</p> <p>Senior Premier League: 16 Clubs Senior State League: 12 Clubs Subsequent divisions are drawn as required</p>
122b	Senior and Junior Team Requirements	<p>The Eligibility criteria for a club to play in a Seniors’ division of the Summer League competition are specified below:</p>
122c	Senior and Junior Team Requirements	<p>To be eligible to compete in the Premier 1 competition the following year a club must have met 60 criteria points along with at least one team in each of the following competitions:</p> <ul style="list-style-type: none"> - Little League Major - Senior League 70/80 - Senior League 90 - Women’s

		Criteria points are earned based on teams entered into the current season's competition based on the following: Little League Major/Minor/Rookie = 18 points Senior League 70 & 80 = 12 points Senior League 90 = 10 points Big League = 10 points Women's = 10 points
122d	Senior and Junior Team Requirements	To be eligible to compete in Premier 2 competition a club must have met the criteria of having a total of at least 4 teams within any of the following competitions <ul style="list-style-type: none"> - Little League - Senior League - Women's
122e	Senior and Junior Team Requirements	Joint or combined teams formed between clubs, consisting of at least three players from each respective club, will count toward the clubs' mandatory team requirements. However, no points will be awarded for these teams
123a	Seniors Promotions & Relegation	To be promoted to the respective division, a club must have met the division's eligibility criteria during the year it earned the right to promotion.
123b	Seniors Promotions & Relegation	Any club that does not meet the respective divisions criteria will be relegated from that division the following year.
123c	Seniors Promotions & Relegation	Provided a Club satisfies the requirements specified in this Playing Condition, the following Seniors teams will be promoted from Premier 2 to Premier 1
123d	Seniors Promotions & Relegation	The Firsts are the Minor Premier at the end of the Regular Season, or
123e	Seniors Promotions & Relegation	The Firsts are winner of the Grand Final or Champion Team
123f	Seniors Promotions & Relegation	In the case that Minor Premier and the Champion Team is the same team, then provided the Club satisfies the requirements specified in the 'Senior and Junior Team Requirement' as set out in Playing Condition 123, the other team in the Grand Final will be promoted.
123g	Seniors Promotions & Relegation	If a team due to be promoted does not comply with the requirements specified in the 'Senior and Junior Team Requirements Playing Conditions 112, no other team shall take its place.
123h	Seniors Promotions & Relegation	Where two teams are eligible to be promoted from Premier 2 to Premier 1, then the bottom two teams of the overall standings will be relegated from Premier 1 to Premier 2
123i	Seniors Promotions & Relegation	Where only one team is eligible to be promoted from Premier 2 to Premier 1 then the bottom team will be relegated from Premier 1 to Premier 2.
123j	Seniors Promotions & Relegation	At the end of the season, the Pennant Committee retains the right to promote or relegate teams, regardless of the stipulations outlined in these playing conditions.

124a	Statistical Information	Official Club Scorers complete player/pitcher statistics for Senior and Women's Premier League and State League (first nine only) and forward these to seniorscores@baseballvictoria.com.au by 10:00am the following day.
124b	Statistical Information	The Victorian Summer Baseball League Statistics Form is available on the Baseball Victoria website and must be signed by both scorers prior to submission.
125	Baseball Victoria and Baseball Australia Sanctioning	Where required by the Baseball Australia Sanctioning Policy, as published on the Baseball Australia website www.baseball.com.au from time to time, Clubs must seek sanction from Baseball Victoria or the Baseball Australia, as appropriate, prior to conducting an activity, event or tour, or engaging a non-national Player.
126a	Green Shirt Program	The aim of the green shirt program is to make all beginner/inexperienced officials easily recognizable to all players and spectators with the objective being that people will identify that these officials are 'learners'.
126b	Green Shirt Program	The program has been successfully implemented in other sports and states. The program found that the abuse received by inexperienced officials was reduced and contributed to a greater retention of 'inexperienced' officials, officiating at grass roots level of sport.
126c	Green Shirt Program	Newly trained officials in baseball will be provided a green official's shirt. Baseball Victoria will provide mentoring and support to the new officials and promote awareness of the program and its aims to members.
127a	Individual Award Criteria	Minimum criteria for Individual VSBL Awards as per Official Rules of Baseball 9.22
127b	Individual Award Criteria	Award categories are at the discretion of BV
128	Club Championship	<p>A club championship is awarded for the best performing club in each of the following competitions: Premier 1, Premier 2 and Womens.</p> <p>The club championship calculation is defined as the following:</p> $\frac{\text{Total wins}}{(\text{Total games played}/\text{Total games available})} \times \text{Grade weight}$ <p>Points are earned based on the performance of the clubs first 4 teams. The grade weights for each teams are as follows: 1's - 10 points 2's - 9 points 3's - 8 points 4's - 7 points</p>

Schedule 1	Fines	INFRINGEMENT	FINE
		Late Start to a game	\$50 per defaulting team
		Forfeiture of game	\$200 per defaulting team including umpiring fees
		Illegal Player	\$50 per player and loss of game
		Unregistered/Unfinancial Player	\$30 per player per game
		Prohibited Substances	\$200 per person and ejection
		Player out of uniform	\$20 per player
		Non-return of Match Report	\$30 per match report
		Non submission of scores within 1 hour	\$30 per team
		Appointed umpire's non or late Attendance	\$50
		Club's failure to supply an umpire	\$20
		Club's failure to supply a scorer 30c	\$20
		Non-attendance to a PS&C Meeting	\$50
		Non-attendance at the AGM	\$100
	Junior Pitching and Catching Restrictions – 2 nd Breach by a coach	\$500 and judicial appearance	
	Policies and Procedures	For all policies and procedures, refer to: https://baseballvictoria.com.au/victorian-summer-baseball-league/ https://baseballvictoria.com.au/policies-and-by-laws/	

24/25 VSBL Playing Conditions Change Log on next page

Playing condition #	Action	Original Rule	Changed Rule	Reasoning/Additional information
		Senior Match conditions		
49f	Amended	All other grades will play 7 innings with a 2 hour time limit. If the game is tied at the end of a completed innings with 10 minutes or less remaining in the allotted time limit – tie-breaker rules will be applied and the game may continue until a decisive result is reached.	All other grades will play 7 innings with a 2 hour time limit with the 5 minute rule. If the game is tied at the end of a completed innings with 10 minutes or less remaining in the allotted time limit – tie-breaker rules will be applied and the game may continue until a decisive result is reached.	
		Women’s Playing Conditions		
		Masters Playing conditions		
		Junior Playing Conditions		
		Administration		

Title	Date	Author	
VSBL Playing Conditions V9	Thursday, 10 November 2022	Gavin Young	2022/23 Pennant Committee
2023/24 VSBL Playing Conditions V1	Tuesday 12 September 2023	Kellie Thomas	BV Competitions
2023/24 VSBL Playing Conditions V3	Friday 6 October 2023	Kellie Thomas	BV Competitions
2023/24 VSBL Playing Conditions V4	Wednesday 18 October 2023	Kellie Thomas	BV Competitions
2023/24 VSBL Playing Conditions V5	Thursday 30 November 2023	Allie Bebbere	BV Competitions
2024/25 VSBL Playing Conditions V0.1	Friday 23 August 2024	Jon Kennedy	2024/25 Pennant Committee

2024/25 VSBL Playing Conditions V1	Wednesday 2 October 2024	Jon Kennedy	2024/25 Pennant Committee
2024/25 VSBL Playing Conditions V1.1	Wednesday 9 October 2024	Jon Kennedy	2024/25 Pennant Committee
2024/25 VSBL Playing Conditions V1.2	Friday 18 October 2024	Jon Kennedy	2024/25 Pennant Committee
2024/25 VSBL Playing Conditions V1.3	Thursday 6 February 2025	Jon Kennedy	2024/2025 Pennant Committee