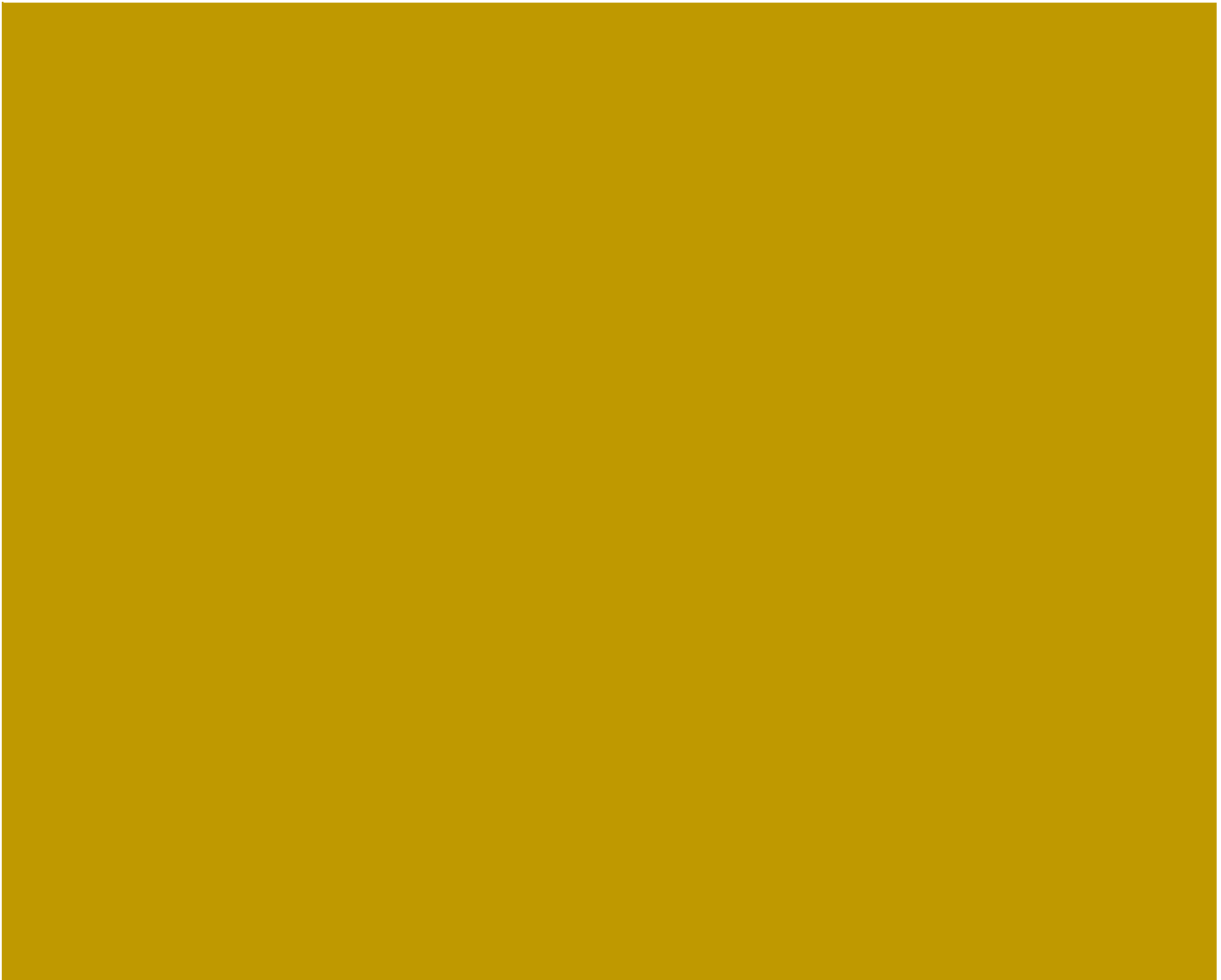




VICTORIAN SUMMER JUNIOR BASEBALL LEAGUE PLAYING CONDITIONS 2025/2026



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1 Governance

These Summer League Playing Conditions are made as Regulations pursuant to Rule 34.1 of the Baseball Victoria Constitution Rules (“Rules”). 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.

At all times rules contained in these documents take precedence over any contradiction with the Official Rules. Whilst every effort to ensure these Local Playing Rules and Conditions are correct, due to the complexity of the Official Rules there may be some omissions within these Local Playing Rules and Conditions of rules which obviously, either for practical, commercial or the professional nature of Major League Baseball, do not apply. Baseball Victoria reserves the right to apply interpretations to these rules in situations where they require clarification.

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.

2 Definitions and Interpretations

In these Playing Conditions, unless contrary intention appears:

“Active Lineup” means the nine (9) players currently occupying defensive positions on the field for a team at any given time, including the designated hitter (DH) if used. It does not include players on the bench, those who have been substituted out, or any eligible but inactive players.

“Association” means Baseball Victoria Incorporated (ABN 78 603 120 057)

“Board” means the Board of Directors of the Association

“Club” means an Incorporated Club responsible for the administration of a baseball Club participating in a League

“Defunct Club” means a Club that has been declared ‘defunct’ by the Association

“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’.

“Division (1)” means the age group within the league as defined by the league age of participants

“Division (2)” means a competition comprising Regular Season games and Play-offs between baseball clubs that are members of the Association.

“Recessed Club” means a club that has been declared ‘recessed’ by the Association.

“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.

“Summer League Committee” means the “Victorian Summer Baseball League Pennant Committee” (VSBLPC) appointed by the Association responsible for the development of these Playing Conditions.

“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.

“Regular Season” means games played to determine if a team qualifies for the Play-offs

“Round” is defined as the collection of matches scheduled across a single weekend, specifically encompassing games played on both Saturday and Sunday. Any matches held on weekdays, outside of this weekend period, are classified as part of a separate round

“Play-offs” means games played to determine the winner of the Season.

“VSBL” means the Victorian Summer Baseball League

“VSWBL” means the Victorian Summer Women’s Baseball League

“VSJBL” means the Victorian Summer Junior Baseball League

In these Playing Conditions a reference to a **“Rule of Baseball”** shall mean a reference to the **“Official Rules of Baseball”** as defined in By-Law 4a.

In these Playing Conditions a reference to a “**By-Law**” shall mean a reference to the By-Laws of the Association

3 Scheduling and Venues

3.1 Team Nominations for Divisions

- **Deadline:** Clubs must nominate teams for the VSJBL divisions they are qualified to enter by **31 July** prior to the scheduled commencement of the Regular Season.
- **Late Nominations:** The **Competition Coordinator** may consider nominations received after the deadline at their discretion.

3.2 Clubs with More Than Four Teams

- **Second Field Confirmation:** If a club has more than **four teams**, they must confirm access to and availability of a second field (as per By-Law 12) with **Baseball Victoria** by **31 July**. If a second diamond is unavailable, the competition coordinator retains the authority to schedule games accordingly.

3.3 Fixture Creation and Approval

- **Regular Season Fixtures:** The **Competition Coordinator** will determine the fixture for the Regular Season for all VSJBL divisions
 - **Big League**
 - **Senior League**
 - **Little League**
 - **Regional competitions**

3.4 Publication of Fixtures

- **Online Publication:** The approved VSJBL Fixtures will be published on the **Baseball Victoria Website**.
- **Fixture Amendments:** The **Competition Coordinator** may amend the fixture as necessary during the Regular Season.

3.5 Notification of Fixture Changes

- If the **Competition Coordinator** amends the fixture:
 - **Online Update:** The online fixture will be updated.
 - **Notifications: Presidents and Secretaries** of affected clubs and officials will be notified as soon as possible.
 - **Website Updates:** All fixture changes will be posted on the **Baseball Victoria Website** as a list of changes.
 - **Memorandum Communication:** Changes will also be communicated via the **Baseball Victoria Memorandum**, which is sent each **Thursday** (or another agreed-upon day each week).

3.6 Alterations to Fixtured Games

- **Mutual Agreement:** For fixtured games to be altered, **both clubs must mutually agree in writing.**
- **Approval Process:** After agreement, the proposed changes should be submitted to the **Competition Coordinator** for approval.

3.7 Default Day of play and Time

Saturday

- **Big League:** 8.45am – 10.45am

Sunday

- **Senior League 80 & Senior League 90:** 8:45am – 10:45am
- **Little League Major & Senior League 70:** 11:05am - 1:00pm

Friday

- **Rookie ball and Little League Minor competitions:** 6pm – 7:30pm

3.8 Season Duration

- **Regular Season Start:** The VSJBL regular season fixture will commence **no earlier than the last weekend of September.**
- **Play-offs Conclusion:** The VSJBL play-offs will conclude **by the end of March.**
- **For all VSJBL divisions,** the regular season will consist **of a minimum of 14 games**
- The Competition Coordinator may alter the number of games if required due to extenuating circumstances.

3.9 Extreme Weather

- **Extreme Weather**
For all games affected by extreme weather, rain or heat, refer to By-Law 24.
- **Lightening:**
 - Those associated with Baseball Victoria and its activities should note that the risk of injury from lightning is real, especially for people playing outdoor sports such as baseball.
 - On game day, the Umpires have the responsibility to decide when it is safe to play baseball, giving consideration to the risk of injury from lightning.
 - During practice, the Club Coach is responsible for deciding when it is safe to be practicing. In the absence of the Club Coach, the highest ranking present member of the Club Committee is responsible.
 - Players, officials and guests must take shelter in the club rooms or their cars while play is suspended. The dugouts do not provide appropriate protection.
 - Play must not be resumed until it is safe to do in the opinion of the Umpires (on game day) or the Club Coach (during practice).
 - Delays to play caused by lightning risk will be considered to be a weather delay in deciding the outcome of a game.

3.10 Rescheduling of 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.

3.11 Melbourne Aces and National Championships

- From time to time, Baseball Victoria or the Competition Coordinator may require fixture changes to avoid clashes with the Melbourne Aces or National Championships. Changes will be communicated via the Baseball Victoria website and directly to the affected Presidents, Secretaries, and Officials.

3.12 Umpires and Scorers

Umpires 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.

If no official Umpire is appointed or if the appointed Umpire is late, the HOME team must supply the Plate Umpire and where possible the AWAY team supply a Base Umpire. The team/s will be fined, as per Schedule 1, should they not provide an umpire.

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.

Any breach to this rule must be noted on the Match report sheet prior to being received by the Competition Coordinator.

3.13 Charter Eligibility

For Little League Major, Intermediate and junior league eligibility, the player must have played 8 games in VJSBL in the season before the commencement of the tournament.

4 Ground Conditions

4.1 Minimum Standards of grounds

	Senior League 70	Senior League 80	Senior League 90 & Big League
Base Paths	70 Feet	80 Feet	
Pitching Distance	50 Feet	54 Feet	
Home Run Fence	LF: 230 Ft CF: 250 Ft RF: 230 Ft	LF: 230 Ft CF: 250 Ft RF: 230 Ft	Full adult size diamond
Back Net	Minimum 40 feet (12.2m) from home plate	Minimum 40 feet (12.2m) from home plate	
		Little League Minor	Little League Major
Base Paths		60 Feet	60 Feet
Pitching Distance		42 Feet	46 Feet
Home Run Fence		LF: 150 Ft CF: 170 Ft RF: 150 Ft	LF: 200 Ft CF: 200 Ft RF: 200 Ft
Back Net		Maximum 35 feet (10m) from home plate	Maximum 35 feet (10m) from home plate

***Other distances must be approved by Baseball Victoria**

4.2 Additional requirements

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.

A secured mat covering the front of the pitching mound may be used .

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.

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.

Area Centres and Club Leagues only shall use the shorter pitching distance specified in Ground each age group.

Lighting Standards

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

5 Eligibility and Participation

5.1 Registration of players

- All players must be registered as per By-Law 29

5.2 Age qualifications

The minimum and maximum league age that a player must have attained for participation in Junior competitions are:

COMPETITION	Minimum and maximum league age for participation in league
Little League Minor	7 - 11
Little League Major	9 -12
Senior League 70	12 -14
Senior League 80	12-15
Senior League 90	13 -16
Big League	14 - 19

A player is eligible to take part in their respective age grouping provided they are under the relevant league age on 31st August of the year in which the competition commenced.

5.2.1 Dispensation to play out of age

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.

All players playing outside their age group must be identified and have their age stated Qualifications on the Match Report Sheet

5.2.2 Penalties for out of age participation

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

5.3 Two or more teams from the same club in the same divisions

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 division).

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.

5.4 Two junior games / One junior round

5.4.1 For all VSJBL divisions

Players can participate in multiple junior divisions per round of the regular season provided the player meets the eligibility requirements of the divisions.

Any player pitching in a game cannot pitch again in same day regardless of which league the games take place in (VSBL, VSWBL, VSJBL etc).

Participation in each game shall count as a game played for each division for finals eligibility.

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.

5.5 Participation in 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. 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.

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 and Club competitions.

6 Game Regulations and Format

6.1 Game Start

Games will start at the times stated in the fixture or Playing Conditions, provided the Umpire deems the field fit for play.

To call a game due to conditions, the Umpire must be present at the scheduled start time.

The Competition Coordinator can call a game before play begins due to conditions or weather.

Baseball Rules 4.04 and 4.05 apply.

A game begins when the Umpire enters the field as per Baseball Rule 4.03(e). Improper conduct may be reported up to one hour after the match.

6.2 Game duration

The duration of all VSJBL divisions regular season games are as follows:

6.2.1 Little League Minor and Rookie:

- Games will consist of **6 innings** with a **90 minute time limit**.
- All games shall conclude upon reaching the specified time limit (hard stop).
 - A hard stop is defined as the immediate termination of play when the allotted game time expires. In such cases, the official result shall revert to the last fully completed inning or half-inning.
 - However, if the home team assumes the lead during the bottom half of the inning in progress at the time of the hard stop, that lead shall stand as the final result, regardless of whether the inning is completed in full.
- A game is considered **legal** if at least **4 innings** are played or 45 minutes of play or a regulation game per Rule of Baseball 7.01.

6.2.2 Little League Major division:

- Games shall be **6 innings** or **2 hours**.
- All games shall conclude upon reaching the specified time limit (hard stop).
 - A hard stop is defined as the immediate termination of play when the allotted game time expires. In such cases, the official result shall revert to the last fully completed inning or half-inning.
 - However, if the home team assumes the lead during the bottom half of the inning in progress at the time of the hard stop, that lead shall stand as the final result, regardless of whether the inning is completed in full.
- A game is considered **legal** if at least **4 innings** are played or **65 minutes** of play or a regulation game per Rule of Baseball 7.01.

6.2.3 Senior League 70/80/90 and Big League division:

- Games shall be **7 innings** or **2 hours**,
- All games shall conclude upon reaching the specified time limit (hard stop).
 - A hard stop is defined as the immediate termination of play when the allotted game time expires. In such cases, the official result shall revert to the last fully completed inning or half-inning.
 - However, if the home team assumes the lead during the bottom half of the inning in progress at the time of the hard stop, that lead shall stand as the final result, regardless of whether the inning is completed in full.
- A game is considered **legal** if at least **4 innings** are played **or 65 minutes** of play or a regulation game per Rule of Baseball 7.01.

6.2.4 Mid-week games for all divisions:

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

6.3 Late Start and Forfeiture

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.

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.

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.

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.

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.

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.

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.

All forfeits must be in writing.

6.4 Ending of a game

6.4.1 Five-Minute Rule

For games where this rule is in effect if, at the completion of an even inning, there are more than five minutes before the scheduled completion time, a further complete inning shall be played.

- **Home Team At-Bat**

If it is five minutes before the scheduled time of completion and the home team is at bat:

- Ahead: The game ceases immediately.
 - Tied or Behind: The game continues until the winning run is scored or the side is retired.
- If five minutes or less remains at the completion of an even inning, the game shall end.
 - If the home team cannot tie or win due to a maximum number of runs per inning rule, the game ceases immediately.
 - If the visiting team has batted in the top of an inning but the home team has not yet batted, and time expires:
 - The game may revert to the last completed inning for a fair result unless the home team is already ahead (in which case the score at the time may stand).

6.4.2 10/15 Rule

For all VSJBL divisions

- 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**.
- If a **team** is leading by **ten (10) runs or more** after **five (5) completed innings** in a game, the game shall be 'Called.'
- If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08 and 7.01 apply.

6.5 Pre-Match Warm-Up

Away Team Warm-Up

- The Away team may use the diamond for a maximum of 7 minutes, 20 minutes prior to the scheduled start time.

Home Team Warm-Up

- The Home team may use the diamond for a maximum of 7 minutes, 12 minutes prior to the scheduled start time.

Vacating the Diamond

- 5 minutes prior to the scheduled start time, the diamond must be vacated. Coaches from both teams will meet with the Umpires at home plate to determine ground rules, playing conditions, and exchange team line-ups.

Warm Up Pitches

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:

- 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).

The 90 second time limit commences immediately the third out of the previous inning is completed.

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.

Umpires should use discretion to prevent conflict when applying this rule.

6.6 Number of participants eligible to sit on the bench

Bench Participant Limits

- o Maximum of **14 participants** allowed on the bench during a game, excluding:
- o Managers, coaches, bat boys/girls who are 13 years or younger (must wear a 2-eared helmet at all times).

Eligibility to occupy the bench

Participants must:

- Wear their **team's uniform** or **acceptable attire** as outlined in 5.3 of these Playing Conditions.

Executives, Non-Coaching Team Managers, and Trainers:

- May enter the bench area to perform their duties but must leave once their tasks are complete.
- They do not need to wear the team uniform or be listed on the line-up sheet.

Player Substitutions

- Players **not on the line-up sheet** can be substituted into the game if:
 - o The manager informs the umpire that the substitute is not listed on the line up sheet.

- The manager notifies the umpire of a player to be removed from the line-up sheet, with the player then required to be removed from the bench area for the remainder of the game, unless subsequently substituted into the game.

Violations

- If a participant violates these rules, the umpire will:
- Remove the offender from the bench.
- Allow the manager to recall only players required for substitutions.
- Non-playing participants removed to the clubhouse may only return during inning breaks for role-related duties and must have umpire permission.

6.7 Extended Line-Up – Up to 14 Batters

A team can play with an extended line-up of up to 14 players. The use of extended line-up is mandatory in all VSBL Junior Leagues Regular Season and play-off games

To invoke the extended line-up, all players must be nominated on the line-up card submitted to the umpire before the game begins. All batters in the extended line-up must take their allotted at-bats in the order as per the line-up card. If a player does not take their at-bat, they are removed from the game and from the batting line-up and can no longer participate in the game. All other subsequent batters will move to the next batting position.

6.8 Base Running Rules

6.8.1 Leads in Little League major divisions and below

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.

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

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.

6.8.2 Drop 3rd Strike

Only applicable to Little League minor division and below

For Little League minor and rookie divisions 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.

6.8.3 Designated Baserunner rule

A coach may use a designated runner to replace any base runner who is injured.

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.

6.8.4 Sliding or Collision rule

For all VSJBL divisions, 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**.

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.

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. 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.

6.8.5 Speed up rule

This rule applies to all VSJBL divisions.

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 team having only nine players available the player last out can 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

6.9 On deck hitters

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.

6.10 Courtesy Fielders and Blanks

- Courtesy fielders are allowed and encouraged to be used in in all divisions.
- Courtesy fielders shall not be listed on the line-up sheet and cannot take the place of a blank in the batting line-up.

Blanks are not to be used in any VSJBL division.

6.11 Visits to the Pitcher by a Coach or Manager

- Visits Rule
Rule of Baseball 5.10(L) applies to all VSJBL regular season and play-off games, with the following exception:

A coach may make one visit to the same pitcher in any one (1) inning. A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal from the position of pitcher for the remainder of the game, but the player may otherwise remain in the game

6.12 3 Batter Minimum

Rule of Baseball 5.10(g) does not apply to any VSJBL competitions.

6.13 Time Wasting

Umpires must take necessary actions to prevent wasting of time and deliberate time wasting as per Rule of Baseball 7.03. The umpire may "call" a game in extreme cases and "forfeit" the offending team. All incidents will be recorded on the Match Report Sheet for consideration of action by the Competition Coordinator.

6.14 Run Rule

For all regular season games the scoring of the 5th run will end the innings: only 5 runs may be counted in any innings.

6.15 Designated Hitter

Under no circumstances will any player be allowed to act as a designated hitter

6.16 Pitching and catching Restrictions

6.16.1 Pitching Restrictions

The Junior Pitching and Catching Restrictions specified in By-Law 18, as well as those listed below, apply to all VSJBL competitions.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A

- After a pitching change a maximum of five (5) warm up pitches or ninety seconds will be and Catching allowed.
- No junior player is permitted to pitch and catch in the same day in across any VSBL, VSWBL or VSJBL competition.

- Modified midweek competitions must adhere to the junior pitch count regulations outlined in these playing conditions and By-law 18
- 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.
- Scorers must notify umpires when a Junior Pitcher is within 10 pitches of their max pitch limit

For Big League division only:

- Any pitcher not subject to the Junior pitching restrictions (By Law 18a) may only throw a maximum of 105 pitches in a single game. If a pitcher reaches their designated maximum pitch limit during an active plate appearance, they shall be permitted to complete that plate appearance. The pitcher must then be removed immediately upon its conclusion, regardless of the outcome (e.g., out, hit, walk). This exception applies solely to the current batter and does not extend to subsequent hitters.

6.16.2 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
- No player is permitted to catch more than 2 games in any competition on a single calendar day.

6.16.3 Penalties for non-compliance

Failure to comply with Playing Condition 6.16 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 Playing Condition 6.16 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.

6.17 Match Report Sheet

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. 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. 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. Names of Players / Managers / Umpires (including Club / Volunteer Umpires) must be completed, and legible on the Match Report Sheet.

The home team must ensure that the Match Report Sheet is received by the Match Report Competition Coordinator within 48 hours from the end of the game. The home team Sheet and will be fined, as per Schedule 1, should the sheet not be received or be received late. All junior match report sheets are to be sent electronically to: juniorscores@baseballvictoria.com.au

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.

7 VSJBL Play-off Rules

7.1 Scheduling of play-off games

The Competition Coordinator is responsible for scheduling Play-off games, and their published schedule is final. Higher divisions will be prioritized when determining the venue for Play-off games.

If a higher division of a club is scheduled for a Play-off game at the club's venue and a lower division is also scheduled on the same day, the following applies:

- If the club has an alternative diamond that meets the minimum standards in Table 20.1, the Competition Coordinator may schedule the lower divisions' Play-off game there.
- If the second-ranked team has a diamond that meets the minimum standards, the Competition Coordinator may schedule the lower divisions' game at their venue.
- If neither of the above options is available, the lower division's Play-off game will be scheduled at a neutral venue.

Due to time constraints, only timed Play-off games may be scheduled back-to-back with another regular season or Play-off game at the same venue, at the discretion of the Competition Coordinator. Play-off games that are incomplete or not played due to adverse weather may be rescheduled at the discretion of the Competition Coordinator.

7.2 Resolving a tie in VSJBL Play-off games

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 competition coordinator. All new innings to be completed after the scheduled finish time will be completed using the following extra innings procedure.

7.2.1 Extra Innings Procedure

When Extra Innings Begin

- Extra innings are implemented if the game remains tied after completing:
 - **The scheduled number of innings have been played and time remains, or**
 - **The score is tied at the scheduled finish time.**
- 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**.

Starting Each Extra Inning

Player Positions:

- Each team starts the subsequent necessary extra innings with **players on first and second base and no outs**.

Runner Placement:

- **Second Base:** The second-last batter from the preceding inning.
- **First Base:** The last batter from the preceding inning.

Example:

- ***If the #5 hitter is up next to bat:***

- *The #3 hitter is placed on **second base**.*
- *The #4 hitter is placed on **first base**.*

Pinch Runner Rules

- Teams may use pinch runners at the start of an inning, but:
- Pinch runners replace the existing batters/players permanently for the rest of the game.
- No player re-entry is allowed during extra innings.

Runner Statistics

Plate Appearance (PA) and Time at Bat (AB):

- Runners starting on first or second base in a tie-breaker inning are not credited with PA or AB.

Unearned Runs:

- Any run scored by players initially placed on first or second base is always recorded as **unearned**.

7.3 Play-off Eligibility

7.3.1 Two or more teams from the same club in the same divisions

Play-off eligibility rule for the two teams are as follows:

A player may only participate in a play-off 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.

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.

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.

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.

7.3.2 Participation in play-offs

To be eligible to participate in a Play-off series for a VSJBL division, a player must have met the minimum age requirement to participate in the division along with competing in a minimum number of competition rounds for the club across any VSJBL division during the Regular Season as per following:

- All VSJBL divisions – **3 rounds**

Games played in the VSBL, VSWBL and area center leagues do not count towards finals eligibility for any VSJBL divisions.

7.3.3 Division Eligibility for Play-Off Series:

A player's eligibility for a particular division in a Play-off series depends on the number of Regular Season weekend games they've played throughout the current VSBL season.

Players who play in a Club who have more than one team in the same division are only eligible for the team which they have played the most number of games for.

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.

7.3.4 Equal Participation Across Two Divisions:

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.

7.4 Two games/one Round rule for play-offs

Participants of one division's final game cannot participate from any point in a game later than **play-off round**.

Players may only participate in one junior play-off game per junior round of play-offs.

7.5 Run Rule

For all VSJBL play-off season games the scoring of the 5th run will end the innings: only 5 runs may be counted in any innings.

7.6 Supply of Match balls for play-off games

For all VSJBL divisions, the visiting team must provide 2 new balls of the same brand to the home team. The home team must provide the umpire with 4 new balls of the same brand.

7.7 Umpires during play-off

During the Play-offs, where possible, Umpires will be appointed to officiate. Competing Clubs will be advised of Umpire Appointments. 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. If only one Umpire is appointed the HOME team is to supply a Base Umpire. The Centre Manager of an Area Centre or Club League may also appoint Umpires to those competitions

7.8 Play-off Series formats

7.8.1 For VSJBL Little League minor and rookie divisions

Format: Single elimination System

- Games will be **6 innings** or **90-minute time limit** with **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 result is reached, or until 12:00pm, or another time which is determined by the competition coordinator.

Game Schedule:

Week 1: Semi Finals

- Series 1: 1st vs 4th.
- Series 2: 2nd vs 3rd.

Week 2: Grand Final

- Winner of **Series 1** vs Winner of **Series 2**

Home Team Designation:

Where possible, play-off games shall be scheduled at the highest ranked team's home venue

7.8.2 For VSJBL Little League major divisions

Format: Single elimination System

- Games will be **6 innings** or **2 hour time limit** with **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 result is reached, or until 12:00pm, or another time which is determined by the competition coordinator.

Game Schedule:

Week 1: Semi Finals

- Series 1: 1st vs 4th.
- Series 2: 2nd vs 3rd.

Week 2: Grand Final

- Winner of **Series 1** vs Winner of **Series 2**

Home Team Designation:

Where possible, play-off games shall be scheduled at the highest ranked team's home venue

7.8.3 For VSJBL other divisions

Format: Single elimination System

- Games will be **7 innings** or **2 hour time limit** with **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 result is reached, or until 12:00pm, or another time which is determined by the competition coordinator.

Game Schedule:

Week 1: Semi Finals

- Series 1: 1st vs 4th.
- Series 2: 2nd vs 3rd.

Week 2: Grand Final

- Winner of **Series 1** vs Winner of **Series 2**

Home Team Designation:

Where possible, play-off games shall be scheduled at the highest ranked team's home venue

8 Equipment and Uniforms

8.1 Baseballs

8.1.1 For all divisions excluding Rookie divisions

For games, Clubs must provide at least four match balls, in good condition, meeting the following requirements:

- 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

Adequate replacement balls must be available to replace lost or damaged match balls during a game.

The Main Umpire shall judge whether the baseballs supplied are of suitable quality and meet the requirements stated in this Playing Condition.

When grounds are damp, Weatherproof balls are permitted for use

8.1.2 Baseballs For Rookie Ball Competitions

- A **Reduce Injury Baseball** must be used

8.2 Baseball Bats

8.2.1 Big League 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.

8.2.2 Little League Major, Minor and Rookie divisions:

- 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.

8.2.3 Senior League 70 divisions:

- 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.

8.2.4 Senior League 80 divisions:

- 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.

8.2.5 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.

8.2.6 Use on an illegal bat

If a batter uses a bat that does not conform to the official league bat regulations outlined in these playing conditions, the following penalties will apply:

- Any advantage gained from the illegal bat is immediately overturned.
- The batter is declared out.
- If the illegal bat is discovered after a hit, any advancements by runners due to the play will be nullified, and they will return to their original bases.
- The opposing team may notify the umpire before, during or directly after the at-bat to challenge the legality of the bat. This challenge must occur before the start of the next at bat. The umpire will determine its validity before enforcing this rule.
- Further disciplinary action may be taken depending on the nature of the violation.

8.3 Uniform Guidelines and Requirements

Player Uniform Requirements

- **All VSJBL Divisions:**
 - o At least **seven players** must wear the registered club uniform.
 - o Remaining players must wear attire that is as close as possible to the registered club uniform.

Reporting Deficiencies

- Any uniform deficiencies must be reported by the umpires on the Match Report Sheet.

Jackets and Cold Weather Rules

- **Pitchers:**
 - o May not bat while wearing a jacket.
 - o After reaching base, they may put on their club uniform jacket if it is readily available with the base coach.
- **Outfielders**
 - o At the umpire's discretion, may wear a jacket during play in cold weather.

Penalties for Non-Compliance

- A fine or penalty will be imposed by the Competition Coordinator as per **Schedule 1** for any breach of uniform conditions.

Penalty for Non-Compliance

- Players and coaches out of uniform will be fined as per Schedule 1.

8.4 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

8.5 Protective helmets

All batters and base runners are required to wear two eared protective helmets as per LLOBR 1.16

All Base Coaches are required to wear protective helmets as follows:

- 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

9 Safety Protocols

9.1 Blood rule and Concussion policy

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. 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. After the 10 minutes elapse and no substitute available, and the player has not returned, the blank is recorded in that batting position. 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. 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.

10 Code of Conduct

10.1 Yellow Card rule

This rule may be invoked for offences committed of a minor nature including, but not limited to:

- Dissent
- Minor obscenities
- Misconduct

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.

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.

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.

The Competition Coordinator shall maintain a register of Yellow Card offences.

The first and second Yellow Card offences during a competition season shall incur no Rule penalty. If two (2) yellow cards are issued to the same person on the same day, refer Rule 27c.

Any player that incurs a third Yellow Card, and any subsequent Yellow Card, during a Rule 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.

A person suspended under this Playing Condition will be notified by the Competition Rule Coordinator via their club.

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.

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.

If the Tribunal Chairman deems that the appeal is not frivolous, the Tribunal Chairman Rule 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.

Upon receiving a properly made appeal, the Tribunal Chairman shall decide if the Rule matter should be referred to the Tribunal for resolution, such decision being final.

The Tribunal shall hear an appeal referred under this Playing Condition by convening a Rule hearing with the offender and the Umpire. The Tribunal may determine to:

- 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

Decisions of the Tribunal are final and not subject to further appeal.

10.2 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.

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.

Ejected persons must not approach the Umpire after being ejected.

The reporting umpire and ejected persons shall adhere to the Reported Persons Procedures & Rule of Baseball 6.04.

10.3 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.

If a player is penalised and believes they are innocent, may appeal their case on an individual basis to the Tribunal Committee. 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.

10.4 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.

If, in the Umpire's opinion, a player:

- 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.

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.

10.5 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. 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. Costs incurred to clean the mess created by chewing tobacco or seeds at Altona will be charged back to clubs.

11 Disputes and Appeals

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:

- 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.
- 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.
- 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.

The VSBLPC shall hear the protest as soon as practicable following receipt of a properly lodged appeal. 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.

The VSBLPC 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.

12 Administration

12.1 Clearance Procedures

12.1.1 Responsibility for Clearance Requests

- It is the responsibility of the **destination club** (the club the player intends to join) to:
 - Initiate and Complete the **Summer League Online Clearance Request** through the current membership registration system.
 - Ensure all required fields are filled accurately, and submissions are made in compliance with the timeline specified in the rules.
- The **Transfer of Players and Coaches By-law 8** governs all clearance requests, ensuring uniformity and fairness across the competition.

12.1.2 Restrictions on Player Approaches

- During the period from **1st December** to the end of the **Play-offs**, **clubs** are prohibited from initiating discussions or approaching players regarding clearances.
 - This restriction protects teams' integrity as they compete in critical matches during the play-offs.
 - Breaching this rule may result in penalties for the club in question.

12.1.3 Restrictions of player movements

Any clearance **submitted after 15th of November** will result in the **player being ineligible to participate in any VSBL play-off series** for that **current season**.

12.1.4 Clearance Process

The process for clearing a player is as follows:

1. **Notification:**
 - The clearance notification is lodged via the membership registration system.
2. **Response Time:**
 - The player's current club has **14 days** to accept or reject the clearance request.
3. **Immediate Clearance:**
 - If the player's current club has **no objections**, the clearance may be granted immediately.
4. **Participation Rules:**
 - The player can only participate in the Summer League with the destination club **after** the clearance has been:
 - Approved by the **current club**.
 - Processed by **Baseball Victoria**.

12.1.5 Appeals Process

Players who have their clearance requests **refused** may appeal under the following guidelines:

- The appeal must be submitted to the **VSBLPC (Victorian Summer Baseball League Pennant Committee)** using the official **Appeal Application Form**.
- The form must include:
 - The **refused Clearance Notification**.
 - **Detailed reasons** for the appeal, which should address and challenge the grounds for refusal.
- Appeals are reviewed by the VSBLPC, which will decide on the matter.

Second Appeal:

- If the first appeal is unsuccessful, players are allowed to lodge a **second appeal** if:
 - The new appeal is based on **significantly different reasons** from the first appeal.
 - The second appeal also requires the approval of the Chairman of the Summer League Committee or VSBLPC for its validity.

12.1.6 Free Agent Status

- Players who meet the following criteria are considered **free agents** and do not require clearance:
 - They have not participated in any Baseball Victoria Summer League competition or been a registered member of a club for a period of **4 years**.
 - They are not currently suspended or disqualified by the Summer League.
- Free agents can register and play with any club of their choice without requiring approval from any other club.

12.1.7 Non-Compliance and Penalties

- Clubs or players who breach these procedures may face:
 - **Fines** or penalties outlined in the regulations.
 - Suspension or forfeiture of games, depending on the severity of the breach.

12.2 Determining ladder and play-off positions

All junior divisions' ladder and Play-off positions shall be ranked by WIN percentage, as follows:

The win percentage of each team is calculated using the equation specified below. Teams are ranked on the ladder in descending order.

$$\text{Win Percentage} = \frac{\left(\text{Total \# of Wins} + \left(\frac{\text{Total \# of Draws}}{2} \right) \right)}{\text{Total Games Played}}$$

Where two or more teams are equally ranked with the same WIN percentage

The Ladder and "Head to Head" method will be used to separate them. If this fails to separate the Play-Off teams, the following method will be used:

- 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.

- 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.
- 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.
- The ranking of the final two teams in the above situation will be determined by the “Head to Head” process.

12.3 Permit Procedures

Transfer of Players and Coaches

- Players wishing to play using a permit must abide by the By-law 8 and satisfy the “**Clearance Procedures**” outlined in Clearance Procedures 10.1.

Permit and Clearance Guidelines

- A player or coach wishing to apply for a **Permit** must:
 - Complete the **Summer League Permit Form** (available on the Baseball Victoria website).
 - Submit the form to the **Competition Coordinator**.
- **Coaches and Players at Non-Home Clubs:**
 - Must apply for a permit to play or coach at another club if:
 - Their registered club does not have a team in the applicable competition (not division or grade).
 - *Example:* A SL90 player registered at a club without an SL90 team can apply for a permit to play for another club with an SL90 team.
 - The player may only compete in the specific competition stated on the permit.
 - The **Permit Form** must be completed properly.
- **Interstate Permits:**
 - Permits for players or coaches from interstate are **not applicable** in Victoria and will **not be approved** by the Competition Coordinator.

Penalties for Non-Compliance

- A player participating in breach of these conditions will be deemed an **Illegal Player**.
 - Penalties include:
 - Fines imposed by the **Competition Coordinator**.
 - Forfeiture of games in which the violation occurred.

12.4 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.

13 Season awards

13.1 Club Championship

All clubs participating in the VSBL will compete for a club championship. Points will be awarded to clubs based on the total number of wins achieved by their teams in eligible VSBL

competitions during the regular season. The following club championships will be awarded:

- **Seniors Club Championship:** Presented to the club with the highest total points across the senior and masters divisions.
- **Women's Club Championship:** Presented to the club with the highest total points in the women's division only.
- **Junior Club Championship:** Presented to the club with the highest total points in the junior division only.

The following grade weights for each eligible competition are below:

Seniors Weights		Women's Weights		Juniors Weights	
P1	10	P1	10	Big League	6
P2	9	P1 R	9	SL 90 State	6
P1 R	8	State	8	SL 90 Metro	5
P2 R	7	Regional	7	SL 80	4
ST 1	6			SL 70	3
ST 2	5			LL Major	2
ST 3	4				
ST 4	3				
Regional	2				
Masters	4				

The club championship calculation is defined as the following:

$$\frac{\text{Total wins}}{(\text{Total games played}/\text{Total games available})} \times \text{Grade weight}$$

14 Miscellaneous

14.1 Events and Meetings

Baseball Victoria or the VSBLPC will from time to time require compulsory attendance to meeting and events, including the following but not exclusively:

- 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

Clubs that do not attend the prescribed meetings and events will be fined as per Schedule 1.

15 Schedule 1

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 sheet before deadline	\$30 per match report
Non-submission of scores before deadline	\$30 per team
Non-submission of stats sheet before deadline	\$30 per team
Appointed umpires non or late attendance	\$50
Club's failure to supply an umpire	\$20
Club's failure to supply a scorer	\$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

Title	Date	Author	
VICTORIAN SUMMER JUNIOR BASEBALL LEAGUE PLAYING CONDITIONS 2025/2026	Tuesday, 2 July 2025	Jon Kennedy	2025/26 Pennant Committee
VICTORIAN SUMMER JUNIOR BASEBALL LEAGUE PLAYING CONDITIONS 2025/2026 V3	Monday, 18 August 2025	Jon Kennedy	2025/26 Pennant Committee