2026/2027 PLAYING CONDITIONS

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TABLE OF CONTENTS

1. GOVERNANCE 6

2. DEFINITIONS AND INTERPRETATIONS 7

3. ELIGIBILITY AND PARTICIPATION 8

1. Incorporation and Affiliation of Clubs 8
2. Team Nominations for Divisions 8
3. Registration 8
4. Core 5 Players; Two or More Teams from the Same Club in the Same Division 9
5. Clearance Procedures 9

6. Permit Procedures 9

7. Dispensation to play out of age (Permit) 10

8. Free Agent Status 11

9. Two Games in One Round 11

10. Juniors playing Seniors 11

11. Non – National Players Regulations 12

12. Charter Eligibility 13

4. SCHEDULING AND VENUES 14

13. Season Duration 14

14. Fixture Creation and Approval 14

15. Game Start Times 15

16. Abandoned Games 15

17. Rescheduling of Games 15

18. Extreme Weather 16

19. Forfeits 16

20. Umpires and Scorers 16

5. GAME REGULATIONS AND FORMAT 17

21. Pre-Match Warm-Up 18

22. Bench Participant Limits 18

23. Extended Line-Up 19

24. Designated Hitters 19

25. Interchange Rule 19

26. 3 Batter Minimum 19

27. Five-Minute Rule 20

28. Extra Innings Procedure 20

29. Mercy Rule 21

30. Courtesy Fielders and Blanks 21

31. VSJBL Base Running Rules 22

32. VSJBL Drop 3rd Strike Rule 22

33. VSJBL Sliding (Collision) Rule 22

34. Run Rule 22

35. Speed Up Rule (Substitute Runner) 23

36. VSJBL On-Deck Hitters 23

6. PITCHING & CATCHING 24

37. Visits to the Pitcher by a Coach or Manager 24

38. Premier 1 & Premier 2 - Designated Pitcher Rule 24

39. VSWBL Designated Pitcher Rule 24

40. Designated fielder for pitcher 25

41. Premier Division Pitching Restrictions for non-nationals during the regular season 25

42. Masters Division Pitching Restrictions 26

43. Junior Pitching Restrictions 26

44. Pitching rules for SL70 GIRLS ONLY Divisions 26

45. Pitching rules for VSWBL Regional Divisions 27

7. 46. VSJBL Catching Restrictions 27

7. GROUND CONDITIONS 28

47. Minimum Requirements 28

8. PLAY-OFFS 30

48. Determining Ladder and Play-Off Positions 30

49. Scheduling of Play-Off Games 30

50. Play-off Series Formats 31

51. Participation in Play-Offs 33

52. PLAY-OFF RUN RULE 34

53. Pitching restrictions for non-nationals during play-offs 34

54. Supply of Match balls for play-off games 34

55. Extra Innings: Playoffs 34

9. EQUIPMENT AND UNIFORMS 35

56. Baseballs 35

57. Baseball Bats 35

58. Uniform Guidelines And Requirements 35

59. Helmets 36

60. Protectors 36

10. SAFETY PROTOCOLS 37

61. Blood Rule 37

62. Concussion Guidelines 37

63. On-Field Disputes 38

64. Off-Field Appeals 38

12. ON-FIELD CODE OF CONDUCT 39

65. Yellow Card Rule 39

66.Ejected Persons 39

67. Prohibited Substances 39

68. Melee Rule 40

69. Zero Tolerance 40

13. ADMINISTRATION 41

70. Match Report Sheet and Scores 41

71. Statistical sheet for VSBL & VSWBL Premier 1 and 2 41

72. Team Eligibility – Premier Divisions 41

73. Promotion and Relegation – VSBL Premier 1 42

14. SCHEDULE ONE – FINES & PENALTIES 43

15. SCHEDULE TWO - VERSION HISTORY 44

16. SCHEDULE THREE – LEAGUE AGE MATRIX 45

17. SCHEDULE FOUR – POLICIES 46

18. SCHEDULE FIVE – SUGGESTED ROOKIE BALL & LL MINOR PLAYING CONDITIONS 47

19. SCHEDULE SIX – CLUB CONTACTS 48

20. SCHEDULE SEVEN – BASEBALL VICTORIA CONTACTS 50

1. GOVERNANCE

Purpose

This document outlines the Playing Conditions for the Victorian Summer Baseball (VSBL) League.

Application of Playing Conditions and Appeals

The application of the Playing Conditions shall be made in a fair manner to conduct the VSBL competition in the best interest of the game and in the spirit of the game.

These VSBL Playing Conditions are made as Regulations pursuant to Rule 34.1 of the Baseball Victoria (BV) Constitution Rules ("Rules").

At all times Playing Conditions contained in these documents take precedence over any contradiction with the Official Rules of Baseball. Whilst every effort to ensure the VSBL Playing Conditions are correct, due to the complexity of the Official Rules of Baseball there may be some omissions within these VSBL Playing Conditions which obviously, either for practical, commercial or the professional nature of Major League Baseball, do not apply. BV reserves the right to apply interpretations to these rules in situations where they require clarification. BV reserves the right to issue fines as per Schedule 1 of any listed Infringements.

A recommendation for amendment to the VSBL Playing Conditions must be supported when required by the majority of the VSBL Pennant Committee (VSBLPC), in accordance with BV By-Law 5.

The Head of Competitions and Events shall be the final arbiter to any complaint about fair competition and/or fair application of the Playing Conditions.

An appeal may be made to the VSBLPC about any final arbitration to a complaint as above in alignment with BV Appeals Process, ensuring all conditions, including timelines for an appeal, are met.

All BV registered players, coaches, officials and parents of registered players remain bound by the rules of BV, including these Playing Conditions, BV By-Laws, Policies, Procedures and Baseball Australia (BA) and BV 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" and "BV" 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" 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.

"VSBLPC" means the "Victorian Summer Baseball League Pennant Committee" appointed by the Association responsible for the development and management of these Playing Conditions.

"Head of Competitions and Events" means the person appointed by the Association for the management of the Victorian Summer Baseball League 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

Key

Colour	What
Blue	All (or more than one of) VSBL, VSWBL & VSJBL Divisions
Green	VSJBL
Purple	VSWBL
Orange	Masters

3. ELIGIBILITY AND PARTICIPATION

1. INCORPORATION AND AFFILIATION OF CLUBS

1. Clubs competing in any BV Competition must be Incorporated with the correct Government authorities for the Competition Season and must have produced a copy or proof of such current incorporation to BV before commencing any play in the Competition Season.
2. Clubs competing in any BV Competition must have all their teams competing in a BV sanctioned Competition or event or have been provided permission by both BV and the host BA sanctioned body to participate in a competition external to BV by submitting the BV Sanctioning Form.
3. For any baseball events whereby participants are travelling from interstate or overseas, or clubs or teams are themselves travelling overseas, these must be approved by BA via submission on their website at this address: https://baseball.com.au/event-activity-and-tour-sanctioning/.

Note;

- Submission of forms for sanctioning is not approval; events or tours cannot proceed without approval in writing
- There may be fees associated with sanctioning from either BV or BA
- In the instance an event is conducted without being sanctioned, individuals and/or clubs may face disciplinary action

2. TEAM NOMINATIONS FOR DIVISIONS

1. Clubs must nominate teams for the VSBL divisions they are qualified to enter by the following dates;
    - Premier Divisions: 31st July (note; only 1 team entry per club in any Premier Division)
    - State & Regional Divisions: 4th September
    - Junior Divisions: 11th September
2. **Late Nominations**: BV may consider nominations received after the deadline at their discretion. In the event a nomination is accepted, unless practical, the nomination will not be drawn into any fixture within a seven (7) day period.
3. Clubs may only enter a maximum of two (2) teams into the same Division in the Seniors or VSWBL.

3. REGISTRATION

1. All players and volunteers must be registered as per By-Law 29.
2. To be eligible to be registered as a player or volunteer with a club a person must have been admitted to any membership of that club in accordance with the Constitution, Rules, Model Rules or Memorandum and Articles of Association of the Club.
3. Registrations will remain open for the duration of all VSBL season until the 28th February each year.
4. Players may purchase single game, three game or full season registrations, on the provision that;
    a. Players can only purchase 1x three game voucher, or 3x single game vouchers in any VSBL season, and
    b. To participate in any finals series, players must have purchased a full season registration at any point prior to the 28th February each year.
5. Any team which fields a player in a match not considered registered or registered to that team and club or eligible for any other reason under these Playing Conditions, Codes or Policies, the match will also be deemed as a Loss of Game by the non-compliant team in the event the player is not fully registered within 48 hours of notification to the Club Secretary. The Club will also be deemed to have committed Misconduct under the BV Code of Conduct and may be subject to further sanction by BV.

4. CORE 5 PLAYERS; TWO OR MORE TEAMS FROM THE SAME CLUB IN THE SAME DIVISION

1. In the event a club has two or more teams in the same division, clubs are required to nominate a core group of five (5) players for each team before the start of Round 2 of the respective division.
2. The players in the core group will not be allowed to alternate between teams at any time during the season.
3. Example: Club A has 2 teams in the Regional North-West competition – the club is required to submit a Core 5 for each team.
4. For every third and subsequent team a club enters, a further five (5) 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 at any time during the season.

5. CLEARANCE PROCEDURES

Responsibility for Clearance Requests

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

Clearance Submission Deadline

3. Any clearance submitted after the 1st of December will result in the player being ineligible to participate in any VSBL play-off series for that current season.
4. Any VSJBL player clearing from one Little League Charter to another at any time will be “red-shirted” and unable to participate for their new Little League Charter, unless they are covered by a Little League exemption, for a period of 1 year as per Little League Rules.

Clearance Process

5. The process for clearing a player is as follows:
    a. Notification: The clearance notification is lodged via the membership registration system.
    b. Response Time: The player’s current club has 14 days to accept or reject the clearance request.
    c. Immediate Clearance: If the player’s current club has no objections, the clearance may be granted immediately.
    d. Participation Rules: The player can only participate in the Summer League with the destination club after the clearance has been:
    e. Approved by the current club.
    f. Processed by BV.
6. Players who have their clearance requests refused may appeal under the BV Appeals Process.

6. PERMIT PROCEDURES

1. Players wishing to play using a permit must abide by the By-law 8 and satisfy the “Clearance Procedures” outlined in Clearance Procedures.
2. Any person wishing to apply for a Permit must complete and submit the VSBL Permit Form via the prescribed method.
3. Any incomplete or forms submitted with information missing or lack of detail will not be approved.
4. Any person seeking a permit must be registered at both clubs.

Men's Players:

5. Any men's player whose primary club has a Senior team in any competition, cannot permit to play in Senior competition at another club.

Masters Players:

6. Masters players can play for separate clubs in the Seniors and Masters competitions without needing a Permit or Clearance, if their primary club does not enter a team.

Example: A player competes in a Seniors competition with Club A and is also registered to play Masters for Club B.

Women's Players:

7. Any women's player whose primary club does not have a Women's team in any competition, can play for a separate club in a women's competition at any level with an approved permit.

Example: Player A competes in a Seniors competition with Club A and is also registered to play Women's for Club B as Club A does not have a team in any Women's competition – this will be approved

8. Any women's player whose primary club has a Women's team in any competition can only permit to another club to play in a women's competition at a higher level

Example 1: Player A's club has a Regional level team and wishes to permit to a Premier level team this will be approved

Example 2: Player A's club has a Premier level team and wishes to permit to a Regional level team – this will not be approved

Junior Players:

9. Players on permit can only play in multiple divisions if their existing club does not offer any of their eligible junior divisions; A player cannot play in a division their existing club offers.

Interstate Permits:

10. Permits for anyone from interstate are not applicable in Victoria and will not be approved by BV.

7. DISPENSATION TO PLAY OUT OF AGE (PERMIT)

1. On application from a Club, BV may permit a player to participate in an age group lower than they would otherwise be eligible to participate in. Such application must be made on the prescribed form.
2. Dispensation to play in a lower division, if approved, will only be valid for that competition season.
3. Dispensation shall only be provided to a player on the following basis;
   a) The player has a legitimate physical and/or intellectual disability; and
   b) The physical and/or intellectual disability has impacted on their physical and/or intellectual development relative to players of their own age; and
   c) Sufficient medical documentation supporting the player's application is approved
   d) Dispensation shall NOT be granted for the following;
      - A player is new to the game *(except for Rookie Ball and Little League Minor Divisions)*
      - A player is physically smaller than other players in their age group
      - A player wants to play with friends in a lower age group
      - The club does not have a team or the league does not offer a competition for the nominal age group of that player
4. All players approved to be playing outside of their age group must be identified as "P" and have their age stated for Qualifications on the Match Report Sheet

5. If a player is approved, the player can only play in that division and not in any other division. If a player is found to have done this all matches that player participated in during that round will be deemed a forfeit and fee as per Schedule 1.
6. Permits may be withdrawn by BV at any time based on a review of a player's capabilities having a significant impact on the age group they have received Age Dispensation for.
7. Any player on Permit will not be eligible to participate in the Little League Charter program.

8. FREE AGENT STATUS

Players who meet the following criteria are considered free agents and do not require clearance:

1. They have not participated in any VSBL competition or been a registered member of a VSBL club for a period of 4 years, as long as;
   a) The player does not owe any financial obligation to their former club
   b) They are not currently suspended or disqualified by the VSBL
2. Pending the above criteria is met, Free Agents can register and play with any club of their choice without requiring a clearance from their former club.
3. If the player does play without a clearance (and the above criteria is not met) they will be deemed as an Illegal Player, with any matches played in may also deemed Forfeit following investigation from BV.

9. TWO GAMES IN ONE ROUND

The following table outlines the guidelines for players playing Two Games in One Round;

Premier 1 & Premier 2 First Nine	No more than two players from a prior lower division game are allowed to enter a game at any point earlier than the end of the second innings, including the start.
All other VSBL Senior Divisions (including Premier 1 & 2 Reserves)	Any player who participates in any other division's game can only participate in another game later that round provided the player; • Enters the game no earlier than the end of the second innings • Is participating in a higher division's game than the division played in earlier In these divisions, three (3) players may enter the game at any point earlier than the second innings, including the start.
VSWBL	
VSJBL	Players can participate in multiple divisions per round of the regular season provided the player meets the eligibility requirements of the divisions – these matches can be played in any sequence and does not require the player to play in a lower division first.

1. Participation in each game shall count as a game played for each division for finals eligibility.
2. Any player pitching in a game cannot pitch again in same day regardless of which league under the auspices of BV the games take place.
3. Players on permit cannot play in multiple divisions and may only play in the division they have received permit for.

10. JUNIORS PLAYING SENIORS

1. A Junior playing in VSBL or VSWBL participates under the rules of that competition except in the following instances:
   a) The pitching restrictions prescribed in the By-law 18 applies to juniors pitching in all senior competitions.
   b) The restrictions prescribed in By-law 18 applies to juniors who have pitched or caught in a junior game on the same day.

11. NON – NATIONAL PLAYERS REGULATIONS

1. Definition of a Non-National Player

A player will be considered non-national if they are not one of the following:

a) An Australian or New Zealand Citizen or Australian Permanent Resident
b) A bona-fide resident of Victoria
c) Under the age of 18 at the start of the current season

2. Non-National Club Responsibilities (Immigration and Contractual Matters)

BV is not responsible for:

a) Ensuring a non-national player's entry into Australia, including visa requirements or permissions.
b) Any obligations or expectations agreed upon in contractual arrangements between the Club and the player; This is solely the Club's responsibility.

3. Non-National Player Registration Requirements

a) The Club must properly identify and declare all non-national players during the registration process to BV via email prior to the player taking the field.
b) Any non-national player registered after the 31st of December cannot participate in any Premier Division.

4. Non-National Change of Status

Clubs may request a 'non-national' player be granted permanent 'national' status if the player in question meets one of the following:

a) VSBL Participation: Has competed in each of the last 3 consecutive VSBL seasons
b) Can provide proof of application for Australian permanent residency
c) Is a bona-fide resident of Victoria
d) Has at any time participated in a Victorian Summer Junior Baseball League (VSJBL) regular season game (Big League is excluded).

5. Approval of change of status

a) The application for a Non-National player to have a change of status must be submitted with all appropriate supporting documentation to BV and approved before the player is eligible to participate as a national player.
b) If the player participates in a game prior to receiving written approval then they shall be deemed a non-national player for the remainder of the current season, inclusive of play-offs, regardless of the validity of the submission made.
c) Once a player has been approved as a national player, this will be final and not be a requirement to reapply in the future.

6. VSBL & VSWBL Premier 1 & Premier 2 - Non-National Player Limit and Penalties

a) Maximum Number of Non-National Players in a game: A club may have no more than two (2) non-national players in its active lineup at any time, defined as the nine players currently participating on the field, including the Designated Hitter (DH) during any regular season or play-off game.
b) Designation of a Non-National Player: Any non-national player listed on the umpires lineup card and match sheet must be identified with a designation of "NN" placed next to their name.

7. Recognition of National Status in Separate Leagues

The VSBL and VSWBL does not recognise the change of status in any other league outside of these competitions.

8. Monitoring and Evidence Requirements

BV has the authority to:

a) Investigate any player suspected of being a non-national but not declared by their Club.
b) Request evidence, such as proof of residency or citizenship status

Evidence may include:

- Passport copies
- Residency permits
- Visa documentation
- Other supporting materials deemed necessary by BV

This information is not required by BV unless an investigation or change of status is requested

9. Non-National Clearance and Free Agent Rules

All non-national players are subject to the clearance and free agent provisions outlined in these Playing Conditions.

12. CHARTER ELIGIBILITY

1. For Little League Major, Intermediate and Junior League eligibility, the player must have played or have been selected to play in a minimum of eight (8) games in VJSBL in the season before the commencement of the respective tournament. There is no game requirement for Senior League.
2. Games which are forfeited by a player's team do not count towards this tally; only received forfeits shall count.

4. SCHEDULING AND VENUES

13. SEASON DURATION

1. Regular Season: The VSBL regular season fixture will commence no earlier than the last weekend of September.
2. Play-offs: The VSBL play-offs will conclude by the end of March.
3. Divisions and minimum games are;

Division	Minimum Games
Premier 1 & Premier 2	22
Seniors (other Divisions)	18
VSWBL Premier	18
VSWBL (other Divisions)	16
VSJBL	14
Masters	14

4. BV may alter the number of games outlined 13.3 if required due to extenuating circumstances.
5. If it is practical and does not impact the minimum number of games in 13.3, BV will endeavour to not schedule matches during long weekends and school holiday periods; this excludes Play-Offs.
6. BV shall not fixture any games later in the year than December 23.
7. Blackout Period: The Blackout Period will consist of a minimum of 3 weeks subject to the discretion of BV.

14. FIXTURE CREATION AND APPROVAL

1. Regular Season Fixtures: BV will determine the fixture for the Regular Season for all VSBL, VSWBL and VSJBL Divisions.

2. **Publication of Fixtures:** The approved VSBL Fixtures will be published on GameDay.

3. **Notification of Fixture Changes**

If BV amends the fixture:

a) Online Update: The online fixture will be updated.
b) Notifications: Presidents and Secretaries of affected clubs and officials will be notified as soon as possible.
c) Memorandum Communication: A notice of change will also be communicated via the BV Memorandum, which is sent each Thursday (or another agreed-upon day each week).

4. **Amendments to Fixtured Games**
   a) BV has the right to amend fixtured games as required
   b) Mutual Agreement: For fixtured games to be altered by clubs, both clubs must mutually agree in writing and notify BV prior to the game being played.
   c) Ground or Venue Unavailability: In the event a ground or venue becomes unavailable or deemed unplayable once fixtured games are published;
      i. In the first instance, the home club is responsible for organising an alternative venue
      ii. In the event the home club cannot find a suitable venue, the visiting club will have preference on venue
      iii. In the event neither the home or visiting club can find a suitable venue, a neutral ground will be sourced by BV
      iv. In these scenarios, mutual agreement on a particular venue is only required in the event of an alteration to day or time

5. **Clubs With More Than Two Teams In The Same Timeslot**
   a) If a club has more than two teams in one timeslot on the same game day, they must confirm access to and availability of a second field with Baseball Victoria upon team nomination.
   b) If unable to confirm access to a second field, BV retains the authority to schedule games accordingly.

6. **Melbourne Aces, Exhibition Matches and National Championships**

From time to time, BV may require fixture changes to avoid clashes with the Melbourne Aces, Exhibition Matches or National Championships. Changes will be made directly on GameDay and communicated directly to the affected Presidents, Secretaries, and Officials.

15. GAME START TIMES

1. Games will start at the times stated in the fixture, provided the Umpire deems the field fit for play.
2. A game begins when the Umpire enters the field as per Baseball Rule 4.03
3. As per Rules of Baseball 4.05 “Special Ground Rules”;
   a) The manager of the home team shall present to the umpire-in-chief and the opposing manager any ground rules he thinks necessary covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies.
   b) If these rules are acceptable to the opposing manager they shall be legal.
   c) If these rules are unacceptable to the opposing manager, the umpire in-chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.

4. **Time Wasting**
   a) Umpires must take necessary actions to prevent wasting of time and deliberate time wasting as per Rule of Baseball 7.03.
   b) 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 BV.

16. ABANDONED GAMES

1. As per Rules of Baseball 4.04 “Weather and Field Conditions”, the home team shall be the sole judge as to whether a game shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.
2. BV can call a game before play begins due to conditions or a Force Majaure Event
3. Once a game has started (as per Rules of Baseball 4.03e), the Umpire is in control of decision making in regard to conditions
4. In the event a club does cancel a match for any reason as per 1, BV reserves the right to investigate circumstances to ensure competition integrity is maintained.

17. RESCHEDULING OF GAMES

1. Regular season games incomplete or not played due to adverse weather, forfeit, or other unsuitable playing conditions will not be rescheduled.

18. EXTREME WEATHER

1. For all games affected by extreme weather, rain or heat, refer to By-Law 24 and 25.
2. Clubs may, with agreeance from the opposition, amend match start times, for instance in the event that extreme heat is forecast for later in the day
3. For all games affected by Lightning
   a) Those associated with BV and its activities should note that the risk of injury from lightning is real, especially for people playing outdoor sports such as baseball.
   b) On game day, the 30/30 rule should be followed – in the event any participant recognizes that thunder follows lightning within 30 seconds or less;
   c) The game is to be immediately suspended
   d) All participants are to leave the ground and dugouts
   e) The game shall not resume until 30 minutes after the most recent sighting of lightning or hearing of thunder
   f) The 30-minute count resets in the event thunder follows a lightning strike within 30 seconds or less
   g) Delays to play caused by lightning risk will be considered to be a weather delay in deciding the outcome of a game
   h) For further information refer to the BV Lightning Guidelines contained within the BV Adverse Weather Guidelines.

19. FORFEITS

1. When a game is forfeited, only the team receiving the forfeit can record a team list on the Match Report Sheet.
2. 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.
3. Where a team has less than seven players present at the scheduled start time for a game;
   a) the commencement of the game shall be deferred for a maximum of ten (10) minutes.
   b) If seven (7) players arrive within ten (10) minutes from the scheduled start time, play will commence immediately and may continue whenever there are at least seven players.
      i. The Umpire shall record the late start and the team that caused the late start on the Match Report Sheet.
   c) If, at ten (10) minutes after the scheduled start time, the defaulting team is unable to field seven (7) players, the opposing team shall be awarded a win for the game by forfeit with a score of 0-9.
      ii. The Umpire shall record the win as a forfeit to the opposing team on the Match Sheet and BV may impose infringements as per Schedule 1.
   d) If neither team is able to field seven players within ten minutes from the scheduled start time, both teams will be awarded a loss.
      iii. The Umpire shall record the losses on the Match Report Sheet and BV may impose infringements as per Schedule 1.
4. Any team who forfeits on 3 separate occasions may be immediately suspended from the competition with applicable infringements for each remaining match it is scheduled to play until it can show just cause to the satisfaction of BV to be permitted to continue on the basis no further forfeits shall occur.
5. Any club that forfeits a match in a higher grade, including finals, may automatically have teams in lower grades deemed a forfeit retrospectively in the same round with applicable infringements applied for each team - clubs are encouraged to communicate early regarding any issues which may impact future fixtures
6. Forfeits are counted as a loss on the competition ladder with a score of 0-9 applied.
7. All forfeits must be advised in writing to both clubs and BV.

20. UMPIRES AND SCORERS

1. Umpires are the appointed officials for the game.
2. It is their responsibility to ensure the game is conducted in a fair manner that complies with these Playing Conditions, the Laws of Baseball and Policies related to on-field behaviour.
3. 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.
4. If only one Umpire is appointed the Home team is to supply a Base Umpire.
5. Both teams must supply a scorer, who must be seated together behind the back net.
6. Any breach must be noted on the Match Sheet prior to being received by BV.

5. GAME REGULATIONS AND FORMAT

Division	Default Day	Default Start Time	Default Finish Time	Time Limit	Innings	5-Minute Rule	Legal Game	Extra Innings	Extended Line-Up	Courtesy Fielders	Run Rule	Speed Up Rule
Premier 1 First Nine	Saturday	4:00pm	7:00pm	3 hours^	9	No	5 innings	Yes	No	No	No	Optional
Women's Premier 1 First Nine	Saturday	4:00pm	6:30pm	2 hours 30 minutes	7	Yes	4 innings or 65 minutes	Yes	No	No	No	Optional
Premier 2 First Nine	Saturday	4:00pm	7:00pm	3 hours^	9	No	5 innings	Yes	No	No	No	Optional
Premier 1 Reserves	Saturday	1:30pm	3:30pm	2 hours	7	Yes	4 innings or 65 minutes	Yes	No	No	No	Optional
Premier 2 Reserves	Saturday	1:30pm	3:30pm	2 hours	7	Yes	4 innings or 65 minutes	Yes	No	No	No	Optional
State League 1, 3 & 5	Sunday	4:00pm	6:00pm	2 hours	7	Yes	4 innings or 65 minutes	Yes	Yes	Yes	Yes (7)	Optional
State League 2, 4, 6 & Regional	Sunday	1:30pm	3:30pm	2 hours	7	Yes	4 innings or 65 minutes	Yes	Yes	Yes	Yes (7)	Optional
Women's State League 1	Saturday	1:30pm	3:30pm	2 hours	7	Yes	4 innings or 65 minutes	Yes	Yes	Yes	Yes (7)	Optional
Women's State League 2 & Regional	Saturday	11:00am	1:00pm	2 hours	7	Yes	4 innings or 65 minutes	Yes	Yes	Yes	Yes (7)	Optional
Masters	Monday	6:15pm	8:00pm	1 hour 45 minutes	7	Yes	4 innings or 65 minutes	Yes	Yes	Yes	Yes (7)	Optional
VSBL Premier 1 Mid-Week	Tuesday	6:15pm*	8:15pm*	2 hours	9	Yes	5 innings or 65 minutes	Yes	No	No	No	Mandatory
VSWBL Premier Mid-Week	Wednesday	6:15pm*	8:15pm*	2 hours	7	Yes	5 innings or 65 minutes	Yes	No	No	No	Mandatory
VSBL Premier 2 – Mid Week	Thursday	6:15pm*	8:15pm*	2 hours	9	Yes	5 innings or 65 minutes	Yes	No	Yes	No	Mandatory
VSJBL – Mid Week	Not Defined	6:15pm	7:45pm	1 hour 30 minutes	6	Hard Stop	4 innings or 50 minutes	No	Yes	Yes	Yes (5)	Mandatory
Big League	Saturday	8:45am	10:45am	2 hours	7	Hard Stop	4 innings or 65 minutes	No	Yes	Yes	Yes (5)	Mandatory
Senior League 90	Sunday	8:45am	10:45am	2 hours	7	Hard Stop	4 innings or 65 minutes	No	Yes	Yes	Yes (5)	Mandatory
Senior League 80	Sunday	8:45am	10:45am	2 hours	7	Hard Stop	4 innings or 65 minutes	No	Yes	Yes	Yes (5)	Mandatory
Senior League 70	Sunday	11:05am	1:05pm	2 hours	7	Hard Stop	4 innings or 65 minutes	No	Yes	Yes	Yes (5)	Mandatory
Senior League 70 Girls Only	Sunday	11:05am	1:05pm	2 hours	7	Hard Stop	4 innings or 65 minutes	No	Yes	Yes	Yes (5)	Mandatory
Little League Major	Sunday	11:05am	1:05pm	2 hours	6	Hard Stop	4 innings or 65 minutes	No	Yes	Yes	Yes (5)	Mandatory
Little League Minor	Friday	6:00pm	7:30pm	1 hour 30 minutes	6	Hard Stop	4 innings or 45 minutes	No	Yes	Yes	Yes (5)	Mandatory

***if a venue has approved lights as per 46.4, matches will be scheduled by default for a 7pm start*

^ If the time limit is reached, no new full inning can start, but the current inning will be completed.

+please ensure you review Section 6: Play-Offs for any changes to Game Regulations and Format during Play-Offs

Age Requirements

Division	Minimum Age	Maximum Age	Notes
VSBL	14		
VSWBL	13		
Masters 38+	38		
Masters 45+	45	*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 required.*	

VSJBL Division	Min. League Age	Max. League Age	Notes
Big League	14	19	*League Age: A player is eligible to take part in their respective age grouping provided they are under the relevant League Age as of 31st August 2027.* *Please see Schedule Three for the full League Age Matrix for 2026/2027.*
Senior League 90	13	16	
Senior League 80	12	15	
Senior League 70	12	14	
Senior League 70 Girls Only	11	15	
Little League Major	9	12	
Little League Minor & Rookie Ball	7	11	

21. PRE-MATCH WARM-UP

1. Team Allocation for warm-ups are as follows;

a) Away Team: May use the diamond for a maximum of 7 minutes, 20 minutes prior to the scheduled start time.
b) Home Team: May use the diamond for a maximum of 7 minutes, 12 minutes prior to the scheduled start time.

2. 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.

3. Warm Up Pitches – Limits

a) 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.
b) This same time limit shall apply to pitchers warming up prior to the start of each inning. Should either team take longer than 90 seconds to make the changeover between innings, penalties will be invoked as per:
    i. On the first occasion, the team Manager will be given a warning by the Plate Umpire.
    ii. 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).
c) The 90 second time limit commences immediately the third out of the previous inning is completed.
d) 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.
e) Umpires should use discretion to prevent conflict when applying this rule.

22. BENCH PARTICIPANT LIMITS

A maximum of 24 participants are allowed on the bench during a game, including Managers, Coaches, and Players in the starting line-up. This excludes bat boys/girls who are 13 years or younger (must wear a 2-eared helmet at all times).

1. Eligibility to occupy the bench

Participants must:

a) Wear their team's uniform or acceptable attire

Executives, Non-Coaching Team Managers, and Trainers:

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

2. **Player Substitutions** ***(with the following exception to Rules of Baseball 4.03(c))***

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

3. Violations

If a participant violates these rules, the umpire will:

a) Remove the offender from the bench area.
b) Allow the manager to recall only those players required for substitutions
c) Non-playing participants removed to the clubhouse may only return during inning breaks for role-related duties and must have umpire permission.

23. EXTENDED LINE-UP

Competition	Extended Line Up	Extended Line Up – Mandatory
VSBL Premier 1 and Reserves, Premier 2 and Reserves	No	No
VSWBL Premier	No	No
All other VSBL	Yes – 14	No
All other VSWBL	Yes – 14	No
Masters	Yes - Unlimited	No
VSJBL	Yes - 14	Yes

1. To invoke the extended line-up, all players must be nominated on the line-up card submitted to the umpire before the game begins.
2. All batters in the extended line-up must take their allotted at-bats in the order as per the line-up card.
3. 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.
    a. All other subsequent batters will move to the next batting position.

24. DESIGNATED HITTERS

1. *Designated Hitters are not allowed under any circumstances in any VSJBL Division*
2. If a DH is being used in any other division, the Pitcher can bat and take the position in the batting order of a player removed from the game.
3. The former DH can stay in the game and continue to bat in the same position he has occupied in the order.
4. 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.
5. There are no requirements for a player to play in the field at any time during the game.

25. INTERCHANGE RULE

1. **Masters**
    a) 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.

2. **VSWBL Premier 1**
    a) 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.
        i. Contravention of this Playing Condition shall result in forfeiture of the game.

26. 3 BATTER MINIMUM

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

27. FIVE-MINUTE RULE

1. If there are more than five minutes before the scheduled completion time at the completion of an inning, a further complete inning shall be played.

Home Team At-Bat

2. If it is five (5) minutes before the scheduled time of completion and the home team is at bat:
    a. Ahead: The game ceases immediately.
    b. Tied or Behind: The game continues until the winning run is scored or the side is retired.
        i. If five minutes or less remains at the completion of a completed inning, the game shall end.
        ii. If the home team cannot tie or win due to a maximum number of runs per inning rule, the game ceases immediately.

Scenario:

A game is due to end at 2:00pm;

1. If an inning ends after 1:55pm, the game is complete and finishes immediately, no matter who is in the lead.
2. If the time reaches 1:55pm, and the home team is in the lead, whether the inning is completed or not, the game ends because the away team will not have any further opportunity to score.
3. If an inning ends before 1:55pm, another entire inning must be played.
    a. If the home team is ahead, the game will end after the third out is made in the top of the inning.
4. If the home team is behind, but scores a run to go ahead during the bottom of the inning, the game ends as soon as that run is scored, provided that the time is past 1:55pm

28. EXTRA INNINGS PROCEDURE

1. Extra innings are implemented if the game remains tied after completing the scheduled number of innings and time remains.
    a. Additionally, in play-offs only, if the score is tied at the scheduled finish time, Extra Innings shall be used to determine the winner – the game may continue until a decisive result is reached.
2. 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

3. Player Positions: Each team starts the 10th or 8th inning (and any subsequent necessary extra innings) with players on first and second base and no outs.

4. Runner Placement:
    a. Second Base: The second-last batter from the preceding inning.
    b. 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.

5. Pinch Runner Rules
    a. 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.

Runner Statistics

6. Plate Appearance (PA) and Time at Bat (AB):
    a. Runners starting on first or second base in a tie-breaker inning are not credited with PA or AB.

7. Unearned Runs:
    a. Any run scored by players initially placed on first or second base is always recorded as unearned.

29. MERCY RULE

For VSBL Premier 1 and Premier 2 Divisions

1. If after five (5) innings, (four and a half innings if the home team is ahead), if 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.
2. If the visiting team has a lead of fifteen (15) or more respectively, the home team must bat in its half of the inning.
3. 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'.
4. If the home team is or becomes ten (10) or more runs ahead 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.
2. If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08(b) and 7.01(a) apply.

For all other VSBL and VSWBL Divisions

1. 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.'
2. If the home team is or becomes ten (10) or more runs ahead 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.
3. If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08 and 7.01 apply.

For VSJBL Divisions: 10/15 Rule

1. 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.
2. 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.
3. 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.
4. If a team is leading by ten (10) runs or more after five (5) completed innings in a game, the game shall be 'Called.'
5. If a game is ended under this Playing Condition, the game ending provisions of Rules of Baseball 5.08 and 7.01 apply.

30. COURTESY FIELDERS AND BLANKS

1. Courtesy Fielders are not allowed in VSBL Premier 1 and Premier 2 divisions or VSWBL Premier Division.
2. Courtesy Fielders are not allowed in any divisions Play-Offs unless they meet minimum qualification requirements for the specific division they will be acting as a Courtesy Fielder for.
3. Courtesy Fielders are allowed in all other divisions during the regular season.
4. Courtesy Fielders can only field in descending order from 9 (Right Fielder) to 3 (First Baseman) and cannot pitch or catch under any circumstances.
5. Courtesy fielders must be noted on the match sheet and cannot take the place of a Blank in the batting line-up.
6. Blanks and Courtesy Fielders count as an out in all divisions.
7. Blanks are not to be used in any VSJBL Division.

31. VSJBL BASE RUNNING RULES

1. **For all Little League Major and Minor Divisions;**

a. There will be no leads. Base runners shall not leave their bases until the ball has been delivered and reached the batter. Rule 7.13 is applicable.
b. **Advancing:** A runner who dives or slides head-first toward a base they are trying to reach is automatically called out.
c. **Live Ball:** The ball remains live and in play when the umpire calls the out. Other runners can advance at their own risk
d. **Returning:** Players are fully allowed to slide or dive head-first when they are retreating or returning to a base they already own
e. 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.

2. **Designated Baserunner Rule**

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

32. VSJBL DROP 3RD STRIKE RULE

1. In Little League Minor only, 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.

33. VSJBL SLIDING (COLLISION) RULE

1. 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.
2. 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.
3. It is an illegal slide if;
    a. the runner slides away from the base line in the direction of the fielder;
    b. the runner uses a rolling or cross body block, or
    c. if the runner uses a pop-up slide into the fielder.
4. 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;
    a. 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.
    b. Interference shall NOT be called.

34. RUN RULE

This rule does not apply to VSBL Premier 1 and Reserves, Premier 2 and Reserves or VSWBL Premier 1 Divisions.

1. For all other VSBL and VSWBL regular season games the scoring of the 7th run will end the innings: only 7 runs may be counted in any innings.
2. For all VSJBL regular season games the scoring of the 5th run will end the innings: only 5 runs may be counted in any innings.

35. SPEED UP RULE (SUBSTITUTE RUNNER)

1. The Speed Up Rule is compulsory for VSBL Premier 1 mid-week, Premier 2 mid-week, VSWBL Premier 1 mid-week and VSJBL games which are time limited but optional for all other Senior VSBL and VSWBL divisions.
2. A Substitute Runner (SR) shall be used for both the pitcher and catcher when they reach base.
    a. The SR must be a bench player or a player who has already been substituted out of the game
    b. If the team has only nine players available, the SR shall be the player who was most recently retired (made out).
    c. The current Designated Hitter (DH) is not permitted to act as the SR.
    d. The SR does not count as an active player in the lineup
3. If there is none or one out it is optional to use a substitute runner for the pitcher or catcher when they reach base.
4. If there is two out, then it is mandatory that the pitcher and catcher be replaced with a substitute runner when they reach base.
    a. 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.

Substitute Runners – Masters & VSJBL

Masters:

1. A runner who replaces a player who is injured or unable to run will not be permitted to steal bases. A SR may be used in any game provided the opposing team manager and Umpire are advised before the game.
2. Any substitute runner replacing the Pitcher or Catcher may only steal on the last out.
    a) The substitute runner must be the following:
        i. The first SR must be the batter, (or substitute batter), immediately preceding the batter who leads off the inning.
        ii. The second SR must be the batter, (or substitute batter) preceding the first SR used
        iii. The third and SR must be the batter, (or substitute batter) preceding the second and SR used.

VSJBL:

1. A coach may use a designated runner to replace any base runner who is injured.
2. Any SR 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 SR.

36. VSJBL ON-DECK HITTERS

1. For all Little League Major and Little League Minor matches, there are no On-Deck Batters.
2. No batter is to be handling a bat or taking swings outside of the playing area.

6. PITCHING & CATCHING

37. VISITS TO THE PITCHER BY A COACH OR MANAGER

1. Rules of Baseball 5.10(l) applies to all regular season and play-off games, with the following exception to 5.10(l)(2):
    a. 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.

38. PREMIER 1 & PREMIER 2 - DESIGNATED PITCHER RULE

1. Clubs are to nominate their two (2) top pitchers to BV for approval. These players cannot be utilised as a Designated Pitcher throughout the season.
2. A designated pitcher must be:
    a. Not defined as a Non-National as per Playing Conditions
    b. Under the age of 30 years old at the start of the season
    c. Not considered one of the top two (2) pitchers within the Club
3. 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.
4. In the Reserves game, a DH must be used for the DP.
5. 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 Playing Conditions
6. 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.
7. 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.
8. Participation in each game shall count as a game played for each section for eligibility for Play-offs.
9. Clubs must apply in writing to BV to change their approved pitchers by stating their extenuating circumstances.
10. Penalty for breaching this PC will be as per Schedule 1.

39. VSWBL DESIGNATED PITCHER RULE

Note: The Designated pitcher rule is not available in any VSWBL Divisions Play-offs.

1. Clubs are to nominate their two (2) top pitchers to BV for approval. These players cannot be utilised as a Designated Pitcher throughout the season.
2. A designated pitcher must be:
    a) Australian (not defined as a Non-National)
    b) Under the age of 30 years at 1st January
    c) Not considered one of the top two (2) pitchers within the Club
3. The DP is required to be the starting pitcher and only pitch in the State 1 game and then must start the Premier 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.
4. In the State 1 game, a DH must be used for the DP.
5. If the DP plays in the State 1 game in a position other than as a pitcher, the DP becomes a normal player and may not participate in the Premier game on the same day except by the provisions of the Two Games/One Round Rule in these Playing Conditions.

6. Any DP used in the State 1 game shall be marked as "DP" on the Line- up Sheet and the Match Report Sheet and all pitchers used in the Premier game shall be marked as "P". Umpires and Team Managers shall ensure correct recording.
7. 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.
8. Participation in each game shall count as a game played for each section for eligibility for Play-offs.
9. Clubs must apply in writing to BV to change their approved pitchers by stating their extenuating circumstances.
10. Penalty for breaching this PC will be as per Schedule 1.

40. DESIGNATED FIELDER FOR PITCHER

Note: The Designated Fielder for Pitcher rule is not available in any VSJBL game

1. Position players other than the catcher may be removed from the game in order to prepare to re-enter the game as the pitcher.
2. A player removed from a game under this 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.
3. Any player that re-enters a game must pitch to at least one complete batter, unless:
    a. The Pitcher sustains an injury, or
    b. The umpire-in-chief calls the game for any reason, or
    c. After pitching to at least one hitter they are eligible to be moved to any other fielding position.
4. Only one player at any time may be removed from the game under this rule.
5. 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.
6. A substitute player (one who enters the game to allow a player to leave the game to prepare to pitch);
    a. will not be entered into the scorebook, but will be noted on the match sheet during finals
    b. 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 defence only in the position of the removed fielder.
    c. a substitute player entered into any Play-Off game under this Playing Condition must have met qualification requirements of that Division – in the event this Playing Condition is not met, the player will be declared an 'illegal player' and the match deemed a forfeit.
7. Once the pitcher re-enters the game, his substitute remains eligible to enter the game.
8. The manager must notify both the scorers and the umpire at the start of, or during, the team's defensive half of the inning when a player is being removed from the game with the intention of re-entering as the pitcher the following defensive inning.
9. Failure to notify the Umpire and scorers of the use of this 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.

41. PREMIER DIVISION PITCHING RESTRICTIONS FOR NON-NATIONALS DURING THE REGULAR SEASON

1. VSBL non-nationals may only pitch a total of 21 defensive outs in any one round.
2. VSBL Premier 1 non-nationals may only pitch a total of 21 defensive outs in a calendar week (Monday to Sunday).
3. VSBL Premier 2 non-nationals may only pitch a total of 21 defensive outs across any two consecutive rounds from the beginning of the season (excluding Christmas Blackout Period).
4. VSWBL non-nationals may only pitch a total of 15 defensive outs across any two consecutive rounds from the beginning of the season (excluding Christmas Blackout Period).
5. These restrictions apply across each team's collective non-national pitchers who pitch in VSBL & VSWBL Premier 1 or Premier 2 Divisions
6. In the event of a final play being made where more than one out is recorded (therefore puts the pitcher over the 21 outs) this will not be considered as a breach
7. Penalty for breaching this PC will be as per Schedule 1.

42. MASTERS DIVISION PITCHING RESTRICTIONS

1. 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.
2. The minimum age for a player to be allowed to pitch in Masters 38+ divisions is 40 years of age.
3. There is no minimum age requirement to pitch in Masters 45+ divisions.

43. JUNIOR PITCHING RESTRICTIONS

The Junior Pitching and Catching Restrictions specified in By-Law 18, as well as those listed below as found in the Pitch Smart USA Guidelines, 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

1. After a pitching change a maximum of five (5) warm up pitches or ninety seconds will be allowed.
2. No junior player is permitted to pitch and catch in the same day in across any VSBL, VSWBL or VSJBL competition.
3. Modified midweek competitions must adhere to the junior pitch count regulations outlined in these playing conditions and By-law 18
4. 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.
5. Scorers must notify umpires when a Junior Pitcher is within 10 pitches of their max pitch limit

For Big League Division only:

1. Any pitcher not subject to the Junior pitching restrictions (By Law 18a) may only throw a maximum of 105 pitches in a single game.
2. If a pitcher reaches their designated maximum pitch limit during an active plate appearance, they shall be permitted to complete that plate appearance.
3. 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.

44. PITCHING RULES FOR SL70 GIRLS ONLY DIVISIONS

1. Pitching distances can vary dependent on the pitcher and/or batter. Any Victorian representative player (inclusive of Barclay Cup) or player capable of pitching from an SL80 or 90 distance, must do so.

45. PITCHING RULES FOR VSWBL REGIONAL DIVISIONS

1. The standard pitching distance for Regional is 60' 6" as per the Official Rules of Baseball
2. 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.
3. 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.
4. 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. They may however change the pitching distance during the same inning/outing
5. No current Australian or Victorian Representative player can pitch or hit under this format.

7. 46. VSJBL CATCHING RESTRICTIONS

1. 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, except in Big League.
2. No junior player is permitted to catch more than 2 games in any competition on a single calendar day.
3. No junior player is permitted to pitch and catch in the same day across any VSBL, VSWBL or VSJBL competition.
4. No player is permitted to catch if they pitch the Daily Max on the preceding calendar day across any VSBL, VSWBL or VSJBL competition.

7. GROUND CONDITIONS

47. MINIMUM REQUIREMENTS

1. The host club of all Summer League games is to provide grounds and ground equipment that meets the following minimum requirements. If any grounds or ground equipment do not meet the following BV may approve upon application by the home club.

Competition	Mound	Base Paths	Pitching Distance	Home Run Fence	Back Net	Scorers Covered	Dugout Covered
Senior & VSWBL	Yes	90'	60' 6"	LF: 320' CF: 400' RF: 320'	Min. 40 feet from home plate	Yes	Yes
Big League	Yes	90'	60' 6"			Yes	Yes
SL90	Yes	90'	60' 6"			Yes	Yes
SL80	Yes	80'	54'	LF: 230' CF: 250' RF: 230'		Yes	Yes
SL70	Yes	70'	50'			Yes	Yes
Little League Major	Yes	60'	46'	LF: 200' CF: 200' RF: 200'	Max. 35 feet from home plate	Yes	Yes
Little League Minor	Yes	60'	42'	LF: 150' CF: 170' RF: 150'		Yes	Yes

2. Premier 1 and Reserves, Premier 2 and Reserves and Premier 1 Women must meet all requirements stated in the Rules of Baseball 2.01-2.05.
3. The following exceptions can be made to Rules of Baseball - 2.01, 2.02, 2.03, 2.04, 2.05 for all other divisions:
    a. 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).
    b. 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.
    c. Other distances must be approved by BV, with conditions to be established by the Managers with the Umpire before the game.
    d. Base size; existing 17 inch square bags may continue to be used.
    e. A secured mat covering the front of the pitching mound may be used.
    f. 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 BV.
    g. All benches/dugouts constructed within a permanent baseball field require protection or screening to protect players from the field of play and weather.
    h. Each field must have either permanent or temporary covered seating for scorers.
    i. *Applicable to Premier 1, Premier 1 Reserves, Premier 2 and Premier 2 Reserves only:* A secured mat covering the front of the pitching mound maybe used but cannot extend further than 45cm from the front of the pitching rubber.

4. **Lighting Standards**
    a. See BV By-Laws 12(c) for lighting standards.
    b. The following fields are approved for night matches;

Melbourne Ballpark 1	Bicentennial Park	Ganbu Djila Sports Park
Prince of Wales Park	Kings Park	Boeing Reserve 1
Geelong Baseball Centre 1	Surrey Park	Chris Lane Field
JL Murphy Reserve	Robert Booth Reserve 1	KH Wearne Reserve 1

5. Venue Restrictions

The below is indicative of venues with specific ground rules which until updated shall not vary;

a. Preston Baseball Club (Ganbu Djilas Sports Park): Metal cleats or metal studded shoes are banned (as per venue operators request). For full information please visit https://www.prestonpiratesbaseballclub.com.au/
b. Ormond Glenhuntly Baseball Club

6. Damage to Facilities

c. Each team will be responsible for leaving facilities tidy and damage free; failure to do so could result in clubs being invoiced for cleaning/damages by the host club if sufficient evidence is provided.

8. PLAY-OFFS

Unless specified in this section, all Playing Conditions from the Regular Season are considered the same during Play-Offs.

48. DETERMINING LADDER AND PLAY-OFF POSITIONS

1. All Ladders and Play-Off positions shall be ranked by WIN percentage, as follows:
2. The win percentage of each team is calculated using the equation specified below. Teams are ranked on the ladder in descending order.

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

3. **Where two or more teams are equally ranked with the same WIN percentage**
   a) 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:
   b) 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.
   c) 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.
   d) 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.
   e) 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.
   f) The ranking of the final two teams in the above situation will be determined by the "Head-to-Head" process.

49. SCHEDULING OF PLAY-OFF GAMES

1. BV is responsible for scheduling Play-Off games, and the published schedule is final.
2. Where possible, Play-Off games shall be scheduled at the highest ranked team's home venue.
3. 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 BV.
4. Play-Off games that are incomplete or not played due to adverse weather may be rescheduled at the discretion of BV.
5. Higher divisions will be prioritized when determining the venue for Play-Off games.
6. 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:
   a. 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.
   b. If the second-ranked team has a diamond that meets the minimum standards, BV may schedule the lower divisions' game at their venue.
   c. If option b and c are not available, the lower division's Play-Off game will be scheduled at a neutral venue.
7. For any finals played mid-week;
   a. The highest seeded team will host, unless their venue does not have approved lighting, then
   b. The second highest seeded team will host, unless their venue does not have approved lighting, then
   c. A neutral venue will be sought closest in location to the highest seeded team; in the event this is not possible, the next available venue will be utilised

50. PLAY-OFF SERIES FORMATS

1. Play-Off Series Match Conditions shall be;

Competition	Match Conditions
VSBL Premier 1 & Premier 2	9 innings, no time limit
VSWBL Premier	7 innings, no time limit
VSBL Premier 1 & Premier 2 Reserves	7 innings, no time limit
All other VSBL Divisions	7 innings, 2-hour time limit (with 5-minute rule)
All other VSWBL Divisions	7 innings, 2-hour time limit (with 5-minute rule)
VSJBL Little League Major Division	6 innings, 2-hour time limit (with 5-minute rule)
All other VSJBL Divisions	7 innings, 2-hour time limit (with 5-minute rule)
Masters	7 innings, 1 hour and 45-minute time limit (with 5-minute rule)

2. Finals Structures shall be;

a. VSBL Premier 1 First Nine & Premier 1 Reserves

Week 1	Qualifying Final 1:	Team ranked 1 v Team ranked 4
	Qualifying Final 2:	Team ranked 2 v Team ranked 3
	Elimination Final 1:	Team ranked 5 v Team ranked 8
	Elimination Final 2:	Team ranked 6 v Team ranked 7
Week 2	Semi Final 1:	Loser Qualifying Final 1 v Winner Elimination Final 1
	Semi Final 2:	Loser Qualifying Final 2 v Winner Elimination Final 2
Week 3	Preliminary Final 1:	Winner of Qualifying Final 1 v Winner Semi Final 2 VSBL P1: 3-game series (Tuesday, Saturday, Sunday) – *Thursday reserve day* VSBL P1 Reserves: 1-game series
	Preliminary Final 2:	Winner of Qualifying Final 2 v Winner Semi Final 1 VSBL P1: 3-game series (Tuesday, Saturday, Sunday) – *Thursday reserve day* VSBL P1 Reserves: 1-game series
Week 4	Premier 1 First Nine Grand Final	Winner of Preliminary Final 1 v Winner of Preliminary Final 2 3-game series (Tuesday, Saturday, Sunday) – *Thursday reserve day*
	Premier 1 Reserves Grand Final	Winner of Preliminary Final 1 v Winner of Preliminary Final 2
The winner of the Grand Final shall be declared competition winners.		

b. VSBL Premier 2 First Nine

Week 1	Major Semi Final:	Team ranked 1 v Team ranked 2
	Elimination Semi Final:	Team ranked 3 v Team ranked 4
Week 2	Preliminary Final:	Loser of Major Semi Final v Winner Elimination Semi Final 3-game series (Thursday, Saturday, Sunday)
Week 3	Grand Final:	Winner of Major Semi Final v Winner Preliminary Final 3-game series (Thursday, Saturday, Sunday)
The winner of the Grand Final shall be declared competition winners.		

c. All other VSBL & VSWBL Divisions

i. Divisions of 11 teams or less – Top 4;

Week 1	Major Semi Final:	Team ranked 1 v Team ranked 2
	Elimination Semi Final:	Team ranked 3 v Team ranked 4
Week 2	Preliminary Final:	Loser of Major Semi Final v Winner Elimination Semi Final
Week 3	Grand Final:	Winner of Major Semi Final v Winner Preliminary Final
The winner of the Grand Final shall be declared competition winners.		

ii. Division of 12 teams or more – Top 6;

Week 1	Qualifying Final 1:	Team ranked 1 v Team ranked 6
	Qualifying Final 2:	Team ranked 2 v Team ranked 5
	Qualifying Final 3:	Team ranked 3 v Team ranked 4
Week 2	Preliminary Final 1:	Highest ranked winner v Highest ranked loser
	Preliminary Final 2:	Second highest ranked winner v third highest ranked winner
Week 3	Grand Final:	Winner of Preliminary Final 1 v winner of Preliminary Final 2
The winner of the Grand Final shall be declared competition winners.		

d. VSJBL & Masters – Top 4:

Week 1	Semi Finals	Team ranked 1 v Team ranked 4 Team ranked 2 v Team ranked 3
Week 2	Grand Final:	Winner of both Semi Finals
The winner of the Grand Final shall be declared competition winners.		

3. Extension of Time

   a. All timed finals matches will follow the match conditions in 49.1, except in the instance of any unforeseen event occurring which delays play for a period of 15 minutes or more, in which case that time will be added to the scheduled finish time.
   b. Additionally, the Five-Minute Rule will come into effect as of five minutes remaining of the extended time.

51. PARTICIPATION IN PLAY-OFFS

1. To be eligible to participate in a Play-off series for a division, a player must have competed in a minimum number of competition games for the club across any division during the Regular Season as per following:

Competition	Matches to Qualify for Play-Offs	Count Towards other Competition?	Re-Entry
Premier 1 & Premier 2 (First Nine)	6 games	No	Yes
VSBL (other)	4 games	Yes; P1 & P2 First Nine	No
VSWBL	4 weekend games	No	No
VSJBL	4 games	No	Yes
Masters	4 games	No	No

2. A player's eligibility in the Play-offs is determined by the division in which they have participated in the most weekend Regular Season games; this will be the lowest division they can compete in.
3. If a player has played exactly half of their games in two different divisions, they can choose to participate in either division's competition.
4. In VSBL & VSWBL, participants of one division's final game cannot participate from any point in a game later that play-off round; Players may only participate in one play-off game per round of play-offs.
   a. VSBL Exemption: Any player may participate in a Premier 1 or Premier 2 play-off game without breaching the above rule provided they have satisfied the requirements set out in this Playing Condition
5. In VSJBL, players can participate in multiple finals games in any play-off round, providing 50.1, 50.2 and 50.3 are met.
6. Mid-Week matches count towards qualification, but do not disqualify

Example: VSBL Player A plays 6 matches at Regional level – they qualify for any level between Regional and Premier 1 & Premier 2 First Nine.

Example 2: VSWBL Player A plays 4 matches at State level - they qualify for any level between State and Premier 1; cannot play regional

Example 3: VSBL Player A plays 4 matches at P1 Reserves level - they qualify for Reserves and First Nine; cannot play State or Regional

Example 4: VSJBL Player A plays 8 matches in Big League and 6 matches in SL90; cannot play SL90.

Example 5: VSBL Player A plays 10 mid-week matches in Premier 1 and 4 weekend matches in State 1; they qualify for State 1 and above.

7. Injury Dispensation

a. To be eligible to be credited with a game which is missed whilst injured the Club must submit an Injury Report to BV no later than 12.00 noon of the first business day following the match. A medical certificate (or equivalent official medical evidence) may be sought prior to crediting games. NOTE: Illness shall not be considered an injury for purposes of dispensation.

b. Submission to BV for dispensation for must be provided no later than 12.00 noon of the business day immediately prior to match(es) for which dispensation is sought; i.e., if an injury occurs in Round 6, dispensation must be sought by Monday 12.00 noon on the week of Round 7.

c. Retrospective credits will not be provided for any matches that have been missed prior to the deadline set out above.

d. At all times BV will follow the current Community Guidelines for Managing Concussion and require the appropriate clearance form to be completed as per the Guidelines prior to any player being permitted to return to play with no exceptions. This form must be submitted no later than 9am Friday before the next scheduled match unless prior extension is sought dependent on availability of practitioners and injury timelines.

8. VSBL Play-off Eligibility; Two or more teams from the same club in the same divisions

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

a. Core group players may only play for their allocated team in the play-offs and must have played enough games to qualify for play-offs.
b. If both teams are participating in Play-Offs, a player may only participate in a play-off game for which team they have played more games for.
c. If there is an equal number of games played for both teams, the club may choose the team in which the player participates with for the duration of the play-offs.
d. If only one team makes play-offs, all players can play in the other, except those in the core group, subject to meeting eligibility requirements

52. PLAY-OFF RUN RULE

Note: This rule does not apply to VSBL Premier 1 and Reserves, Premier 2 and Reserves and VSWBL Premier 1

1. For all VSBL & VSWBL play-off games the scoring of the 7th run will end the innings: only 7 runs may be counted in any innings.
2. For all VSJBL play-off games the scoring of the 5th run will end the innings: only 5 runs may be counted in any innings.

53. PITCHING RESTRICTIONS FOR NON-NATIONALS DURING PLAY-OFFS

1. For VSBL Premier 1 & Premier 2 Divisions
    a. Non-Nationals may only pitch a total of 21 defensive outs in any single elimination Finals Round
    b. Non-Nationals may only pitch a total of 36 defensive outs per Preliminary finals series (3 games) and Grand final series (3 games)
2. For VSWBL Premier Division
    a. Non-Nationals may only pitch a total of 15 defensive outs in any one round.
3. These restrictions apply across each team's collective import pitchers who pitch in these divisions: not an individual pitcher.
4. In the case of a final play being made where more than one out is recorded (therefore puts the pitcher over the defensive outs totals) this will not be considered as a breach.
5. *Penalty for Violation:* Penalty for breaching this playing condition will be the non-national player being declared an 'illegal player' and match deemed forfeit.

54. SUPPLY OF MATCH BALLS FOR PLAY-OFF GAMES

1. Four (4) Baseballs for play-offs will be supplied by BV for all Premier Divisions finals matches.
2. For all other divisions, the visiting team must provide 2 new balls of the same brand to the home team.
3. The home team must provide the umpire with 4 new balls of the same brand.

55. EXTRA INNINGS: PLAYOFFS

1. All Divisions are to follow the Extra Innings Procedures within these Playing Conditions found at 28 during Play-Offs.

9. EQUIPMENT AND UNIFORMS

56. BASEBALLS

1. For games, Clubs must provide at least four match balls, in good condition, meeting the following requirements:
    a. Must meet the specifications defined in Rule of Baseball 3.01
    b. Be white in colour
    c. Have a premium leather covering
    d. Be of the same brand and model
    e. Not be factory seconds, i.e. "blemished" balls
2. Adequate replacement balls must be available to replace lost or damaged match balls during a game.
3. The Main Umpire shall adjudge whether the baseballs supplied are of suitable quality and meet the requirements stated in this Playing Condition.
4. In Divisions in which BV supply the match ball, that ball shall be the official ball of that Division.

Supply Of Match Balls For Play-Off Games

5. Four (4) Baseballs for play-offs will be supplied by BV for all Premier Divisions finals matches.
6. For all other divisions, the visiting team must provide 2 new balls of the same brand to the home team.
7. The home team must provide the umpire with 4 new balls of the same brand.

57. BASEBALL BATS

1. Bat requirements are as follows (note - all baseball bats must conform to the Rule of Baseball 3.02 unless specified below);

Division	Requirements
Seniors	For all divisions of the VSBL, only wood, wood composite and wood laminate baseball bats shall be used.
VSWBL & SL70 Girls Only	For all divisions of the VSWBL, wood, wood composite, wood laminate and aluminium baseball bats shall be used. The maximum allowable bat length is 36 inches (0.91 m), and the maximum diameter is 2 3/4 inches (0.07 m) or 2.75 inches.
VSJBL; Up to and including SL80	All bats shall have the USA logo or BBCOR performance standard certification marking. *Solid one-piece wood barrel bats do not require a USA Baseball logo.*
VSJBL; SL90 & Big League	All bats not made of a single piece of wood shall meet the BBCOR performance standard performance marking.

2. 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:
    a. Any advantage gained from the illegal bat is immediately overturned.
    b. The batter is declared out.
    c. 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.
    d. 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.
3. Further disciplinary action may be taken depending on the nature of the violation.

58. UNIFORM GUIDELINES AND REQUIREMENTS

1. **Premier League 1 (Seniors and Women), Premier 1 Reserves (Seniors and Women), Premier League 2 & Premier 2 Reserves:**
    a. All players must wear the registered club uniform in all games.

2. **All Other Divisions:**
    a. At least **seven players** must wear the registered club uniform.
    b. Remaining players must wear attire that is as close as possible to the registered club uniform.

3. **Jackets and Cold Weather Rules**

    a. Pitchers:
        i. May not bat while wearing a jacket.
        ii. After reaching base, they may put on their club uniform jacket if it is readily available with the base coach.

    b. Outfielders
        i. At the umpire's discretion may wear a jacket during play in cold weather.

4. **Footwear**
    a. 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.

5. **Facemasks**
    a. All catchers must wear a mask and a catcher's helmet during infield/outfield practice, pitcher warm-up and games (this includes helmets with built in facemask).
    b. All junior catchers are required to wear a throat guard/protector on their masks.
    c. Any player or coach warming up a pitcher must wear a face mask and a helmet no matter whether in the bull pen or on the playing field.

6. **Reporting Deficiencies**
    a. Any uniform deficiencies must be reported by the umpires on the Match Report Sheet.
    b. A fine or penalty will be imposed by BV as per **Schedule 1** for any breach of uniform conditions.

59. HELMETS

1. All batters and base runners are required to wear two eared protective helmets.
2. All Base Coaches are required to wear protective helmets as follows:
    a. Base Coaches who are under 18 years of age must wear two eared protective helmets.
    b. Base Coaches who are 18 years of age and over may wear skull cap style helmets.

60. PROTECTORS

1. The use of protectors is highly recommended in all competitions.

10. SAFETY PROTOCOLS

61. BLOOD RULE

1. 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.
2. 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. If no substitute player is available, the batting order progresses to the next batter and no blank recorded.
3. After the 10 minutes elapse and no substitute available, and the player has not returned, the blank is recorded in that batting position.
4. If, 10 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.

62. CONCUSSION GUIDELINES

1. The Australian Concussion Guidelines for Youth and Community Sport have been designed to provide clear and consistent guidance on concussion for parents, teachers, coaches, sideline staff and others involved in youth and community sport. These guidelines provide information on how to recognise and manage concussion from the time of injury through to a safe return to education, work and playing sport.
2. The guidelines can be found at this link: https://www.ausport.gov.au/concussion.

11. DISPUTES AND APPEALS

63. ON-FIELD DISPUTES

In the event of any dispute or protest, other than judgement decisions, clubs can appeal in the following manner;

1. The Manager must lodge a notice of the Protest with the Umpire at the time of objection.
2. The Umpire shall be given the opportunity to consider the point of protest raised by the Manager and decide whether to uphold the Protest.
3. If not upheld, 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 and note that a protest has been lodged on the match sheet
4. Details of the protest, along with images of both the scorebooks and match sheet, must be lodged in writing to BV within twenty-four (24) hours of completion of the game, accompanied by a non-refundable fifty-dollar ($50) fee.
5. The protest shall state the reason that it is being entered and include the relevant reference to the Rules of Baseball, By-Laws or Playing Conditions.
6. The VSBLPC shall convene as soon as practicable to consider and determine an outcome to the Dispute. A physical hearing shall not need to be convened for the VSBLPC to consider the Protest.
7. As per the BV Appeals Process, the outcome may be appealed within twenty-four (24) hours with any additional evidence and accompanied by a five-hundred-dollar ($500) fee.
8. Once these timeframes have lapsed, the decision is final.

64. OFF-FIELD APPEALS

1. In the event of any other dispute or protest in relation to any other matter, the BV Appeals Process must be followed.

12. ON-FIELD CODE OF CONDUCT

65. YELLOW CARD RULE

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

- Dissent
- Minor obscenities
- Misconduct

1. If, in the opinion of the Umpire, an offence has occurred, the Umpire must show a Yellow Card to the offender and both they and the team manager must be informed of the nature of the offence.

2. 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, and place "YC" next to the player's name.

3. A person who receives two (2) Yellow Cards in the same game shall be ejected from the game immediately after the second offence ensuring Rules of Baseball 6:04 (d) is followed.

4. When a person receives two (2) Yellow Cards in the same Play-off game, the player will be ejected immediately and the matter referred directly to the Tribunal.

5. The first and second Yellow Card offences during a competition season shall incur no penalty.

6. Any player that incurs a third Yellow Card in the same season, and any subsequent Yellow Card during the same regular season shall be;
    a. suspended from participating in the next scheduled game of the competition in which the last Yellow Card was received,
    b. Suspended from participating in any other matches under the auspices of VSBL, VSWBL and VSJBL until the suspension has been completed.
    c. In the circumstance that the third Yellow Card is incurred in the last game of the regular season, the player is suspended from participating in any Play-Off matches under the auspices of VSBL, VSWBL and VSJBL until the suspension has been completed.

7. A person suspended under this Playing Condition will be notified by BV via their club.

8. BV shall maintain a register of all Yellow Card offences.

66.EJECTED PERSONS

1. Any umpire in control of any game played under the auspices of the VSBL and BV 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.
2. 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.
3. Ejected persons must not approach the Umpire after being ejected.
4. The reporting umpire and ejected persons shall adhere to the Reported Persons Procedures & Rule of Baseball 6.04.

67. PROHIBITED SUBSTANCES

1. 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. A game is deemed to commence when the umpire enters and

leaves 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. An ejected person shall comply with the rule of baseball 6.04 and apart from the mandatory fine and the ejection; no further action will be taken.

2. Costs incurred to clean the mess created by chewing tobacco or seeds at Melbourne Ballpark will be charged back to offending clubs.

68. MELEE RULE

1. Players and coaches clearing from a bench or position of play to engage in a melee will not be tolerated. The Match Review Official (MRO) 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.

2. Any player penalised 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.

69. ZERO TOLERANCE

1. The VSBL will enforce the concept of 'zero tolerance' in order to ensure that Coaches and Managers take a proactive role in eliminating Umpire abuse.

2. If, in the Umpire's opinion, a player:
    a. Abuses an umpire
    b. Displays dissent towards an umpire
    c. Argues judgement decisions (e.g. balls and strikes, etc.) or making the gesture for video review at any stage

3. The umpire may immediately eject the player and the Head Coach/Manager from the game.

4. 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.

13. ADMINISTRATION

70. MATCH REPORT SHEET AND SCORES

1. Match Report Sheets are the official record for each game played. The sheet 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.
2. 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.
3. Names of Players / Managers / Umpires (including Club / Volunteer Umpires) must be completed, and legible on the Match Report Sheet. Club Officials must;
    a. Submit the Match Report Sheet with completed Umpire adjudicated MVP votes for all Senior, Women's and Master's Divisions to: seniorscores@baseballvictoria.com.au
    b. Submit the Match Report Sheet for all VSJBL Divisions to: juniorscores@baseballvictoria.com.au
    c. Failure to submit the match sheet by these deadlines will result in a fine as per Schedule 1.
4. For all Divisions, the home team must ensure that the Match Report Sheet is received by BV 48 hours from the end of the game.
5. For all Divisions, the home club must enter the scores electronically by 8pm of the day the match was scheduled.
6. For games that finish after 8pm, the scores must be uploaded by 1 hour after the competition of the game.

71. STATISTICAL SHEET FOR VSBL & VSWBL PREMIER 1 AND 2

1. Official Club Scorers are to complete player/pitcher statistics for Premier League 1 and 2. These are to seniorscores@baseballvictoria.com.au within twenty-four (24) hours of the completion of the game.
2. The VSBL Statistics Form is available on the Baseball Victoria website and must be signed by both scorers prior to submission.

72. TEAM ELIGIBILITY – PREMIER DIVISIONS

1. To be eligible to compete in the VSBL Premier 1 competition the following year a club must have met the following requirements in the year they earned promotion.

Mandatory Teams	**Along with either**	
1x VSWBL Team (any division)	***1x team in each of;***	***Or***
	LL Minor, Rookie or T-Ball Program	75 Criteria Points as per 71.2
	LL Major	
	SL70, SL70 Girls Only or SL80	
	SL90 or Big League	

a) Joint or combined teams, consisting of at least three players from each respective club, will count toward the clubs' mandatory team requirements. However, no criteria points will be awarded for these teams.

2. **Criteria Points**

Team	**Points**	**Team**	**Points**	**Team**	**Points**	**Team**	**Points**
Rookie & T-Ball	18	LL Major	18	SL70 Girls	12	SL90	10
LL Minor	18	SL70	12	SL80	12	Big League	10

a) No criteria points will be awarded for joint or combined teams.
b) 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 divisions of the VSWBL and VSJBL.
c) Clubs are required to notify BV of joint or combined teams if they are required for consideration for meeting criteria.

73. PROMOTION AND RELEGATION – VSBL PREMIER 1

1. To be promoted to the respective division, a club must have met the division's eligibility criteria specified in 71 during the year it earned the right to promotion.
2. Any club that does not meet the respective divisions criteria will be relegated from that division the following year.
3. Provided a Club satisfies the requirements specified in this Playing Condition, the following Seniors teams will be promoted from Premier 2 to Premier 1
    a. The Firsts are the Minor Premier at the end of the Regular Season, or
    b. The Firsts are winner of the Grand Final or Champion Team
4. In the case that the Minor Premier and Champion Team is the same team, then provided the Club satisfies the requirements specified as set out in Playing Condition 71, the other team in the Grand Final will be promoted.
5. If a team due to be promoted does not comply with the requirements specified in Playing Condition 71, no other team shall take its place.
6. 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.
7. 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.

8. Jurisdiction Over Promotion and Relegation

At the end of the season, the VSBLPC retains the right to promote or relegate teams, regardless of the stipulations outlined in these Playing Conditions.

14. SCHEDULE ONE – FINES & PENALTIES

Fines may be issued for the following Playing Condition Breaches.

INFRINGEMENT	FINE
Late start to a game	$50 per defaulting team
Forfeiture of game; game day	$200 per defaulting team plus umpire fees
Forfeiture of game; pre game day	$200 per defaulting team
Illegal Player	$50 per player and loss of game
Unregistered Player *(includes player without approved clearance or permit)*	$50 per player and loss of game *(if not rectified within 48 hours of notification)*
Non-National not identified on match sheet	$50 per player
Non-National not identified on umpire's lineup card	$50 per player
More than two (2) non-nationals in an active lineup	$100 per player and loss of game
Non-National exceeding defensive outs (pitching limits)	$200 and loss of game
Breach of Designated Pitcher Rule	$200 and loss of game
Two Games in One Round Breach	Loss of game (in which this occurs)
Prohibited Substances Breach	$200 per person and ejection
Player out of uniform	$20 per player
Non-return of match sheet before deadline	$30 per match sheet
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 supple an umpire	$20
Club's failure to supply a scorer	$20
Non-attendance at a BV Sanctioned Meeting	$50
Non-attendance at a BV Sanctioned Awards Night, AGM	$100
Junior pitching and catching restrictions – 1st breach	Up to $250
Junior pitching and catching restrictions – 2nd breach	Up to $500 and referred directly to tribunal
Out of Age Participation – 1st Breach	Formal Warning to Coach
Out of Age Participation – 2nd Breach	Up to $250
Out of Age Participation – 3rd Breach	Up to $500 and referred directly to tribunal

15. SCHEDULE TWO - VERSION HISTORY

VERSION	DATE	AMENDMENT SUMMARY	EDITOR
1	15.4.2026	RE-COMBINED PC DOCUMENTS	SCOTT MCNAUGHTON
1.1	25.5.2026	POST COMMUNITY FEEDBACK AMENDMENTS	SCOTT MCNAUGHTON
1.2	12.6.2026	REVISED TYPOS	SCOTT MCNAUGHTON
2	29.7.2026	• AMENDED SINGLE AND THREE GAME VOUCHER STIPULATIONS - 3.4 • AMENDED VSBL P2 PITCHING RESTRICTIONS – 41 • ADDED INJURY DISPENSATION TO PLAY-OFF QUALIFICATIONS (APPROVED, HOWEVER MISSED IN UPDATE) – 50 • AMENDED VSWBL BAT REQUIREMENTS - 56	SCOTT MCNAUGHTON
3	31.8.2026	• REVISED TYPOS & REFERENCE NUMBERS • AMENDED AGE RANGE – SL70 GIRLS ONLY • CLARIFIED VSJBL BASE RUNNING RULES - 31 • ADDED PITCHING RULES - SL70 GIRLS ONLY - 44 • ADDED LEAGUE AGE MATRIX – SCHEDULE 3 • ADDED SUGGESTED ROOKIE BALL AND LL MINOR PLAYING CONDITIONS – SCHEDULE 5	SCOTT MCNAUGHTON
3.1	23.9.2026	• ADDED CLARIFICATION – TIME LIMITS IN PREMIER 1 & 2 – 5 • DISPENSATION CONDITIONS FOR ROOKIE BALL AND LL MINOR AMENDED – 7.3(D) • AMENDED VSJBL CATCHING RESTRICTIONS (SKULL CAPS PERMITTED IN BIG LEAGUE) – 46 • AMENDED PLAY-OFF QUALIFICATION EXPLANATION – MID-WEEK MATCHES - 51 • ADDED OFFICIAL MATCH BALL INFORMATION – 56.4 • ADDED SCHEDULE 6 – CLUB CONTACTS • ADDED SCHEDULE 7 – BV CONTACTS	SCOTT MCNAUGHTON
3.2	8.10.2026	• CLARIFIED SPEED UP RULE RE; ACTIVE LINEUP – 35.2 • CLARIFIED TIMEFRAME FOR CORE 5 SUBMISSION – 4.1 • AMENDED VSWBL BAT REQUIREMENTS – REMOVED DROP WEIGHT RESTRICTION - 56	SCOTT MCNAUGHTON
3.3	15.10.2026	• REMOVED TYPO; 7-RUN RULE FROM PREMIER 2 – 5 • REMOVED TYPO; EXTENDED LINEUP FROM PREMIER 2 – 5 • REMOVED 5-MINUTE RULE FROM VSJBL (HARD STOP ONLY) – 5 • AMENDED BAT REGULATIONS FOR SL70 GIRLS ONLY – 57 • AMENDED TYPO; PLAYOFF INNINGS FOR OTHER VSJBL COMPETITIONS - 50	SCOTT MCNAUGHTON
3.4	29.10.2026	• AMENDED TYPO; PREMIER 1 AND 2 MID-WEEK INNINGS - 5	SCOTT MCNAUGHTON

16. SCHEDULE THREE – LEAGUE AGE MATRIX

SEP 2026	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG 2027	LEAGUE AGE
2022	2022	2022	2022	2023	2023	2023	2023	2023	2023	2023	2023	**4**
2021	2021	2021	2021	2022	2022	2022	2022	2022	2022	2022	2022	**5**
2020	2020	2020	2020	2021	2021	2021	2021	2021	2021	2021	2021	**6**
2019	2019	2019	2019	2020	2020	2020	2020	2020	2020	2020	2020	**7**
2018	2018	2018	2018	2019	2019	2019	2019	2019	2019	2019	2019	**8**
2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	**9**
2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	**10**
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	**11**
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	**12**
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	**13**
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	**14**
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	**15**
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	**16**
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	**17**
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	**18**
2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	**19**

17. SCHEDULE FOUR – POLICIES

Please find below links to relevant policies as required (note – this list is being updated – for up to date information please contact Baseball Victoria).

Baseball Australia Integrity Policies

Baseball Australia – Other Policies

Official Rules of Baseball

18. SCHEDULE FIVE – SUGGESTED ROOKIE BALL & LL MINOR PLAYING CONDITIONS

Note, the below suggestions provide a consistent framework for delivery across Victoria, however will not be strictly enforced in 2026/2027.

Gameplay can be adjusted to suit as required, and older junior players are encouraged to assist with umpiring duties.

Game Element	Rookie Ball	Little League Minor
Team Size	• 5-7 players per team	• 7-10 players per team
Eligibility	• Recommended League Age 7-11 • All players who participate in LL Major are deemed ineligible	• Recommended League Age 7-11
Game Length	• 60 minutes	• 90 minutes
Batting	• Ball 4 = Hitting off of a tee. Dropped Third Strike = Batter out	• Ball 4 or HPB = Coach/ Machine pitch • A player keeps their strike count. Balls are not recorded from non-player pitcher. • Player Pitched Dropped Third Strike = Batter out • Coach/Machine Dropped Third Strike = Live ball (Rules of baseball apply)
Baserunning	• No leads. • No stealing bases. • No advancing on Passed Ball or Wild Pitch.	• No leads. • Players may attempt to steal once the ball has been caught by the catcher. • Runners may advance one base on a passed ball or Wild Pitch once the ball has passed the catcher, though may not advance home on a Passed ball or Wild Pitch.
Fielding	• Catcher, 1B, 2B, 3B, SS • 6th & 7th positions to be Pitcher and 1x roaming outfielder • Pitcher to field beside or behind the pitcher's plate	• All positions filled, plus 1 additional outfielder possible if numbers allow. • In the event of non-player pitching, the pitcher is to start beside or behind the pitcher's plate.
Pitching	• Completed by coach or machine.	• Completed by player until ball 4 • At Ball 4, pitching is completed by coach/ machine for remainder of PA • Player is limited to a pitch count as per VSJBL Playing Conditions and BV By-Laws.
Outs	• Force, catch or tag outs all permitted. • 3 outs made ends each offensive inning.	• Force, catch or tag outs all permitted. • 3 outs made ends each offensive inning.
Scoring	• A run is tallied whenever a runner crosses home plate. • Scoring of the fifth run will end the inning. • Any runs forced to cross the plate from a ball batted out of play (home run or ground-rule double) will count past the five-run limit.	• A run is tallied whenever a runner crosses home plate. • Scoring of the fifth run will end the inning. • Any runs forced to cross the plate from a ball batted out of play (home run or ground-rule double) will count past the five-run limit.
Ground Dimensions	• 60 feet basepaths	• 60 feet basepaths; • 42 feet pitching distance
Required Equipment	• Pitching Machine (optional). Tee, bases, bats, gloves, helmets	• Pitching Machine (optional). Bases, bats, gloves, helmets

19. SCHEDULE SIX – CLUB CONTACTS

Please note, this is not an exhaustive list (pending club approval).

Hub	Club Name	Key Contact	Email	Mobile
5	Alfredton Baseball Club			
5	Ballarat Royals			
2	Berwick Cougars Baseball Club			
1	Blackburn Baseball Club			
3	Bonbeach St Chads Baseball Club			
3	Chelsea Dolphins Baseball Club			
3	Cheltenham Baseball Club			
1	Diamond Creek Baseball Club			
1	Doncaster Baseball Club			
6	Essendon Baseball Club	Julie Jones		
6	Fitzroy Baseball Club			
5	Footscray Baseball Club			
3	Frankston Tomatoes Baseball Club			
5	Geelong Baycats Baseball Club			
6	Greenhills Montmorency			
6	Greensborough Baseball Club			
1	Malvern Baseball Club			
1	Melbourne Baseball Club			
2	Monash University Baseball Club			
4	Moorabbin Baseball Club			
3	Mornington Pirates Baseball Club			
2	Mulgrave Baseball Club			
5	Newport Baseball Club			

6	North Coburg Rebels Baseball Club			
5	North Western Titans Baseball Club			
4	Ormond Glenhuntly Baseball Club			
2	Pakenham Pumas Baseball Club			
5	Pivot City Baseball Club			
5	Point Cook Baseball and Softball Club			
4	Port Melbourne Baseball Club			
6	Preston Pirates Baseball Club			
1	Research Lower Plenty Baseball Club			
4	Sandringham Royals Baseball Club			
2	SE Warriors Baseball Club			
3	Springvale Baseball Club			
4	St. Kilda Baseball Club			
5	Sunshine Baseball Club			
2	Upwey FTG Tigers Baseball Club			
1	Waverley Baseball Club			
5	Werribee Baseball Club			
5	Williamstown Baseball Club			

20. SCHEDULE SEVEN – BASEBALL VICTORIA CONTACTS

Position	Name	Email
CEO	Chet Gray	chet.gray@baseballvictoria.com.au
Financial Controller	Audrina Ning	audrina.ning@baseballvictoria.com.au
General Manager, Operations	Scott McNaughton	scott.mcnaughton@baseballvictoria.com.au
Head Of Baseball Performance	Micheal Nakamura	micheal.nakamura@baseballvictoria.com.au
Competition Coordinator	Sam Gillett	sam.gillett@baseballvictoria.com.au
Events Coordinator	Dean Hayhow	dean.hayhow@baseballvictoria.com.au
Administration Officer	Michelle Coote	michelle.coote@baseballvictoria.com.au
Technical Officer	Brooke Penfold	brooke.penfold@baseballvictoria.com.au
Communications and Digital Media Officer	Rachael Bouley	rachael.bouley@baseballvictoria.com.au
Membership Officer	Shannen Jones	shannen.jones@baseballvictoria.com.au
Event Support Officer	David Nagy	david.nagy@baseballvictoria.com.au
Statistics	Les Flower	les.flower@baseballvictoria.com.au
Pathways Lead Coach	Keli'l Zablan	kelii.zablan@baseballvictoria.com.au
Pathways Coach	Paul Rutgers	paul.rutgers@baseballvictoria.com.au
Development Officer	Ethan Epifanio	ethan.epifanio@baseballvictoria.com.au
Assistant Pathways Coach	Daniel Chircop	daniel.chircop@baseballvictoria.com.au
Assistant Pathways Coach – Women & Girls	Samantha Hamilton	samantha.hamilton@baseballvictoria.com.au
BV Office Number	03 9645 8000	playball@baseballvictoria.com.au