

BANKSTOWN DISTRICT
BASEBALL ASSOCIATION

PLAYING

RULES

2006 - 2007

Revision 1 as at 20-9-06

BANKSTOWN DISTRICT BASEBALL ASSOCIATION

PLAYING RULES

RULE 1.000 THE GAME

1.001

Games under the control of Bankstown District Baseball Association shall be conducted in accordance with the Rules of Baseball as set out in the latest official baseball rules published by the Australian Baseball Federation Inc, the Bankstown District Baseball Association Machine-Pitch Rules and the Bankstown District Baseball Association Tee-Baseball Rules each in conjunction with the Association's Constitution. Competitions in the under 7 to 10 age groups will be played to Tee-baseball and Machine-Pitch rules and Under 11 to 16 to baseball rules. Where conflict may exist, these rules shall prevail. Where a Penalty is not specified for a breach of these rules, the Protests and Disputes Committee shall adjudicate and rule on any such breach, as it thinks appropriate.

1.002 CODE of CONDUCT

All players, managers, coaches, officials and spectators shall remember that the primary goal of Junior Baseball, is the participation and development of the players, in an enjoyable and happy atmosphere. All are expected to behave with respect towards each other and to compete in the spirit of good sportsmanship.

1.003 THE FIELD

	UNDER 7 and 8	UNDER 9	UNDER 10	UNDER 11-12	UNDER 13-14	UNDER 15-16
BASE DISTANCE	50 ft.	60 ft.	60 ft.	70 ft.	80 ft.	90 ft.
PITCHING DISTANCE	46 ft.	50 ft.	T-Ball 50 ft. Machine Pitch 46 ft	48 ft.	54 ft.	60.5 ft.

Where an incorrect base-path or pitching distance is found after the commencement of the game, the distance will be corrected at the conclusion of the next equal innings. (Home team to be fined \$20.00).

Where a field is not enclosed field, the Dead Ball Line must be suitably marked. For Under 7 and 8s, the distance from the Foul Line to the Dead Ball Line on an unenclosed field, is to be not less than 10ft. and no more than 20ft.

1.004 GROUND CONTROLLER

All Clubs will designate a Ground Controller and prominently display his name and where he can be located. If the designated person is absent, then his delegate's name and location will be displayed.

The Ground Controller has control of the playing field, until the Umpire-in-chief receives the Home team's Line-up; at this time, ground control transfers to the umpire.

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BANKSTOWN DISTRICT BASEBALL ASSOCIATION

RULE 2.000 THE ADMINISTRATION

2.001 RESULTS

- (a) All teams are required to complete a result sheet (in ink), for each game. The result sheet shall contain the following information :-
- (i) The full name and the uniform number of each participating player including under-age players, playing as substitutes in a higher age Group;
 - (ii) The score by innings;
 - (iii) For pitch ball, the name of each pitcher, pitch limit, the number of innings pitched and the number of pitches thrown;
 - (iv) Relevant game details eg. Protest, Injuries, Reason for early game termination (light/rain);
 - (v) Signatures of each Team's Scorer and Manager. (see also Rule 9.003)
- (b) (i) The result sheet is to be handed-in at the ground where the game is played, and posted to reach the Association RECORDER by Wednesday of the following week.
- (ii) For mid-week games, the result sheet will be posted to the Association RECORDER the next day.
- (c) The Club Recorder shall notify the Association RECORDER of the results of all their team's games.

NOTE 1: The Association will notify all Clubs about the requirements of the Association RECORDER, regarding the notifying of results.

NOTE 2: A game forfeited prior to game day, is to be confirmed Club Secretary to Club Secretary and both Secretaries to forward a "Result Sheet" to the Recorder, stating the forfeit.

2.002 PROTESTS

- (a) A protest that involves an umpire's judgment will not be upheld.
- (b) The only legal protest shall be one which involves a violation of a playing rule (refer 1.001), or the use of an ineligible player.
- (c) Only a team Manager shall be entitled to lodge a protest.
- (d) On a play situation, the protesting Manager must notify the umpire that a protest is being lodged, before the next ball is pitched.
- (e) In case of a protest being lodged, details of the time, the score and game position and the reason for the protest, must be noted by the scorer on the Result Sheet at the time of the protest. The umpire will sign the protest at the completion of the game.
- (f) A protest will only be considered if in writing and accompanied by the prescribed fee (\$20.00) and in the hands of the Association Secretary by 6 pm on the Sunday following a Saturday game.

NOTE: Any mid-week game protest, is to be in the hands of the Association Secretary within 24 hours of completion of the game, accompanied by the prescribed fee (\$20.00).

2.003 MISCONDUCT

- (a) Should any club official, player or parent conduct themselves in a manner so as to cause the umpire to take action and report or dismiss the same, the Protest and Disputes Committee may suspend or otherwise deal with the Offender or the Offender's Club. At the direction of the B.D.B.A. any person or player, reported or dismissed by the Umpire, shall comply with the requirements and procedures of the Protest and Disputes Committee. The Umpire officiating at the game must submit a report of the incident to the Association Secretary within 24 hours.

NOTE: Failure to submit a report of the incident, will incur a fine of \$20.00 to be paid by the umpire through either the Bankstown Baseball Umpires Association or the Home Team's Club.

- (b) If any person concerned is unable to attend the meeting, a written statement concerning the incident must be submitted to the Committee meeting, by an official of that person's Club.
- (c) The umpire when reporting or dismissing an official or player, shall inform such person of his actions. Any such person shall not participate in nor attend any game under the control of the Association until their incident has been heard by the Protest and Disputes Committee.

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2.004 CLUB CHAMPIONSHIP

- (a) The Association Club Championship shall be awarded to the Club achieving the highest Win-Draw percentage. The percentage is calculated as follows :-
 Total number of wins during the competition rounds + $\frac{1}{2}$ (Total number of draws during the competition rounds)
 divided by the Total games played during the competition rounds;
 Note that any game not completed in accordance with these rules, shall not be included in the calculation of the Club Championship. (see Rule 5.000)
- (b) Where two clubs are equal, the position will be decided by highest Win-Draw percentage against each other during competition rounds, and if still equal, Joint Club Champions will be declared.
- (c) To be eligible for the Association Championship, a club must have a minimum of five teams registered in B.D.B.A. competition.

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RULE 3.000 THE EQUIPMENT

3.001 BALLS

- (a) All age groups are to use baseballs, as approved by the Association.
- (b) All teams must have at least 1 approved regulation ball on the field during each match for use on call of the umpire. Spare balls must also be available, particularly during wet weather.
- (c) All teams in the Final Series will provide new balls, for each game of the Final Series, in which they participate.

3.002 BATS

The bat shall be one piece, smooth and round. The bat may be of wood, or metal.

	Maximum Diameter	Maximum Length	Maximum Differential for 2¼ diameter.	Maximum Differential if greater than 2¼ dia.
Under 7	2 ¼ inches	30 inches	not applicable	not permitted
Under 8 to Under 10	2 ¼ inches	30 inches	minus ten (-10)	not permitted
Under 11 and 12	2 ¼ inches	31 inches	minus ten (-10)	not permitted
Under 13	2 ¼ inches	31 inches	minus ten (-10)	not applicable
and Under 14	2 ¾ inches	32 inches	not applicable	minus eight (-8)
Under 15	2 ¾ inches	33 inches	not applicable	minus five (-5)
and Under 16	2 ¾ inches	above 33 inches	not applicable	minus three (-3)

Maximum Differential : The maximum differential is the difference between the bat length and the minimum permissible weight. The differential is usually a negative number.
 For example, if the bat is 31 inches in length and the bat maximum differential is - 10, then 31 - 10 = 21, so the minimum weight of 21 ounces is permitted for that particular bat.

3.003 CATCHER'S MASK, HELMET and THROAT PROTECTOR

T-BALL Catcher to wear helmet;

MACHINE-PITCH All Catchers are required to wear protective helmet, a face-mask with a throat guard, a chest protector and leggins;

PITCH-BALL All Catchers are required to wear protective helmet, a face-mask with correctly fitted throat guard extender, a correctly fitted chest protector (high and tight) and leggins. Any person warming up a pitcher shall wear a face-mask with a throat guard and helmet, no matter whether in the bullpen or on the playing fields. Coaches must ensure that someone in a protective face-mask and helmet is available to warm up the pitcher at the start of each innings.

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3.004 HELMETS

Each team must provide an adequate number of protective helmets. Double-ear helmets are mandatory in all games for the batter, for the on-deck batter, the base runners and the batboy.

For Pitch-ball : the base coach, if a person under 14 years of age, is to wear a Double-ear helmet.

3.005 SHOES

For U/7 to U/12 : Sneakers, moulded football boots, flexible soft or dimple sole baseball shoes.

For U/13-14 : Nylon cleats are permitted. No metal cleats allowed.

For U/15-16 : Nylon or metal cleats are permitted.

NOTE : The umpire has the right to reject any dangerous or sharp footwear.

3.006 SAFETY

Players should wear a protector at all times when within the confines of the ground. This is for the player's own safety. Players may wear a mouth-guard.

3.007 JEWELLERY

It is suggested that for safety, "No jewellery" of any type should to be worn on the field. The umpire may ask a player to remove any jewellery that may effect the game or cover the jewellery with skin coloured adhesive tape. If it is necessary for a player to wear a health bracelet, safety precautions should be taken.

3.008 UNIFORM NUMBERS

All players' uniforms shall carry some visible identifying number. (Minimum size 2 inches).

PENALTY: \$5.00 per game.

Note : On appeal for Batting out of Order, the player's uniform number, does not take precedence over the name, when ruling on a batting out of order.

3.009 SET-UP of PITCHING MACHINE

See Machine-Pitch Rules - 8.003.

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RULE 4.000 THE TEAM

TEAM COMPOSITION, REQUIREMENTS and RESTRICTIONS

4.001 THE MANAGER

(a) The MANAGER is the person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. Note, the Manager may delegate various duties (except the pre-game meeting), such as, but not limited to, coaching of Pitching and Base running, to coaches and the checking of Registration Cards to the Team Co-ordinator. The Manager is responsible for determining the maximum number of pitches allowable for each Pitcher in the team and informing the scorers of that restriction, before each Pitcher starts his/her assignment. The Manager is to complete his/her Line-up Section of the Result Sheet, 10 minutes prior to the commencement of the game. This includes Surname, Initials, Player's Uniform Number, Position Number, if a Rep/Association player, any Age Restrictions plus any other Limitations. See also rule 8.001.

Note 1: the manager is the person ultimately responsible for the team and the person who is required to have the appropriate qualifications.

(b) A COACH is a team member appointed by the Manager to perform such duties as the Manager may designate, such as but not limited to acting as a base coach.

BANKSTOWN DISTRICT BASEBALL ASSOCIATION

4.002 REGISTERED PLAYERS

- (a) A registered player, is a player who is registered with Bankstown District Baseball Association as part of a nominated team, from an affiliated club, and is the holder of a current registration card.
See also Rule 5.003
- (b) A team may start with a maximum of 2 under age registered players, where there are less than 9 available registered team players, for the higher age group.
- (c) A player registered to play with a lower aged team, may be a substitute in a higher age game, only if a registered player is ejected or injured during that game. This substitute may only field in the outfield, and can only be used, if less than 9 registered players are available.

4.003 TEAM LINE-UP

- (a) (i) A game can only commence if there are a minimum of seven (7) registered players for each team. Each team is permitted up to 12 batters in its line-up, provided that the players taking the field at the commencement of each half of the 1st innings corresponds with the first nine batters in the batting order.
(ii) If there are less than 9 players, there is no automatic-out and the batting order closes up. The opposition coach has the option to lend players to field. For the Final Series, teams may not field an opposition player, and for less than 9 batters, any vacancies in the batting Line-up will be automatic outs.
- (b) Each manager shall supply the umpire with 2 copies of his team line-up at the pre-game meeting, held 5 minutes before the commencement of the game. The Line-up shall show the names of all starting players, the starting fielding position, and the player's uniform numbers [see Rule 3.008]. All future substitute players are to be listed.
- (c) Provided a player has been listed on the Line-up [refer 4.003(b)], that player, if arriving late, may be added to the end of the batting order, or be used as a substitute as per baseball Rule 3.03.
- (d) A registered under-age player, if substituting in a higher age group, shall not precede a registered team player of that team in the batting order, and the word "U-Age" must be placed after that player's name in both the score-books and the Result Sheets.
- (e) After the completion of the first out, or the first batter reaches base, players who occupied the field during the first innings, may be inter-changed, at the option of the defensive Manager, with players occupying the bench and listed on the Line-up. This can only be done provided play has ceased and the umpire has called "TIME". These inter-changes are not deemed to be substitutes as per the Rules of Baseball. Injured players can be replaced and/or interchanged at any time the ball is "Dead".
- (f) Where more than 9 players have been included in batting line-up, and in the event of a genuine injury or illness occurring, there is no automatic-out. The batting order closes up.

4.004 Managers and Coaches are to be neatly dressed. No thongs or sandals are allowed.

4.005 Any player, who plays 3 games in a higher age group, remains in that higher age group. A player, who is registered to play in an age group, that is two or more years above the player's current age-group, cannot Pitch or Catch.

4.006 A player from the one age group will not be allowed to be a substitute in any team from the same club in the same age group.

4.007 Where a club has more than one team in any age group, registered players are not allowed to transfer between those teams within the same age group.

4.008 Deleted.

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4.009 Any player in any team with a special playing dispensation granted by the Association should have such dispensation on hand at all times.

4.010 To qualify to play in the semi-finals, finals and grand finals, a player must have played in at least 50% of the competition rounds or 5 of the last 7 games for that team. For special circumstances, an application for exemption may be made to Bankstown District Baseball Association with the appropriate details.

4.011 Blood Contingencies :

Should at any time, a player sustain an injury which produces blood on their person, the following contingencies are to apply :

- (i) the player is to be removed from the field of play;
- (ii) the player is to be replaced by a courtesy runner or fielder;
- (iii) the player may re-enter the game in the same batting position, or any fielding position, only after the injury has been treated and dressed;
- (iv) the player who acts as a courtesy player, may permanently enter the game as a substitute, under Baseball Rule 3.03.
- (v) if the team has less than the minimum permissible number of players, the game continues. The batting order closes up and there are no automatic outs. The defensive team must field an infield.

Note: the courtesy runner may be any player listed on the lineup, including a player listed as a substitute player.

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RULE 5.000 STARTING and ENDING the GAME

5.001 COMMENCEMENT, DURATION and FINISHING OF GAMES

(a) COMMENCEMENT

Official starting time will be :- Early game: 8.30 a.m. (Saturday)

Late game: 10.30 a.m. (Saturday)

For Twilight and other non-Saturday games, see draw for starting times.

(b) DURATION

UNDER 7-8	1 hour or 7 innings
UNDER 9	1 hour and 15 minutes or 7 innings
UNDER 10	1 hour and 30 minutes or 7 innings
UNDER 11-12	1 hour and 30 minutes or 7 innings
UNDER 13-14	1 hour and 30 minutes or 7 innings
UNDER 15-16	1 hour and 45 minutes or 7 innings

NOTE : (i) If an early game proceeds past the schedule finishing time in order to complete the bottom of the innings, then the umpire of the following game shall announce the new starting and finishing times for that game.

(ii) If a game starts late due to any delay other than for Note (i), it will still finished at the schedule finishing time.

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5.001 continued

(c) FINISHING OF GAMES

- (i) In all pitch-ball, machine-pitch and tee-ball games, the top of an innings shall not start within 10 minutes of the scheduled finishing time. If the top of an innings commences 10 minutes prior to the scheduled finishing time, the bottom of the innings must be completed, if necessary for a result.
- (ii) For semi-finals, finals and grand finals, if the game is tied at the scheduled finishing time the game will proceed to a result. No game will proceed beyond 7 completed innings in the up to Under 14s age groups or 9 completed innings for Under 16s. If the game is still tied at the end of these innings, the winner shall be the team that finished higher in the competition standing's at the completion of the competition rounds.

5.002 TEAM WARM UP

The team nominated first in the fixture book will be designated the home team and will use first base dugout. They will have last use of the diamond for the purpose of a warm-up, and must be given a minimum of 5 minutes prior to the start of the game on the diamond. They will remain on the diamond to commence the game. For Semi-finals and Finals the team finishing higher in the competition will be designated as the home side. For Grand Finals, the team first into the Grand Final will be the designated as the home side.

5.003 The manager or delegate of each team must check the registration card of each opposition player before a player may play in a game. The result sheet must be signed to verify this has been done. If in extenuating circumstances, the registration cards for a team cannot be produced at the appropriate time, then on written application to B.D.B.A. within twenty-four hours, consideration will be given to the possible rescheduling of the game at a future time.

PENALTY: Failure to note that the cards have been checked or result sheet not signed there will be a fine of \$5.00.

- NOTE :**
- (i) Any disputed cards are to be returned with the result sheet.
 - (ii) The card of any ejected player, will be given to the umpire and forwarded to the Association with the umpire's report.

It is suggested that the teams line-up on the base line corresponding to their dugout, with their Registration Cards, as the visiting team is finishing its warm-up, and before the home team takes the diamond for its Warm-up.

5.004 If any team cannot field 7 registered players by 10 minutes after the scheduled starting time, that team forfeits the game 7 to nil.

5.005 WET WEATHER

(a) All games are scheduled for play. Play will not commence if the ground controller or council deem the ground unfit for play. (refer Rule 1.004) For semi-finals, finals and grand finals games, see rule 5.005 (e) & (f).

(b) If a game commences, but it is abandoned before the completion of 5 innings or 50% of the allocated playing time, then it shall be declared, "NO GAME". If 5 innings have been completed or over 50% of the allocated playing time has elapsed, the scores will revert to the previous equal innings, unless the tying or winning run has been scored in the bottom half of the innings.

(c) If the ground controller has declared the ground playable, and further bad weather occurs, the decision to commence play will be left to the opposing coaches and if no decision can be reached, the umpire will adjudicate on whether the game is to commence.

(d) In the event that a semi-final, final and grand-final has not completed 5 innings or 50% of the allocated playing time and are abandoned due to weather conditions, the team finishing higher at the end of the competition rounds, will be declared the winner.

(e) The draw committee may change the venue, if the ground allocated for the semi-final, final or grand-final, is deemed unplayable.

(f) The draw committee may allocate a spare weekend for any washed out grand final.

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BANKSTOWN DISTRICT BASEBALL ASSOCIATION

RULE 6.000 THE BATTER

6.001 A batter may have a runner from home plate, if the opposing manager agrees.

6.002 A player permanently incapacitated so as to need a runner may be registered as such, with the Association. A player so registered may have a runner from home plate without permission from the opposing coach. The opposition manager must be informed that the player is so registered, at the start of the game.

6.003 The Infield fly rule applies in all pitch-ball games. (Under 11's through to Under 16's)

6.004 A "Designated Hitter" (see Rule 6.10 of the Rules of Baseball), is not permitted.

6.005 MACHINE-PITCH

See Machine-Pitch Rules.

6.006 END of a HALF INNINGS

For the team at bat, each half-innings will continue until the defensive team has three putouts, except for :-

T-BALL :- for Under 7 and 8s ONLY - nine batters have had a turn at bat;

for Under 9 and Under 10 Age groups - three outs or nine batters whichever comes first.

ALL PITCH-BALL AGE GROUPS :- the half innings of each team will terminate :-

(i) when the defensive team has three put-outs;

(ii) or for the first two innings, the 5th run scores at home plate, or whichever comes first.

Note for part (ii), a play where several runners cross home plate, any runner crossing home plate subsequent to the 5th run for that half-innings, does not count.

This rule applies during the Competition rounds only. For the Final Series games, runs are scored as per the Rules of Baseball, ie. as per (i) only.

6.007 THIRD STRIKE NOT CAUGHT.

<i>T - BALL</i>	NOT APPLICABLE
MACHINE - PITCH	THE BATTER IS AUTOMATICALLY OUT; - BALL IS "DEAD"
UNDER 11 and 12	THE BATTER IS AUTOMATICALLY OUT; - BALL IS "LIVE"
UNDER 13 to UNDER 16	As per The RULES of BASEBALL.

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6.008 ON DECK BATTER. (for pitch-ball only)

To minimise the risk of accidental injury from a stray Foul ball :-

- (i) the groundsman should mark out the “on-deck circle” at a sufficient distance from home plate, for the next batter to warm-up with reasonable safety;
- (ii) depending on the diamond layout, or when the “on-deck circle” is not marked out, the “on-deck batter” should warm-up a suitable distance from home plate or behind the batter and on the same side of home plate as the batter.
- (iii) coaches should ensure that the players are aware of the possible danger of some batted balls.

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RULE 7.000 THE RUNNER

7.001 A player, injured whilst a base runner, may have a member of his team as a temporary substitute runner.

7.002 For MACHINE-PITCH
See Machine-Pitch Rules.

7.003 For Under 11 and 12 baseball, a batter that is awarded a base-on-balls cannot advance past first base, unless the defensive team makes a legitimate attempt to retire another runner.

7.004 BASE RUNNER LEAVES THE BASE EARLY

(a) For *T-BALL* :- no runner may leave his base until the batter has hit the ball.

PENALTY : the defence has the option to rule no swing on the batter, or let the play stand. If the latter is chosen, each runner shall only advance the same number of bases as the batter.

(b) For MACHINE-PITCH :- no runner may leave his base until the batter has hit the ball.

PENALTY : the defence has the option to rule no swing on the batter, or let the play stand. If the latter is chosen, each runner shall only advance the same number of bases as the batter.

(c) For the Under 11 and 12 age groups :- when a pitcher is in contact with the pitchers plate and in possession of the ball, and the catcher is in the catchers box ready to receive a pitch, base runners shall not leave their base, until the ball has been pitched, and has reached the front edge of home plate.

PENALTY At the end of a play, where an umpire has adjudicated that a runner has left early :-

(i) If the batter does not hit the ball, and providing no outs are made; at the conclusion of the play, the ball is dead; and all base runners must return to their original base. As the play does not stand, then, no pitch is recorded against the pitcher.

If the batter does not hit the ball, and an out is made; the play stands; and all other base runners must return to their original base. As the play stands, then the pitch is recorded against the pitcher.

(ii) If the batter has hit the ball, and a putout is achieved on a runner, the play stands; at the conclusion of the play, the ball is dead; but all runners (unless forced) return to their original base. As the play stands, then the pitch is recorded against pitcher.

(iii) If the batter hits a single, double, triple or a home run, the play stands; at the conclusion of the play, the ball is dead; but all runners may only advance the same number of bases as the Batter-runner. As the play stands, then the pitch is recorded against pitcher.

(iv) If the batter bunts safely with loaded bases, no forced runner run will score; at the conclusion of the play, the ball is dead. (Forced runner from third base goes to the bench, and the batter stays at first base)

As the play stands, then the pitch is recorded against pitcher.

(v) A repeated offence by the same runner, in the same game, will result in that offending player being called out and the play stands. As the play stands, then the pitch is recorded against pitcher.

At the end of ANY play where an umpire has adjudicated that a runner has left early, the umpire will require the scorers to note the offending player in the score-book. After the first such violation by any base runner, the umpire shall issue a warning to that base runner and the Manager of that team. Upon the second and subsequent violation(s) by any runner(s) from that team, then the runner(s) shall be given Out.

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7.005 COLLISION RULE

In order to minimise injuries, the practice of runners crashing into a fielder with the intent of dislodging the ball, is not permitted. Also where possible, the fielder should not deliberately block all of the base or home plate when a play on a runner is imminent. A runner who is advancing to a base, other than first, must avoid collision with a fielder at that base by sliding. If the fielder is in the "Act of fielding the ball", or in possession of the ball and making a play on the runner, the runner must slide into the base. If, in the umpire's judgement the collision was unavoidable and the runner executed a proper slide, it will be considered a legal play.

PENALTY 1: if the runner fails to slide and a collision occurs between the two players and in the umpire's judgement the collision was avoidable, then the runner is to be called "out" and all other runners hold at or return to, the last legally occupied base at the time of the collision.

PENALTY 2: if, in the umpire's judgement, either player's intent was flagrant or malicious, the guilty player shall be ejected from the game.

7.006 DEAD BALL - UNDER 7 and UNDER 8 GAMES

See Tee-Baseball Rules - 7.009.

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RULE 8.000 THE PITCHER and CATCHER

SEE ALSO **RULE 3.003** FOR CATCHER'S EQUIPMENT REQUIREMENT.

SEE ALSO **RULE 4.008** FOR PROHIBITION OF AN OVER-AGE PLAYER, PITCHING or CATCHING.

8.001 PITCHING and CATCHING RESTRICTIONS (for local club games under B.D.B.A.)

(a) A "Pitch" is a ball delivered to the batter by the pitcher.

UNDER 11 and 12 Minor Assignment	1 to 24 pitches;
Substantial Assignment	25 to 40 pitches.
UNDER 13 and 14 Minor Assignment	1 to 24 pitches;
Substantial Assignment	25 to 50 pitches.
UNDER 15 and 16 Minor Assignment	1 to 29 pitches;
Substantial Assignment	30 to 64 pitches.

Association player = the term "Association player" applies to any player who plays for any Bankstown District Baseball Association team;

Club player = the term "Club player" applies to a player who only play games for their particular club in the Bankstown District Baseball Association;

Pitching Assignment = a pitching assignment is a specific numbers of pitches. This means that on reaching the pitch limit whilst pitching to a batter, the pitcher **CANNOT** finish pitching to that batter.

Note (i) All "Club" or "Association" players, are bound by these pitching restrictions, and must inform the Manager of the team of all pitching assignments that have been undertaken in the four days prior to play, so that the team Manager will not over-pitch any player in any game.

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8.001(a) *Pitching and Catching Restrictions continued*

Note (ii) Any pitcher is only permitted to pitch one Substantial or two Minor assignments on any day. Any pitcher, who pitches an assignment in any game, will be subject to the following rest requirements:

- Minor Assignment then removed from the mound, then only a Minor on the same day, then two days rest;
- Minor Assignment then removed from the mound, then only a Substantial on the following day, then three days rest;
- Substantial Assignment then removed from the mound, then two days rest.

Note: For assignment and rest purposes, "a day" is a calendar day.

Note (iii) All players who intend to play a game for the Association, are restricted to a total of one minor pitching assignment in a "Club" game on the day prior to the game day.

Note (iv) If a "Balk" is called and the pitch made, then the pitch is counted against the pitcher, even though it is scored as a "No pitch". See 7.004 to know when a Pitch counts if a runner leaves early in the Under 12 age group.

Note (v) All players who are catching, are restricted to 27 "Defensive Outs" per day.

(b) No pitcher shall pitch more than the allocated number of pitches in any one game.

Note (i) If a pitcher is found to have over-pitched during a game, the score, the time, the number out, any runners on base, top or bottom half-innings and pitching details, shall be noted in the scorebook; the pitcher removed from the mound; a new pitcher brought on to pitch, and the game continued. The result sheet shall note the overpitching, and be reported to the Protests and Disputes Committee.

PENALTY : The Protests and Disputes Committee will rule on the result of the game as it sees appropriate and the pitcher will not be permitted to pitch in the next game in which he plays.

Note (ii) Any over-pitching occurrence must be detailed on the Result Sheet and signed by the umpire.

Note (iii) Subject to Rules 3.03 and 8.05 of the Rules of Baseball, if a Manager or Coach, after a visit to the pitcher in an innings, then wishes to substitute for the pitcher or interchange the pitcher to a fielding position, he should inform the Umpire-in-Chief of the change of positions before going to the pitcher's mound.

8.002

Once a pitcher is removed from the mound, he cannot pitch again in that game.

8.003

A pitcher in Under 11 or 12 age group shall not have a balk called.

8.004

A player cannot Pitch and play as Catcher in the same game. (see also Rule 4.006.)

8.005 SPEED-UP RULE

In all age groups, the catcher may participate offensively, until there are two outs. After the second out is recorded, the catcher if on base, must be replaced immediately with another runner, and if at bat, must be replaced once the play by which he becomes a runner, is completed. Prior to there being two outs, the catcher may be replaced as a base runner, at the discretion of the offensive team manager. Note that the courtesy runner may be any player listed on the lineup, including a player listed as a substitute player.

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BANKSTOWN DISTRICT BASEBALL ASSOCIATION

RULE 9.000 THE UMPIRE

- 9.001** In the event of an official umpire appointed by the B.D.B.A. not attending at the time set-down for the game to commence, or being unable to continue to umpire the game, an accredited umpire shall be appointed by the home side.
- 9.002** The umpire will clarify the "ground rules" at the pre-game meeting with the managers.
- 9.003** Before signing the scorebooks and result sheet, the umpire will ensure that the result sheet is filled out, and that the scorers agree on the score.
- 9.004** The umpire has the power to rule on anything not covered by these rules and the Rules of Baseball.

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RULE 10.000 THE SCORER

- 10.001** The Scorers shall be stationed in proximity behind the home plate back net, and be near to each other.
- 10.002** If an opposition scorer brings to anyone's attention that a player is batting out of order, all appeals are null and void.
- 10.003** The Scorers must advise the Umpire and the Defensive Manager, when a Pitcher is when there are ten (10) pitches to reach his limit.
- 10.004** The Scorers are not permitted to call out tactical advice or playing instructions, to players, managers or coaches.
- 10.005** If either team's Scorer is aware that a pitcher is about to overpitch, she or he is required to notify the umpire immediately. **Both scorers** are responsible for counting the number of pitches for **all** Pitchers. The tally for each Pitcher, shall be added and verified between scorers, at a minimum of each half-innings.

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