CRONULLA-SUTHERLAND JUNIOR BASEBALL ASSOCIATION INCORPORATED

RULE BOOK

2025-2026 COMPETITION
VERSION 1.83

REVISION HISTORY

Date	Author	Ver	Comments
5 Feb 15	Jason Chabi	0.2	Initial mark-up including various feedback and observations
6 May 15	Jason Chabi	0.3	Include feedback from first meeting plus Brent Rogers mark-ups.
14 Jun 15	Jason Chabi	0.4	Address suggestions by T.Fisher sent 12 May and from B. Handley. Appeals Process and Committee, Complaints Handling, Discrimination and Child Protection moved to Constitution and/or Policy and Procedures.
17 June 15	Jason Chabi	0.5	Update numbering conventions
1 July 15	Jason Chabi	0.6	Amended to reflect feedback from GRWG
8 July 15	Brent Rogers	0.7	Review by Brent
13 July 15	Jason Chabi	0.8	Review of v0.7
29 Aug 15	Jason Chabi	0.9	Incorporate rule changes passed at August 2015 General Meeting
4 Sept 15	Jason Chabi	0.91	Minor amendments including four Rules changes to be ratified at the September General Meeting. Refer definition "PLAYING UP", insertion of 4.6, amendment to U17 Pitching Distance rule 13.12 and type of ball used in 17.7
8 Sept 15	Jason Chabi	1.0	Make amendments to 13.3 and 13.12 and per General Meeting
18 Sept 15	Jason Chabi	1.01	Amendment to rule 13.3 relating to 17-2 Catching Restrictions
7 Sept 16	Jason Chabi	1.3	2016-17 Revisions including amendment to League Terms to better align with BNSW and BA, references to Big League, additional requirements in relation to player and Club disclosures when seeking a Transfer, Lightening provisions, simplification of Section 21 including the re-instatement of the 10 minute rule as administered prior to the 2015-16 competition, confirmation of one (1) Coach permitted on the field in U9 Tee-Ball and Big League B Top Age Pitching restrictions and confirmation of different Pitching distances for Big League.
26 Sept 16	Jason Chabi	1.31	Clarify 10 minute Rule 21.1 and 5.16 and 5.23 Transfer Rule
8 Sept 17	Darren Cummings Matt Carter	1.4	Various amendment to support the introduction of new Leagues, related age groups and other matters.
15 Feb 18	Jason Chabi	1.41	Correct error on s.15.3 method of conducting Semi-Finals
7 Sept 18	CSJBA Executive	1.5	Various changes to Tee-Ball Minors League requirements and Players PLAYING UP. Other minor changes. Refer shading for key amendments.
20 Sept 18	CSJBA Executive	1.51	Inclusion of League Age 12 Pitching limits in Little League Minor s.14.1. Clarification of s.7.20 (b)(ii)
12 Sept 19	CSJBA Executive	1.52	Inclusion of LL Min A, AA, AAA Leagues, restrictions relating to LLMin A and JL Div 3 top-age participation, clean up Bat Rules and various minor changes shaded in grey.
15 Sept 20	CSJBA Executive	1.53	Change A, AA, AAA to Div 1,2 3; inc dust & smoke into weather conditions; various
15 Sept 21	CSJBA Executive	1.55	Hygiene/clarification related changes; Incorporate rule changes from July 2021 General Meeting
21 July 22	Michael Tentomas	1.6	Incorporate rules changes and amendments approved at the July 2022 General
1 Sept 22	Michael Tentomas	1.61	Meeting. Minor changes to remediate anomalies related to Tee Ball and Machine Pitch rules
4 Aug 23	Michael Tentomas	1.7	Incorporate rules changes and amendments approved at the July 2023 General Meeting
22 Sep 23	Michael Tentomas	1.71	Amendment to Tee Ball line markings rule 6.25 and inclusion of Appendix 1. New rule 13.4 (e) pitching limits for PLAYING UP based on pitcher League Age, not the division in which is game is being played.
21 July 24	Michael Tentomas	1.8	Incorporate rules changes and amendments approved at the June & July 2024 General Meetings. Tee-Ball and Machine Pitch Div 3 and lower to become "Non-Competition", introduction of Import Player definition, introduction of Junior Umpire Protection rule, and other amendments.
20 Aug 24	Michael Tentomas	1.81	Inclusion of Rule 9.3 & 9.4 for Intermediate Division 2 and lower eligibility. Change of Little League Division 2 from Minor to Major.
20 Dec 24	Michael Tentomas	1.82	Inclusion of "Hard Finish" for Non-Competition games and amendment to Intermediate League game duration – both in Section 22.
September 2025	CSJBA Exec and Rules Sub-Committee	1.83	Refinement of definitions Intermediate League Div 1 and Div 2 rule separation. LL Div 1 game duration

CONTENTS

1 INTRODUCTION 1
2 DEFINITION OF TERMS 1
3 GENERAL 7
4 COMPETITION AGE GROUPS 7
5 REGISTRATION, GRADING AND TRANSFERS 8
6 PLAYING RULES FOR TEE BALL 11
7 PLAYING RULES FOR LITTLE LEAGUE MACHINE PITCH 14
8 PLAYING RULES FOR LITTLE LEAGUE PLAYER PITCH 17
9 PLAYING RULES FOR INTERMEDIATE LEAGUE 18
10 PLAYING RULES FOR JUNIOR LEAGUE 18
11 PLAYING RULES SENIOR LEAGUE 18
12 PLAYING RULES APPLICABLE TO ALL LEAGUES 19
13 PITCHING RULES 21
14 COMPETITION TABLES 23
15 FORFEITS 24
16 INCLEMENT WEATHER AND FITNESS OF PLAYING AREA 25
17 FACILITIES AND EQUIPMENT 26
18 UMPIRES 27
19 SCORERS AND OFFICIALS 29
20 PROTESTS 29
21 COURTESY PLAYER/ PLAYING UP 30
22 TIMES OF STARTING AND FINISHING 31
23 PENALTIES IMPOSED 32
24 RESULTS SHEETS 32
25 INJURIES 33
APPENDIX 1 – TEE BALL MAJORS LINE MARKINGS 34
APPENDIX 2 – EXTREME WEATHER SCREENSHOTS 35

1 INTRODUCTION

1.1 The Cronulla-Sutherland Junior Baseball Association Incorporated (hereafter referred to as 'CSJBA', or 'the Association'), is an association of clubs established for the benefit of its Players, so that they might:

a) Enjoy their sport;

b) Learn skills so as to achieve their personal best; and

c) Promote the game of baseball.

1.2 Our game is based upon three (3) tenets:

a) The Player's wellbeing is of primary importance, with their safety and security paramount.

b) As a junior sport, it is to be played in the manner defined in the Association's Code of Conduct outlined in the CSJBA Policy and Procedures, both in text as well as within the spirit in which these rules are written.

c) The game is based upon the rules of baseball (see Rule 3.1) and its conventions. However specific rules pertaining to our junior game are covered in this document (known as the "CSJBA Rules") for the purpose of making the game functional for junior Players.

2 DEFINITION OF TERMS

Throughout this document, the first instance of the term defined in this section 2 shall be referenced in UPPERCASE for the reader's convenience, whereas subsequent instances of that term shall not.

APPEAL PLAY: occurs when a member of the opposite team calls to the attention of an umpire, or the Association, an infraction which that member would have otherwise ignored had that member considered it to comply with various rules contemplate by and referenced in section 3.1 herein. An appeal play may be made, but necessarily limited to, an infraction in relation to configuration of the field, game process, equipment, batting, pitching, base running or fielding.

BASE: is one of four points, which shall be touched in sequence in order to score a run.

BASE COACH: is permitted to be stationed near first or third base to direct the batter and the runners. The Coach shall remain in foul territory adjacent to the base & shall not touch the runner.

BATTERY: a term that collectively refers to the pitcher and the catcher.

BUNT: a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield

CATCH: is the act of a defensive Player (fielder) getting in their hands or glove, secure possession of a ball in flight and firmly holding it. It is not a catch if in falling down the ball is dropped. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that the player has complete control of the ball and the release of the ball is voluntary and intentional. It is not a catch if in flight it touches an umpire, offensive Player or a net. If possession is lost in the act of throwing after the catch is taken, then the catch shall stand. (This is called a play subsequent to the catch)

COURTESY PLAYER: where a team supplements its team roster with a Player from opposing team in that game. Teams may lend to a team running short a player(s) on request noting minimum Player requirement provisions outlined in Rule 21 herein. Courtesy Players shall only field in the outfield and will bat for their own club.

DEAD BALL or **DEAD:** is a ball out of play because of a legally created temporary suspension of play.

DEFAULTER: is the failure of an individual or member to meet the obligations (or conditions) of a loan or payment to an Affiliated Club, the Association, another Association, a club affiliated with another Association, Baseball NSW or Baseball Australia.

DISTRICT LEVEL REPRESENTATIVE PLAYER ("DLRP"): shall be defined as a player who trials for, and as a result of participation in that trial, is selected in:

a) The highest representative baseball team for any junior baseball association (Metropolitan or Country) affiliated with all BNSW sanctioned Tournaments;

b) BNSW State/Country Team or a Territory Team (Male or Female) for which that Player is directly eligible to trial;

c) National Team (Male or Female)

d) A player selected to represent their Association in a Baseball NSW sanctioned event.

- Any female player who qualifies for a charter "All-Star" team will be classified as a DLRP.
- All other female players will be classified as non-DLRP.
- Association Cup, LL Minors and Rookie Reps will be classified as non-DLRP

Selection can be in the current summer season, the preceding winter season or the preceding summer season. For the avoidance of doubt, a Player who is invited to participate in any of the above after a trial who otherwise would not have been selected if not for the sole purpose of bolstering the number of Players in a squad, shall not be considered a DLRP.

DLRP status will not be conferred to the Player until the following season and as such, no restrictions, if any, will be assigned to a Player who may have attained DLRP status mid-season.

DIVISIONS: (From 2025-2026 Season)

Division 1: Great White

Division 2: Hammerhead

Division 3: Mako

Division 4: Whale

EXECUTIVE: refers specifically to the CSJBA Constitutional body comprising the positions of President, Senior Vice President, Vice President, Secretary and Treasurer, or their duly appointed delegate(s) as may be required from time to time.

FAIR BALL: is one that:

a) That, while over fair territory, touches the person of an umpire or player or;

b) Is a batted ball that settles on fair ground between home and first base or home and third base or;

c) That is on or over fair territory when bounding past first or third base or;

d) That touches first second or third base or;

e) That first falls on fair territory beyond first or third base or;

f) That, while over fair territory, passes out of the playing field in flight

A fair ball shall be judged according to the relative position of the ball and the foul line including the foul pole and not as to whether the fielder is in fair or foul territory at the time the fielder touches the ball.

FAIR TERRITORY: is that part of the field within and including, the first base and third base lines, (The marked lines of a baseball field are in fair territory)

FRIENDSHIP PLAYER TRANSFER: If a club is unable to provide a team commensurate with a Player's ability, the Player may seek to temporarily join another club which has an appropriately graded team as a Friendship Player. Friendship Players shall:

a) Seek prior written approval from the Executive when seeking to join another club

b) Register with their originating Home club which will compensate the Host club for miscellaneous costs such as balls, umpire's fees, playing equipment as specified by the Host club.

c) Return to their Home club in the following season if a team commensurate with that Player's ability is available

d) If the Home club is unable to provide a suitable team for a second successive season, the player may return to their host club for a second season without penalty. Should the Friendship player wish to join a different host club to the previous season then the transfer condition of being ineligible for representative selection will apply. However if the host club is also unable to provide a suitable team for the Friendship player that player will be able to seek an alternative host club without penalty.

e) Should the home club be unable to provide a suitable team for a second successive season then the friendship player will be considered as a home grown player at the host club.

FOUL BALL: is one that:

a) Settles or is first touched in foul territory between home and first base and home and third base.

b) First touches foul territory beyond first or third base. (In this instance it does not matter where the ball settles.)

FOUL TERRITORY: is that part of the playing field outside the first and third baselines to the passed ball line (six meters recommended).

FORCE PLAY: is a play in which a runner legally loses their right to occupy a base by reason of the batter becoming a runner. Note: The out of a following runner removes the force.

IMPORT PLAYER: Any player originating from an out-of-area club, association or charter will be classified as an "Import". An Import player will:-

a) Be automatically classified as a DLRP, regardless of their representative status in any season

b) Not gain "LOCAL PLAYER" status at any time

c) Require to have their registration approved by the CSJBA Executive prior to playing in any CSJBA competition

d) Be ineligible for Rule 5.21

The sole exception will be for geographic relocation of a player.

INNING: is that portion of a game within which the teams alternate on offence and defence and in which there are three outs for each team.

INFIELD FLY: is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair".

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared "Infield Fly" is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

INTENTIONAL WALK: where the catcher stands up and signals to the pitcher to throw the pitch wide of the batter.

JOINT VENTURE TEAM ("JV"): is a team consisting of Players from two or more clubs and is bound by the following:

a) Players who are members of a JV shall be considered as Transfers under these rules and any restrictions placed against transferred Players shall be applied to all members of the JV team.

b) The Executive have the right to approve or disapprove the formation of any JV team.

JUNIOR UMPIRE: is an umpire aged 15 years old and under and appointed by the club to officiate matches.

LIVE BALL: is a ball that is in play.

LOCAL PLAYER: defined as a Player who has played baseball at a single CSJBA affiliated club for the previous two (2) seasons. Note that where a Player returns to a club after one (1) season at another club, they maintain Local Player status.

MANAGER (Head Coach): is the person appointed by the club to be responsible for his/her teams actions on the field and to represent the team in communications with the Umpire and opposing team Manager.

1. The Manager is to ensure that his/her team members complies with all equipment and playing rules
2. The Manager is responsible for the behaviour of his/her team and team supporters, including parents, other family members and friends.

MINOR ASSIGNMENT: defined as 30 pitches in a game for Little League, Intermediate League and Junior League and 40 pitches in a game for Senior League or Big League. The pitcher may finish the batter if started before limit reached.

MEMBER: means Player, Coach, Assistant Coach, Team Manager, club official, affiliated Club Executive, non-Executive member or in any of the previously said, their duly appointed designate.

OUT: is one of the three required retirements of an offensive team during its time at bat.

ON DECK: typically refers to a batter, who is not in the dugout nor in the field of play, typically stands in foul territory and is next up to take the BATTER'S BOX

PASSED BALL: is one that is thrown by a fielder and settled outside foul territory, or a pitched ball that gets past the catcher and is determined by the Scorer could have been reasonably fielded by the catcher.

PASSED (or DEAD) BALL LINE: is one outside the foul lines that defines the playable area. Only used in the absence of boundary fences.

PITCHER PROTECTION: In Senior League a pitcher who has thrown fifty (50) pitches in a single innings must be removed. In Little League, Intermediate League and Junior League, a pitcher who

has thrown forty (40) pitches in an inning must be removed. This definition is a hard number and only applies to games under CSJBA control.

PLAYER: means those Individual Members who participate in junior baseball competitions conducted by CSJBA and/or competitions in which CSJBA participates.

PLAYING UP: also refers to a "PLAY UP" or "PLAYS UP", is where a team uses a Player who plays with the same club who normally plays in a lower age group or division.

i. A Division 1 player "playing up" in a Division 1 match is unrestricted.

ii. A Division 1 player "playing up" in a Division 2 match may only pitch a Minor (relevant to the player's age).

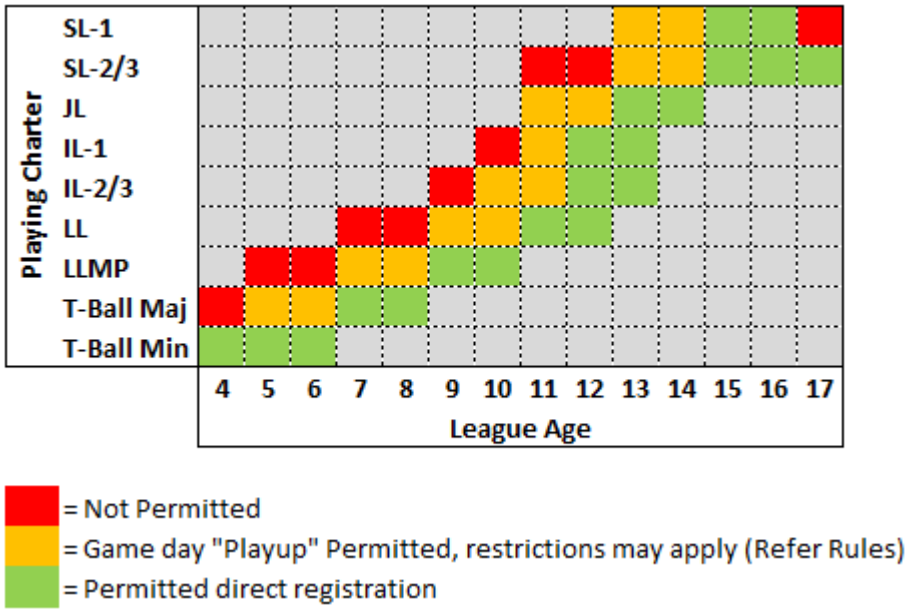
iii. A Division 1 player "playing up" in a Division 3 match may not play in the infield.

iv. A Division 2 player "playing up" is unrestricted in Division 1, Division 2 but may only pitch a Minor in Division 3 games. A player who wishes to "play up" in a division in which their home club is not represented may apply to the Executive to be dual registered with another club.

Players will only be allowed to PLAY UP into a playing charter where they could natural register based upon their current League Age + 2. In combination with this, the player may also only PLAY UP one division.

For example, a LA-11 player can play in eligible playing division of a LA-13. So, if there was a LA-11 player in Little League Div 3 (Mako), they can PLAY UP in Intermediate League Division 2, Junior League Division 2 or Junior League Division 3 ONLY.

The following table is a quick reference guide for League Ages:



PUT OUT: is the action of a fielder touching a base with their body while holding the ball securely in their hand or glove in the course of a forced play.

RUN: is scored by an offensive Player who advances from the batter to runner and then touches first, second, third and home plate in that order.

SAFE: is a declaration by the umpire that a runner is entitled to the base for which the runner was trying.

SAFE SIDE: Behind the batter, such that the batter is looking and swinging away from the “ON DECK” batter. With a right-handed batter at the plate, the On-Deck batter shall stand in the On-Deck circle down the third base line. With a left-handed batter in the box, the On-Deck batter shall stand in the on-deck circle down the first base line.

TAG, TAG PLAY or **TAGGED:** is the action of a fielder in touching any part of a runner or the runner’s clothing with the ball or with their hand or glove in which the ball is securely held, while the runner is not touching a legally occupied base

TAG UP or **TAGGING UP:** is the act of a runner maintaining or returning to his last legally occupied base as legally required. In any situation where a ball is caught on the full, a runner shall be in contact with his last legally occupied base at the time of the catch or at the time the ball first touches the fielder’s glove. If the runner is off the base at the time of the catch the runner shall return to his last legally occupied base to avoid being put out. A runner returning to tag up at a base shall beat the ball to the base to be safe. A runner is not permitted to take a FLYING START.

STEAL: a stolen base (or "steal") occurs when a base runner successfully advances to the next base while the pitcher is delivering the ball to home plate or the ball passes the Catcher.

TRANSFER: where a Player moves from one CSJBA affiliated club to another CSJBA affiliated club or from another association to a CSJBA affiliated club. For the avoidance of doubt, this includes transfers under a JOINT VENTURE TEAM or FRIENDSHIP PLAYER TRANSFER arrangement. Rule 5.14 does not apply to Joint Venture or Friendship Player Transfers.

TIME: is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

3 GENERAL

3.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules", and where they are in conflict, these rules shall prevail.

3.2 No alterations shall be made to any of these rules unless approved by the CSJBA Executive and Club Delegates in accordance with the CSJBA Constitution.

3.3 The "EXECUTIVE" shall conduct competitions for teams in various grades. This shall include formulation and implementation of all rules, playing rules and conditions deemed necessary to ensure that these competitions are effectively and efficiently run and still meet the tenets listed in the preamble.

3.4 All clubs competing in the competition shall be affiliated and in financial standing with the CSJBA

3.5 All games shall be of a maximum of seven (7) innings duration, except where otherwise specified in these rules.

3.6 Games shall be played on grounds approved by the Executive.

3.7 Semi-Finals, Finals and Grand Finals shall be played for all competitions, from Little League and over.

3.8 No team in any age group shall be disadvantaged by having Players missing due to CSJBA representative commitments or other circumstances deemed appropriate by the Executive. A Club who believes it is disadvantaged may bring the circumstances to the attention of the Secretary of the CSJBA prior to a game and may seek to have that game rescheduled at a time mutually convenient to both teams. The Secretary will draw the circumstance to the Executive's attention for consideration, and each case will be considered on its individual merit. Should a mutually convenient time not be agreed to then the Executive shall set the time for the game to be played. A team would not be deemed to be disadvantaged when a Player is placed on restrictions by a CSJBA representative Coach or where a Player is selected for other representative commitments, i.e., NSW Players who are required for State duties.

3.9 All teams shall clean their dugout and within reason, their spectator area at the conclusion of their game. It is the home team's responsibility to leave the diamond in a clean and safe condition by raking and repairing foot holes in the pitching mound, batting boxes and running paths.

3.10 An umpire, Affiliated Club or CSJBA Executive member may cite any Player, official, spectator or Affiliated Club Executive member and be subject to the disciplinary proceedings outlined in the CSJBA Constitution.

3.11 Each teams Head Coach and/or Assistant Coach is responsible for the behaviour of their team and team's supporters, including parents, other family members, friends and other children in the vicinity of the playing field.

3.12 It is a condition of Player registration and or team nomination by clubs, that all "MEMBERS" participating in CSJBA competitions, acknowledge and accept these rules.

4 COMPETITION AGE GROUPS

4.1 The competition shall be in the age groups as determined by the Grading Committee and/or the Executive.

4.2 The League Age of each player will be taken as the age the Player will turn at their next birthday on or after 1st September of the current season, unless otherwise determined by the Executive or their designate.

4.3 Dispensation for Players to play below their age groups may be given by the Executive in exceptional circumstances.

4.4 Any Player granted dispensation to play in any game, with the exception of Tee-Ball, is not allowed to play in the "BATTERY" in any game unless an exemption has been sought and granted by the Executive.

4.5 Birth certificates, copies thereof or documentation to sum to 70 points as defined by Australian Document Standards S231.1507 shall be made available to the Grading Committee and/or the Executive upon request.

4.6 For the avoidance of doubt, the CSJBA shall conduct its Competition as per the Baseball NSW Age Matrix

5 REGISTRATION, GRADING AND TRANSFERS

5.1 Team Registrations shall consist of a minimum of:

i. Five (5) eligible Players for Tee-Ball Minor, and

ii. For all other Leagues, eight (8) eligible Players at time of registration and nine (9) by the time the competition begins. A minimum eight eligible (8) Players is considered acceptable for clubs with two (2) or more teams in an age group.

5.2 No more than twelve (12) Players can be registered with any one (1) team. Exemptions may be sought from and granted by the Executive in exceptional circumstances.

5.3 The CSJBA may impose levies, as set by the Executive, on all Players to assist with funding of the Association, for its purposes, including but not limited to ground and facility improvement and coaching.

5.4 Clubs shall register their proposed teams and submit the relevant grading sheet, twenty-eight (28) days prior to the start of the competition or at a time determined by the Executive. Until such time as a grading sheet is received by the Executive, that club shall not be considered to have submitted any teams in the forthcoming competition.

5.5 Unless otherwise directed, Clubs shall register teams with the names of Players, coaches and managers with the CSJBA Registrar or Executive not later than the scheduled start of the competition. Any subsequent registrations shall be lodged, in writing, to the Association and such Players shall not participate in any competition game until approval is given to do so by the Executive. No registrations will be accepted after December first of each year, although an exemption maybe sought from and granted by the Executive.

5.6 a) All Head Coaches, Assistant Coaches and Team Executive Officers (EO's) will be required to hold a current and verified Working With Children Check Authorisation Number prior to any involvement with any CSJBA affiliated team.

b) All Baseball Live Pitch Head Coaches will be required to attain a minimum Baseball NSW Coaching Accreditation of Level B, or be registered in the first available practical Baseball NSW Level B coaching course. Completion of all online courses prior to coaching any team is mandatory.

c) All Tee-Ball and Machine Pitch Head Coaches and all Assistant Coaches for any CSJBA team will be required to attain a minimum Baseball NSW Coaching Accreditation of Level A. Completion of all online courses prior to coaching any team is mandatory.

PENALTY: For any person found in contravention of this rule, the penalty will be suspension from all team activity for 4 weeks and the requirement that accreditation is completed and verified in full prior to recommencing in any capacity.

5.7 Each club Secretary shall be responsible to the Association for the accuracy of all particulars entered on the registration forms and/or the BNSW database. If it can be proven to the satisfaction of the Executive that any material fact is incorrect then the team in breach shall be liable to the loss of points for any games in which the offending Player(s) and/or coach(s) participated and the credit of a forfeit 6-0 to any and all sides they have played at the time of the offence(s).

5.8 When registering Players in all age groups, the Club Registrar shall sight the original birth certificate, certified copy or other documentation as contemplated by Rule 4.5 herein, and note this on the club's Registration Form accordingly.

5.9 The Executive shall have the power to accept or reject any application for registration or transfer. A registration shall not be accepted for any Player for whom the Executive has been notified of a financial obligation to any other baseball club or association. An exemption may be sought from and granted by the Executive.

5.10 Any Player who requests a "TRANSFER" from one club to another shall first secure a clearance from their original club stating that they have no outstanding obligations to that club, and they shall provide a copy of the financial clearance to the Club Registrar at the club to which they seek to transfer. The Club Registrar shall then advise the Executive seeking final written approval.

5.11 In the event that a Player has not complied with rule 5.10, the Player duly authorises the Club to which the Player wishes to Transfer to, to notify the Player's original Club and seek written financial clearance (only).

5.12 If a Player or club believes that another club has not provided a clearance within a reasonable time, the Club Registrar should apply to the Executive for a temporary clearance. The clearance however will be at the club/Player's peril and may be subject to the penalties outlined herein including being assigned a loss of match if it is found that a Player has outstanding obligations to the Player's former club.

5.13 For the purposes of avoiding the creation of inordinately strong teams, the Executive, prior to the Player participating in any competition game, shall approve all Transfers and clearances. For the avoidance of doubt, Transfers encompass "FRIENDSHIP PLAYER" transfers and the formation of "JOINT VENTURE TEAMS".

a) A club, on behalf of a Player may appeal the Executive's determination in accordance with procedures outlined in the CSJBA Policy and Procedure Manual.

b) A Transfer shall not be considered approved until such time that the Executive receives a co-signed acknowledgement form, issued by the CSJBA to the club and Player that outlines the terms including but not limited to, the duration of the Transfer.

c) Failure to comply with the Executive's determination in relation to a Transfer, even whilst the matter is being appealed, shall result in the loss of competition points by the offending side and the credit of a forfeit 6-0, to any and all sides they have played at the time of the offence(s).

5.14 In the event a pre-season Transfer request of a current DLRP is approved by the Executive, the Player will be ineligible to trial for CSJBA Representative selection for twelve (12) months from the date that the Transfer Request was granted. The sole exception will be a geographic relocation by the Player.

5.15 Any person listed as a defaulter by an authorised sporting body, as determined by the Executive, is not eligible for registration.

5.16 The Transfer of a DLRP between CSJBA affiliated clubs or from another association to a CSJBA affiliated club is subject to the aggregate number of the DLRPs regardless of whether they are "LOCAL PLAYERS" or Transfer not exceeding six (6). Should the number of DLRP's in a team exceed 6 then the team will be restricted when fielding to the number of local players who are DLRP's or 6 in total, whichever is greater. Examples: Should a team have 8 DLRPs and 7 are LOCAL PLAYERS then the team may have 7 DLRP's when fielding. If they have 8 DLRPs and 6 are LOCAL PLAYERS then only 6 may take the field defensively. All may bat. Exemptions to this Rule may be sought in writing from the Executive

5.17 A Player shall not be registered with more than one CSJBA affiliated club during the same season without the prior written approval of the Executive.

5.18 A Player shall play a minimum of sixty percent (60%) of games for a particular team to be eligible to play for that team in any CSJBA Semi-final, Final or Grand Final unless:

a) Permission is sought from and granted by the Executive for dispensation;

b) A team receives a forfeit, then each registered player listed on the Result Sheet, for the team receiving the forfeit, shall be deemed to have played in that game; or

c) A game is abandoned after the commencement of play, due to weather or ground conditions, then each registered Player listed on the Result Sheet shall be deemed to have played in that game. Games that are declared "washed out" on the night before or on the morning of the game shall have all registered Players for that team shall be deemed to have played in that game.

5.19 The Executive shall have the power to re-grade teams. Regrading of teams can be performed anytime up to and including Round 7. Any team that is regraded will automatically carry a 50-50 win-loss record (50% Winning Percentage) at the commencement of play in their regraded competition and all runs for and against will be disregarded.

5.20 A Player, Coach or Manager registered with the CSJBA or an affiliated club of the CSJBA shall not represent any other association without the prior written consent of the Executive.

5.21 All trials for selections in teams representing the CSJBA shall be open to any Player registered, or intending to be registered with the CSJBA who:

a) meet the designated requirements for a particular team, and

b) where relevant, complies with BNSW and CSJBA transfer policy requirements.

6 PLAYING RULES FOR TEE BALL

6.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules" and where they are in conflict, these rules shall prevail.

6.2 In Minor Tee-Ball only, two (2) Coaches are permitted on the field whilst their team is fielding. In Major Tee-Ball only, one (1) Coach is permitted on the field while their team is fielding. These Coaches shall take up a position in the outfield and not interfere with the fielding or batting sides.

6.3 If the play by a fielder, which in the opinion of the umpire is an attempt to retire a runner by throwing the ball to a base and results in the ball passing the fielder into foul territory and no further play is possible, the ball shall be immediately called "dead" by the umpire. Runners will remain at the base they were advancing to, i.e., no passed ball rule.

THE BATTER

6.4 The batter shall wear a double earflap helmet.

6.5 The batter shall stand in an area called the Batter's Box. If the batter steps out of this area whilst hitting the ball, the batter will be given out for "batting out of the box". At most Tee- Ball grounds the Batter's Box is not marked, so it is a matter of standing where the batter thinks the Batter's Box would be. Many Players try to stand with their back foot behind the home plate; this would be "batting out of the box". If the batter's foot is touching the line of the batter's box, the batter is not batting out of the box.

6.6 The batter shall take a set stance in the batter's box and shall not move the back foot after the umpire calls "play ball". Front foot movement is allowed. If the back foot is moved and in the umpire's opinion it was moved with the intention of hitting the ball in a different direction, the umpire will call "Foul" and one strike is recorded against the batter

6.7 The batter is allowed two levelling practice swings only before attempting to hit the ball. Any more levelling swings will count as a strike. If the batter accidentally knocks the ball off the tee with the levelling swing, this will be called a "Foul" and count as a strike.

6.8 The batter shall attempt to hit the ball with a full natural swing. The ball shall travel a minimum distance of two (2) metres from the Tee in order to be a "FAIR BALL"; any ball that falls short of this distance will be called "Foul" by the umpire and count as a strike. There will be a "marked out" semi-circle measuring from the back point of home plate two metres up the third base foul line and around to the first base foul line.

6.9 a) In all Major Tee-Ball divisions, the batter is allowed three attempts to hit the ball. After three strikes the batter is out. In Tee-Ball all fouls count as strikes.

b) In the Minor Tee-Ball division, the batter is allowed five attempts to hit the ball into play. After five attempts the batter is out.

6.10 When the umpire calls "Play" the ball becomes live until the umpire calls "Foul", "Dead Ball" or "Time". On such a call the ball becomes dead and play is temporarily interrupted.

6.11 If the batter misses the ball and hits the tee, this will be called "Foul" and counts as a strike.

6.12 The batter shall not throw (sling) the bat away after hitting the ball but should drop it to prevent the batter's team-mates from being hit by a thrown bat. The umpire should warn both teams about bat slinging before the game. If the bat is thrown (slung) during the game, the batter is out without further warning.

6.13 There is no "INFIELD FLY" rule in Tee-Ball.

6.14 When placing a tee for the batter, the base or back foot of the tee shall be in contact with the front edge of the home plate and the stem of the tee shall be as close as possible to the home plate. The tee shall be placed with safety the primary factor and for easy removal should a play at home plate take place.

THE RUNNER

6.15 On hitting a “FAIR BALL” the batter becomes a runner and shall continue to wear a helmet.

6.16 The runner may over-run first base without risk of being “TAGGED OUT” (see definitions for Tag/Tag Play) provided the runner makes no attempt to go to second base.

6.17 Stealing is not allowed. The runner shall be in contact with the base before the ball is hit If the runner leaves the base before the ball is hit, the umpire will call ”DEAD BALL” and warn the runner. If the runner leaves the base again, in the same inning, the runner is out, the ball is “DEAD” and any hit by the batter is nullified.

6.18 A base runner may run in a straight path/line between bases or a natural running arc between and around the bases. However if in the umpire’s opinion the runner deviates more than one meter from a fielder, standing in his or her running path/line (natural running path or arc), in possession of the ball and attempting to "TAG” the runner, the umpire shall call the runner out for ”running off the line“.

6.19 If the runner is struck by a batted ball, before a fielder has the opportunity to make a play on the batted ball, the runner is out. The runner shall try to avoid the ball.

6.20 If the runner hinders, confuses or distracts a fielder who is trying to field a batted ball the runner is out for “interference”. The ball is dead the moment the interference occurs and no runners may advance unless forced by virtue of the batter being awarded first base on the play.

6.21 If the runner over-runs second or third base they may be “TAGGED OUT”.

6.22 The runner shall touch every base in succession.

6.23 If a runner is not touching his last legally occupied base when a fly ball or any other ball is caught on the full, the runner shall return to last legally occupied base, or may be put out. A runner can be put out by being tagged or playing the base (“PUT OUT”) before the runner returns to the base. On all occasions, the runner must beat the ball to the base to be safe.

THE FIELDER

6.24 a) The fielder shall be correctly dressed including cap and glove. The catcher will be required to wear a baseball helmet.

b) For all Tee-Ball divisions, no player may play in the same position for more than 2 innings in any game.

6.25 The fielder shall take up normal “baseball” fielding positions. Normal baseball fielding positions will be “marked out” using the width of a pitcher plate in all fielding positions as shown in Appendix 1 for Tee Ball Majors games only. Fielders are allowed to field deeper than the marked lines except the pitcher as per rule 6.26. Umpires should not call play until the players are in the correct fielding positions.

6.26 The pitcher shall stand with both feet on the pitching rubber until the ball is hit. When fielding the ball, the pitcher must throw the ball to complete the play. The pitcher will not be allowed to tag a runner to any base. All other fielding players are allowed to tag the runner/s.

6.27 The outfield should throw the ball to an infielder rather than run the ball in noting the umpire should not call time if an outfielder runs the ball into the infield.

6.28 The fielder shall not stand on the base unless a play at the base is in progress or imminent. But this does not entitle the runner to purposely collide with the fielder. If, in the umpire’s opinion the runner has been obstructed, the umpire calls “Obstruction”, the ball is alive. The umpire will monitor the runner’s progress and if in the umpire’s judgment the obstruction causes the runners potential to be hindered then the runner shall be awarded the base he/she would have achieved if the obstruction had not occurred.

THE TIME RULE

6.29 The “Time Rule” is used to stop the game at logical breaks in normal play. It is a “control” on the game that prevents unnecessary “panic” throwing and base running and thus reduces errors. This is especially important considering the age of the Players and the limited catching/throwing skills they possess.

The umpire shall call “time” when:

a) The defense attempts no further play after the ball is in the secure possession of a defensive player within the vicinity of the base paths. Base runners shall not pass another base after the fielder has secure possession, unless the fielder attempts a play.

b) The game ball becomes dead.

c) Necessary, i.e., injury, conference, etc.

6.30 Where a ball that is hit directly to an infielder and held in secure possession, the umpire shall not call “time” until the batter has reached first base.

6.31 There is no “half way” between bases. The play shall continue until in the umpire’s opinion no further play is being made by the defensive side or the runners do not choose to leave the base they hold (keeping in mind the “time rule‟ as it stands).

THE FORCE PLAY

6.32 The force play, applicable to all ages and divisions, but included in this section 6 for completeness, can only happen when:

a) The batter hits the ball fair and is forced to run to first base.

Note: The batter and any base runners who are forced to run are ONLY EVER forced to run one base. Once the batter or any other forced runner reaches first base or the base they are forced to, the FORCE is automatically removed.

b) A base runner, on base, loses his entitlement to occupy that base if a following base runner is forced to the base the runner is occupying, i.e., runner on first, batter hits fair ball and forced to run to first, runner already on first forced to second, runners on first & second, batter hits fair ball and forced to run to first, runner already on first is forced to run to second and forces runner on second to run to third.

c) If first, second and third bases are occupied by runners, i.e., bases loaded, this would be a “force” to every base, including home plate.

d) When a forced runner is PUT OUT or TAGGED, the force is automatically removed from any preceding runners.

6.33 A runner that is forced to the next base can be PUT OUT or TAGGED by a fielder who has the ball securely in their possession

6.34 Any base runner Forced or Unforced, may be TAGGED when they are not in contact with a base, while the ball is live. They may also be TAGGED while occupying a base to which they are not legally entitled, i.e. batter hits fair ball, forced to first, the runner already on first does not run. That runner can be tagged out while standing on the base, by virtue of the fact that the runner is forced by the batter/runner. The runner loses his or her right to occupy first base.

SPECIAL RULES FOR MINOR TEE-BALL

6.35 Each team is entitled to score 4 runs per inning or to bat until the 3rd out is recorded, whichever comes first.

6.36 Each team may field a minimum of five (5) players up to Rules of Baseball (9 Fielders)

6.37 Rule 12.2, 15.2 (b) and (c) do not apply to Tee Ball Minor

6.38 Players may no longer advance when a fly ball is caught. When a fly ball in caught the hitter is out, the ball is dead and all runners will return to the base held before the ball was hit. Double plays are no longer an option.

6.39 Where rules 6.36 to 6.39 happen to conflict with another rule in this document, the above will take precedent.

7 PLAYING RULES FOR LITTLE LEAGUE MACHINE PITCH

7.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules" and where they are in conflict, these rules shall prevail.

7.2 a) Before the ball is hit in Machine Pitch, no fielder shall be positioned inside an imaginary line between first and third base, excepting the pitcher, who shall have both feet in contact with the pitching rubber.

b) In Little League Machine Pitch Division 3 and lower, no player may play in the same position for more than 2 innings in any game. The exception is for the position of catcher, in the event no other player in the team is capable of playing at this position.

7.3 In a game of Machine Pitch, the ball will be put into play by a CSJBA approved Machine Pitch machine ("Machine"). If the Machine is unavailable or breaks down, then:

a) The ball will be put into play by a person taking a position in front of the pitcher's plate, slightly to the first base side for a right hand batter or on the third base side for a left hand batter; and

b) The "Coach Pitch" person:

i. Shall be a representative from the batting team and cannot be a Player in that team

ii. Shall wear a baseball glove and should wear a helmet, protective cup and face-mask.

c) In the case of a Machine breakdown, the incomplete innings will be disregarded and the match will recommence at the score and batter at the completion of even innings with the machine operating. Both teams will have equal access to a "Coach Pitch" person, and

7.4 The Machine shall be set-up for play as follows:

a) The Machine will be fitted with the "small legs" stand.

b) The pitching machine is to be set-up;

- With the centre stem of the legs 2 feet 6 inches on the 3rd base side of the line
- With the centre stem of the legs 40 foot from the rear point of home plate

c) The Machine will be set so that the exit-speed of the pitched ball is in the range of 38-40 miles per hour for Division 1 and 36-38 miles per hour for other divisions.

d) The pitching machine will deliver a pitched ball that will pass over home plate at a suitable height, mutually agreeable to both managers. If no agreement can be reached, it is then solely at the discretion of the umpire.

e) Every pitch is deemed to be a strike unless it is so low, so high, or so wide, that the umpire deems that it is unable to be hit and declare it a "NO-PITCH". Where the umpire calls a "NO-PITCH" the ball is dead and the runners cannot advance. *(ie: an umpire can only call "Strike" or "No Pitch" for any pitch from the Machine – or "Coach Pitch" per Rule 7.3).*

f) In Machine Pitch Division 1, all attempts by the batter to hit the ball shall be called strikes. However in the lower divisions, for the first five (5) rounds of the competition, it shall not be called a strike if the batter attempts to hit a ball that the umpire deems is obviously out of the strike zone.

7.5 The Machine shall be fed by the Player designated as pitcher.

7.6 When all fielders are in position and the batter takes his stance in the batter's box, the umpire shall call "play". At this time the pitcher shall feed the ball into the CSJBA approved Machine and then return to the pitcher's plate.

7.7 In a game of baseball, no Player is to put the ball into the Machine without being directed to do so by the umpire.

7.8 After two (2) strikes are called on the batter, all foul hits shall be as for the normal rules of baseball.

7.9 Little League Machine Pitch Division 3 and lower shall play a strike 3 rule as follows: When strike three (3) is called by the umpire, the umpire shall call "TIME". The umpire will then arrange to have a tee brought to the home plate and the batter will be allowed one (1) swing to put the ball into play. When the cleanly hit ball is put into play, the batter can advance to first base only and any forced runner can advance one base only. The batter and any forced runner may be put out by the defensive side. Unforced runners shall not advance. The batter shall be called "OUT" if the ball is either hit foul or missed. **NOTE:** a cleanly hit ball is an umpire's judgment call.

7.10 In the event of a dropped third strike by the catcher, the batter will be called out by the umpire.

7.11 If the batter is hit by a ball pitched by either the Machine or the person "soft-tossing" the ball:

a) the ball will be declared dead.

b) no base will be awarded, no count shall be recorded against the batter for the pitch unless the batter has attempted to hit the ball. No Runner shall advance.

c) If the Player is unable to continue batting as a result of being hit, that turn at bat is concluded, the batter is not declared out and the next batter in the line-up will come to the plate with no count. Play will re-commence when the umpire calls "play".

7.12 No walks will be awarded in the Machine Pitch competition. The batter remains at bat until the ball is hit into play or three strikes are called by the umpire.

7.13 A batted ball coming into contact with the Machine or the person "soft-tossing" the ball shall be called "DEAD" by the umpire. The batter shall be awarded first base and all forced base runners shall advance one base.

7.14 If a thrown ball comes into contact with the Machine or the person "soft-tossing" the ball, the umpire shall call the ball "DEAD" and award bases, which in the umpire's opinion, the runners would have gained had there been no interference.

7.15 If a fielder attempting to make a play on a batted ball, comes into contact with the Machine or the person "soft-tossing" the ball, the umpire shall call the ball "DEAD". The batter shall be awarded first base and all forced base runners shall advance one base.

7.16 In the event of a "pop-up" fly-ball, which in the opinion of the umpire, could potentially lead to a Player coming into contact with the Machine, the umpire shall call "TIME", all play will cease and the ball will be declared "DEAD". Base runners shall return to the base that they occupied at the time of the pitch and no count shall be recorded against the batter for the pitch.

7.17 If during playing time the Machine is disturbed in its positioning or settings, or if in the opinion of the umpire the Machine is pitching outside the originally established or required strike zone, the umpire, at his or her discretion, will call “TIME” and request that the home team assist with re-establishing the strike zone and playing parameters as described in Rule 7.4(d).

7.18 A “BUNT” is not permitted in CSJBA Machine Pitch.

7.19 The "Infield Fly" rule is observed in CSJBA Machine Pitch.

7.20 If the play by a fielder, which in the opinion of the umpire is an attempt to retire a runner by throwing the ball to a base and results in the ball passing the fielder into foul territory and no further play is possible, the ball shall be immediately called “dead” by the umpire. Runners will remain at the base they were advancing to, i.e., no passed ball rule.

7.21 Where possible, the Team Manager should ensure that the catcher is “geared up” and ready to start the next fielding inning.

7.22 The HOME team only is to provide the umpire with 2 match balls, the umpire is to maintain control of the spare match ball to minimise the delay when a match ball goes out of play. Spare balls are not to be located under the Machine.

7.23 A back net is required for all games of Machine Pitch. If a permanent net is not available, a temporary net shall be provided by the Ground Controller.

7.24 Where possible the main umpire for Machine Pitch games may be located behind the catcher. However, if the catcher is inexperienced and the umpire does not feel safe, it is acceptable for the umpire to move behind the Machine and call from this position. If the umpire is a “junior umpire”, they are required to wear the correct protective equipment when they are located behind the catcher.

7.25 After Round 5, runners will be allowed to “STEAL” one base on a pitch that gets past the catcher. If the catcher keeps the ball in front or adjacent, then the runners shall not “STEAL”. This rule is only in effect for games where the Machine is operating. Stealing HOME will be limited to only if a pickoff play is made by the catcher to any base.

7.26 The “Time Rule” is used to stop the game at logical breaks in normal play. It is a “control” on the game that prevents unnecessary “panic” throwing and base running and thus reduces errors. This is especially important considering the age of the Players and the limited catching/throwing skills they possess.

The umpire shall call “time” when:

a) The defense attempts no further play after the ball is in the secure possession of a defensive player within the vicinity of the base paths. Base runners shall not pass another base after the fielder has secure possession, unless the fielder attempts a play.

b) The game ball becomes dead.

c) Necessary, i.e., injury, conference, etc.

7.27 A runner shall remain in contact with the base until the Machine tossed ball crosses home plate. On the first occurrence that an umpire notices that a base runner has left a base early the following process will be observed:

a) If the runner gains an advantage by leaving the base early and the ball is not hit then the umpire will call “DEAD BALL” and return the runner to the base that was left. If the ball is put into play by the batter then the play shall stand. In either case a warning shall be given to the Head Coach of the batting team.

b) If a second infringement occurs of the same runner gaining an advantage by leaving the base early then the runner will be called out. Should the batter put the ball into play then the play will still stand.

7.28 Little League Machine Pitch Players may play up an unlimited number of games in Little League subject to compliance with the definition “PLAYING UP”.

8 PLAYING RULES FOR LITTLE LEAGUE PLAYER PITCH

8.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules" and where they are in conflict, these rules shall prevail.

a) Pitching and base distance will be determined by the division played as outlined in Rule 13.12 herein.

b) Runners shall remain in contact with the base until the pitched ball crosses home plate. On the first occurrence that an umpire notices that a base runner has left a base early the following process will be observed:

i. If the runner "GAINS AN ADVANTAGE" by leaving the base early and the ball is not hit then the umpire will call dead ball and return the runner to the base that was left. If the ball is put into play by the batter then the play shall stand. In either case a warning shall be given to the Head Coach of the batting team.

ii. If a second infringement occurs in the same game by the same runner gaining an advantage by leaving the base early then the runner will be called "OUT". Should the batter put the ball into play then the play will still stand.

8.2 Pitching restrictions shall apply as outlined in Rule 13 herein.

8.3 Balk and wild pitch rules do not apply.

8.4 In Little League Minor Player Pitch competitions, the batter is out on a dropped third strike, and the ball remains alive.

8.5 Little League Minor Player Pitch Division 3 and lower shall play an amended base on balls rule as follows: When ball four (4) is called by the umpire and typically a walk is awarded, and no further play is possible, the umpire shall call "TIME". The umpire will then arrange to have a tee brought to the home plate and the batter allowed to complete their strike count by hitting off the tee. When the cleanly hit ball is put into play, the batter can advance to first base only and any forced runner can advance one base only. The batter and any forced runner may be put out by the defensive side. Other runners shall not advance. The batter shall be called "OUT" if the ball is either hit foul or missed on the third strike. NOTE: a cleanly hit ball is an umpire's judgment call.

8.6 Rule 8.5 above will cease to be in effect after Round 5 of the competition.

8.7 In all divisions, runners will be called "OUT" by the umpire if they slide "headfirst" while advancing.

8.8 For the avoidance of doubt, on-deck batters are allowed where a Little League CSJBA Competition game is conducted. The number of on-deck batters will be limited to one (1) and must assume a position on the SAFE SIDE of the batter.

8.9 Little League Player Pitch players may play up an unlimited number of games in Intermediate League, Junior League Division 1 and Division 2 subject to compliance with the definition "PLAYING UP".

8.10 In Little League Minor 4, no League Age 12 Player is permitted to play in this League without the express written consent of the CSJBA Executive.

8.11 In Little League Minor 3, no team will have 50% or more of its Players League Age 12, unless an exemption has been sort and granted by the Executive.

9 PLAYING RULES FOR INTERMEDIATE LEAGUE

9.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules" and where they are in conflict, these rules shall prevail.

a) Pitching and base distance will be as outlined in Rule 13.12 herein.

b) Pitching restrictions shall apply as outlined in Rule 13 herein.

9.2 Intermediate League players may play up an unlimited number of games in Junior League subject to compliance with the definition "PLAYING UP".

9.3 Little League Division 1 (including the prior and current season) and League Age 14 players are ineligible to register in Intermediate League Division 2 and lower, unless an exemption has been sort and granted by the CSJBA Executive.

9.4 For the purposes of "PLAYING UP" provisions for players from lower age playing charters, Intermediate League Div 2 and lower will have the same rules and conditions applicable to Junior League Division 3

10 PLAYING RULES FOR JUNIOR LEAGUE

10.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules" Official Australian Baseball Rules and where they are in conflict, these rules shall prevail.

a) Pitching and base distance will be determined by the division played as outlined in Rule 13.12 herein.

b) Pitching restrictions shall apply as outlined in Rule 13 herein.

10.2 Junior League Players may play up an unlimited number of games in Senior League subject to compliance with the definition "PLAYING UP".

10.3 In Junior League Division 3, no team is permitted to have 50% or more of its Players League Age 14.

11 PLAYING RULES SENIOR LEAGUE

11.1 These rules shall be read in conjunction with the "Little League International - Baseball Official Playing Rules" Official Australian Baseball Rules and where they are in conflict, these rules shall prevail.

a) Pitching and base distance will be determined by the Division played as outlined in Rule 13.12 herein.

b) Pitching restrictions shall apply as outlined in Rule 13 herein.

11.2 In Senior League Division 2 and lower, teams are permitted to have eligible League Age 17 players. Eligible players are players that were not registered in Senior League Division 1 at any time in any previous seasons or in the current season. Exemptions to this rule may be granted by the Executive for non-DLRP players only.

11.3 League Age 17 players will be eligible to play in the "BATTERY" in Senior League Division 2 only.

12 PLAYING RULES APPLICABLE TO ALL LEAGUES

12.1 In all Baseball games no Player shall be permitted to pitch and catch, or catch and pitch in any one (1) game.

12.2 The maximum number of runs scored by each Team in any one (1) inning shall be six (6).

12.3 Where any Player participates in more than one (1) game of Baseball in any one (1) day, the Player is not permitted to either pitch or catch in the second or subsequent game(s) if they have pitched or caught in any previous game on that day.

12.4 In any competition, a team shall consist of a maximum of twelve (12) Players. All available fit Players shall be included in the batting line-up and on the Result Sheet. All Players shall field for at least one full inning in each game.

a) In any competition, a team shall consist of a minimum of seven (7) Players from that club. Under this rule, Players not fit enough to take a fielding position in a game shall not be included in the batting line-up.

b) Automatic outs do not apply for teams with less than nine (9) Players in junior competition.

12.5 Any of the Players listed in the original batting line-up may be interchanged in any fielding position at any time, provided “TIME” is called.

12.6 If a batter is removed from the order due to injury, ejection, sickness or distress and not replaced, the batting order will close up and no out will be recorded through the missing batter. Reduction of players in this manner shall be advised to the umpire before the Player is removed and the umpire will then notify the scorers and the opposition manager. The Result Sheet and scorebook will be noted as to the time and nature of the illness or injury.

12.7 Players shall maintain their listed batting order and are subject to the normal rules of Baseball.

12.8 Scorers should draw the umpire’s attention to any batter batting out of order.

12.9 For the avoidance of doubt, the Designated Hitter rule does not apply in any age division.

12.10 The team mentioned first on the draw shall be the home team, shall occupy the third base dugout and shall field first.

12.11 Any Player who does not slide or attempt to avoid collision with a fielder or catcher in possession of the ball shall be given out. In such cases the ball will be “dead” and runners will return to the last base legally occupied at the time of, or immediately prior to the collision unless forced to advance.

12.12 Any intentional collision by a runner or fielder shall be penalised by immediate ejection of the Player and/or Coach.

12.13 An “INTENTIONAL WALK”, is prohibited. The penalty for the first such pitch will be an official warning to the Head Coach for un-sportsman like conduct. A second such occurrence will lead to ejection of the Head Coach or individual acting in the capacity of Head Coach.

12.14 With two out, when a Player who is on the line-up as catcher in the batting team achieves a position safe on base, the catcher/runner may be replaced by any member of the batting team as long as they are not one of the next 3 in the batting line up.

12.15 ON DECK” batters shall stand on the “SAFE SIDE” of the batter at the plate.

12.16 All coaches that are on-field during any Division 1 “live-pitch” baseball game are required to wear “Skull Caps”. For any Division 2 or lower baseball game, it is advisable that coaches wear Skull Caps. Any “Junior” aged coaches that are on-field in any game (excluding tee-ball games) are required to wear a double flapped batting helmet.

12.17 Unless otherwise agreed between the Coaches of the competing teams and the umpire for that game, the following shall be observed for warm up:

a) No one uses any part of the infield for general warm ups.

b) About 15 minutes out, the away team may use the infield for 5 minutes.

c) About 10 minutes out, the home team may use the infield for 5 minutes.

d) About 5 minutes out the sides are ready to play and the plate meeting will commence. All Player and spectator comfort amenities available at a ground should be equally available to both sides.

12.18 ALL teams SHALL have at least either one Coach, Assistant Coach, Team Manager or their duly appointed designate, who is registered with Baseball Australia, present at all games and training sessions. At all games, the Result Sheet shall list the Coach who is responsible for the team and who is also responsible for the behaviour of the team's spectators.

12.19 At the conclusion of each game, teams should:

a) Line up at home plate along the line of the base that each team occupied with coaches at the rear to supervise.

b) Walk through home plate and proceed along the line of the base previously occupied by the opposing team, shaking hands with all members of that team.

c) Whilst standing in line, raise caps to acknowledge support of the opposing team's parents and supporters and,

d) Walk back to their own baselines and raise caps to acknowledge support of their own team's parents and supporters.

e) Variations on a) to d) above are permitted.

f) Any unsportsmanlike conduct by Players will be addressed by the Executive and could include loss of points and/or fines.

12.20 Breaches of the playing rules may result of the loss of game. The Executive shall determine whether the loss of game is warranted. An appeal against this determination can be made in accordance with Appeals Process outlined in CSJBA Policy and Procedures Manual.

13 PITCHING RULES

13.1 In Little League Minors and where a League Age 12 Player has submitted a "Little League Regulation V (a) Request Form" and conditional approval has been granted by the CSJBA:

a) Little League Minor Division 4

i. In accordance with Rule 8.10, no League Age 12 player is permitted to play in this League without the express written consent of the CSJBA Executive

b) Little League Minor Division 3

i. The League Age 12 Pitcher is limited to thirty (30) pitches in a Division 3 game and is permitted to finish the batter.

ii. A League Age 12 Pitcher can only be replaced by a League Age 11 or younger pitcher/pitchers who must pitch a minimum combined assignment of thirty (30) pitches before being substituted for a League Age 12 pitcher

13.2 Up to, and including Junior League, and unless otherwise required by Rule 13.1, a Pitcher may only pitch three (3) innings OR sixty-five (65) pitches in any one (1) day.

13.3 In Senior League a pitcher may pitch four (4) innings OR seventy-five (75) pitches in any one (1) day.

13.4 In all age divisions unless otherwise required by Rule 13.1, Pitchers will be subject to the following:

a) Upon reaching their limit of either sixty-five (65) or seventy-five (75) pitches, the pitcher may complete pitching to the batter in the batting box.

b) Any part of an inning pitched shall constitute an inning for the purpose of this rule.

c) Subject to the above or any rules to the contrary, a pitcher is limited to throwing:

i. Forty (40) pitches in an inning for Little League, Intermediate League and Junior League, and

ii. Fifty (50) pitches in an inning for Senior League

d) Upon reaching the PITCHER PROTECTION Limits outlined in 13.4(c):

The Pitcher is not permitted to finish the batter; must immediately stop pitching and shall be removed from the position. This also includes the situation where that the final pitch concludes the inning, the pitcher is still to be removed from the position.

e) Pitching rest periods will conform to the Pitch Smart Rules as found on the BNSW website under Policies. The daily maximums on the Pitch Smart Rules do not apply to CSJBA games.

f) A pitcher who is PLAYING UP will be subject to the limits based on their respective playing age, NOT the division in which the game is being played. (eg: a Junior League pitcher (League Age 13 or 14) PLAYING UP in Senior League will be subject to Junior League pitching limits).

g) If the pitcher causes the umpire to award first base to a batter by being hit by a pitched ball, then the third such "Hit by Pitch" occurrence within the game by that pitcher shall cause the Pitcher to be removed from the mound.

13.5 Restrictions imposed on current “DISTRICT LEVEL REPRESENTATIVE PLAYERS” (DLRP) are as follows:

a) In second division competitions a DLRP can pitch or catch. When pitching a DLRP is restricted to a “MINOR ASSIGNMENT”. When catching a DLRP may catch for a maximum of 3 innings. Any part of an inning will count as an inning for the purpose of this rule.

b) In the CSJBA’s third division competitions a DLRP shall not pitch, catch or play on the infield.

c) Exceptions may be sought from and granted by the Executive.

d) These restrictions do not apply to a DLRP transitioning from Little League Machine Pitch.

e) These restrictions do not apply to a DLRP transitioning to a higher age group if they played in a Division 2 or Division 3 team in the previous season.

13.6 All DLRP and CSJBA representative Players may also be under restrictions, placed on them by Representative Coaches and the Players well-being shall be the priority at all times. If a pitcher is found to have over-pitched during a game, the score, time and pitching details shall be noted in the scorebook, the pitcher removed from the mound and the will game proceed. If an over-pitching occurs, a new pitcher shall be brought on to pitch and the game will continue.

13.7 Any Coach, Assistant Coach, Team Manager or their duly appointed designate found to have breached the pitching limits, intentionally or otherwise, will be subject to disciplinary action by the Executive or its appointed delegate(s) and may be subject to the penalties outlined herein including being assigned a loss of match.

13.8

a) Little League and Intermediate League pitchers are only permitted to pitch four-seam and two-seam fastballs and change ups. Curve-balls, sliders and fork-balls are strictly prohibited for all Little League competitions. This is a protection rule with emphasis on the throwing action of the pitcher and not the movement of the ball.

b) Intermediate League pitchers are only permitted to pitch four-seam and two-seam fastballs and change ups. 1 Curve- ball may be thrown per batter in IL Div 1. Sliders and fork-balls are strictly prohibited for all Intermediate League competitions. This is a protection rule with emphasis on the throwing action of the pitcher and not the movement of the ball.

13.9 Pitchers in Junior League and higher age divisions are not restricted in the type or quantity of pitch types they can deliver to the batter with the exception that Junior League Divisions 2 and 3 where they may only pitch 1 curve ball per batter.

13.10 A one (1) minute change-over between innings will be permitted. Any new pitcher shall be given one (1) minute or five (5) pitches warm-up.

13.11 A pitcher, once removed from the mound, shall not pitch again in that game.

14 COMPETITION TABLES

14.1 For all competitions, the teams shall be ranked based on their winning percentage achieved in the Qualifying Rounds, that is, the number of wins divided by the number of games played. For the purposes of determining winning percentage, a game that ends in a 'TIE' shall count as ½ of a win for both teams. **Note:** In accordance with Rule 5.19, winning percentage achieved in other grades shall not be considered in the competition table.

14.2 In the event of a tie amongst teams with the same winning percentage at the conclusion of the Qualifying Rounds, the placement of the teams shall be determined in the following manner and order:

a) The results of the games between the teams.

b) Should a tie remain, the tied teams will be ranked on the basis of run ratio (runs scored divided by runs conceded) in the games between the tied teams.

c) Any teams still tied after applying the above provisions of this clause shall be declared to have achieved joint status at that position on the ladder and a toss of the coin shall separate them for the purposes of positions in the finals.

d) If teams tie for the last available place (Fourth Place) in a finals series, an elimination game shall be scheduled between/among them by the Executive.

Playoff for fourth (4^{th}) place in finals format:

i. If two (2) teams are tied for fourth(4^{th}) place on winning percentage, then a playoff match will occur. The team with the better Head-To-Head record will be the HOME team for the match. The Head-To-Head record will be determined based upon Rules 14.2(a), 14.2(b) and 14.2(c).

ii. In the event of more than 2 teams are tied for 4th place, the Executive will determine final outcome based on standings and tie-breakers.

e) For Machine Pitch Division 1 and Division 2 competitions only, the above will apply except where teams finish tied for first place, with the same winning percentage, at the conclusion of the Qualifying Rounds. In such cases, these teams will be declared joint premiers provided each such team had finished with the same winning percentage in tied first place.

f) All Tee-Ball Minors, all Tee-Ball Majors and Machine Pitch Divisions 3 and lower competitions are classified as "Non-Competition" and will not have a competition table.

14.3 The method of conducting Semi-Finals, Finals and Grand Finals shall be as follows:

a) Qualifying Semi-Final – the team finishing first will play the team finishing second. The team finishing first will be the home team.

b) Elimination Semi-Final – the team finishing third will play the team finishing fourth. The team finishing third will be the home team.

c) Final – the loser of Qualifying Semi-Final will play the winner of Elimination Semi-Final. The loser of Qualifying Semi-Final 1 will be the home team. The winner of Qualifying Semi- Final will rest while the Final is played.

d) Grand Final – the winner of Qualifying Semi-Final will play the winner of the Final. The winner of Qualifying Semi-Final will be the home team.

14.4 All Semi-Finals, Finals and Grand Finals are to be played as per normal competition rules. Venues for games will be allocated by the CSJBA Executive but the home team will always bat last.

14.5 In the event of a Semi-Final or Final being abandoned due to the fitness of the ground or inclement weather, the game will be re-scheduled as determined by the CSJBA Executive. If the game is unable to be replayed due to inclement weather only, then the team finishing higher on the competition table will be declared the winner.

14.6 In the event of a Grand Final being abandoned due to fitness of the ground or inclement

weather, the game shall be rescheduled only once. The Grand Final, if abandoned, will be rescheduled for the next Saturday immediately after the originally scheduled game. If the rescheduled Grand Final is also abandoned due to inclement weather only, the team first into the Grand Final will be awarded winners.

14.7 If a Semi-Final results in a draw at the conclusion of normal time, then one (1) additional inning will be played. If the result still remains a draw, a second additional innings shall be played. If the result remains a draw after the second innings, the team that finished higher on the competition table will be declared the winner.

14.8 If at the conclusion of normal time in a Final or Grand-Final the scores are tied, play shall continue until:

a) The visiting team has scored more total runs than the home team at the end of a completed inning or,

b) The home team scores the winning run in an incomplete inning or,

c) Weather conditions prevent play from continuing in which case the game shall be considered abandoned and subject to the applicable Rules 14.5 or 14.6 above.

14.9 Final standings for Semi-Final play-offs will be notified to Club Secretaries by the Executive via e-mail and as immediately practical following the last competition round.

15 FORFEITS

15.1 Any team receiving a forfeit shall have the game recorded as a 6-0 for the purpose of compiling the “runs for and against” averages.

15.2 An umpire shall declare a forfeit to the opposing team in the following situations:

a) A team fails to appear at the appointed ground and commence the game within fifteen (15) minutes of the scheduled start time.

b) A team fails to field the minimum of seven (7) registered Players from that club within fifteen (15) minutes of the scheduled start time.

c) Where a team has less than seven (7) Players from that club, a forfeit will be declared and a joint training session may be conducted.

d) A team refuses to continue a game when so directed by the umpire.

e) The umpire disqualifies the team for violating these rules.

15.3 Where possible, forfeits shall be notified to both the CSJBA Secretary and St George and Sutherland Shire Umpires Association, twenty-four (24) hours prior to the scheduled game

15.4 Penalties for forfeits shall be ten dollars ($10) for notified forfeits as per Rule 15.3 above and forty dollars ($40) for un-notified forfeits with half of this amount returned by CSJBA to the host club to assist with the cost incurred in hosting the match.

15.5 In afternoon Junior League and older League matches where an un-notified forfeit has occurred, the forfeiting team shall be liable to pay both teams umpires fees if there is an officially appointed umpire in attendance.

16 INCLEMENT WEATHER AND FITNESS OF PLAYING AREA

16.1 In the event of inclement weather or unfit grounds, the club responsible for the ground on which that game or games is scheduled shall decide which, if any, games shall be cancelled and shall contact the Inclement Weather Coordinator by 7:00 am to advise which games are to be cancelled. Dust or smoke concerns should be evaluated in accordance with the BNSW guidelines. If there is no current applicable advice the umpire shall determine if conditions are fit for play to begin or continue. Teams may abandon play by mutual consent of team managers.

a) If a ground has been closed and sufficient notice received the competition convenor will attempt to relocate the match to a ground where play is still possible.

b) In the event of extreme heat, the competition convenor may instruct clubs to begin matches at an earlier time than scheduled.

16.2 The Inclement Weather Coordinator will (via an advised method prior to the first scheduled game) make available by 7.30 am which, if any, games have been called off.

16.3 In the event of inclement weather, following a decision to go ahead with any game, the Ground Controller responsible shall decide on the fitness of the ground for the commencement of play.

16.4 In the event that a game is started and due to the ground condition, excessive heat or inclement weather fails to complete a minimum of one (1) hour of play for Baseball or forty-five (45) minutes of play for Tee-Ball and Machine Pitch from the scheduled start time for that game, the game shall be declared a "no game". This decision is only to be made by the umpire in charge of the game.

16.5 If after the above mentioned prescribed period the game is abandoned through any reasonable cause and the team batting in the bottom half of the inning has scored sufficient runs to be in the lead then the score shall stand at the time the game was abandoned, otherwise the score at the last completed inning shall be the game score.

16.6 In the event that a change of field is required due to scheduled field being unfit for play, the alternate field shall be appropriate for the match scheduled. The condition of the field is such that play is able to take place. Both team's Head Coaches shall agree that play can take place. The competition convener shall be notified of the change of venue prior to the commencement of the match. If there is a dispute over any of the aforementioned conditions the competition convener should be contacted and in consultation with the designated Umpire for that game, will make a determination as to the suitability of the alternate field.

16.7 Extreme (Hot) Weather

a) The temperature at which the heat will be deemed to be excessive and a game abandoned shall be 33°C for T-Ball and Soft-Toss matches and 36°C for baseball matches. The temperature shall be ascertained by referring to the WeatherZone website referencing the actual temperature and using the postcode for the area where the match is being conducted. Team Managers or Coaches must draw the umpire's attention to the heat when limits are reached.

b) Should the "Primary" observation station, as indicated by the highlighted leading "dot" (Screenshot 1) not been updated for 30 minutes (as shown in Screenshot 2), the official selects the secondary observation (by swiping to the left and highlighting the second "dot", Screenshot 3). The temperature on the secondary observation is then used, not the temperature at the top of the screen/App (Screenshot 4). The official will continue to scroll through the backup observations, from primary to secondary to tertiary etc, until one is found to have been updated within the last 30 minutes. *(Screenshots are in Appendix 2)*

16.8 In the event of Lightening and/or Thunder being observed, the following procedure for announcing the suspension and resumption must be adhered to using the "30 – 30 Rule"

a) By the time the flash-to-thunder count approaches 30 seconds, all Players should already be inside a safe shelter. If that time is 30 seconds or less, the thunderstorm is within 10km and is dangerous.

b) Using the '30-30' rule, the distance of the storm should be estimated before allowing play to continue. Wait at least 30 minutes after the last sound (thunder) or observation of lightning and ensure conditions are completely safe before leaving shelter to resume activities.

c) Each time lightning is observed or thunder is heard, the 30 minute clock should be re-started.

17 FACILITIES AND EQUIPMENT

17.1 It is the responsibility of each club to provide proper maintenance and line marking on their home ground(s). This shall include arranging bases and setting out the playing field. In the case of a Machine Pitch competition, it also includes the consistent setting up of the CSJBA approved Machine Pitch machines in conjunction with the umpire and in accordance with Rule 7.4 herein.

17.2 Baseball plates (metal cleats) may only be worn by Senior League and older age groups. All other age groups shall wear rubber or plastic studs (cleats). Spikes are prohibited.

17.3 Coaches shall check all playing and safety equipment before the game to ensure the safety of his or her Players. Contravention of this rule shall subject the relevant Coach to disciplinary action from the CSJBA Executive. If, in the opinion of the umpire, the equipment is unsafe, the umpire shall request the Player to change their equipment.

17.4 With the exception of T-Ball Players, all other Players, shall wear a protective cup at all times during the game. It is the responsibility of parents/guardians to ensure that their child is wearing a protective cup.

17.5 Helmets shall have two (2) ear guards and shall be worn by all batters and base runners.

17.6 Catchers in all Machine Pitch and Baseball games shall wear the full set of catcher's gear with a hockey style mask, leggings, chest plate and throat guard.

17.7 All balls used shall be those balls approved for use by the Executive as per the table below:

League	Ball Specification
Tee Ball All Divisions	8.5" Safety Ball
Little League Minor Machine Pitch - All Divisions, Little League Minor Divisions 3 and lower.	RIF 8.5" Balls
Little League Major Division 1 & Division 2, Intermediate League, Junior League, Senior League - All Divisions	9" Baseball

17.8 All fields should be marked according to the rules of Baseball. If no marking is possible, the club shall place flags to indicate the "PASSED BALL" and "FOUL TERRITORY" lines. These flags should be placed twenty (20) meters toward the outfield from first and third base.

17.9 All base locations are to be easily identified should the base be moved from its original position – (for example: outlined with spray paint) – where the base is not fixed to the ground (ie: drop-ins).

17.10 The following pitching distances shall be adhered to for the specified competition and division:

Age Group	Base Paths	Pitching Distance
Tee Ball Minor- All Divisions	50 Feet	35 Feet
Tee Ball Major - All Divisions	60 Feet	43 Feet
Little League Machine Pitch - All Divisions	60 Feet	43 Feet
Little League Division 3 and 4 - Minors	60 Feet	43 Feet
Little League Division 1 and 2 - Majors	60 Feet	46 Feet
Intermediate League – All Divisions	70 Feet	50 Feet
Junior League Division 1 and 2	80 Feet	54 Feet
Junior League Division 3	80 Feet	50 Feet
Senior League Division 1 and 2	90 Feet	60 Feet 6”
Senior League Division 3	90 Feet	57 Feet

Note: see Appendix 1 for Tee Ball Major field markings.

17.11 In any games where teams are from different divisions, the shorter pitching distance will apply.

17.12 Bats shall comply with the specifications for each CSJBA Competition as follows, noting they may not comply with BNSW and BA Tournament requirements:

Little League Majors and Minors	- Must have USABat certification - Wood Bats Permitted
Junior League and Intermediate League	- Must have USABat certification or: - Must have BBCOR certification - Wood Bats Permitted
Senior League	- Must have BBCOR certification or; - Must have USABat certification or: - Wood Bats Permitted

Bats not conforming to the published specifications for the subject age-group are to be removed from the game, and all instances of actual or attempted use of such bats are to be notified by the Umpire to the Competition Secretary on the Result Sheet. Repeated offences may result in suspension for player and/or coach.

17.13 Any club official or Player failing to return any uniform, gear or equipment being property of the CSJBA, when requested to do so, shall be disqualified from playing until such uniform, gear or equipment is returned or compensation received by the CSJBA.

18 UMPIRES

18.1 Each club is responsible for the appointment of umpires to games as determined by the Executive. Umpires shall be at least 13 years old. All umpires under the age of 15 shall have a responsible adult to support and supervise them. The supervising adult shall report any abuse of Players or the supervised Umpire, to the CSJBA Secretary. The supervising adult shall have the powers of the Umpire-in-Chief.

18.2 Each club will be responsible to ensure that all umpires appointed are at least accredited to Level “0” standard, familiar with the rules and are competent to umpire the game to which they are appointed.

18.3 Before the commencement of a game, the umpire should state at the Plate Meeting the length of the game and (with the assistance of the home coach if necessary) any local ground rules relevant to the field. Coaches will exchange line ups through the umpire and may enquire of the umpire any anomalies they are aware of that were not covered by the umpire.

18.4 If no official umpire(s) is supplied, the home team is responsible for supplying the plate umpire with the visiting team to supply base umpire, both of which are to be at least accredited to Level “0” standard.

18.5 In the event of the umpire(s) appointed not attending at the time set down for the game to commence, an umpire(s) shall be appointed by the Coach of the visiting team and the game commenced. A fine of:

a) ten dollars ($10) payable to the Association shall be imposed on the offending team for their first offence of not providing an umpire.

b) twenty dollars ($20) will be imposed for the second such offence and

c) fifty dollars ($50) for the third and subsequent offences of not providing an umpire in a single season.

18.6 In the event of an umpire having to vacate their post during the game for personal reasons or illness, the visiting teams Head Coach shall appoint another umpire to complete the game.

18.7 If an umpire ejects a Player from a game that umpire shall be required to provide a full written report to the Executive no later than 7.30pm on the Monday after the game.

18.8 Umpire's judgment decisions are final and shall not be questioned. Breaches of this Rule will be reported to the Executive and disciplinary action undertaken.

18.9 Any umpire appointed to control a game shall have the right to eject a Player, official or spectator for persistent bad conduct, behaviour or violent actions which disrupts the game and is not in accordance with these Rules. The ejected person shall leave the immediate vicinity of the playing and spectator areas and shall have no communication with match officials or Players.

18.10 Where a Player, official or spectator refuses to comply with Rule 18.9 above within five (5) minutes of being requested to do so, the umpire may call "game" and award the win to the opposing team.

18.11 Where a Player, official or spectator has been ejected from a game of baseball:

a) At the conclusion of the game, the umpire responsible for the person(s) ejection shall note the name of the person on the back of the Result Sheet.

b) The umpire responsible for the ejection and Affiliated Club with whom the ejected person(s) was associated, shall submit to the CSJBA a full written report outlining all circumstances, events and any other physical actions or verbal comments associated with the incident. The report is to be submitted in accordance with Rule 18.7 herein.

18.12 For any games officiated by a "JUNIOR UMPIRE", any member of the coaching staff of either team participating in the game will **NOT intimidate, attempt to sway or challenge** the JUNIOR UMPIRE in the event of a disputed call or decision made by the JUNIOR UMPIRE. *(Note: Rule 18.8)*

PENALTY: For any person found in contravention of this rule, the penalty will be an automatic suspension of 4 weeks for the first offence. The penalty for any subsequent offence will be an automatic suspension for 52 weeks.

19 SCORERS AND OFFICIALS

19.1 While it is natural for a parent to want to support their child, there is a protocol for behaviour of scorers.

a) You represent the CSJBA – you do not represent your team

b) You should not barrack for your own team or child

c) You should not question an Umpires call unless you are asked for help by that Umpire.

d) In situations where the wrong batter steps into the box, or a wrong player takes the field, you would stay silent in representative situations but in CSJBA games scorers should speak up to correct a mistake being made.

e) Scorers are asked to inform the Umpire of an impending breach of the pitching rules. The umpire will then inform the coaches. Coaches are ultimately responsible for breaches of the pitching rules.

f) In case a protested or suspended game is ordered to be replayed from the point of the protest/suspension, scorers should make a note of the time, the score, the number of outs, the count on the batter and the position of any runners. This can be recorded on the back of the result sheet and in the scorebook.

20 PROTESTS

20.1 There is no provision for protests in Tee-Ball or Machine Pitch.

20.2 With the exception of Rule 18.1 above, all teams have the right to protest in the event of a breach of the playing rules or in the event of an umpire giving an erroneous decision on a rule.

20.3 Protests should be recorded in the scorebook and on the Result Sheet and shall be signed by the umpire.

20.4 Details of the protest, clearly stating the nature and details of the protest, shall be lodged in writing to the CSJBA Secretary within 48 hours following the game in which the alleged incident occurred. The Executive reserves the right to accept and consider a protest received after the prescribed period where in its opinion, the protest is of a nature that warrants due consideration.

20.5 A fee of fifty dollars ($50) shall accompany a protest lodged prior to that protest being contemplated by the Executive or their designate. All protests and/or disputes shall be submitted on a club's official letterhead and be signed by the Secretary of that club, or alternatively a covering letter on letterhead and signed by the Club Secretary acknowledging the club's awareness of such protest and/or dispute.

20.6 Where a protest has been successful, and the Executive or their designate also determine that game to which the protest relates had the potential to result in a win instead of a loss for the team lodged the protest, the following will take place:

a) The match being replayed from the point that the breach took place or

b) As otherwise agreed between the both teams and the Executive.

c) The fee of fifty dollars ($50) refunded within ten (10) business days.

21 COURTESY PLAYER/ PLAYING UP

21.1 In the event of a team not being able to field nine (9) Players, the team may use a "COURTESY PLAYER" or have one of its own club Players "PLAY UP".

a) A Player who plays with the same club and who normally plays for a team, which is registered in the same age group and division as the team playing short, may do so for a maximum of two (2) games, without penalty. They shall not play in the infield without the consent of the opposing Manager/Coach and shall not be used in the battery under any circumstances.

b) Players PLAYING UP must have their registered team shown after their name on the Line Up sheet and Result Sheet, eg John Smith JL1

c) Under no circumstance is "Playing Down" by any player in lower age groups or divisions allowed.

PENALTY: Teams which breach Rule 21.1(a), 21.1(b) or 21.1(c) herein shall be subject to disciplinary action by the Executive or its appointed delegate(s) that may result in loss of game(s) and/or a fine.

21.2 In the Semi Finals, Finals and Grand Finals:

a) Players from lower divisions or age groups require prior written approval from the Executive to participate as a Player noting they shall not be permitted to:

i. Play in the Battery

ii. Bat anywhere other than at the end of the batting line up

b) No COURTESY PLAYERS will be allowed.

c) Clubs with 2 teams in the same division may not borrow players from each other for semi-finals, finals or grand finals. Players must come from a lower division at the same club

22 TIMES OF STARTING AND FINISHING

22.1 In all **Competition** ages and divisions:

a) Games shall commence at the scheduled time and location stated in the draw and will normally be played for the duration specified in rule 22.5

b)

i. No new top half of an inning will be commenced within 10 minutes of the scheduled finish time.

ii. The 10 minutes is determined from the time of the third out of the previous innings.

c) A game will finish at scheduled finish time only if at that point a result has been achieved. If a result is not achieved by the scheduled finish time, the game will continue and finish at the point a result has been achieved.

d) If the away team leads by more than six (6) runs within 10 minutes of the scheduled finish time, the bottom half of an inning will not be played, and the "game" shall be called by the umpire and the score reverts to the end of the last fully completed innings.

e) If the away team leads by six (6) or less runs within 10 minutes of the scheduled finish time, the game will be played until the away team gets the third out or the home side achieves a result, whichever comes first and the score will stand.

f) If the home team leads after the away team has completed the top half of the innings, thereby achieving a result, the score will not revert to the last fully completed innings and will stand as is.

22.2 In all **Non-Competition** ages and divisions a "Hard Finish" will apply. Once the game reaches the scheduled finish time duration, the umpire will signal "Last Batter" and complete the at-bat.

22.3 All game times are to be taken from the scheduled starting time. There is no provision for a late start under any circumstances.

22.4 Venues, starting and finishing times for Semi-Finals, Finals and Grand Finals shall be determined by the Executive.

22.5 The game duration for each league and division is outlined as follows noting all finish times are subject to Rule 22.1 (b) – (d) herein:

League	Duration
Tee Ball (Minor)	1 hour
Tee Ball (Major) and Little League Machine Pitch	1 hour 15 minutes
Little League Player Pitch Division 1	1 hour 45 minutes
Little League Player Pitch Division 2 and lower	1 hour 30 minutes
Intermediate League Division 1	1 hour 30 minutes
Intermediate League Division 2 and lower	1 hour 45 minutes
Junior League	1 hour 45 minutes
Senior League	2 hours

23 PENALTIES IMPOSED

23.1 Where it has been determined by the Executive or their designate(s) that a breach of any of these Playing Rules, the CSJBA Constitution or CSJBA Policy and Procedure Manual have taken place by a Member, then in accordance with the provisions outlined in the CSJBA Constitution and CSJBA Policy and Procedures, the Executive or their designate at their sole discretion shall impose penalties that they consider appropriate. They shall use the following guidelines (sourced from Baseball NSW) for imposing minimum penalties:

a) Dissent of an umpire's decision – 2 matches

b) Swearing/repeated swearing – 2 matches

c) Unsportsmanlike conduct towards an umpire, Player, official or spectator; breach of playing rules – 2 matches.

d) Contempt of CSJBA meeting or hearing – 4 matches

e) Instigating or joining a fight – 4 to 12 matches

f) Reckless play – up to 6 matches

g) Dangerous play – up to 8 matches

h) Deliberate collision – up to 8 matches

i) Abuse of an umpire (verbal and/or physical; threatened or actual) including after the completion of the game – 8 matches to life.

23.2 In the event that the Executive decides to award trophies, any Player disqualified for default or misconduct shall be ineligible.

24 RESULTS SHEETS

24.1 Each team shall keep its own as well as the opponent's score for each game and the scorebooks shall be signed by the officiating umpire. Results are to be made known to the Association Recorder or their designate in the manner prescribed by the Recorder by 7pm on the day of the match. A fine of ten dollars ($10) for the first offence and twenty dollars ($20) for subsequent offences shall be imposed to clubs for failure to notify the completed game result to the Executive within the prescribed period.

24.2 All Result Sheets are to be completed fully in pen, are to agree with the opposing team's box score and have both teams listed, surname with at least one initial. Failure to complete Result Sheets correctly will incur a fine of ten dollars ($10) for the first offence and twenty dollars ($20) for subsequent offences.

24.3 Each Club Secretary is responsible for the correct storage of Result Sheets. All Result Sheets shall be copied and sent to the CSJBA Recorder (csjba.results@gmail.com) or their designate by 7.30 pm of the Monday following the game. Failure to submit result sheets by the prescribed time shall result in a fine of ten dollars ($10) for the first offence and twenty dollars ($20) for subsequent offences each round.

24.4 Any club who wishes to dispute results or fines shall lodge the dispute with the CSJBA Secretary, with evidence, within fourteen (14) days of publication accompanied by a twenty dollar ($20) fee.

25 INJURIES

25.1 Players who are injured and/or require attention to stem the flow of any body fluids, may leave the game without penalty.

a) If on base, a courtesy runner may be used until replaced by the original Player.

b) If at bat, the Player may obtain treatment and if unable to be treated or continue batting as a result of the being hit, within a reasonable period of time as determined by the umpire:

i. the batter is not declared out and the next batter in the line-up will come to the plate with no count. Play will re-commence when the umpire calls “play”; and

ii. The batter removed for treatment shall not bat again until their turn in the line-up again arrives.

iii. The courtesy replacement rule shall utilise the last Player home or the Player last out.

APPENDIX 1 – TEE BALL MAJORS LINE MARKINGS

The following line marking guidelines are to be applied for all Tee Ball Majors games only.

Line marking are not required for Tee Ball Minors games, however clubs will not be discouraged from doing so.

Tee Ball Line Markings

Home plate: Foul ball marking: 2 metre half circle.

1st Base: 2 steps towards second base, 1 step to outfield.

2nd Base: 4 steps towards first base, 2 steps towards outfield.

Short Stop: 4 steps towards 3rd base, 2 steps towards outfield.

3rd Base: 2 steps towards 2nd base, 1 step towards outfield.

Left Field: 8 steps away from 2nd base, 10 steps towards outfield.

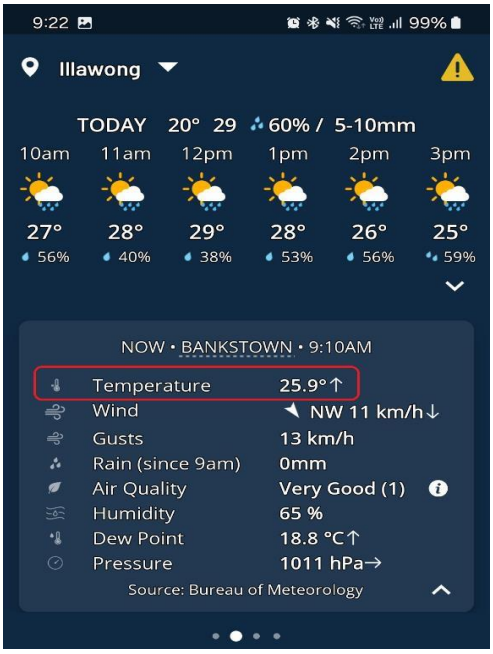
Right Field: 8 steps away from 2nd base, 10 steps towards outfield.

Centre Field: 12 steps towards outfield.

APPENDIX 2 – EXTREME WEATHER SCREENSHOTS

Screenshot 1

Screenshot 2

Screenshot 3

Screenshot4