

**CRONULLA-SUTHERLAND JUNIOR
BASEBALL ASSOCIATION
INCORPORATED**



**RULE BOOK
2011/2012 SEASON**

CONTENTS

PREAMBLE.....	3
1. GENERAL.....	3
2. COMPETITION AGE GROUPS.....	3
3. REGISTRATIONS AND GRADING.....	3
4. PLAYING RULES.....	3
U/8 & U/9 DIVISIONS.....	3
U/10 DIVISIONS.....	3
U/12 –LITTLE LEAGUE DIVISIONS.....	3
U/14 DIVISIONS.....	3
U/16 DIVISIONS.....	3
U/18 DIVISION.....	3
GENERAL RULES.....	3
5. COMPETITION TABLES.....	3
6. FORFEITS.....	3
7. WET WEATHER AND FITNESS OF PLAYING AREA.....	3
8. EQUIPMENT.....	3
9. UMPIRES.....	3
10. PROTESTS.....	3
11. SUBSTITUTES.....	3
12. TIMES OF STARTING AND FINISHING.....	3
13. MISCONDUCT OF CONSTITUENTS.....	3
14. RIGHT OF APPEAL OF MEMBERS, MEMBER CLUBS OR MEMBERS OF CLUBS.....	3
15. MISCELLANEOUS.....	3
16. PITCHING DISTANCES.....	3
TEE-BALL GUIDELINES.....	3
Guideline #1 THE BATTER.....	3
Guideline #2 THE RUNNER.....	3
Guideline #3 THE FIELDER.....	3
Guideline #4 THE TIME RULE.....	3
Guideline #5 THE FORCE PLAY.....	3
Guideline #6 STARTING AND ENDING A GAME.....	3
RULES FOR SOFT-TOSS/BASEBALL COMPETITION.....	3
DEFINITION OF TERMS.....	3
SUPPLEMENTARY RULES FOR THE UNDER 17 CSJBA COMPETITION.....	3

COMPETITION RULES

PREAMBLE

The Cronulla-Sutherland Junior Baseball Association Inc (CSJBA), is an association of clubs established for the benefit of its players, so that they might:-

- Enjoy their sport.
- Learn skills so as to achieve their personal best.
- Promote the game of baseball.

Our game is based upon three (3) tenets. They are: –

1. The player's well being is of primary importance, with their safety and security paramount.
2. As a junior sport, it is to be played in the manner defined in the association's Code of Conduct, both in text as well as within the spirit in which these rules are written.
3. The game is based upon the rules of baseball (see Rule 1.01) and its conventions. However specific rules pertaining to our junior game are covered in this document (known as the CSJBA "blue book") for the purpose of making the game functional for junior players.

1. GENERAL

1.01 These rules shall be read in conjunction with the "Official Australian Baseball Rules" and where they are in conflict, these rules shall be paramount.

1.02 The Executive shall conduct competitions for teams in the grades as set out in rule 2.01. 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. The Rules Committee shall review all new rules, rule amendments and deletions and present them to the Executive for adoption by the clubs. Changes may be made in accordance with procedures set out in the Rules of the Cronulla-Sutherland Junior Baseball Association Inc. (hereinafter referred to as CSJBA)

1.03 All clubs competing in the competition must be affiliated with the CSJBA

1.04 All games are to be of a maximum of seven (7) innings duration, except where otherwise specified in these rules and played on grounds approved by the Executive.

1.05 Semi-Finals, Finals and Grand Finals will be played for all Baseball competitions, i.e., from U/12's and over.

1.06 No team in any age group shall be disadvantaged by having players missing due to CSJBA representative commitments. 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, or where this is not possible, may make a decision on behalf of the Executive. 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.

1.07 All teams are required to clean their dugout and within reason, their spectator area at the conclusion of their game.

1.08 It is a condition of player registration and or team nomination by clubs, that all persons, including coaches and other club officials, participating in CSJBA competitions, acknowledge and accept these rules.

2. COMPETITION AGE GROUPS

2.01 Competition shall be in the age groups as determined by the Grading Committee – see CSJBA By-Laws.

2.02 Ages shall be taken as the players' age up to, but not including the 1st January during the season.

2.03 Dispensation for players to play below their age groups may be given by the Executive in exceptional circumstances. All Club Secretaries will then be subsequently advised of all players to whom a dispensation has been granted, in writing or by electronic mail.

2.04 Any player granted dispensation to play in any game, with the exception of Tee-Ball, is not allowed to play in the battery, i.e., in either the pitching or catching positions, in any game unless special exemptions have been sought and granted by the Executive of the CSJBA.

3. REGISTRATIONS AND GRADING

3.01 All applications for registrations must be made on the form(s) supplied by the CSJBA. Team Registrations must consist of a minimum of eight eligible players at time of registration and nine by the time the competition begins. A tolerance of 1 can occur for clubs with 2 or more teams in an age group.

3.02 No more than twelve (12) players can be registered with any one team. Exemptions may be sought from the Executive in exceptional circumstances.

3.03 The CSJBA may impose levies, as set by the Executive, on all players to assist with funding of the association, for its purposes, including ground and facility improvement and coaching.

3.04 Clubs must 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 or its delegate(s).

3.05 A current "District Level Representative Player" shall be defined as a player selected in the highest representative baseball team for any junior baseball association (Metropolitan or Country) affiliated with BNSW in the current summer season or the preceding winter season. Current "District Level Representative Players" must be registered in the highest graded team(s) that a club enters.

3.06 Clubs must register teams with the names of players, coaches and managers with the CSJBA Registrar not later than the scheduled start of the competition. Any subsequent registrations must be lodged, in writing, to the Association Registrar and such players must not participate in any competition game until approval is given to do so by the Executive. No registrations will be accepted after December 1st of each year, though dispensation maybe sought from and granted by the executive.

All registered coaches must hold a current baseball coaching accreditation at a minimum of Level 0, or be registered to be enrolled in the first available Level 0 course.

- 3.07 Each club Secretary shall be responsible to the Association Registrar for the accuracy of all particulars entered on the registration forms. If it can be proven to the satisfaction of the Association Registrar that any material fact is incorrect then the team in breach may 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, i.e., 7-0, to any side they have played at the time of the offence(s).
- 3.08 When registering players in all age groups the Club Registrar must sight the original birth certificate or passport and note on the club's Registration Form accordingly.
- 3.09 The Association Registrar and/or the Executive shall have the power to accept or reject any application for registration or transfer. A registration will not be accepted for any player for whom the CSJBA has been notified of a financial obligation to any other baseball club or association.
- 3.10 Any player who transfers from one club to another must 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 clearance to the Club Registrar. The Club Registrar must then advise the Association Registrar for final approval.
- (a) The Association Executive, prior to the player participating in any competition game, must approve all transfers and clearances. Failure to do so may result in the loss of competition points by the offending side and the credit of a forfeit, i.e., 7-0, to any side they have played at the time of the offence(s).
- (b) If a player or club believes that another club has not provided a clearance within a reasonable time, the Club Registrar may apply to the Association Registrar for a temporary clearance. The clearance however will be at the club/player's peril and may be subject to the penalties described in 3.12 (a) if it is found that a player has outstanding obligations to the player's former club.
- (c) Any person listed as a defaulter by an authorised sporting body is not eligible for registration.
- 3.11 The transfer of the current or previous year's District Level Representative Players between CSJBA affiliated clubs are also subject to the following conditions:
- (a) Will not result in an increase in the number of such players that any team can use in the field above 4. However, if for example a club already had 5 (or 6) local players then they would be limited to 5 (or 6) such players on the diamond at any one time. All players will be allowed to bat.
- (b) A player is deemed to be a "local player" if they played the previous two seasons with the club. Where a player returns to their original club after one season at another club they immediately become a "local player".
- 3.12 A player may not play or be registered with more than one CSJBA club during the same season without the approval of the Executive Committee.
- 3.13 A player must play a minimum of five (5) competition games in the particular team to be eligible to play for that team in any 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.

(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 will have all registered players for that team credited with a win.

3.14 The Executive or its delegate(s) shall have the power to regrade teams, at a time nominated at the beginning of each season and usually between the completion of three (3) to five (5) rounds. Any team regraded will not carry with them their win, loss and draw record and all runs for and against will be disregarded. The runs for and against average and win/loss percentage will recommence in their new grade/division.

3.15 A player, Coach or Manager registered with the CSJBA may not represent any other association without the written consent of the Executive.

3.16 All trials for selections in teams representing the association shall be open to any player registered with the association who meets the designated age requirements for the particular team/s.

4. PLAYING RULES

U/8 & U/9 DIVISIONS

4.01 All U/8 and U/9 divisions shall be played as a “Tee-Ball” competition as per the CSJBA Tee- Ball Guidelines.

4.02 *Rule deleted.*

U/10 DIVISIONS

4.03 All U/10 divisions shall be played as a “Soft-Toss/Baseball” competition as per the CSJBA Soft-Toss/Baseball Competition Rules.

4.04 *Rule deleted.*

U/12 –LITTLE LEAGUE DIVISIONS

4.05 The U12 Little League divisions shall play the normal rules of baseball with the exception of the following:

(a) Pitching and base distance will be determined by the division played (see Rule 16).

(b) Runners must 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:

- ◇ 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.

- ◇ If a second infringement occurs of a 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.

(c) Pitching restrictions shall apply (see Rule 4.20). (d) Balk and wild pitch rules do not apply.

(e) Dropped third strike, the batter is out, the ball remains alive.

(f) The U/12-3 division shall play an amended base on balls rule as follows: When ball four (4) is called by the umpire, i.e., a walk 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 1st base only and any forced runner can advance one base only. The batter and any forced runner maybe 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 (3rd) strike and in this case no runner(s) shall advance.

The batting tee will cease to be used after Round 9 of the competition.

Note: A cleanly hit ball is an umpire's judgment call.

U/14 DIVISIONS

4.06 All U/14 divisions shall play the normal rules of baseball with the exception of the following:

- (a) Pitching and base distance will be determined by the division played (see Rule 16).
- (b) Pitching restrictions shall apply (see Rule 4.20).

U/16 DIVISIONS

4.07 All U/16 divisions shall play the normal rules of baseball with the exception of the following:

- (a) Pitching and base distance will be determined by the Division played (see Rule 16).
- (b) Pitching restrictions shall apply (see Rule 4.20).

U/18 DIVISION

4.08 All U/18 divisions shall play the normal rules of baseball with the exception of the following:

- (a) A pitching restriction of a maximum 100 pitches in any one day.

GENERAL RULES

4.09 In all Baseball games no player shall be permitted to pitch and catch in any one (1) game.

4.10 The maximum number of runs scored in any one (1) inning shall be seven (7).

4.11 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.

4.12 In all divisions where runners must remain in contact with bases, the penalty for any runner leaving a base "early" shall be that the runner will be given out and all runners must return to their previously occupied base. If runners are unable to return to their previously occupied base due to a

play, it is in the umpire's discretion as to whether any runner gained any advantage by the runner that left the base "early".

4.13 No runners are to advance on any pitched passed ball. A pitched passed ball is when a pitched ball passes through, over, or under the back net without being touched by the catcher. If there is no back net the ball must pass the passed ball line located twenty (20) feet from the baseline. A pitched passed ball hitting the back net and remaining in play is alive.

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

Note: A team shall consist of a minimum of seven (7) players - see Rule 6.02(b). Under this rule, players not fit enough to take a fielding position in a game cannot be included in the batting line-up.

4.15 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..

4.16 If a batter is removed from the order due to injury, 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 must 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. A protest against the removal of a player may be made by the opposing manager, subject to the condition of Rule 10.02, or brought to the attention of the Executive by the umpire.

4.17 *Rule deleted.*

4.18 Players must maintain their listed batting order and are subject to the normal rules of baseball.

Scorers may draw the umpire's attention to any batter batting out of order.

4.19 Designated hitter rule does not apply in any age division.

4.20 Up to, and including U/14 division, a pitcher may only pitch three (3) innings OR sixty (60) pitches in any one (1) day. In U/16 division, a pitcher may pitch four (4) innings OR sixty (60) pitches. In all age divisions this will be subject to the following:

(a) Upon reaching sixty (60) pitches the pitcher may complete pitching to the batter in the batting box.

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

(c) Subject to the above, a pitcher is limited to throwing forty (40) pitches in an innings. Upon reaching this limit the pitcher must be removed from the position.

(d) A pitcher having thrown a total of forty (40) pitches is deemed to have thrown a substantial assignment (this is the CSJBA definition of a substantial assignment and only applies to games under CSJBA control).

§ Where a team has nine (9) or more available players who have not thrown a substantial assignment, those pitchers who have thrown a substantial assignment may not take a fielding position.

- § Where a team has eight (8) available players who have not thrown a substantial assignment, a pitcher who has thrown a substantial assignment may play 1st base only.
- § Where a team has less than eight (8) available players who have not thrown a substantial assignment, all available players who have not thrown a substantial assignment must be played in the field. In this situation a pitcher who has thrown a substantial assignment may play 1st base and the remaining pitchers who have thrown substantial assignments may take other non-battery positions, although it is highly recommended that they do not play 3rd base or shortstop.
- § For the purposes of this rule, available players are those players in the line-up at that time, which are not injured or ill.
- § A pitcher having thrown a substantial assignment may not pitch or catch in subsequent games on that day.
- § Battery positions are pitcher and catcher.

(e) Restrictions on current “District Level or equivalent Representative players”:

- In 2nd division competitions they can pitch or catch. When pitching they are restricted to a minor assignment, i.e., 24 pitches in a game for the U12 & U14 age groups and 29 pitches in a game for the U16 age group. When catching they may catch for a maximum of 2 innings. Any part of an innings will count as an innings for the purpose of this rule.
- In 3rd division competitions they cannot pitch, catch or play on the infield.

All CSJBA representative players may also be under restrictions, placed on them by Representative Coaches and the players well-being must be the priority at all times.

(f) 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 game proceeds. If an over-pitching occurs, a new pitcher is brought on to pitch and the game continues.

(g) Coaches found to have breached the pitching limits will be subject to disciplinary action by the Executive or its delegate(s).

4.21 Pitchers are only permitted to pitch four-seam and two-seam fastballs and change ups. Curveballs, sliders and fork-balls are strictly prohibited for all U/12 and U/14 competitions. This is a protection rule and the emphasis is on the throwing action of the pitcher and not the movement of the ball. This rule DOES NOT apply to U/16 or U/18 competitions.

4.22 A one (1) minute change-over between an innings will be permitted. Any new pitcher shall be given one (1) minute or eight (8) pitches warm-up.

4.23 A pitcher, once removed from the mound, cannot pitch again in that game.

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

4.25 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 the collision unless forced to advance.

- 4.26 Any intentional collision by a runner or fielder shall be penalised by immediate ejection of the player and/or Coach.
- 4.27 The intentional walk, i.e., where the catcher stands up and signals to the pitcher to throw the pitch wide of the batter, is prohibited. The penalty for the first such pitch will be an official warning to the Head Coach for 'unsportsmanlike' conduct. A second such occurrence will lead to ejection of the Head Coach.
- 4.28 The U/8 and U/9 age divisions shall be involved in a series of development games and a regular competition series with no finals. The purpose of the development days is to help those coaches and/or players new to baseball. While the development series results will not count towards a competition table, all teams will participate. Clubs failing to enter teams without just cause may be subject to disciplinary action by the Executive or its delegate(s), including the loss of future competition points, and/or fines.
- 4.29 There are no protests in Tee-Ball or Soft-Toss/Baseball.
- 4.30 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 either the last runner home or the last batter out, whichever is closest to him or her in the batting order.
- 4.31 The on-deck batters must stand on the "safe" side of the batter at the plate. With a right-handed batter at the plate, the on-deck batter must stand in the on-deck circle down the 3rd base line. With a left-handed batter in the box, the on-deck batter must stand in the on-deck circle down the 1st base line.
- 4.32 The following guidelines should be observed for warm ups:
- No one uses any part of the infield for general warm ups.
 - About 15 minutes out the away team uses the infield for 5 minutes.
 - About 10 minutes out the home team uses the infield for 5 minutes.
 - About 5 minutes out the sides are ready to play and the plate meeting should commence. All amenities available at a ground should be equally available to both sides.
- 4.33 ALL teams MUST have at least one Coach who is registered with the CSJBA present at all games and training sessions. At all games, the Result Sheet must list the Coach who is responsible for the team and who is also responsible for the behaviour of the team's spectators.
- 4.34 Guidelines for Game-end Handshake:
- At the conclusion of each game, teams shall:
- Line up at home plate along the line of the base that each team occupied with coaches at the rear to supervise.
 - 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.
 - Whilst standing in line, raise caps to acknowledge support of the opposing team's parents and supporters and.

- Walk back to their own baselines and raise caps to acknowledge support of their own team's parents and supporters.
- Any unsportsmanlike conduct by players will be dealt with by the Protests Disputes & Judiciary Committee (PD & JC) and could include loss of points and/or fines.

5. COMPETITION TABLES

5.01 For all Tee-Ball, Soft-Toss/Baseball and Baseball competitions, in the event of a tie between/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:

1. The results of the games between the teams.
2. 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.
3. Should a tie remain, the tied teams will be ranked on the basis of run ratio (runs scored divided by runs conceded) in games against all opponents in the qualifying rounds.
4. 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. If teams tie for the last available place in a finals series, an elimination game shall be scheduled between/among them by the CSJBA Executive.

For U/8's, through to and including U/10 competitions, the above will apply except where teams finish tied for 1st 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 1st place.

5.02 *Rule deleted.*

5.03 *Rule deleted.*

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

- Semi-Final 1 – the team finishing first will play the team finishing second. The team finishing first will be the home team.
- Semi-Final 2 – the team finishing third will play the team finishing fourth. The team finishing third will be the home team.
- Final – the loser of Semi-Final 1 will play the winner of Semi-Final 2. The loser of Semi-Final 1 will be the home team.
- Grand Final – the winner of Semi-Final 1 will play the winner of the Final. The winner of Semi-Final 1 will be the home team.

Note: All Semi-Finals, Finals and Grand Finals are to be played as per normal competition rules.

5.05 In the event of a Semi-Final or Final being abandoned due to the fitness of the ground or inclement weather (refer Rule 7), the game will be re-scheduled for the following Wednesday, weather permitting. If the game is unable to be replayed, then the team finishing higher on the competition table will be declared the winner.

- 5.06 In the event of a Grand Final being abandoned due to fitness of the ground or inclement weather (refer Rule 7), 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 the team first into the Grand Final will be awarded winners.
- 5.07 If a Semi-Final results in a draw at the conclusion of normal time then one (1) additional innings will be played. If the result remains a draw, the team that finished higher on the competition table will be declared the winner.
- 5.08 If at the conclusion of normal time in a Final or Grand Final the scores are tied, play shall continue until:
1. The visiting team has scored more total runs than the home team at the end of a completed innings or,
 2. The home team scores the winning run in an incomplete inning or,
 3. Conditions prevent play from continuing in which case the game shall be considered abandoned and subject to the applicable rule, i.e., 5.05 or 5.06.
- 5.09 Final standings for semi-final play-offs will be notified to Club Secretaries via e-mail on the Sunday immediately following the last competition round.

6. FORFEITS

- 6.01 Any team receiving a forfeit, shall have the game recorded as a 7-0 win for the purpose of compiling the "runs for and against" averages.
- 6.02 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 team players within fifteen (15) minutes of the scheduled start time.
 - c) Where a team has less than seven (7) players a forfeit will be declared and a joint training session may be conducted. No result shall be recorded.
 - d) A team refuses to continue a game when so directed by the umpire. e) The umpire disqualifies the team for violating association rules.
- 6.03 Where possible, forfeits shall be notified to the CSJBA Secretary, two (2) days prior to the scheduled game
- 6.04 Penalties for forfeits shall be ten dollars (\$10) fine for notified forfeits as per Rule 6.03 and forty dollars (\$40) fine 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. In U/16's, with any un-notified forfeits, the forfeiting team shall pay both teams umpires fees if there is an officially appointed umpire in attendance.

7. WET WEATHER AND FITNESS OF PLAYING AREA

7.01 In the event of inclement weather or unfit grounds, the club responsible for the ground shall decide which, if any, games shall be cancelled and must contact the Wet Weather Co-ordinator by 7:00 am to advise which games are to be cancelled.

7.02 The Wet Weather Coordinator will (via an advised method prior to round one) make available by 7.30 am which, if any, games have been called off.

7.03 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.

7.04 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 Soft-Toss/Baseball, the game shall be declared a "no game". This decision is only to be made by the umpire in charge of the game.

If after one (1) hour of play for Baseball or forty five (45) minutes of play for Tee-Ball and Soft-Toss/Baseball the game is abandoned through any reasonable cause and the team batting in the bottom half of the innings 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 innings shall be the game score.

Note: These times refer to the scheduled starting times for games.

7.05 Change of venue, usually due to scheduled ground being unfit for play. The alternate field must be appropriate for the match scheduled. The condition of the field is such that play is able to take place. Both teams must agree that play can take place. The competition convener is 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.

7.06 The temperature at which the heat will be deemed to be excessive shall be 35°C for T-Ball and Soft-Toss matches and 38°C for baseball matches. The temperature shall be ascertained by referring to the "WeatherZone" website using the postcode for the area where the match is being conducted. Team managers or coaches may draw the umpire's attention to the heat.

8. EQUIPMENT

8.01 Baseball plates (metal cleats) may only be worn by U/16 and over age groups. All other groups must wear rubber or plastic studs (cleats). Coaches must check all studs 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 PD & JC. If, in the opinion of the umpire, the footwear is unsafe, the umpire shall request the player to change footwear. Spikes are prohibited.

8.02 All players, from U/10 Soft-Toss/Baseball, through Junior Baseball, must 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.

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

8.04 Catchers in all Soft-Toss/Baseball and Baseball games must wear the full set of catcher's gear with ear guards, leggings, chest plate and throat guard. Tee-Ball catchers shall wear a helmet only.

- 8.05 All balls used must be those balls approved for use by the Executive. In U/8 and U/9 competitions the balls are to be 8.5 inch RIF (Reduced Injury Factor) Safety Balls or their equivalent.
- 8.06 All fields should be marked according to the rules of baseball. If no marking is possible, the club must place flags to indicate the passed ball and foul lines. These flags should be placed twenty (20) meters toward the outfield from first and third base.
- 8.07 All bases are to be pegged or staked at all times during competition games. Every effort is to be made to maintain their placement, but if considered dangerous or unsafe at any time the pegs or stakes should be removed to allow play to continue.
- 8.08 Up to but not including U/12's, 1st base may be coloured half red and half white to encourage players to know their area of play. Any player who intentionally interferes with the 1st base fielder shall be called out. This will be the umpire's judgment call. White is for the fielder and red for the base runner. White is positioned so it faces towards 2nd base and the red towards foul territory.
- 8.09 Bats must comply with the specifications for each Competition as follows, which in turn comply with Baseball NSW State Cup Requirements, ABF requirements for the National Junior Championships in A and AA, or the LL National Championships, as applicable:-

Age	Maximum Length	Maximum Bat Diameter	At its smallest point	Construction	Maximum Weight/Length Differential
U12 / LL	N/A	2 1/4"	Any	Note [iii]	N/A
U14/ 'A'	30" or less	2 5/8" See Note: [ii]	7/8" or less	Wood	N/A
	31" – 34"		15/16" or less		
	34' or less		Any	Non-Wood: See Note: [iv]	
U17 / 'AA'	33" or less	Any	Any	See Note: [iv]	-5
	34" or more				-3

[i] The "Weight/Length Differential shown above is the numerical difference between the bat weight in ounces and the bat length in inches, in that order.

[ii] CSJBA will allow the use of 2^{3/4}" diameter bats for the 2011/2012 season.

[iii] Bats used in "LL" shall be marked with a BPF (bat performance factor) of 1.15 or less, or a mark for approved use in Little League Baseball.

[iv] Bats used in "A" & "AA" Competition may be wood, wood composite / laminated aluminium, ceramic or carbon graphite.

[v] The use of Softball bats is not permitted.

[vi] 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.

9. UMPIRES

- 9.01 Each club shall be responsible for the appointment of umpires to games as determined by the committee. Umpires must be at least 13 years old and 2 years older than the age of the players that they are umpiring. All umpires under the age of 15 should have a responsible adult to support & supervise them. The supervising adult shall report any abuse of players or the supervised Umpire, to the Association Secretary. The supervising adult shall have the powers of the Umpire In Chief.
- 9.02 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.
- 9.03 Before the commencement of a game, the umpire should read out a list of things that cannot be done on the field of play before the start of the game, i.e., slinging of the bat, running on the inside of the 1st base line, leaving the bases early, standing on bases to impede a runner from advancing at his own rate, etc..
- 9.04 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.
- 9.05 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 coaches or managers of the opposing teams and the game commenced. A fine of five dollars (\$5) payable to the association shall be imposed on the offending team for their first offence of not providing an umpire. A fine of twenty dollars (\$20) will be imposed for the second such offence and a fine of fifty dollars (\$50) for the third and subsequent offences of not providing an umpire. A fine of twenty dollars (\$20) will be imposed for failing to supply an umpire for Semi-Finals and Finals.
- 9.06 In the event of an umpire having to vacate their post during the game for personal reasons or illness, the opposing coaches or managers shall appoint another umpire to complete the game.
- 9.10 If an umpire ejects a player from a game that umpire shall be required to provide a full written report to the Association Secretary no later than 7.30pm on the Monday after the game.

UMPIRES JUDGEMENT DECISIONS ARE FINAL AND MUST NOT BE QUESTIONED. BREACHES OF THESE RULES WILL BE REPORTED TO THE PROTESTS DISPUTES AND JUDICIARY COMMITTEE (PD & JC).

10. PROTESTS

- 10.01 In the event of an umpire giving an erroneous decision on a point of law and refusing to alter his ruling, although his attention has been drawn (on the field and at the time) to the error by the Manager/Coach or Team Captain, or their appointed substitutes, the team has the right to lodge a protest.
- 10.02 All protests shall be recorded in the scorebook and on the Result Sheet and must be signed by the umpire. Details of the protest, clearly stating the nature and details of the protest, shall be lodged in writing to the Association Secretary by 7.30pm on the Monday following the game in which the alleged incident occurred. A fee of twenty five dollars (\$25) must accompany the protest. All protests and/or disputes must 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.

10.03 There is no provision for protests in both Tee-Ball and Soft-Toss/Baseball.

11. SUBSTITUTES

11.01 In the event of a team not being able to field nine (9) players, they may borrow players subject to the following conditions:

- a) A player who plays with the same club, who participates above the age group to the team in which they are registered, or in the same age group but a lower division, may do so for a maximum of four (4) games, without penalty.
- b) A player who plays with the same club and who normally plays for a team which is registered in the same division as the team playing short, may do so for a maximum of two (2) games, without penalty.
- c) A "substitute" is a player in the same age group and division but who is from a different club. For the purpose of this rule, the substitute will only be supplied from the opposing team in a given game. Teams may lend to a team playing short a player or players upon request.
- d) No player playing in the same division (as described in Rule 11.01(b)) can play in the infield without the consent of the opposing Manager/Coach or Team Captain and cannot be used in the battery.
- e) When players play more than the maximum allowed games in any team, they will automatically be registered with that team and the Association Registrar must be advised of the change. If a team in the same division breaches the maximum number of games for the same player more than once in the same season, the player and Coach will be subject to disciplinary action by the Executive or its delegate(s). The punishment will include loss of points and/or a fine.
- f) All players (not substitutes) must participate fully (see Rule 4.14). Substitutes will only field in the outfield and will bat for their own club only.
- g) In the event of a player on the line-up becoming injured during the game, the team may borrow a registered player from the same club, the same age group, but a lower division, without penalty.

11.02 In the Semi Finals, Finals and Grand Finals;

- a) Players from lower divisions or age groups require Executive approval to participate as "players".
- b) No substitutes will be allowed.

11.03 Batters may have a substitute runner once they reach first base, providing the opposition Manager/Coach or Team Captain agree. Should the opposing Manager/Coach not give their consent, then the Umpire in Chief shall have the ultimate discretion. This however, may be protested. Such a substitute shall be the last batter out on the batting side.

12. TIMES OF STARTING AND FINISHING

12.01 TEE-BALL and SOFT-TOSS/BASEBALL

Early games shall commence at 9:00am and finish at the provisional time of 10:15am. Late games shall commence at 10:45am and finish at the provisional time of 12:00 noon.

12.02 U/12 BASEBALL

Early games shall commence at 8.30am and finish at a provisional time of 10.00am. Late games shall commence at 10.45am and finish at a provisional time of 12.15pm.

12.03 U/14 BASEBALL

Early games shall commence at 8.30am and finish at a provisional time of 10.15am. Late games shall commence at 10.45am and finish at a provisional time of 12.30pm. U/14 Divisions may be requested to play at a 1.00pm time slot

12.04 AFTERNOON GAMES

Early games shall commence at 1.00pm. Late games shall commence 30 minutes after the scheduled completion of the early game.

12.05 Mid-Week Games - All Divisions

Mid-week games shall commence at 5:15pm. and finish at their respective provisional times.

12.06 In all divisions, no top half of an innings is to commence within ten (10) minutes of the scheduled finish time. The ten (10) minute rule shall apply from the time the third out is made in the previous innings. If an innings is started before the ten (10) minutes, then both halves of the innings are to be played unless the team batting the bottom of the innings is leading at the conclusion of the top half of the innings in which case "game" shall be called. If the bottom half of the innings is required to be played then "game" shall be called at the conclusion of any play which results in the team batting the bottom half of the innings scoring the winning run or the third out is completed to end the innings.

In ALL divisions, if any team is more than seven (7) runs behind or in front within ten (10) minutes of the scheduled finish time then the game shall be called at that time.

12.07 *Rule deleted*

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

12.09 Starting and finishing times for Semi-Finals, Finals and Grand Finals shall be determined by the Committee.

12.10 Game Duration;

Age	Duration	Finish Time
U8/U9/U10	1 hour 15 minutes	See 12.6
U12 / 'LL'	1 hour 30 minutes	See 12.6
U14/ 'A'	1 hour 45 minutes	See 12.6
U16 / 'AA'	2 hours	See 12.6
U18	2 hours	See 12.6

13. MISCONDUCT OF CONSTITUENTS

13.01 Each Coach, Assistant Coach, Manager and Scorer in Baseball shall be required to sign a Code of Conduct at the commencement of each season, or before taking part in any game, on the designated form required by BNSW or by the Executive of this association. No person shall be allowed to act in those capacities unless they have signed the Code of Conduct and that document is in the possession of the relevant Club Secretary.

13.02 Should any player or official conduct himself/herself in a disorderly manner or act in a manner which may bring the game into disrepute, either on or off the field, so as to cause an umpire or official to take action and report such action to the Executive, then such person(s) may be cited to appear before the Executive or its designate(s). This rule will also embrace any player or official being ejected from a game by an umpire. The constituent must leave the confines of the field immediately.

13.03 It is obligatory that any constituent reported to the Committee, or ordered from the field, shall appear before the Protests Disputes & Judiciary Committee (hereafter referred to as the PD & JC) when summoned to do so.

13.04 Affiliated clubs are responsible for the conduct of their players, officials, and spectators on and around playing fields utilised by CSJBA.

13.05 Any umpire appointed to control a game shall have the right to eject any team member for persistent bad conduct, behaviour or violent actions which disrupt the game and is not in accordance with the rules of baseball.

13.06 Incident Reports are to be submitted to the Association Secretary by 7.30pm on the Monday immediately after the game.

13.07 An umpire, CSJBA affiliated Club or the Executive Committee may cite any player, Club Official or Club to appear before the PD & JC in respect of any conduct that they believe contravenes the Rules of Baseball, the Rules of CSJBA, brings the game of baseball into disrepute, is contrary to the aims and interests of the CSJBA or of the sport of baseball in general.

13.08 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.

13.09 The umpire responsible for the ejection shall submit 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 13.06.

- 13.10 Any person ejected from a game shall appear before the PD & JC at a hearing, at a time and place as advised by the Association Secretary.
- 13.11 Any player or official ejected from a game and cited, may not participate in or attend any game, or in any team under the control of the CSJBA or affiliated bodies until such time as the matter has been dealt with by CSJBA or its designate.
- 13.12 Any person cited to appear before the PD & JC has the right to the Umpire or citing official's report from the Chairperson or Association Secretary, at least 24 hours prior to their hearing.
- 13.13 Any penalties imposed by the PD & JC involving suspension from games, must be served on CSJBA or affiliated bodies' regular games, semi finals, finals and grand finals of the team in which the suspended player or official is registered. During this period the suspended player or official shall take no part in any other CSJBA regular season scheduled game, semi final, final or grand final.
- 13.14 Should any Judiciary Panel member have conflicting interests in the pending hearing, that member shall disqualify themselves and be replaced by another panel member. The CSJBA Executive shall have the right to disqualify from a hearing; any panel member they believe may have a conflict of interest.

14. RIGHT OF APPEAL OF MEMBERS, MEMBER CLUBS OR MEMBERS OF CLUBS

- 14.01 A member, member club or member of a club may appeal to the Executive against a ruling of the PD & JC within seven (7) days after notice of the ruling is served on the member, member club or member of a club, by lodging with the Association Secretary a notice to that effect accompanied by an appeal fee of twenty-five dollars (\$25) or as determined by the committee.
- 14.02 Upon receipt of such notice of appeal the Secretary shall notify the Executive who shall convene an appeal meeting of the Association to be held within seven (7) days after the date on which the Secretary received notice.
- 14.03 The appeal committee shall consist of the Chairperson of the PD & JC plus a minimum of two (2) other members of the Executive, none of whom shall have sat on the original PD & JC. A delegate from the Umpires Association may participate on the PD & JC especially for rule interpretation (the Chairperson of the PD & JC will not be part of the original PD & JC and thus will maintain independent of that original decision).
- 14.04 At the appeal meeting the appeal committee and the aggrieved player and umpires may be given the opportunity to state their respective cases orally or in writing (see CSJBA By-Laws). The decision of the appeal committee shall be final. Any further appeal must be made to the appropriate NSW baseball body.
- 14.05 No professional legal representative shall be permitted at any hearing of the PD & JC.
- 14.06 Any person cited to appear before the PD & JC has the right to request a copy of the umpire or citing official's report from the Chairperson or Association Secretary, at least 24 hours prior to their hearing.
- 14.07 Any player or official so cited or suspended under Rule 13.02 may not participate in or attend any game, or in any team, under the control of the CSJBA until such time as the matter has been dealt with by the CSJBA

14.08 Any penalties imposed by the PD & JC involving suspension from games must be served on CSJBA regular games, semi finals, finals and grand finals of the team in which the suspended player or official is registered. During this period the suspended player or official shall take no part in any other CSJBA regular season scheduled game, semi final, final or grand final.

14.09 Should any Judiciary Panel member have conflicting interests in the pending hearing, that member shall disqualify themselves and be replaced by another panel member. The CSJBA Executive shall have the right to disqualify from a hearing; any panel member they believe may have a conflict of interest.

PENALTY GUIDELINES:

1. The PDJC at their sole discretion may chose to impose penalties that they consider appropriate. However they may use the following guidelines (sourced from BNSW) for imposing penalties.
2. The PDJC may recommend the amendment of the listed penalties to the Executive Sub Committee. Proposed changes shall be communicated to the clubs with one months notice prior to implementation of the change.
3. The penalty guidelines are as follows:
 - Dissent of an umpires decision – 2 matches
 - Swearing/repeated swearing – 2 matches
 - Unsportsmanlike conduct towards an umpire, player or spectator – 2 matches.
 - Contempt of CSJBA Inc meeting or hearing – 4 matches
 - Instigating or joining a fight – 4 to 12 matches
 - Reckless play – 6 matches
 - Dangerous play – 8 matches
 - Deliberate collision – 8 matches
 - Abuse of an umpire (verbal and/or physical; threatened or actual) including after the completion of the game – 8 matches to life.

15 MISCELLANEOUS

15.01 Each team must keep it's own as well as the opponent's score for each game and the scorebooks must be signed by the officiating umpire. Results are to be made known to the Association Recorder in the manner prescribed by the Recorder by 7pm on the date of the match. A fine of ten dollars (\$10) shall be imposed for failure to notify results to the recorder.

15.02 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 five dollars (\$5) for the first offence and ten dollars (\$10) for subsequent offences.

- 15.03 Each Club Secretary is responsible for the correct storage of Result Sheets. A Result Sheet may be requested by the Executive or its delegate(s) at any time and it is the Club Secretary's responsibility to make the sheet available within forty-eight (48) hours of such request.
- 15.04 Any club who wishes to dispute results or fines must lodge the dispute with the Association Secretary, with evidence, within fourteen (14) days of publication accompanied by a ten dollar (\$ 10) fee.
- 15.05 Any club official or player failing to return any uniform, gear or equipment being property of the association, when requested to do so, shall be disqualified until such uniform, gear or equipment is returned.
- 15.06 In the event that the Committee decides to award trophies, any player disqualified for default or misconduct shall be ineligible.
- 15.07 Birth certificates or copies thereof must be made available to the Committee upon request.
- 15.08 It is the responsibility of each club to attend to their home grounds and provide proper maintenance and line marking. This shall include arranging bases and setting out the playing field. In the case of Soft-Toss/Baseball competition, it also includes the setting up and standardisation of the CSJBA approved Soft-Toss/Baseball machine's playing parameters in conjunction with the umpire.
- 15.09 At any Association Meeting, only the two (2) nominated delegates, or their proxies, are permitted to vote however all members of affiliated clubs are welcome to participate in any General Meeting or Annual General Meeting. Any club not represented by their delegates, or their proxies, at any General Meeting, Special General Meeting or Annual General Meeting shall be liable to a fine of five dollars (\$5) for the first offence, twenty dollars (\$20) for the second offence and fifty dollars (\$50) for the third and subsequent offences.
- 15.10 Players who are injured and require attention to stem the flow of any body fluids, may leave the game without penalty. If on base, a courtesy runner may be used until replaced by the original player. If at bat, the player may obtain treatment and if unable to be treated within a reasonable period of time, the player may be replaced or a courtesy player may continue the at-bat with the same count applied (the player, if removed for treatment, shall not bat again until their turn in the line-up again arrives). If in the field, a courtesy fielder may be used while treatment is applied. In all circumstances, the injured player or their equipment shall not return to the game until all traces of the body fluid is removed from the person, their uniform and equipment.

The courtesy replacement rule shall be:

- a) Where possible, a substitute from the bench who has taken part in the game.
- b) If no substitute is available, a player from the bench who has previously been replaced.
- c) If neither of these are available, then either the last runner home or the last batter out, whichever is closest to him or her in the batting order.

16 PITCHING DISTANCES

Age Group	Base Paths	Pitching Distance
U/8 - All divisions	50 Feet	35 Feet
U/9 - All divisions	60 Feet	43 Feet
U/10 - All divisions	60 Feet	43 Feet
U/12 – All divisions	60 Feet	46 Feet
U/14 - Division 1	80 Feet	54 Feet
U/14 - Other divisions	80 Feet	50 Feet
U/16 - Division 1	90 Feet	60 Feet 6”
U/16 - Other divisions	90 Feet	57 Feet
U/18	90 Feet	60 Feet 6”

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

TEE-BALL GUIDELINES

These guidelines shall be read in conjunction with the Official Australian Baseball Rules and the CSJBA Competition Rules and where they are in conflict, these guidelines shall be paramount.

All U/8 and U/9 divisions shall play under the CSJBA Tee-Ball Guidelines.

In U/8s only, one Coach of the defending side is permitted on the field whilst their team is fielding. This Coach must take up a position in an area behind 2nd base and not interfere with the fielding or batting side.

In U/8s only, if any ball thrown to a base, which in the opinion of the umpire is an attempt to retire the runner, results in that 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 their last legally occupied base without any further penalty to the defending side, i.e., no passed ball rule.

In U/9 competitions, each runner may, without liability to be put out, advances two bases on a passed ball. In awarding bases, the umpire shall be governed by the position of the runners at the time the wild throw actually left the player's hand and not when the ball crossed the passed ball line.

Guideline #1 THE BATTER

1. The batter must wear a double earflap helmet.
2. The batter must 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 (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 you think 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 batters box, the batter is not batting out of the box.
3. The batter must take a set stance in the batter's box and must 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.
4. The batter is allowed two leveling swings only (practice swings) before attempting to hit the ball. Any more leveling swings will count as a strike. If the batter accidentally knocks the ball off the tee with the leveling swing, this will be called a foul and count as a strike.
5. The batter must attempt to hit the ball with a full natural swing. The ball does not have to go any set distance, however the batter is not allowed to just tap (bunt the ball) off the tee. Any such action will be called a foul and count as a strike.
6. 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.
7. When the umpire calls 'play ball' 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.
8. If the batter misses the ball and hits the tee, this will be called a foul and counts as a strike, even though the ball may have been projected into the field of play.
9. The batter must not throw (sling) the bat away after hitting the ball, but should simply drop it. This is to prevent the batter's team-mates from being hit by a thrown bat. The umpire warns both teams

about bat slinging before the game. If the bat is thrown (slung) during the game, the batter is out without further warning.

10. The batter becomes a runner on hitting a 'FAIR BALL' (see definitions for Fair Ball). Irrespective of where it lands in 'FAIR TERRITORY' (see definitions for Fair Territory).
11. There is no 'infield fly' rule in Tee-Ball.
12. 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 is possible.

Guideline #2 THE RUNNER

1. On hitting a fair ball the batter becomes a runner and must continue to wear a helmet.
2. The runner may over-run 1st base without risk of being 'tagged-out' (see definitions for Tag/Tag Play) provided the runner makes no attempt to go to 2nd base.
3. The runner must be in contact with the base before the ball is hit ("stealing" is not allowed in Tee-Ball). 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 innings, the runner is out.
4. 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'.
5. 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 must try to avoid the ball.
6. If the runner collides/bumps into a fielder who is trying to field a batted ball the runner is out for interference.
7. If the runner over-runs 2nd or 3rd base they may be 'tagged-out'.
8. The runner must touch every base in succession.
9. Whilst a ball is in the air, runners should not run (if there is less than two out), but should remain touching their base (tagging up) until the ball is caught or touches a fielder's glove. After the ball is caught or touches a fielder's glove, runners may advance at their own risk.
10. 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 must 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. The runner must beat the ball to the base to be safe.

Guideline #3 THE FIELDER

1. The fielder must be correctly dressed including cap and glove.
2. The fielder must take up normal 'baseball' fielding positions. This means a fielder cannot intimidate a weak batter by fielding too close. An infielder must not field inside an imaginary line between 3rd and 1st base.
3. The pitcher must stand with both feet on the pitching rubber until the ball is hit.
4. The catcher must stand in the 'catcher's box'.
5. When in the umpire's opinion a particular passage of play has ceased and an 'INFIELDER' has possession of the ball and the infielder is within the confines of the diamond and is not making an attempt at a further play, the umpire shall call 'TIME' (the ball is returned to and placed on the tee and the umpire calls the next batter by saying "BATTER UP").
6. The outfield should throw the ball to an infielder rather than run the ball in (the umpire should not call time if an outfielder runs the ball into the infield).
7. A fielder may stand anywhere to field a batted ball and a runner must avoid interfering with that fielder or the runner will be given out for INTERFERENCE. The fielder may not stand in (OBSTRUCT) the runner's path without possession of the ball (even if a ball is being thrown and in flight. 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 dead, the runner is awarded one base from the last base the runner was legally entitled to.
8. In the U/8 competition the following rule shall apply: All play ceases if there is an overthrown ball to first or third base, which goes into foul territory, provided the fielder throwing the ball has made a legitimate attempt at a play on the runner.

Guideline #4 THE TIME RULE

INTRODUCTION: 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:

1. The defense attempts no further play after the ball is in the secure possession of an infielder within the confines of the base paths. Base runners shall not pass another base after the fielder has secure possession, unless the fielder attempts a play.
2. The game ball becomes dead.
3. Necessary, i.e., injury, conference, etc..

Note: For the ball that is hit directly to an infielder and held in secure possession, the umpire should not call 'time' until the batter has reached 1st base.

There is no 'half way' between bases. The play must 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).

Guideline #5 THE FORCE PLAY

1. The force play occurs when a base runner must run to the next base, i.e., is 'forced' by a runner behind him or her.
2. In Tee-Ball the force play can only happen when:
 - a) The batter hits the ball fair and is forced to run to 1st 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 1st 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 1st, batter hits fair ball and forced to run to 1st, runner already on 1st forced to 2nd, runners on 1st & 2nd, batter hits fair ball and forced to run to 1st, runner already on 1st is forced to run to 2nd and forces runner on 2nd to run to 3rd.
 - c) If 1st, 2nd and 3rd 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 the force is automatically removed from any preceding runners.
3. A runner that is 'forced' to the next base can be "PUT OUT" by a fielder who has the ball securely in their possession. All the fielder has to do is touch the base to which the runner is forced with any part of his or her body. This is usually done by stepping onto the base, running across the base or sweeping the foot across the base.
4. Any base runner FORCED or UNFORCED, may be TAGGED OUT when they are not in contact with a base, while the ball is live. They may also be tagged out while occupying a base to which they are not legally entitled, i.e., batter hits fair ball, forced to 1st, 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 1st base.

Guideline #6 STARTING AND ENDING A GAME

1. Games will start at 9.00am or 10.45am and finish at 10.15am or 12 noon respectively.
2. The ten (10) minute rule shall apply from the time the third out is made in the previous innings.

If an innings is started before the ten (10) minutes, then both halves of the innings are to be played unless the team batting the bottom of the innings is leading at the conclusion of the top half of the innings in which case "game" shall be called. If the bottom half of the innings is required to be played then "game" shall be called at the conclusion of any play which results in the team batting the bottom half of the innings scoring the winning run or the third out is completed to end the innings.

If any team is more than seven (7) runs behind or in front within ten (10) minutes of the scheduled finish time then the game shall be called at that time.
3. *Rule deleted*
4. Nine (9) players shall always take the field. In the event of a team being short 1 or 2 players, substitutes may be used from an equal or lower grade or the opposing team must lend them a fielder.
5. Play shall commence when:

- a) The catcher is inside the catcher's box.
- b) The pitcher is in contact with the pitcher's plate. c) The fielders take positions within fair territory.
- d) The batter takes stance in the batter's box, after the umpire calls PLAY or PLAY BALL.

The fielders cannot change position until the ball is hit. The batter cannot appreciably change the position of their back foot of their original stance prior to the umpire calling PLAY or PLAY BALL.

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

RULES FOR SOFT-TOSS/BASEBALL COMPETITION

These rules shall be read in conjunction with the Official Australian Baseball Rules and the CSJBA Competition Rules and where they are in conflict, these rules shall be paramount.

Before the ball is hit in Soft-Toss/Baseball, no fielder shall position himself/herself inside an imaginary line between 1st and 3rd base, excepting the pitcher, who must have both feet in contact with the pitching rubber.

1. The ball will be put into play by a CSJBA approved Soft-Toss/Baseball machine. If the Soft-Toss/Baseball machine is unavailable or breaks down, then the ball will be put into play by a person taking a position in front of the pitcher's plate, slightly to the 1st base side for a right hand batter or on the 3rd base side for a left hand batter. The "Soft-Toss" person shall be a representative from the batting team and "Soft-Toss" the ball with an under hand or under arm action into the strike zone (the person "Soft-Toss" is required to wear a baseball glove and it is also recommended that they wear a helmet, protective cup and face-mask). In the case of a 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 "Soft-Toss" person.
2. The CSJBA approved Soft-Toss/Baseball machine will be set-up for play according to the following guidelines:
 - a) The Soft-Toss/Baseball machine will be fitted with the 'small legs' stand.
 - b) The Soft-Toss/Baseball machine will be positioned at the same distance from home- plate as is the pitching plate. The centre of the stand will be positioned at a point 1.2 metres from the centre of the pitching plate on the 3rd base side of the pitching plate.
 - c) The Soft-Toss/Baseball machine will be set so that the exit-speed of the pitched ball is in the range of 38-40 miles per hour for the U/10-1's and 36-38 miles per hour for other U/10 divisions.
 - d) The trajectory of the Soft-Toss/Baseball machine will be set so that the pitched ball (at the above speed) will pass through the central cut-out in the 'targeting-device' placed over the centre of home-plate (it is the responsibility of the home team in conjunction with the umpire to establish these playing parameters prior to the commencement of play). The 'targeting-device' will be removed from home-plate prior to play commencing.
3. The CSJBA approved Soft-Toss/Baseball machine will be fed by the player designated as pitcher.
4. 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 Soft- Toss/Baseball machine and then return to the pitcher's plate.

Note: No one is to put the ball into the Soft-Toss/Baseball" machine without being directed to do so by the umpire.
5. In all cases the umpire shall determine "strikes and balls" If the batter attempts to hit a ball, which in the opinion of the umpire is outside the strike zone, the umpire shall call a ball and not a strike (see Rule 7 below).
6. After two strikes are called on the batter all foul hits shall be as for the normal rules of baseball.

7. In the 10/1 division all attempts by the batter to hit the ball shall be called strikes. However in the lower divisions, for the first 3 rounds of the competition, it will not be called a strike if the batter attempts to hit a ball that the umpire deems is obviously out of the strike zone.
8. Dropped third strike, batter is out.
9. If the batter is hit by a ball pitched by either the CSJBA approved Soft-Toss/Baseball machine or the person "soft-tossing" the ball, the ball will be declared dead. No walk will be awarded, no count shall be recorded against the batter for the pitch and no runners shall advance. 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'.
10. No walks will be awarded in the Soft-Toss/Baseball competition. The batter remains at bat until the ball is hit into play or three strikes are called by the umpire.
11. A batted ball coming into contact with the CSJBA approved Soft-Toss/Baseball 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.
12. (a) If a thrown ball comes into contact with the CSJBA approved Soft-Toss/Baseball 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.

(b) If a fielder (attempting to make a play on a batted ball) comes into contact with the CSJBA approved Soft-Toss/Baseball machine or the person "soft-tossing" the ball, the umpire shall call the ball dead. The batter shall be awarded 1st base and all forced base runners shall advance one base.
13. 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 CSJBA approved Soft-Toss/Baseball 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.
14. If during playing time the CSJBA approved Soft-Toss/Baseball machine is disturbed in its positioning or settings, or if in the opinion of the umpire the Soft-Toss/Baseball machine is pitching outside the originally established strike zone, the umpire, at his or her discretion, will call 'time' and request that the home team assist him (with the aid of the 'targeting device') to re-establish the strike zone and playing parameters as described in Rule 2 above.
15. Bunting is not permitted in Soft-Toss/Baseball.
16. The normal passed ball rule will be played at all times.
17. Where possible, the Team Manager should ensure that the catcher is "geared up" and ready to start the next fielding innings.
18. Each team is to provide the umpire with a match ball, 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 CSJBA approved Soft-Toss/Baseball machine.
19. A back net is required for all games of Soft-Toss/Baseball. If a permanent net is not available, a temporary net shall be provided by the Ground Controller.

20. Where possible the main umpire for Soft-Toss/Baseball games should be located behind the catcher, wearing the correct protective gear. However if the catcher is inexperienced and the umpire does not “feel safe” it is acceptable for the umpire to move behind the pitching machine and call from this position.
21. After Round 10 in the U/10-1 division, runners will be allowed to “steal” one base on pitches that are not hit by the batter. The runner must remain in contact with the base until the ball passes home plate. On the first occurrence of a runner leaving early, the runner shall be returned to the original base and a team warning issued. Subsequently any runners leaving early on the warned team will be given out. (Refer also to rule 4.12). This rule is only in effect for games where the CSJBA approved Soft-Toss/Baseball machine is operating. Runners can only run home on a batted fair ball, or where the catcher makes a play on a base with a runner already on 3rd base.
22. No new innings shall commence within ten (10) minutes of the provisional finishing time. The ten (10) minute rule shall apply from the time the third out is made in the previous innings. If an innings is started before the ten (10) minutes, then both halves of the innings are to be played unless the team batting the bottom of the innings is leading at the conclusion of the top half of the innings in which case “game” shall be called. If the bottom half of the innings is required to be played then “game” shall be called at the conclusion of any play which results in the team batting the bottom half of the innings scoring the winning run or the third out is completed to end the innings.

If any team is more than seven (7) runs behind or in front within ten (10) minutes of the scheduled finish time then the game shall be called at that time.

23. *Rule deleted*

24. The umpire will call ‘time’ when:

- (a) A ground rule double, passed ball situation or a home run is awarded.
- (b) The defense attempts no further play, an error has occurred which will stop play or the ball is dead.
- (c) The ball becomes dead out of necessity, i.e., injury.
- (d) A fair batted ball is deflected out of bounds.
- (e) The ball is in possession of an infielder and all runners have stopped on base and no further play is being attempted.
- (f) A runner has left a base before the pitched ball passes home plate.

In calling ‘time’, the umpire will use discretion in judging when all possible play has ceased, taking into account the score (mercy rule) and standard of the game, i.e., U10/1’s may need more freedom to attempt a play compared to U10/2’s.

NO ALTERATIONS SHALL BE MADE TO ANY OF THESE RULES UNLESS APPROVED BY THE COMMITTEE.

DEFINITION OF TERMS

AN APPEAL is the act of a fielder in claiming violation of the rules by the offensive team, i.e. touching the base when a base runner: (a) hasn't tagged up (b) missed touching a base.

BASE is one of four points, which must 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 must remain in foul territory adjacent to the base & must not touch the runner.

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. 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)

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

FAIR BALL is one that:

- a) Settles on or is first touched in fair territory between home plate and first base and home plate and third base.
- b) First touches fair territory anywhere on the field and travels into foul territory beyond first or third base.
- c) Touches first or third base.
- d) Bounds over first or third base.

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)

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.

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

LIVE BALL is a ball that is in play.

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

PASSED BALL is one that is thrown by a fielder and settled outside foul territory.

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

TAGGING UP is the act of a runner returning to his last legally occupied base as legally required. In any situation where a ball is caught on the full, a runner must be in contact with his last legally occupied base at the time of the catch or at the time the ball first touches the fielders glove. If the runner is off the base at the time of the catch the runner must return to his last legally occupied base to avoid being put out. A runner returning to tag up at a base must beat the ball to the base to be safe. A runner is not permitted to take a flying start from a position in back of their base.

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.

TAG is the action of a fielder in:

- a) Touching a base with their body while holding the ball securely in their hand or glove in the course of a forced play.
- b) 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.

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

SUPPLEMENTARY RULES FOR THE UNDER 17 CSJBA COMPETITION

These rules shall be read in conjunction with the Official Australian Baseball Rules and the CSJBA Competition Rules and where they are in conflict, these rules shall be paramount.

Where the CSJBA Competition Rules refer to U/16, those rules are to be taken as reading U17, unless that rule is overridden by these supplementary rules.

These supplementary rules cover all U17 division competitions.

1. Deleted
2. Any player graded with any Major League Club is not allowed to play in the CSJBA competition.
3. All U17 divisions shall play the normal rules of baseball with the exception of the following: (a) Pitching and base distance will be determined by the division played (see Rule 5).

(b) Pitching restrictions shall apply (see Rule 4).

This rule substitutes for Rule 4.07 of the CSJBA Competition Rules.

4. Top age players (ie.16 year old) may only pitch 39 balls or catch 2 innings in the 17/2 and 17/3 divisions.

All CSJBA representative players may also be under restrictions, placed on them by Representative Coaches and the players well-being must be the priority at all times.

5. Pitching Distances

Age Group	Base Paths	Pitching Distance
U17 - Division 1	90 Feet	60 Feet 6"
U17 - Division 2	90 Feet	57 Feet
U17 - Division 3	90 Feet	57 Feet

This rule substitutes for Rule 16 of the CSJBA Competition Rules.