



DANDENONG BASEBALL ASSOCIATION INCORPORATED – COMPETITION RULES

Competition Rules

Section A: SENIOR COMPETITION RULES

The Senior Competition Rules are to be read in conjunction with the Fixtures and the Official Baseball Rules published by the National Baseball Congress of America as adopted by the Australian Baseball Federation subject to such alterations and omissions as shall be agreed upon from time to time by the Association to suit local conditions.

1. Competition Scheduling

- a) The Association shall determine the fixture for the regular season for all Winter Dandenong Baseball Association competitions.
- b) The Association may amend the fixture as needed at any time during the regular season.
- c) The association Secretary shall notify all club Presidents and Secretaries of affected clubs as soon as possible of any changes made to fixtures, including but not limited to game locations.

2. Season Duration

- a) The Regular playing season shall commence in the month of April and finish no later than the end of September in any given year.
- b) The Association will determine the number of games for each grade.
- c) Start and finish dates are determined by the Association.

3. Grade Structures

- a) The Association shall determine all grades of competition.
- b) Senior Playing Grades are as follows
 - A1 Grade
 - A2 Grade
 - B1 Grade
 - B2 Grade
 - C1 Grade
 - C2 Grade

4. Eligibility of Players

- a) A Player shall be eligible to participate in the Senior Competition once they have obtained their 15th birthday. This is applicable to A1 Grade only.
- b) A Player shall be eligible to participate in the lower grades of the Senior Competition once they have obtained their 14th birthday. This applies to A2, B1, B2, C1 and C2 Grades.



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- c) Junior players shall abide by all Pitching, Catching, number of games in a weekend and other junior restrictions as set out in Section C of the Competition rules (Junior Rules).
- d) Both Male and Female players are eligible to play in the Senior competition and must follow the rules as per Section A of the Competition Rules.

5. Game Start

- a) Games shall commence at nominated times or at such other time as shall be determined by the Association. First named Club is the Home Club and shall occupy third base bench and field first.
- b) Nominated starting times for Senior Grades are as follows. These are guidelines only and at all times the official fixture start time should be referred to.
 - A1 Grade 2:30pm
 - A2 Grade 12:00pm
 - B1 Grade 2:30pm
 - B2 Grade 12:00pm
 - C1 Grade 2:30pm
 - C2 Grade 12:00pm

6. Game Duration

- a) During the Regular Season, A1 Grade and B1 Grade are to play nine (9) inning matches. All other Grades play timed games in accordance with rule 6(d) and 6(e)
- b) (i) A1 Grade - Nine (9) inning matches played shall be played without a time limit unless ended sooner as a result of bad light or inclement weather as determined solely by the umpire.
- c) Nine (9) inning matches played without an official association umpire present for the entire contest, shall be no longer than two and one half hours (2 ½) in duration unless ended sooner as a result of bad light or inclement weather as determined by the team coaches and umpire.
- d) Games played as Double-Headers shall commence as follows.

GAME 1 to commence at 12:00 noon and be of two (2) hours duration. No new innings shall commence after 1:50 pm with the game to cease at 2:00pm.

GAME 2 to commence at 2:30pm and be of nine (9) innings duration in accordance with rule 5(a) and 5(b)

- e) Two (2) hour matches shall cease after two (2) hours according to the officially recorded start time. If time and game is called during the home club's at bat and the home club is leading, the match will cease immediately with the all runs up to that point be recorded as the final score. If the away team is at bat when time and game is called, the score shall revert back to the last full inning.



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f) All time games are two (2) hours duration, dead stop, but are subject to a ten (10) minute rule. This rule means that no new inning is to start within ten (10) minutes of the scheduled end of the game. This leads to a number of situations that should be clarified as listed below.

Game Situation	Finish Time
The home team is leading and the bottom half of an inning is about to start with more than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached.
The home team is leading and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached.
The home team is trailing and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is leading and the top half of an inning is about to start with less than 10 minutes remaining -	The game ends immediately.
If the home team is leading at 2pm -	The game ends immediately.
If the home team is batting and is trailing or scores are drawn at 2pm -	The pitcher must finish the current batter.

g) Under no circumstances (other than outlined in the above table) should a timed game go past the two (2) hour point. The inning does not need to be finished and, if it means that the home team does not complete their half, and have scored less runs than their opposition, the score will revert back to the last completed inning.

7. Game Finish

a) Regular Season

- (i) All A1 grade games where applicable, unless and as otherwise determined by the Association, shall be played over 9 innings, weather and light permitting or the enforcement of the 10/15 un rule.
- (ii) All B1 grade games where applicable, unless and as otherwise determined by the Association, shall be played over 9 innings or 2 hours 30 minutes, weather and light permitting or the enforcement of the 10/15 Run rule.
- (iii) All A2, B2, C1 and C2 grade games where applicable, unless and as otherwise determined by the Association, shall be played over 9 innings or 2 hours, whichever comes first, weather and light permitting or the enforcement of the 10/15 Run rule.



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b) Finals Series

- (i) With the exception of A1 and B1 grades, all finals series games include the use of the Five (5) minute rule.

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side away' and there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

If the **HOME TEAM** is **AHEAD** – the game ceases immediately.

If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or side is retired.

- (ii) Games shall not end using the 10/15 Run Rule in Final series matches.

8. Game Re-entry – A and B Grades

- a) Applicable to A1 & B1 Grades only. C1 and C2 competitions are standalone and non-double header fixture competitions and hence this rule does not apply to these grades.
- b) A player who has participated in an A2 or B2 game may also participate in the late game on the same day in the same competition, provided that the player does not enter the late game before the completion of the second innings, except in the case of a Designated Pitcher from early game who should start in the late game.

9. 10/15 Run Rule

- a) After a match has met the minimum time requirement to be a Legal Game as per Rule 11, a 'mercy' rule will apply to all grades.
- b) **10 Run Rule**
The match shall end immediately when one team is leading by ten (10) runs or more after seven (7) completed innings.
- c) **15 Run Rule**
The match shall end immediately when one team is leading by fifteen (15) runs or more after five (5) completed innings.
- d) The game ending provisions of Australian Baseball Rules 4.09, 4.10 and 4.11 shall be applied.
- e) The 10/15 Run Rule will not apply in finals series matches.



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10. Forfeit

- a) In the event of a forfeit, the names of the players in attendance from the defaulting team must be recorded on the Match Report Sheet.
- b) The non-defaulting team must be recorded on the match Report Sheet naming a minimum of seven (7) players and a maximum of nine (9) players if in attendance.
- c) No player then so recorded may play in another game in that round.
- d) Penalty for a forfeit is a fine, as determined by The Association By-Rules, plus full payment of all umpire fees. Repeated forfeits could lead to disqualification.

11. Byes

Where a team is scheduled for a bye in a round, any persons that played in such team for the preceding two games shall be ineligible to play in a lower grade or team for such round.

12. Legal Game

A "Legal game" shall be a minimum 65 minutes or a regulation game per Rule 4.10(c) of the Australian Baseball Rules.

13. Premiership Points

- a) Two (2) points shall be allocated for each win in a Competition Match. A tied game shall result in one (1) point to each team. In the event of a game being declared 'No Game' one (1) point shall be awarded to each team.
- b) Should more than one (1) team be equal on match points at the conclusion of the 'home and away' matches, percentage shall determine the position of teams on the premiership table. To determine the percentage the following procedure shall apply: Total runs for, plus runs against divided into total runs for.

$$\text{Win Percentage} = \frac{\text{Total Runs For}}{\text{Total Runs For} + \text{Total Runs Against}}$$

The team having the higher quotient shall be considered to have the better performance.

- c) If teams are still tied, the number of hits, number of outs or stolen bases (in that order) will be used until the tie is broken.



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14. Ground Equipment

To be provided by home teams:

a) **Playing Area**

The playing field shall be enclosed if possible but on all grounds not enclosed, a net or distinguishing mark and line shall be placed sixty feet from the home plate. Where the distance beyond the first and third base line exceeds ninety feet, a white line shall be marked parallel with the respective base line. Any foul fly ball can be legally caught within the fenced or unfenced ground but not behind the back net limits and conditions to be established by the managers with the umpire.

b) **Back Nets**

A securely erected continuous back net at least thirty feet by ten feet is required.

c) **Pitching Mats**

A securely pegged mat with a minimum size of 6 feet by 4 feet is required. Grounds which have a raised mound are exempt.

d) **Bases**

Bases are to be white and secured with adequate pegs. This includes Hollywood style fixings where bases are removable.

e) **Home Plate**

Home plate is to be white and fixed only if flush to the surface. On constructed baseball fields the plate shall be permanently fixed. This includes Hollywood style fixings where plates are removable.

f) **Players' Benches**

Benches must be provided for all games.

g) **Match Balls**

In all senior games, two new approved leather waterproof baseballs of the same brand are to be available. Sufficient extra balls are to be available. Vinyl baseballs are not permitted in senior games. Match baseballs shall not be available for pre-inning warm-ups except for use by the pitcher.

h) **Home Run Fences**

Where a temporary home run fence is used such home run fence shall be defined by locating witches' hats or flags of cloth at least eighteen inches' square on single wooden poles. No discs or metal plates permitted. A preferred white line is to be marked on the ground joining each marker. The home team Club shall be required to locate two responsible members on the home run fence to assist the umpire to judge on close decisions concerning whether the ball landed over the line. The use of a temporary fence is optional.



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15. Uniforms and Equipment

- a) Uniforms shall be registered in agreeance with the Dandenong Baseball Association.
- b) No player whose uniform does not conform to that of his team mates shall be permitted to participate in a game. As per Rule 15, (b), i

Exception for all grades other than A1:

- i) Seven players at least shall comply and the other two shall be as near as possible to the team uniform. All deficiencies shall be reported by the umpire.
 - ii) Coaches' uniform is not compulsory, provided a Club jacket or shirt is worn.
- c) **Jackets**
- i) A pitcher may bat wearing a jacket. A batting pitcher who reaches base may at the completion of that play put on (or remove) his/her jacket provided it is readily available with the base coach. No other player may wear a jacket while playing.
 - ii) Outfielders may wear jackets in poor weather conditions at the discretion of the umpire(s). Poor weather conditions shall be determined by the umpire(s). Jackets must be in approved club colours/styles.
- d) **Helmets**
- The wearing of helmets, in club colours, whilst batting, catching and base running or base coaching is compulsory. Batters must wear dual ear protection type helmets. Base coaches are permitted to wear skull-cap style helmets.
- e) **Gloves**
- No circle marking shall be different in colour to the glove and should conform to the dimension and colour requirements of Official Baseball Rules 1.12, 1.13, 1.14 & 1.15
- f) **Bats**
- i) All baseball bats must conform to the Rule of Baseball 1.10.
 - ii) For all Senior Grade competitions, wood, wood composite and wood laminate baseball bats shall only be used.
- g) **Caps**
- Club caps to be worn by fielding team, coaches and managers at all times.

16. Smoking and Drinking

No alcoholic beverage or smoking shall be permitted upon the playing field.
Without warning offenders shall be ejected from the game with no subsequent action apart from a fine.



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17. Umpires

Should an umpire not be in attendance the home team shall arrange for the umpiring of the game and complete a Match Report Sheet and forward to the home club Secretary within 72 hours. When only one umpire is present and intends to call the game from behind the catcher the home Club shall supply a base umpire. No change during the game is permitted. For all games, managers shall tender batting order lists per Rule 4.01 to the umpire.

18. Match Report Sheet

- a) The home club is responsible for the provision of an official Match Report Sheet.
- b) Upon the completion of the match, the Umpire shall complete a match report sheet in full, including the Ground Condition section and best player votes.
- c) The home club coach or team manager shall be responsible to ensure the signatures of both team managers are affixed to the Match Report Sheet and deliver all match sheets to the home club Secretary who shall in turn, forward all Match Reports to the Association Secretary no later than 72 hours after completion of the match.
- d) All players' names shall be clearly written or printed with blue or black ink, with surname, then given name in full.
- e) The Secretary of the Association is to be advised of any reported player within 4 hours of the completion of the game, and is to receive the full written report no later than the evening following the game.
- f) The team managers must come to the scorer's area and sign the Match Report Sheet after its completion by the umpire. Signing of the report is compulsory and provides the opportunity for managers to note the details on the sheet.

19. Best Player Votes

- a) For all grades three (3), two (2) and one (1) votes (no shared votes) are compulsory and shall be recorded by the chief umpire on the Match Report Sheet, and must be forwarded to the Association Secretary.
- b) Where there is no Official Umpire both managers must sign the Match Report Sheet.

20. Statistics

For A1 Grade games, statistics sheets shall be completed and forwarded to the Association Secretary or appointed person within 72 hours of the completion of the match.



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21. Scorers

- a) Scorers shall be responsible for recording of match details and will sit together.
- b) Clubs shall provide suitable facility for scorers.
- c) The home team shall advise the Association of the match details as directed.

22. Tribunal

The Association Tribunal shall meet on Thursday evenings following a player or official being ejected from a game and such meeting, when necessary, shall convene at a venue determined by the Executive commencing at 7.30 pm. Team managers should take note of the report for no other notice shall be given. It is the responsibility of ejected members to provide witnesses in support of their defence. Refer to Tribunals Process.

23. Designated Hitter

- a) A Designated Hitter can be used in all grades (ABL Rule 6.10).
- b) In B2, C1 and C2 Grades, the Batting Through rule applies (Rule 26), but a Designated Pitcher for the given Designated Hitter will not bat.

24. Designated Pitcher

A Designated Pitcher can be used in a game in conjunction with a specified Designated Hitter in the line-up in A2 and B2 competitions only.

25. Junior Restrictions in Senior Competition

a) Under 18 Pitching Limits

Pitchers aged 17 are allowed a **maximum of 100 pitches** either during one game, or over a weekend of games.

If a pitcher reaches their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitch where the batter count left off.

b) Juniors Pitching and Catching

No junior playing in senior competition is allowed to pitch and catch in the same day.

c) Juniors Catching

(i) Junior catchers are allowed to catch in a maximum of two (2) games per weekend.

If a player has caught in in their junior game, they are only allowed to catch in one (1) senior game for the weekend.

If a player has not caught in a junior game that weekend, they may catch in two (2) senior games for the weekend.



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(ii) All junior catchers are required to wear a throat guard/protector on their masks.

26. Pitcher and Catcher Speed-Up Rule

- a) When there is two out, it is mandatory that a runner replaces the pitcher and/or catcher if they are on base.
- b) When there is none or one out, the manager has the option to replace the pitcher and/or catcher with a runner if they are on base.
This rule applies to all senior grades.

27. Seven Run Rule - Applicable in B2, C1 and C2 Games

A team shall bat for a maximum of seven runs in any offensive innings. As the seventh run crosses the plate, the scorer shall notify the Umpire. At the completion of the seventh run, the Umpire shall call 'Time'. This rule is applicable to regular season games only.

28. Batting Through - Applicable in B2, C1 and C2 Games

- a) All participating in the above-mentioned competitions can take advantage of the extended batting line-ups, to a maximum of twelve (12) batters.
- b) This is optional.
 - (i) If teams do not use the extended line-ups, then they are bound by the traditional removal of players and bench players coming into the game. (Rule 26).
 - (ii) If teams do use the extended line-ups, then players can be substituted in and out of the game as the manager sees fit.
 - (iii) If a team has more than twelve named players in any given match, only twelve may bat. Any remaining players can be substituted in and out of the game as per Rule 28, b), ii).
- c) If teams are batting using an extended line-up and there is an injury to a player, a BLANK will only be enforced once the total number of uninjured players is less than nine (9).
- d) Any team wishing to use the extended line-up must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance.



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29. Playing with Blank(s)

- a) If, at the start of the game, a team has less than 9 players (but no fewer than 7 players) they may elect to have their team bat through the line-up.
- b) This is optional.
 - (i) If a team elects to play without a blank in their batting line-up, they cannot be supplied a substitute fielder from the opposition club.
 - (ii) If teams are batting through their line-up and there is an injury to a player, a BLANK will then be enforced.
 - (iii) If teams choose to enforce the blank in their line-up, they may be provided with a substitute fielder from the opposition club until such time as a player is able to fill the position in the line-up.
- c) Any team choosing to bat through their line-up due to a blank must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance.

30. Protests (By-Law 14)

- a) If during a match played under the control of the Association any protest shall arise concerning the Playing Rules (other than judgment decisions) the protest shall be dealt with by the Executive Committee, and in such manner as the Executive shall from time to time determine. Notice of the protest stating clearly the rule or rules believed to have been infringed against must be lodged in writing, and received by the Association Secretary within 48 hours, together with the nominated fee (As per association fee structure), which shall be forfeited should the protest be considered frivolous.
- b) A protest must be lodged at the time of the objection with the umpire. The umpire must be given the opportunity to consider the point raised by the manager.
- c) The objecting manager, should they decide to continue the protest advises the umpire, and scorers record details as to:
 - (i) Innings
 - (ii) Position of Runners
 - (iii) The call on player at bat

It is the responsibility of the objecting manager to request the Umpire to endorse upon the Match Report Sheet that a protest has been lodged should they proceed with the protest.

- d) In the event of a protest being raised during a preliminary or grand final, all protests will be dealt with as soon as they occur. Games will not continue until protests are dealt with.



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Section B: WOMEN'S COMPETITION RULES

The Women's Competition Rules are to be read in conjunction with the Fixtures and the Official Baseball Rules published by the National Baseball Congress of America as adopted by the Australian Baseball Federation subject to such alterations and omissions as shall be agreed upon from time to time by the Association to suit local conditions.

1. Competition Scheduling

- a) The Association shall determine the fixture for the regular season for all Winter Dandenong Baseball Association competitions.
- b) The Association may amend the fixture as needed at any time during the regular season.
- c) The association Secretary shall notify all club Presidents and Secretaries of affected clubs as soon as possible of any changes made to fixtures, including but not limited to game locations.

2. Season Duration

- a) The Regular playing season shall commence in the month of April and finish no later than the end of September in any given year.
- b) The Association will determine the number of games for the competition.
- c) Start and finish dates are determined by The Association.

3. Grade Structures

Grading will be determined by the association where necessary. Currently only one (1) grade/division exists, DBA Women's Competition.

4. Eligibility of Players

- a) Players must attain their age of 13 years before they can compete in the Women's competition.
- b) Junior players shall abide by all Pitching, Catching, number of games in a weekend and other junior restrictions as set out in Section C of the Competition rules (Junior Rules).



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5. Game Start & Duration

- a) Games shall commence at nominated times or at such other time as shall be determined and fixture by the Association. First named Club is the Home Club.

Exception: Games played as Double or Triple-Headers, as team entry permits, shall commence as follows.

DOUBLE HEADERS:

GAME 1 to commence at 11:00 am and be of two (2) hours duration. No new innings shall commence after 12:50 pm with the game to cease at 1:00 pm.

GAME 2 to commence at 1:30 pm and be of seven (7) innings duration. No new innings shall commence after 3:20 pm with the game to cease at 3:30 pm.

TRIPLE HEADERS:

GAME 1 to commence at 09:30 am and be of two (2) hours duration. No new innings shall commence after 11:20 pm with the game to cease at 11:30 am.

GAME 2 to commence at 12:00 pm and be of seven (7) innings duration. No new innings shall commence after 1:50 pm with the game to cease at 2:00 pm.

GAME 3 to commence at 2:30 pm and be of seven (7) innings duration. No new innings shall commence after 4:20 pm with the game to cease at 4:30 pm.

- b) Two (2) hour matches shall cease after two (2) hours according to the officially recorded start time. If time and game is called during the home club's at bat and the home club is leading, the match will cease immediately with the all runs up to that point be recorded as the final score. If the away team is at bat when time and game is called, the score shall revert back to the last full inning.
- c) All time games are two (2) hours duration, dead stop, but are subject to a ten (10) minute rule. This rule means that no new inning is to start within ten (10) minutes of the scheduled end of the game. This is stated as per Rule 5, a). This leads to a number of situations that should be clarified.



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Game Situation	Finish Time
The home team is leading and the bottom half of an inning is about to start with more than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached.
The home team is leading and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached.
The home team is trailing and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is leading and the top half of an inning is about to start with less than 10 minutes remaining -	The game ends immediately.
If the home team is leading at the nominated finish time -	The game ends immediately.
If the home team is batting and is trailing or scores are drawn at the nominated finish time -	The pitcher must finish the current batter.

- d) Under no circumstances (other than outlined in the above table) should a timed game go past the two (2) hour point. The inning does not need to be finished and, if it means that the home team does not complete their half, and have scored less runs than their opposition, the score will revert back to the last completed inning.

6. Game Finish

- a) All Women’s grade games where applicable, unless and as otherwise determined by the Association, shall be played over 7 innings, weather and light permitting, or the enforcement of the 10 run rule.
- b) As Per Rule 5 (Game Start & Duration) Timed games shall finish as specified by the above-mentioned rule.

7. 10 Run Rule

- a) After a match has met the minimum time requirement to be a Legal Game as per Rule 9, a ‘mercy’ rule will apply to all grades.
- b) **10 Run Rule**
The match shall end immediately when one team is leading by ten (10) runs or more after five (5) completed innings.
- c) The game ending provisions of Australian Baseball Rules 4.09, 4.10 and 4.11 shall be applied.
- d) 10 Run Rule will apply to all Regular season and Finals Series games.



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8. Forfeit

- a) In the event of a forfeit, the names of the players in attendance from the defaulting team must be recorded on the Match Report Sheet.
- b) The non-defaulting team must be recorded on the match Report Sheet naming a minimum of seven (7) players and a maximum of nine (9) players if in attendance.
- c) No player then so recorded may play in another game in that round.
- d) Penalty for a forfeit is a fine, as determined by The Association By-Laws, plus full payment of all umpire fees. Repeated forfeits could lead to disqualification.

9. Legal Game

A “Legal game” shall be a minimum 65 minutes or a regulation game per Rule 4.10(c) of the Australian Baseball Rules.

10. Premiership Points

- a) Two (2) points shall be allocated for each win in a Competition Match. A tied game shall result in one (1) point to each team. In the event of a game being declared 'No Game' one (1) point shall be awarded to each team.
- b) Should more than one (1) team be equal on match points at the conclusion of the 'home and away' matches, percentage shall determine the position of teams on the premiership table. To determine the percentage the following procedure shall apply: Total runs for, plus runs against divided into total runs for.

$$\text{Win Percentage} = \frac{\text{Total Runs For}}{\text{Total Runs For} + \text{Total Runs Against}}$$

The team having the higher quotient shall be considered to have the better performance.

- c) If teams are still tied, the number of hits, number of outs or stolen bases (in that order) will be used until the tie is broken.



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11. Ground Equipment

To be provided by home teams:

a) **Playing Area**

The playing field shall be enclosed if possible but on all grounds not enclosed, a net or distinguishing mark and line shall be placed sixty feet from the home plate. Where the distance beyond the first and third base line exceeds ninety feet, a white line shall be marked parallel with the respective base line. Any foul fly ball can be legally caught within the fenced or unfenced ground but not behind the back net limits and conditions to be established by the managers with the umpire.

b) **Back Nets**

A securely erected continuous back net at least thirty feet by ten feet is required.

c) **Pitching Mats**

A securely pegged mat with a minimum size of 6 feet by 4 feet is required. Grounds which have a raised mound are exempt.

d) **Bases**

Bases are to be white and secured with adequate pegs. This includes Hollywood style fixings where bases are removable.

e) **Home Plate**

Home plate is to be white and fixed only if flush to the surface. On constructed baseball fields the plate shall be permanently fixed. This includes Hollywood style fixings where plates are removable.

f) **Players' Benches**

Benches must be provided for all games.

g) **Match Balls**

In all senior games, two new approved leather waterproof baseballs of the same brand are to be available. Sufficient extra balls are to be available. Vinyl baseballs are not permitted in senior games. Match baseballs shall not be available for pre-inning warm-ups except for use by the pitcher.

h) **Home Run Fences**

Where a temporary home run fence is used such home run fence shall be defined by locating witches' hats or flags of cloth at least eighteen inches' square on single wooden poles. No discs or metal plates permitted. A preferred white line is to be marked on the ground joining each marker. The home team Club shall be required to locate two responsible members on the home run fence to assist the umpire to judge on close decisions concerning whether the ball landed over the line. The use of a temporary fence is optional.



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12. Uniforms and Equipment

- a) Uniforms shall be registered in agreeance with the Dandenong Baseball Association.
- b) No player whose uniform does not conform to that of their team mates shall be permitted to participate in a game. As per Rule 12, (b), i)
 - (i) Seven players at least shall comply and the other two shall be as near as possible to the team uniform. All deficiencies shall be reported by the umpire.
 - (ii) Coaches' uniform is not compulsory, provided a Club jacket or shirt is worn.
- c) **Jackets**
 - (i) A pitcher may bat wearing a jacket. A batting pitcher who reaches base may at the completion of that play put on (or remove) her jacket provided it is readily available with the base coach. No other player may wear a jacket while playing.
 - (ii) Outfielders may wear jackets in poor weather conditions at the discretion of the umpire(s). Poor weather conditions shall be determined by the umpire(s). Jackets must be in approved club colours/styles.
- d) **Helmets**

The wearing of helmets, in Club colours, whilst batting, catching and base running or base coaching is compulsory. Batters must wear dual ear protection type helmets. Base coaches are permitted to wear skull-cap style helmets.
- e) **Gloves**

No circle marking shall be different in colour to the glove and should conform to the dimension and colour requirements of Official Baseball Rules 1.12, 1.13, 1.14 & 1.15.
- f) **Bats**

All baseball bats must conform to the Rule of Baseball 1.10.
- g) **Caps**

Club caps to be worn by fielding team, coaches and managers at all times.

13. Smoking and Drinking

No alcoholic beverage or smoking shall be permitted upon the playing field.
Without warning offenders shall be ejected from the game with no subsequent action apart from a fine.



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14. Umpires

Should an umpire not be in attendance the home team shall arrange for the umpiring of the game and complete a Match Report Sheet and forward to the home club Secretary within 72 hours. When only one umpire is present and intends to call the game from behind the catcher the home Club shall supply a base umpire. No change during the game is permitted. For all games, managers shall tender batting order lists per Rule 4.01 to the umpire.

15. Match Report Sheet

- a) The home club is responsible for the provision of an official Match Report Sheet.
- b) Upon the completion of the match, the Umpire shall complete a match report sheet in full, including the Ground Condition section and best player votes.
- c) The home club coach or team manager shall be responsible to ensure the signatures of both team managers are affixed to the Match Report Sheet and deliver all match sheets to the home club Secretary who shall in turn, forward all Match Reports to the Association Secretary no later than 72 hours after completion of the match.
- d) All players' names shall be clearly written or printed in black or blue ink with surname, then given name in full.
- e) Any player reported shall be advised to the Secretary of the Association no later than the evening following the game.
- f) The team managers must come to the scorer's area and sign the Match Report Sheet after its completion by the umpire. Signing of the report is compulsory and provides the opportunity for managers to note the details on the sheet.

16. Best Player Votes

- a) For all matches three (3), two (2) and one (1) votes (no shared votes) are compulsory and shall be recorded by the chief umpire on the Match Report Sheet, and must be forwarded to the Association Secretary.
- b) Where there is no Official Umpire both managers must sign the Match Report Sheet.

17. Statistics

For Women's grade games, statistics sheets shall be completed and forwarded to the Association Secretary or appointed person within 72 hours of the completion of the match.



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18. Scorers

- a) Scorers shall be responsible for recording of match details and will sit together.
- b) Clubs shall provide suitable facility for scorers.
- c) The home team shall advise the Association of the match details as directed.

19. Tribunal

The Association Tribunal shall meet on Thursday evenings following a player or official being ejected from a game and such meeting, when necessary, shall convene at a venue determined by the Executive commencing at 7.30 pm. Team managers should take note of the report for no other notice shall be given. It is the responsibility of ejected members to provide witnesses in support of their defence. Refer to Tribunals Process.

20. Designated Hitter

A Designated Hitter can be used as per ABL Rule 6.10.

21. Junior Restrictions in Women's Competition

a) Under 18 Pitching Limits

Pitchers aged 17 are allowed a **maximum of 100 pitches** either during one game, or over a weekend of games.

If a pitcher reaches their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitcher where the batter count left off.

b) Juniors Pitching and Catching

No junior playing in senior competition is allowed to pitch and catch in the same day.

c) Juniors Catching

(iii) Junior catchers are allowed to catch in a maximum of two (2) games per weekend.

If a player has caught in in their junior game, they are only allowed to catch in one (1) senior game for the weekend.

If a player has not caught in a junior game that weekend, they may catch in two (2) senior games for the weekend.

(iv) All junior catchers are required to wear a throat guard/protector on their masks.



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22. Pitcher and Catcher Speed-Up Rule

- a) When there is two out, it is mandatory that a runner replaces the pitcher and/or catcher if they are on base.
- b) When there is none or one out, the manager has the option to replace the pitcher and/or catcher with a runner if they are on base.

23. Seven Run Rule

A team shall bat for a maximum of seven runs in any offensive innings. As the seventh run crosses the plate, the scorer shall notify the Umpire. At the completion of the seventh run, the Umpire shall call 'Time'.

24. Playing with Blank/s

- a) If, at the start of the game, a team has less than 9 players (but no fewer than 7 players) they may elect to have their team bat through the line-up.
- b) This is optional.
 - (i) If a team elects to play without a blank in their batting line-up, they cannot be supplied a substitute fielder from the opposition club.
 - (ii) If teams choose to enforce the blank in their line-up, they may be provided with a substitute fielder from the opposition club until such time as a player is able to fill the position in the line-up.

25. Protests (By-Law 14)

- a) If during a match played under the control of the Association any protest shall arise concerning the Playing Rules (other than judgment decisions) the protest shall be dealt with by the Executive Committee, and in such manner as the Executive shall from time to time determine. Notice of the protest stating clearly the rule or rules believed to have been infringed against must be lodged in writing, and received by the Association Secretary within 48 hours, together with the nominated fee (As per association fee structure), which shall be forfeited should the protest be considered frivolous.
- b) A protest must be lodged at the time of the objection with the umpire. The umpire must be given the opportunity to consider the point raised by the manager.
- c) The objecting manager, should they decide to continue the protest advises the umpire, and scorers record details as to:
 - (i) Innings
 - (ii) Position of Runners
 - (iii) The call on player at bat

It is the responsibility of the objecting manager to request the Umpire to endorse upon the Match Report Sheet that a protest has been lodged should they proceed with the protest.



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- d) In the event of a protest being raised during a preliminary or grand final, all protests will be dealt with as soon as they occur. Games will not continue until protests are dealt with.



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Section C: JUNIOR COMPETITION RULES

The following conditions will be operable for all Junior matches conducted by or under the auspices of The Dandenong Baseball Association Inc. Note that these conditions should be read in conjunction with the Official Rules of Baseball and Rules of The Dandenong Baseball Association Inc.

1. Competition Scheduling

- a) The Association shall determine the fixture for the regular season for all Winter Dandenong Baseball Association competitions.
- b) The Association may amend the fixture as needed at any time during the regular season.
- c) The association Secretary shall notify all club Presidents and Secretaries of affected clubs as soon as possible of any changes made to fixtures, including but not limited to game locations.

2. Season Duration

- a) The Regular playing season shall commence in the month of April and finish no later than the end of September in any given year.
- b) The Association will determine the number of games for each grade.
- c) Start and finish dates are determined by The Association.

3. Grade Structures

- a) The Association shall determine all age groups and grades of competition.
- b) Junior Grades are as follows:
 - Under 12 – Minor League
 - Under 12 – Major League
 - Under 14 – Minor League
 - Under 14 – Major League
 - Under 16
 - Under 18
- c) The Association has the right to merge or split Under 12 and Under 14 Competitions based on participation levels or other details as seen reasonable by the association. In the event of this, the association will determine the rules that apply to these competitions.

4. Eligibility of Players

- a) A player is eligible to take part of any match in the respective age groupings, provided that they are under the age of 12, 14, 16 or 18 on the 1st September of the year of Competition.



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- b) No player may participate in the Junior Competition until they attain their eighth birthday.
- c) To play senior baseball:
 - (i) Junior players must attain the age of 14 years to participate in all grades other than A1.
 - (ii) Junior players must attain the age of 15 years to participate in the A1 Grade competition.
 - (iii) Junior players must attain the age of 13 years to participate in Women’s competition
- d) For a player to be eligible to compete in Finals Matches, they shall have played at least four (4) regular season games.

5. Penalties

Failure by a Club to comply with any of the Rules detailed in Section C, Rules 4 and 20 of these playing conditions, will result in the offending Club forfeiting any match points gained whilst playing such ineligible player(s). A fine as set by the Association from time to time for each individual offence will also be imposed.

6. Game Start & Duration

- a) Games shall commence at nominated times or at such other time as shall be determined by the Association.
- b) In Junior Grades, the nominated starting time for all games is 8:45am.
- c) Games shall be 7 innings or 105 minutes.

7. Game Finish

- a) All Junior games at nominated to finish at 10:30am.
- b) There will be no time added on to a game to compensate for lost game time due to interruptions caused by weather or injuries.
- c) If time and game is called during the home club’s at bat and the home club is leading, the match will cease immediately with the all runs up to that point be recorded as the final score.
- d) If the away team is at bat when time and game is called, the score shall revert back to the last full inning.
- e) There is no 5 minute rule during the regular season.
- f) All Junior Finals series matches utilise the 5 Minute Rule (Rule 7, f)



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The Five-Minute Rule

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side out' and there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

- If the **HOME TEAM** is **AHEAD** – the game ceases immediately
- If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or side is retired.

8. Choice of Innings

- a) During the Regular season, the first named team shall be the home team and shall field first.
- b) During Semi-Finals, the team finishing higher on the ladder is the home team and shall field first.
- c) During Preliminary Finals, the team finishing higher on the ladder is the home team and shall field first.
- d) During the Grand Final, the first team into the Grand Final is the home team and shall field first.

9. Legal Game

- a) It shall become a regulation game after three (3) completed innings or a total of forty-five (45) minutes playing time.
- b) This Rule is applicable to situations where the Umpire terminates play due to adverse weather or ground conditions.

10. Forfeit

- a) In the event of a forfeit, the names of the players in attendance from the defaulting team must be recorded on the Match Report Sheet.
- b) The non-defaulting team must be recorded on the match Report Sheet naming a minimum of seven (7) players and a maximum of nine (9) players if in attendance.
- c) No player then so recorded may play in another game in that round.
- d) Penalty for a forfeit is a fine, as determined by The Association By-Rules, plus full payment of all umpire fees. Repeated forfeits could lead to disqualification.

11. Pre-Match Diamond Warm Up

- a) Fifteen (15) minutes before the scheduled starting time of a game, the second named team shall be entitled to a warm up on the playing field, not to exceed five (5) minutes.



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- b) Ten (10) minutes before the scheduled starting time of a game, the first named team shall be entitled to a warm up on the playing field, not to exceed five (5) minutes.
- c) Five minutes before the scheduled starting time of a game, the playing diamond must be vacated. Both managers must meet with the Umpire(s) for a Pre-Match Plate meeting.

13. Premiership Points

- a) Two (2) points shall be allocated for each win in a Competition Match. A tied game shall result in one (1) point to each team. In the event of a game being declared 'No Game' one (1) point shall be awarded to each team.
- b) Should more than one (1) team be equal on match points at the conclusion of the 'home and away' matches, percentage shall determine the position of teams on the premiership table. To determine the percentage the following procedure shall apply: Total runs for, plus runs against divided into total runs for.

$$\text{Win Percentage} = \frac{\text{Total Runs For}}{\text{Total Runs For} + \text{Total Runs Against}}$$

- c) The team having the higher quotient shall be considered to have the better performance.
- d) If teams are still tied, the number of hits, number of outs or stolen bases (in that order) will be used until the tie is broken.

14. Uniforms

- a) Uniforms shall be registered in agreeance with the Dandenong Baseball Association.
- b) Junior Uniforms shall as closely as possible mirror the Senior playing uniform. Modifications to junior uniform design may apply, on DBA Approval. For example, use of T-Shirts with club logo rather than senior style designs.
- c) Coaches' uniform is not compulsory, provided a Club jacket or shirt is worn.
- d) Selective advertising is permissible on the back of Junior Uniforms, providing that the lettering or logo is not in excess of two inches in height.

15. Umpires

- a) The Association is responsible for the provision of Umpires.
- b) Where no official Umpire is available, the Home team will provide the Umpire, and they may request the other team to provide a base Umpire.
- c) The Umpire is not permitted to smoke or consume alcohol whilst officiating during a game as per Code of Conduct (Both Junior and Senior).



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16. Baseballs and Bats

- a) In Association run Junior Centres, the Association shall provide two (2) match balls per game. In Home and Away games the Home team shall provide two match balls and have additional balls available.
- b) Balls must be Leather Waterproof Baseballs. Baseballs must be in new or good used condition. Sizes/Types are as follows.

<i>Under 12 Minor League</i>	8.5 Inch Reduced Injury Ball
<i>All Other Grades</i>	Regulation Ball
- c) Baseball bats shall conform to the rules and standards as set out by the Australian Baseball Federation (ABF). Refer to the appendix at the end of Section C of the Competition Rules.
- d) Bats - Under 18 Competition
Wooden or wood composite bats are compulsory for Under 18 competition. Juniors playing above their age group in Under 18s are required to use wooden or composite wooden bats.

17. Catchers Masks

All junior catchers are required to wear a throat guard/protector on their masks. This is also applicable to junior catchers playing in senior competitions.

18. Batting Helmets

- a) Double eared helmets **MUST** be worn by all players during their time at bat and for the entire duration of their time on the base paths in all matches. This will be enforced by the Umpires.
- b) All bat boys/girls **MUST** wear double eared batting helmets when on the playing field.
- c) Any Person warming up a pitcher **MUST** wear a helmet, mask and throat protector.

19. Bases

- a) All bases are to be white.
- b) Bases to be secured with adequate pegs or fixings.
- c) Throw down style, Hollywood style and Foam Pegged style bases are all acceptable.



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20. Pitchers

a) Under 12 Pitching Limits

A pitcher shall not pitch beyond **nine (9) defensive outs** OR

A pitcher shall pitch a **maximum of 60 pitches** in a game, whichever comes first.

If a pitcher reaches their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitcher where the batter count left off.

b) Under 14 Pitching Limits

A pitcher shall not pitch beyond **fifteen (15) defensive outs** OR

A pitcher shall pitch a **maximum of 70 pitches** in a game, whichever comes first.

If a pitcher reaches their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitcher where the batter count left off.

c) Under 16 Pitching Limits

A pitcher shall not pitch beyond **fifteen (15) defensive outs** OR

A pitcher shall pitch a **maximum of 80 pitches** in a game, whichever comes first.

This is applicable to one weekend of games.

If a pitcher reaches their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitcher where the batter count left off.

d) Under 18 Pitching Limits

A pitcher shall pitch a **maximum of 100 pitches** either during one game, or over a weekend of games. If a pitcher reaches their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitcher where the batter count left off.

e) If a Senior Club has no Under 16 or 18 Team, an eligible junior must abide by the Pitch Count and number of Defensive Outs as per Section C, Rule 20 (c) or (d).

f) Junior players may not pitch AND catch on the same day, or vice versa.

g) Any violation of rules 20 (a), (b), (c) or (d) will result in the following:

(i) The Coach appearing before the Executive

(ii) Loss of Match Points

(iii) A fine of up to \$500

h) Defensive Outs and Pitches thrown to be marked on the Match Report Sheet.



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- i) A Balk Pitch delivered to the plate, whether it is hit safely or not, shall be considered to be valid pitch for the purpose of recording the number of pitches.
- j) A “no pitch” as determined by the umpire, e.g. batter steps out of the batter’s box and the pitcher delivers the pitch, shall not be included in the pitch count.
- k) Each game in which a player pitches is considered one assignment.
- l) A player once removed as a pitcher may not pitch again in the same game.
- m) Pitchers in the Under 12, Under 14 competitions may throw only fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls are not permitted.
 - (i) If any pitch other than a fast ball or straight change up is thrown, the plate umpire will call “Illegal Pitch”. The illegal pitch call may also be made by a field umpire. If the ball is not batted then the pitch shall be called a “Ball”. If the pitch is hit by a batter, then normal rules of Baseball will apply. Where the ball is batted and an out is made, or the batter strikes out, then the batter runner is not out and the illegal pitch rule and penalty will apply.
 - (ii) The pitched ball will count towards the pitcher’s pitch count.

21. Base Running

a) Under 12 Minor League

- (i) There will be no stealing, or movement from passed balls or wild pitches in Under 12s. Runners can advance only on batted balls and hit by pitch. Any violation of this rule by either team during the game will result in the umpire calling “No Play”, the ball is dead, and runners return to their bases held prior to the pitch.
- (ii) Coach Pitch Rule (Rule 23) does not allow for movement of players on the 4th Ball pitched by the pitcher.
- (iii) A runner coming into home plate to score must either slide or come to a dead stop upon touching home plate. Any violation of this rule by the team during the game will result in the player being given out.
- (iv) A runner must not slide head-first into a base, unless they are returning to the base after having achieved it. Any violation of this rule by the team during the game will result in the player being given out.

b) Under 12 Major League

- (i) A runner must not leave a base until either the ball is hit or reaches the home plate. If this rule is violated, the Umpire shall declare ‘No Play’, the ball is dead, the base runners return to their bases held before the pitch. The offending player will then be warned by the Umpire. Any future violation of this rule by the TEAM during the game will result in the player being given out.



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(ii) A runner coming into home plate to score must either slide or come to a dead stop upon touching home plate. Any violation of this rule by the team during the game will result in the player being given out.

(iii) A runner must not slide head-first into a base, unless they are returning to the base after having achieved it. Any violation of this rule by the team during the game will result in the player being given out.

c) Under 14, Under 16 and Under 18

(i) Senior base running rules apply to Under 14, Under 16 and 18 competitions.

22. Third Strike - Under 12 Major and Minor

- a) The batter is 'OUT' when a third strike is indicated by the Umpire, whether or not the pitch is legally caught by the catcher.
- b) A third strike, which is not caught by the catcher, is ALIVE until it goes out of play and base runners may advance at their own peril.

23. Ball 4 - Coach-Pitch for Under 12 Minor League Only

- a) After ball four the batting team's coach comes out to throw. Coach must throw overarm and standing (No underarm and no pitching from knees) from no closer than 2m in from the front edge of the pitching plate.
- b) The strike count is carried over when Coach-Pitch applies.
- c) The player can strike out on strike 3 either swings or by umpire judging a strike.

24. Batting Through - to a maximum of 12 players

- a) All teams participating in junior competitions can take advantage of the extended batting line-ups.
- b) This is optional
 - (i) If teams do not use the extended line-ups, then they are bound by the traditional removal of players and bench players coming into the game
 - (ii) If teams do use the extended line-ups, then players can be substituted in and out of the game as the manager sees fit
- c) If teams are using an extended line-up and there is an injury to a player, a BLANK will only be enforced once the total number of fit players is less than 9.
- d) Any team wishing to use the extended line-up must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance.



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- e) Pitchers and catchers removed from the game may re-enter the match, but must play in a position other than pitcher or catcher as per Section C of the Competition Rules (Junior Rules) rules 20 f) and 20 l).
- f) If a team has more than twelve (12) named players in any given match, only twelve may bat. Any remaining players can be substituted in and out of the game

25. Playing with Blank(s)

- a) If, at the start of the game, a team has less than 9 players (but no fewer than 7 players) they may elect to have their team bat through the line-up.
- b) This is optional
 - (i) If a team elects to play without a blank in their batting line-up, they cannot be supplied a substitute fielder from the opposition club.
 - (ii) If teams are batting through their line-up and there is an injury to a player, a BLANK will then be enforced.
 - (iii) If team choose to enforce the blank in their line-up, they may be provided with a substitute fielder from the opposition club until such time as a player is able to fill the position in the line-up.
- c) Any team choosing to bat through their line-up due to a blank must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance.

26. Footwear

- a) No metal cleats or cricket spikes are to be worn in any junior competition, but moulded plastic cleats are permitted. Soccer or football boots with plastic moulded stops are also permitted, as long as there is no metal protruding through the plastic stops.
- b) Under 18s are allowed to wear metal cleats, and are the exception to Rule 26 a).

27. Foul Ball Line for Under 12 Minor Only

- a) A foul-ball arc is to be marked on the diamond, whereby any batted ball that does not pass this line will be considered a foul ball.
- b) The arc is to be taken from the back point of home plate, going 2m out into the diamond, and meeting the foul ball lines marked for first base and third base.



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28. Seven Run Rule

A team shall bat for a maximum of seven runs in any offensive innings. As the seventh run crosses the plate, the scorer shall notify the Umpire. At the completion of the seventh run, the Umpire shall call 'Time'. This Rule applies for all Junior Grades.

29. Managing and Coaching

- a) One adult Manager or Coach suitably attired in Club colours may be used in each Coaches box at first and third base.
- b) Players, Managers and Coaches must remain on the benches or in the prescribed area during a game.
- c) If a Manager or Coach goes onto the Playing field (crosses the baseline), more than TWICE during his defensive half or an inning while the same player is pitching, such Manager or Coach MUST make a pitching change upon the third occasion. This rule will be enforced by the Umpire.
- d) A Manager or Coach may, at any time, without penalty, go on to the ground for the sole purpose of giving aid to a sick or injured player.
- e) Base coaches must wear helmets.

30. Grounds

The Association or Club providing the Grounds for the Match is expected to have the playing field properly marked and defined with particular emphasis on the boundary limits. The Home club is responsible for the provision of bases, home plate, pitchers plate and foul line indicators. Bases, etc. must be whitened. The host Association or Club is responsible for making sure First Aid is available at the grounds. Ground Dimensions can be found Under Rule 32.

31. Alcohol and Smoking and Tobacco products

- a) NO ALCOHOL is to be available or consumed at any Junior Match.
- b) As per amendments made in 2014 to the Victorian *Tobacco Act 1987*, smoking and the use/consumption of tobacco products is prohibited within 10m of sporting venues during underage sporting activity.



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32. Playing Field Dimensions

The following condition will apply to the playing field and other equipment for Under 12, 14, 16, and 18 games.

	Under 12	Under 14	Under 16	Under 18
Pitching Distance	43' (13.11m)	50' (15.24m)	54' (16.46m)	60'-6" (18.44m)
Base Paths	60' (18.29m)	70' (21.34m)	80' (24.38m)	90' (27.43m)
Diagonal Distances	84'- 10.25" (25.86m)	99' (30.18m)	113'-1.68" (34.45m)	127'-3.375" (38.79m)
Passed Ball Line	25' (7.62m)	25' (7.62m)	40' (12.2m)	60' (18.3m)
Bases and Plates	Full Size	Full Size	Full Size	Full Size
HR Fence LF-RF	200' (61.0m)	200' (61.0m)	230' (70.1m)	320' (97.54m)
HR Fence CF	200' (61.0m)	200' (61.0m)	250' (76.2m)	374' (114.0m)
HR Fence Radius	200' (61.0m)	200' (61.0m)	196' (59.7m)	247' (75.3m)
Centre of HR Fence Radius	Home Plate / Pitchers Plate / Second Base			
Coaches Box	8'x 4' (2.44m x 1.22m)	8'x 4' (2.44m x 1.22m)	16'x8' (4.88m x 2.44m)	20'x10' (6.10m x 3.05m)
Batting Box	6'x3' (1.83m x 0.92m)	6'x3' (1.83m x 0.92m)	6'x4' (1.83m x 1.22m)	6'x4' (1.83m x 1.22m)
Catchers Box	Senior Size			
Bat Size (Max.)	All bats must be Baseball Australia compliant.			

33. Multiple Teams in one Age Group, including Major and Minor leagues

To be eligible for Finals a Player must appear in at least four (4) games for their club. The Player shall play final matches in the grade where they have played the majority of their games. In the event the Player has played an equal number of games in two grades, the Player must play in the lower grade team. Final eligibility is subject to application to the Executive.

35. Misdemeanours

Any misdemeanour by a player, coach official or spectator during a game, shall be reported to the Executive of the Association. Any such report shall be dealt with by the Executive and may incur any fine and or penalty it considers appropriate.

36. Match Report Sheets

Match Report Sheets must be filled out correctly and shall include the Players full names. Blue or Black ink is to be used (not pencils). The completed Match Report Sheets must be sent to the Association Secretary within 72 hours of completion of the game. Failure to so shall result in a fine as determined by the Association. The Home side is responsible for the sending of the sheet.