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Version 2

Greater Western Junior



Baseball League

Competition Rules

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JUNIOR COMPETITION RULES and REGULATIONS

1. GENERAL

(a) The playing rules of the Greater Western Junior Baseball League (hereafter referred to as "the Junior League"), shall be the "Official Australian Baseball Rules", with exceptions and variations as contained in these Rules and Regulations which shall prevail. Any reference in the rule book to "Official Baseball Rules" is to be read as the "Official Australian Baseball Rules".

(b) The Junior League Executive shall have the power to decide on rules for the conduct of games under the control of the Association and to rule on any matters not specifically covered in these Rules and Regulations.

(c) No Players or Officials shall receive payment or any monetary consideration, favours or gratuities for the playing of Baseball, or accept money or favours for expenses incurred while playing.

2. REGISTRATION OF CLUBS, TEAMS and PLAYERS

(a) Each Club shall register its colours and uniform (including caps) with the Junior League and such colours and uniform must be worn by all Players whilst playing in Competition Games.

(b) Club Secretaries are required to register their Clubs, particulars about their Club's Executive and Delegates to the Junior League, and Ground Rules pertaining to their Club's playing fields, with the Junior League.

- on or before the 31st July for the Summer Season Competition,

- on or before the 28th February for the Winter Season Competition.

(c) Club Secretaries are to notify the Junior League in writing, and no later than the 31st July (for the Summer Season Competition) or the 28th February (for the Winter Season Competition), of the teams their Clubs will be entering in the Junior League's Competitions about to commence.

(d) (i). Club Secretaries are to notify the Junior League in writing, and no later than the Junior League's September General Meeting (for the Summer Season Competition) or the March General Meeting (for the Winter Season Competition), of the registration details required by the Junior League for each Player, Coach, Manager, Scorer and any other authorised persons who will be involved with teams being entered in the Junior League's Competitions about to commence.

(ii). Where Clubs have more than one team entered in the Junior League's Summer or Winter Competitions for a particular League/Grade Age Group, and they wish to have those teams known by other than the Club's normal name, they must also advise the Junior League in writing by no later than the General Meetings noted in 2 (d)(i). Above.

(e) Late registrations of Team Players and/or Officials will be accepted up to the commencement of Round 9 of the Summer Season Competition / Round 8 of the Winter Season Competition, provided that the persons concerned are registered with their Clubs and the correct proofs and clearances have been verified with the Junior League before they are allowed to participate in any games.

(f) Failure to register a Team Player or Official with the Junior League shall result in the forfeit of games by any team found to have been at fault and whilst such persons remain unregistered.

(g) No Team Player or Official shall be associated with more than one Club or Team in the Junior League's competition unless they are granted permission by the Junior League's Executive.

(h) Player/Team Registration Fees shall be set by the Junior League Executive prior to the start of the Competitive Season and MUST be paid by Clubs by the due date advised.

(i) A player, coach or manager who transfers from one Club to another must secure a clearance from his/her original Club stating that he/she has cleared all obligations to that Club – the Club to which he/she transfers may register him/her without receiving a clearance and he/she may participate in games with that Club provided that if no clearance is granted, each

game in which he/she has participated shall be debited as a forfeit. Further, the person will automatically be ineligible to play in subsequent games equal in number to the games he/she participated in whilst ineligible.

(j) (i). Clubs are required to produce Registration/ID Cards for ALL Players, Coaches and Managers who will be associated with teams being entered in competition for the Season about to commence.

(ii). One (1) sets of Registration/ID Cards are required for each person - a "Club Card"

(iii). "Club Cards" for each individual shall be required to display the following:

-The Person's ABF (My Club) Number.

- The person's Full Name, Date of Birth and other details (including any Medical History/Conditions) for noting should any special attention be required in the event of an injury or illness sustained during the progress of a game.

- A current Photograph of the person. *(To be updated every three (3) years with a new photograph)*

- *For Coaches/Managers Only* - Current Accreditation held

- Identification of any Players who are also members of the Junior League's Representative Squads during the competitive season. *(The Junior League will provide Clubs with supplies of coloured "stick on" labels which must be placed on those players' "Club Cards")*

- Medical conditions that may impact on the players well being during the course of a game e.g., allergies that may require specialist help, asthma etc

(iv). "Club Cards", must contain the Home Address of the persons registered.

(v). "Club Cards" MUST be stamped/marked with the Current Year of Registration.

(vi). The Registration Number stays with the person for as long as they remain with that Club. A change of Club will mean a change of number. The Cards are to be verified by Clubs each year.

(vii). "Club Cards" are to be held during the season by Team Officials for their respective Teams.

(viii) For any late registrations of persons during the course of the Season, Cards are to be produced and made available before they can take part in any games.

(ix). "Club" Registration/ID cards are to be produced for scrutiny at all games over the course of the Junior League's Season of Competition for Juniors in accordance with Rule 10.2 of these Rules.

(k) (i.) Any player who changes clubs within the GWJBL competition **WILL NOT** be eligible for selection to the GWJBL Association Cup or State Cup Junior Championship teams for 12 months.

(ii). All representative players may play in GWJBL Junior Competition but **WILL NOT** be permitted to play in any Senior Summer Competition.

(iii). Players who trial successfully and are chosen to represent Greater Western Junior Baseball League in either the Sydney Junior Championship squad or Association Cup squad will be required to make a substantial commitment to playing and training.

(iv). If a player is selected in either the Sydney Junior Championship squad or Association Cup squad, for the appropriate age and does not satisfactorily fulfil the required playing and training commitments, that player will not be invited to trial or be considered for selection in any GWJBL Representative team for the following season.

Exceptions may be made by the Junior League's Executive Committee only in the event of serious injury or extraordinary circumstances.

(v). All GWJBL Representative players **MUST** play in their correct age group.

(vi). Any player selected in GWJBL's U16s Sydney Championship team must participate in the local GWJBL Junior competition.

Table 1

<i>Club Prefix</i>	<i>No. Club Prefix No.</i>
<i>CHIEFS 10 -</i>	<i>ROOTY HILL RSL YC 15 -</i>
<i>MACKILLOP 20 -</i>	<i>KEMPS CREEK 45 -</i>
<i>PENRITH 30 -</i>	<i>BOOMERS 60 -</i>
<i>ST MARYS 40 -</i>	<i>PLUMPTON 80</i>
<i>GWBA YOUTH LEAGUE 00 -</i>	

3. JUNIOR LEAGUES

The Junior League shall conduct its Junior Competition in the form of LEAGUES for Players whose ages range from five (5) years to sixteen (16) years.

3.1 Age Groups

(a) Age, for League purposes, means "League Age", which is that age attained by a Player prior to, or on, the 31st December of the current year of registration for the Junior League's Junior Competition.

(i). Age Groups for each of the Leagues in the Junior League's Junior Competition shall be as follows:

7s LEAGUE.....	5 and 6 years old
8s LEAGUE	7 years old
9s LEAGUE	8 years old
10s LEAGUE	9 years old
12s LEAGUE	10 and 11 years old
14s LEAGUE	12 and 13 years old
17s LEAGUE	14 15 & 16 years old

(b) Exemptions from the "League Age" criteria may be granted only upon application to, and with the approval of the Junior League's Executive.

3.2 Teams

(a) Each League shall be composed of four (4) or more Teams.

(b) Each live ball age group will be graded according to ability if sufficient numbers of teams are registered in the age group. Clubs are strongly advised to grade their teams accordingly. Any representative player should be registered to play in the clubs highest graded team in the correct age group.

(c) Each Team in a **Junior** League shall consist of not more than thirteen (13) players nor less than nine (9) Players. All Players in teams must be registered with the Junior League, as well as all Coaches, Managers, Scorers and any other persons appointed by Clubs to work with teams in training and/or game situations during the current season.

(d) (i). No Team shall participate in a scheduled game with less than seven (7) of its registered players present and available to play from the SAME team. A team can only continue to participate in a scheduled game while it maintains a minimum of seven (7) of its registered players playing in the entire game.

If due to injury etc the team's line-up is reduced to less than seven (7) of its registered players, the game shall be stopped by the umpire and a forfeit is declared.

Coaches are reminded of their duty of care to their players; under no circumstance is an injured or sick player to be kept in a game to ensure the team maintains seven (7) registered team members in the game.

Opposition teams **may** provide substitute fielders if requested, to ensure that there is always nine (9) fielders on the field. The decision to lend up to 2 players is to be made at the plate meeting prior to the game. Once agreed to, the team lending players cannot withdraw the offer during the course of the game. It is not compulsory to lend players, and it should not be expected by the team with fewer than 9 players. If players are not lent then the team with fewer than 9 players will field short.

ii. If any Club has more than one (1) Team in any League, players can transfer up but **not down** or between those Teams (see rule 3.2 (d)).

In the case of the 7s' **Junior** League where Clubs which have more than one (1) team in that League may transfer up to two (2) players between teams to make up team numbers.

However, the teams concerned

MUST still have seven (7) of their original Registered Players to take the field.

(e) (i). Subject to Rule 3.2 (c).i., a team may borrow no more than two (2) players from a "younger" League or team or from a lower division in the same League within the same Club to make up team numbers to a maximum of ten (10) players. All borrowed players must be clearly shown as being borrowed on the result sheets. Use the "notes" section if insufficient room on the line-up form.

(f) On occasions where the lending of younger junior players is necessary, they shall only be permitted from the age group immediately below that of the team which is seeking to borrow players and providing that there is not more than a two (2) year age difference.

No player shall be loaned to a higher age league for more than 2 games in a season, including finals playoffs.

Any player from a "younger" League team who is loaned to an "older" League team will not be permitted to play as either a "Pitcher" or "Catcher" for the "older" team.

(g) No player shall be allowed to play in an age, grade or division **lower** than the age, grade or division of which they are registered to play.

(h) Teams unable to field a full line up of nine (9) players from their own club on a regular basis may be asked by the Junior League Executive to show good reason why this team should not be de-registered.

4. PLAYER CONDITION NOTIFICATION RULE

(a) Players and/or parents/guardians shall notify their team coach and club officials of any condition which may affect their playing performance or participation in the sport of baseball. Such conditions may include for example; epilepsy, pregnancy, etc.

(b) Players with such a condition shall seek medical advice in relation to their ongoing participation in the sport.

(c) The League shall not be held responsible for the players or individual's failure to seek and follow appropriate medical advice.

(d) Information relating to a player's condition shall be held confidentially but may be used by the League for administrative, insurance, legal or related purpose.

(e) A player agrees that they shall not contravene medical advice in relation to their continued participation, and when required, shall provide a copy of a medical certificate approving their participation.

5. UMPIRES

(a) (i). Accredited Umpires should be used by Clubs to officiate at all games wherever possible during the Regular Season.

(ii). Greater Western Junior Baseball League shall appoint Umpires for the Finals Series where possible.

(b) If accredited Umpires are unavailable, Umpires **MUST** be provided by the "Home" and "Away" Teams as listed on the Competition Draw. The "Home" Team shall provide the Chief Umpire and the "Away" Team shall provide a Field Umpire. All umpires must be accredited where possible.

*This Rule **MUST NOT** be used as a means of claiming a "forfeit". Where an Umpire appointed by either team does not appear, a suitable replacement can be used subject to the conditions of Rule 5(d) below.*

(c) The Chief Umpire, whether officiating alone or together with one or more Field Umpires, must call games from behind the Catcher where practical. Field Umpires may take any position on the playing field best suited to the making of decisions which are not reserved to the Chief Umpire.

(d) The minimum age for Umpires to officiate at games shall be as follows, with the proviso that no Junior Player can umpire any game in their own current League:

Minimum Allowable Age for Umpires

7s-10s Leagues (Tee Ball and Machine Ball) 12 years

12s - 14s Leagues (Live Ball) 14 years

17s League/Seniors (Live Ball) 16 years

Any junior-aged person umpiring a game **MUST** have an adult person to assist in the umpiring of the game.

(e) Any game played with an under age umpire per rule 5 (d) will be considered as a no game and no points will be awarded to either team. The home team (team listed first on the draw) may be fined for failing to provide an umpire of legal age.

6. COACHES and MANAGERS

NOTE: For the purposes of the Junior league's Rules.

- Coaches shall be persons appointed by Clubs to be responsible for the actions of their teams on the field and for communications with Umpires and opposing teams whilst on the field or from the dugout.

Where more than one Coach is appointed in control of a team, one shall be designated the "Head Coach" and others as "Assistant Coaches".

- Managers shall be persons appointed by Clubs to perform duties such as, but not limited to, assisting Coaches in the organising of teams on game day and who shall normally operate from the dugout during games.

- (a)(i). All Coaches of teams playing in the GWJBL Competition must have attained, as a minimum, a Level 0 Coaching Certificate in the sport of Baseball.
- (ii). The head coach of all teams competing in live ball games in the GWJBL competition must have attained as a minimum, a level 1 Coaching Accreditation in the sport of Baseball.
- (iii). Coaches of any of the GWJBL Representative or Development Squads must have attained, as a minimum, a Level 1 Coaching Accreditation in the sport of Baseball.
- (iv). It is recommended that Managers of Club Teams, Representative or Development Squads also attain the minimum of a Level 0 Accreditation in the sport of Baseball.
- (b) All Team Coaches or Managers must be either in full uniform or neatly dressed, and must wear covered shoes.
- (c) No Coach or Manager shall be permitted to enter the field of play without requesting "TIME" to be called and until the Umpire actually calls "TIME".
- (d) No Coach or Manager shall interfere with, or physically assist, any Players whilst play is in progress.
- (e) No Coach or Manager of a team which is fielding shall be allowed on the field of play during a game, *except in the 7s and 8s Tee Ball Leagues for which Rule 10.14.5 shall apply.*
- (f) Persons acting as Base Coaches during a team's offensive innings shall include at least one (1) Accredited Coach
- (g) With the operating of both the Junior League's Competition and the Junior League's Representative Squads during the course of the Season, Club and Representative Coaches shall co-operate with regard to the use of Players who will be involved in games in both areas of activity, whether they be over consecutive days or other time frames. The safety, rest and fitness of all **Junior** Representative Players shall take priority on those occasions and Rules 10.16.3 (a) , 10.16.3 (j) through to and including 10.16.3(o) shall be adhered to at all times.

7. SCORERS/BAT PERSONS

- (a) Clubs are encouraged to use experienced and suitably accredited Scorers whenever possible for their teams.
The minimum age for Scorers shall be fourteen (14) years of age.
- (b) Scorers of both teams shall be required to sit together during games and to hand Result Sheets to Umpires and Coaches for their checking and signing at the conclusion of games
- (c) Bat persons must be aware of the games' dangers by the team's coach, wear suitable protective equipment including two eared batting helmet and protector at all times whilst on the field of play and be aged ten (10) years or older.

8. CODES OF BEHAVIOUR

- (a) The Junior League supports and adopts the Australian Sports Commission's AUSSIE SPORT CODES OF BEHAVIOUR in the conduct of the Junior League's Competition, Representative Squad and Development Squad Programmes, and any Tournaments or other games played under its auspices.
- (b) Violations and penalties - Players, coaches, managers and spectators of the one team, shall not make disparaging remarks to or about opposing players, officials or spectators. Nor shall the Umpire tolerate any conduct which tends to bring the sport into disrepute.
 - (i). The penalty for violations by a player is prompt removal from the game.
 - (ii). For the first (1st) offence, a Coach, Manager or Spectator may be warned, but for the second offence, they are removed from the vicinity of the playing field.
 - (iii). Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine (9) runs to nil in favour of the opposing team.
 - (iv). On all warnings the Umpire shall instruct the scorer to enter such, in the scorebook, against the offending players' name with the type of offence.
- (c) All Players, Team and Other Officials, and Supporters who participate in Baseball under the auspices of the Junior League are expected to behave in a manner which does not bring disrepute to themselves, the Clubs they represent, or to the Junior League. Any instances of where breaches of the Codes of Behaviour are reported shall result in the matters and

persons concerned being called before the Junior League's Judiciary. Penalties for reported incidents of misconduct shall be at the discretion of Junior League Judiciary.

(d) No player, coach, manager, assistant manager etc. or an umpire in uniform, shall consume liquor in or near a playing field where a game is in progress or is about to commence.

(e) A player, coach, manager, assistant manager etc. or an umpire in uniform, participating in a game shall not smoke or chew tobacco whilst on the field of play or surrounding areas including the bench or dugout.

(f) The use of Tobacco products, Alcohol or Illegal Drugs in any form by Players or Team Officials in the dugout, on the benches or on the playing field area is not permitted.

(g) The COMMONWEALTH SEX DISCRIMINATION ACT 1994 and the NSW ANTI DISCRIMINATION ACT 1997 (as amended) particularly SECTION 221 which now includes discrimination on the grounds of sexual harassment in sport have been accepted by the ABF Inc and the NSWBL Inc. These ACTS will be complied with in every way by all members, constituents and officials of the GWJBL. Any person will not be discriminated against on the grounds of AGE, CLASS, CREED, COLOUR, RACE, RELIGION, SEX OR ANY OTHER STIPULATION made under either ACT.

Reports on any matter of this nature are to be referred immediately to the GWJBL Judiciary Chairperson for a fully confidential investigation and adjudication. All interviews, hearings, reports etc., as a result of any investigation will remain confidential at all times. The GWBL President is to be kept informed of any such investigation.

(h) All team officials over 18 years of age (including but not limited to – coaches, managers, scorers, umpires etc) that are involved in the Junior Competition, or are involved in a Senior team with Junior age players, must complete the "Declaration of Understanding" as shown in the "Child Protection and Intervention Policy" document produced by the NSWBL. The Declaration must then be kept by the Club Secretary for a minimum of 5 years after which time a new declaration must be signed. The Club Secretary must advise the Junior League in writing, prior to the commencement of each playing season that said declarations have been completed. Failure to do so will see the Team Officials suspended from involvement with Junior Age players and a fine levied against the club.

9. SPONSORSHIP SUPPORT

The Junior League and any participating Teams shall only be sponsored by, or receive any approved financial support from, Organisations/ Firms/ Companies whose activities or products are not detrimental to the welfare of youth.

Specifically, no Organisation/ Firm /Company whose advertising reflects the sale of tobacco products or alcoholic beverages shall be permitted as a sponsor/financial supporter of the Association, or be permitted to display any form of advertising in connection with any Junior game under the auspices of the Junior League.

10. COMPETITION and PLAYING RULES

The "Official Australian Baseball Rules" shall apply to the conduct of the League's Competition in ALL Leagues, with the following exceptions or variations:

10.1 MODES OF PLAY

(a) The Association's Competition shall be played as follows:

7s LEAGUE	Tee Ball
8s LEAGUE	Tee Ball
9s LEAGUE	Tee Ball
10s LEAGUE	Zooka Machine Ball
12s LEAGUE	Live Ball
14s LEAGUE	Live Ball
17s LEAGUE	Live Ball

Providing sufficient Teams are available and entered in all League Age Groups.

(b) Competition in all Leagues shall be organised so that each Team shall be drawn to play each other the same number of times. Should it not be possible to arrange the same number of games between teams within the Regular Season any games which fall outside those requirements shall still be official games.

10.2 CHECKING OF REGISTRATION/ID CARDS AT GAMES

(a) *During the regular season and Finals Series*, Team Officials from both sides must make available and present all "Club Cards" relating to their teams to each other at least ten (10) minutes before the scheduled start of their game and sign Result Sheets before the game commences to confirm that they have checked each other's team cards.

(b) A Player or Team Official must not take part in any game if their Card is not present. (This also relates to any persons who are also scheduled to participate in teams out of their regular League.)

Penalties for any breach of this rule will be loss of the game and the persons concerned being called before the Junior League's Judiciary Committee which may impose other disciplinary measures.

(c) If at any time there is a dispute regarding a Registration/ID, the Umpire must note the problem on the game's Official Result Sheet before the next pitch is made. *(This notation should also contain the Game Time, Innings, Name of the Batter at bat, Count on the Batter, Position of any Runners on base.)*

10.3 LENGTH OF GAMES

(a) Games played during the GWJBL's "Regular Season" shall be subject to "Time" and "Innings" limits, whichever occurs first, as set out below:

Table 2

	Regulation Game		Minimum Game	
	Time	Innings	Time	Innings
7s League	1 hour	6	45 minutes	4
8s League	1 hour	6	45 minutes	4
9s League	1 hour 15 mins	6	45 minutes	4
10s League	1 hour 15 mins	6	45 minutes	4
12s League	1 hour 30 mins	6	1 hour	4
14s League	1 hour 45 mins	7	1 hour	5
17s League	1 hour 45 mins	7	1 hour	5

b) If any Game is "called" for any reason, the legally completed game time shall be from the Scheduled Starting Time on the Competition Draw.

(c) All games must finish within the time set down as listed in the table above. {Refer to Rule 10.3d)} Time taken is from the Scheduled Starting Time on the Competition Draw. In the event of a team failing to appear at the ground or in the precincts thereof, failing to commence play within fifteen (15) minutes of the time scheduled, and failing or refusing to proceed when directed by the umpire to do so, the opposing team shall be awarded the game.

EXCEPTIONS (i). No Top of any Innings shall start with ten (10) minutes or less time remaining to the Scheduled Finishing Time of games.

(ii). For all games, the Batter in the box at the Scheduled Finishing Time is to complete their time at bat.

(iii) The final score, when an unequal number of innings has been played, reverts back to the last equal innings except where the team last at bat is ahead or tied in the bottom of the innings when time is called.

(iv). In all Final Series Games ONLY, once the top of an innings has commenced the bottom is to be played if required – see Rule 10.11 (d).

(v). Under no circumstances shall any temporary suspension of the game cause that game to go beyond the Scheduled Finishing Time

(vi). Any team unable to play for any reason other than ground fitness or washout shall forfeit.

(d) Timed games may continue past their scheduled finishing time in order to complete an innings that has already commenced only if necessary to obtain a result. In such cases the game will finish on the first to occur of the following:

- 1) The completion of the innings,
- 2) When the team batting in the bottom of the innings scores a winning run,

3) The batter who is in the batting box at (15) minutes past the scheduled finishing time completes his/her turn at bat.

(e) If after five (5) or more complete innings one team is leading by ten (10) runs or more, time and game MUST be called.

10.4 PLAYING FIELD DIMENSIONS

(a) The Junior League's Competition's shall be played in accordance with the following dimensions:

Table 3 Home Run Distances

	Pitching Distance	Base Paths	At Foul Lines	At Centre Field	"Fair Ball" Radius
7s League	45 feet	50 feet	150 feet	200 feet	10 feet
8s League	45 feet	60 feet	150 feet	200 feet	10 feet
9s League	45 feet	60 feet	150 feet	200 feet	10 feet
10s League	46 feet	60 feet	200 feet	250 feet	n/a
12.1 League	46 feet	60 feet	200 feet	250 feet	n/a
12.2 League	46 feet	60 feet	200 feet	250 feet	n/a
14.1 League	54 feet	80 feet	300 feet	350 feet	n/a
14.2 League	50 feet	80 feet	300 feet	350 feet	n/a
17s League	60.6" feet	90 feet	300 feet	350 feet	n/a

(b) The Home Club hosting games at its Ground shall be responsible for the correct marking of the playing fields and the providing and laying out of all bases.

(c) Home Run Boundaries MUST be clearly marked on all fields where games are scheduled and be visible to Umpires who are officiating at the games. Boundaries must not overlap other playing fields.

(d) Any adjustments to the Home Run Boundaries at Club Grounds MUST be notified to the Junior League and stated in the Ground Rules of the Club concerned.

(e) For the 7s, 8s and 9s Leagues an arc of ten (10) feet in radius from the back of the Home Plate shall be marked in Fair Territory and shall be known as the "Fair Ball Radius".

(f) Grounds (For Tee-Ball) on open grounds a *field limit line* should be drawn parallel to and 25-30' outside the Home/third base line. The player's benches shall be outside this area. The ball is dead beyond the limits of the playing field.

10.5 PLAYING EQUIPMENT

(a) Baseballs

All baseballs for Junior League Competition games shall be purchased from the Junior League and both sides in a game shall each be required to provide an approved ball (as per table 4) to the Umpire to be used in play. If either of these 2 balls are lost or damaged, it will be the responsibility of the home team to provide replacement approved balls to the Umpire to be used in play.

Table 4

League	Approved Ball
7's & 8's	K500
9's, 10's & 12.2s	Kenko C
12.1's	8 1/2" Hard ball
14's & 17's	Diamond Ace Little League

(b) Bats

(i). All bats MUST conform to the sport of Baseball. Any differing bats must have the prior approval of the Junior League Executive for them to be used in games.

(ii). Bats for the Tee Ball, Machine Ball and 12s Leagues shall be a maximum 2 1/4 inches in diameter and 31 inches in length and a differential of no more than minus eleven (11), with the exception of Nanshiki (or rubber ball bats) which will be allowed in U12's division 2 only.

Bats for 14s & 17's League shall be a maximum of 2 3/4 inches in diameter and 34 inches in length. The maximum differential for bats of 2 1/4 inches in diameter or less shall be a factor of minus ten (12). For bats greater than 2 1/4 inches diameter, the maximum differential shall be a factor of minus eight (9) in the 14's league & minus five (5) for 17's league. (See table 5)

Differential is the overall difference between the length and weight of the bat. I.e. 32 inches long and weight 27 ozs - differential of minus 5.

Table 5

	Maximum Diameter	Maximum Length	Maximum Differential if 2 1/4 than	Differential if more than 2 1/4
Under 12	2 1/4 in	31 in	-12	n.a.
Under 14	2 3/4	32 in	-12	-9
Under 17	2 3/4	34 in	-10	-5

(c) Batting Helmets "Double Eared" batting helmets MUST be worn in all Leagues by Players while they are batting and/or running the bases, and if required to act as Base Coaches.

(d) Batting Tees All "Batting Tees" used in Tee Ball and other relevant games, MUST be adjustable and allow for easy removal during any plays made at Home Plate. The safety of Players should be considered as the basis for the design of, and materials used in the construction of any Tees.

(e) Machines all machine equipment to be used for Zooka Machine Ball (10s) League play MUST be approved by the Junior League Executive before they are used in any Competition games.

(f) Catcher's Gear

(i). For Tee Ball Leagues, Catchers MUST wear a Batting Helmet for protection while fielding in that position.

(ii). For Zooka Machine Ball and Live Ball Leagues, a Catcher's Mask, Helmet, Chest Protector and Leg Guards MUST be worn by all Catchers while fielding in that position. All Catchers' Masks MUST have a protective throat guard or a suitable extension which provides protection to the throat area (such as the "hockey" styled masks).

(iii). For Live Ball Leagues, any person serving as a Catcher to warm up a Pitcher the Catcher shall be required to wear the regulation Mask and Helmet, whether the Pitcher is warming up on the mound, in the bullpen or elsewhere.

(g) Other Protective Gear

(i.) Shin Protectors are recommended for all Players in the Tee Ball Leagues.

(ii). Protector Cups ("Hectors") are required to be worn by all Male Players. They are recommended for Female Players.

(h) Shoes/Boots/Cleats No **Junior** Player, regardless of age, shall be permitted to wear footwear with metal or screw-in studs/cleats of any material. ONLY moulded cleats or one-piece rubber soled shoes or boots are permitted.

(i) Home plate U12 division 2, and any lower graded competition in these age groups, shall use a 19" wide plate (as compared to a regulation home plate which is 17" wide) to increase the number of strikes thrown and to encourage batters to use their bats more often.

(j) Bases the use of breakaway Hollywood style bases is mandatory in all junior competitions conducted by GWJBL.

Note: Only approved equipment is to be used in games. If any items are found not to conform, they shall not be permitted to be used and MUST be removed whenever the situation comes to light. If, after they have been warned, any Player or Team continues to use equipment which does not conform to the Association's Rules, the Umpire shall remove the offending Player or Coach from the game. Where, after such action, a team continues to disregard an Umpire's warning, "TIME" shall be called and the game shall be awarded "9-0" to the opposition.

10.6 WEATHER CONDITIONS/ RESCHEDULED GAMES

(a) Club Secretaries ONLY are to ring the **Junior League Secretary** (or another person nominated at the commencement of the Season) to establish if, due to wet weather, games are to be played. Team Officials are to contact their own Club Secretaries.

(b) Club Secretaries ONLY are to ring the Junior League Secretary to advise of any closure of their Club's Ground due to wet weather. Such advice from Club Secretaries is to be received at the latest by **8.00pm** on the evening prior to the day when games are scheduled to be

played at their Club's Ground (**see note below**). Should no advice be decided on the day of play by the authorities controlling the Ground, or by the Coaches of both teams, or in the event of the Coaches disagreeing, by the Chief Umpire, in that order.

(c)(i). Where, during the Regular Season, any games are postponed in their entirety due to weather conditions (including but not restricted to extreme heat, rain, lightning etc) or other extreme circumstances, or any are played but abandoned without the minimum allowable time under Rule 10.3 (a) having been completed, they shall not be replayed. Any game that does get played during a wet weekends etc, will count as a game played and the result will be recorded accordingly.

(ii) Once an appeal has been made against poor light, the fitness of the light for play shall be in the hands of the Umpire in Chief for decision. The Umpires judgement to call "game" shall be final. An appeal may not be made with regard to this decision.

(d) Club Secretaries shall be notified by the Junior League Competition Secretary of any games to be replayed and by when. Any team which fails to abide by the decision to replay any rescheduled game shall be deemed to have forfeited the game and the Club concerned shall incur a fine.

(e) The following shall apply to any Finals Series games which are affected by weather conditions:

(i). If a SEMI-FINAL (OR GAME 1 OF A "BEST OF 3" PLAYOFF) is declared washed-out, Under 8s, 9s, 10s are to be replayed where possible on or before the Friday immediately following the semi-final. Under 12s, 14s, 17s are to be replayed where possible on or before the Wednesday immediately following the semi-final. If the game is unable to be played, the team which finished highest on the Competition Table shall be declared the winner.

(ii). Preliminary FINAL (OR GAME 2 OF A "BEST OF 3" PLAYOFF) is declared washed-out, Under 8s, 9s, 10s are to be replayed where possible on or before the Friday immediately following the final. Under 12s, 14s, 17s are to be replayed where possible on or before the Wednesday immediately following the final.

(If both Games 1 and 2 of a "Best of 3" Playoff are washed-out, the team which finished highest on the

Competition Table at the end of the regular season shall be declared the "Premiers").

(iii). If the GRAND FINAL is declared washed-out, ALL GAMES are to be replayed where possible on or before the Saturday immediately following the grand-final. If this game cannot be played the team first into the Grand Final shall be declared the winner.

(If a "Best of 3" Playoff rests tied after Games 1 and 2 and Game 3 is washed-out, the team which finished highest on the Competition Table at the end of the regular season shall be declared the winner).

(f) For an unforeseeable reason a team is unable to play a regular scheduled game. A game may be able to be rescheduled. Both Teams have to agree that the game can be played at a time convenient to both teams. The competition secretary must also approve the game. Seven (7) days notice must be given prior to the scheduled game to the Competition Secretary. The Competition Secretary MUST give approval for this rescheduled game to be played. Any games that are not given approval will be classified as no games and no result will be recorded.

10.7 "HOME" and "AWAY" Teams

(a) For games in the REGULAR SEASON the team nominated first on the draw shall be the "Home Team" and shall field first.

(b) For the FINALS SERIES:

(i). In a two (2) Team ("Best of 3 Games") Playoff, the team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Games 1 and 3.

(ii). In a four (4) Team Playoff, the team finishing highest on the Competition Table at the end of the regular season shall be the "Home Team" for Semi-Final and Preliminary Final games. The team first into the Grand Final shall be the "Home Team" for that game.

(iii). Minor premiers are to host the finals series for that age group and division where sufficient, suitable diamonds are available. Where there are not enough diamonds available, the GWJBL Executive will move the finals series to another suitable ground. Once a semi final is allocated to a ground, the entire series will remain at that ground. Only one exception to this

rule will be the Under 17's division 1, which is to be played at the ground where the Junior presentation is to be held, subject to a suitable diamond being available for the purpose.

10.8 GAME RESULTS

(a) Results for games in the Junior League's Competitions shall be recorded as follows:

Team winning outright Win} <i>Refer also</i>
Team losing outright Loss} <i>to</i>
Drawn Game Half Win, Half Loss} <i>Rule 10.3(c) iii.</i>
Team winning by forfeit.	9-0 Win
Team losing by forfeit..... 0-9 Loss

(b) It is the responsibility of BOTH TEAMS to notify the Junior League, via their Clubs, of the results of all games and the HOME TEAM to submit completed Result Sheets as prescribed and required by the Junior League.

RESULT SHEETS MUST ALSO BE FILLED IN FOR ANY FORFEITED GAMES AND ARE TO BE SUBMITTED.

(c) Clubs must notify their teams' results by phone to the Junior League Registrar BEFORE 8.00pm for Junior League games on the day of the game. An answering machine may be in operation in.

(b) Clubs MUST forward all Result Sheets to the Junior League Registrar from Junior League games. All result sheets must be lodged within seven (7) days of the completion of the scheduled round of games. Result sheets are to be completed and submitted for forfeited games. Any Club which fails to submit, or forwards incomplete or incorrect result sheets for any of its teams, will incur a fine of \$ 2.00 per error up to a maximum of \$50.00 per sheet, from the Junior League for each and every instance. The team will also forfeit points if result sheets not submitted within 14days. The head coach will be suspended if sheets not submitted within 21 days and will remain suspended until the result sheet is handed in.

If the sheet is lost the coaches' suspension will stand and the score books from both teams will be submitted to the GWJBL competition secretary for review.

10.9 COMPETITION TABLES

(a) Team positions for each League/Grade will be determined on a PERCENTAGE basis as follows:

$$\frac{\text{Wins + Half Wins}}{\text{Total Games Played}} = \%$$

(b) (i). In the event of 2 or more teams finishing in equal place on the Table, placing shall be determined by calculating the records of those teams against each other. The team with the most wins against the team(s) tied with will be placed highest on the ladder.

(ii). In the event of an equal number of wins by the teams involved, their positions shall be determined by applying a "For and Against Average" for games played against each other, as follows:

$$\frac{\text{Total Runs For}}{\text{Total Runs For + Total Runs Against}}$$

(iii). If still tied, a "For and Against Average" will be calculated for the whole season based on games played against all other teams in the same League/Grade.

(iv). In the event of the teams still being equal in the calculations, those teams shall then play each other to determine their placing and at a time scheduled by the Junior League's Executive.

10.10 JUNIOR CLUB CHAMPIONSHIP

The Club Championship shall be determined by the allocation of points to individual teams based on their grade and placing at the end of the Regular Season (i.e. before the commencement of the Finals Series)

First division teams or one division age groups receive maximum points whereby with a team finishing first (e.g. 6 team competition) they would receive 12points the team finishing sixth 7 points. Second division team finishing first 6 points and the team finishing 6th 1 point. Points in each age group is based on the total number of teams in the 2 highest grades. The club with the most points will be awarded the club championship.

E.g. -

Div 1	Div 2	Div 3
1st=12pts	1st=6pts	1st=3pts
2nd=11	2nd=5	2nd=2
3rd=10	3rd=4	3rd=1
4th=9	4th=3	All other teams in 3rd division receive 0.5 pts
5th=8	5th=2	
6th=7	6th=1	

10.11 PREMIERSHIPS.

(a) The Junior League's Competition's shall comprise of Regular Season Games and Post-Season/ Finals Series Games in all Leagues.

(b) In the 7s League the Regular Season Games shall be classed as "non-competitive" and be completed before Christmas. Teams in this League shall compete in a post-season gala day style tournament to be held on the 2nd Saturday when we return from the Christmas break.

(c) For the 8s, 9s, 10s, 11s, 12s, 14s and 17s, the Regular Season Games shall count for competition. The teams finishing highest on the Competition Table for each of these Leagues shall be the MINOR PREMIERS. A Finals Series shall apply to these Leagues on the completion of the Regular Season, as follows:

(i). Where the Regular Season has comprised of a 4 or 5 team competition in any of the Leagues, the Finals shall be a "Best of 3" Playoff series between the teams finishing 1st and 2nd on the Table to determine the PREMIERS.

(ii). Where more than 5 teams have featured during the regular season in any of the Leagues, at the conclusion of the competition rounds the format for the play off series to determine the Premiers will be:-

SEMI-FINAL (first) 1 v 2
(Second) 3 v 4

PRELIMINARY-FINAL loser first semi v winner of second semi

GRAND FINAL winner of first semi v winner of preliminary-final

Teams mentioned first in the play off schedule are HOME TEAMS and will occupy the THIRD BASE dugout, (unless home ground rules apply) and field FIRST.

(d) If at the end of scheduled time the Semi-Final or final is drawn, up to two (2) extra innings may be played to determine a winner. These two (2) extra innings shall not exceed thirty (30) minutes in total from the commencement of the extra innings. At the completion of the additional thirty (30) minutes the bottom will not be completed and the game will remain drawn. The team finishing highest on the table shall advance to the next level.

(e) The duration of play-off games shall be as per rule 10.3(a) Table 2, rule 10.3(b) and rule 10.3(c) parts (i), (iv), (v) and (vi).

(f) A ten (10) run mercy rule applies after five (5) complete innings

10.12 REPLACEMENT OF INJURED PLAYERS *(The following shall apply to ALL Leagues/Grades)*

10.12.1 "RE-ENTRY" RULE a team shall be permitted to reintroduce a previously replaced player only when another player from the team is injured and, in the Umpire's opinion, is unable to continue to play and no fresh reserves are available. In such cases, the previously replaced player shall take the injured player's place in the batting line up. An injured player is

not permitted to be reintroduced as a previously replaced player. The re-entered player in such a case may only play in the outfield.

10.12.2 "BLOOD BIN" RULE (a) Players who are injured and who require treatment to stem the flow of anybody fluids may leave the game without penalty. A courtesy player will be allowed while treatment is carried out. If there are no reserves, a player other than any injured person who has left the game may be used.

(b) Soiled clothing must be replaced.

(c) Players who after treatment are unable to return to the game at the completion of one (1) innings from the time the player leaves the field, shall be replaced.

10.12.3 UNCONSCIOUS PLAYER If at any time a player or match official loses consciousness for any length of time, an ambulance is to be called and the person is to be taken to hospital for treatment. Players may not be able to make clear rational decisions immediately after regaining consciousness and may insist on staying at the ground or even in the game, this is to be ignored and an ambulance called. Remember we all have a duty of care to those that are entrusted to our care and supervision.

10.13 "BATTERS" *(The following shall apply to ALL Leagues/Grades)*

10.13.1 All 'On-Deck' Batters MUST wear a batting helmet and are to position themselves on the "safe" side, away from and behind, the Batter in the box - i.e. with a right-handed Batter in the box the 'On-Deck' Batter MUST be on the Third Base side of the diamond; with a left-handed Batter in the box the 'On-Deck'

Batter MUST be on the First Base side of the diamond.

10.13.2 (a) The use of "Designated Hitters" shall **NOT** be allowed in any of the **Junior Leagues**.

10.13.3 (a) Batters are NOT permitted to sling or throw their bats. If, in the Umpire's judgement, a Batter slings or throws the bat in a dangerous manner, the ball shall be declared "DEAD" and the Batter is to be warned. If the Batter again slings or throws the bat during the game, the Batter shall be called "OUT".

(b) Batters shall advance in the direction of First Base on having hit a fair ball or on being awarded that Base by the Umpire.

10.14 Special Playing Rules for Tee Ball (7s, 8s and 9s Leagues)

10.14.1 Team Line ups

(a) A team's line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line-up to bat.

(b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game.

(c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game.

10.14.2 "Batting Tees"

(a) Batting Tees to be used in Tee Ball games are to be positioned such that the back foot (or base) of the Tee shall be in contact with the front edge of the Home Plate and the stem of the Tee is perpendicular and as close as possible to the Home Plate.

(b) Batting Tees may be adjusted for each Batter as they assume their batting stance, providing that "TIME" has been called first.

(c) Tees are to be removed by Umpires from the Home Plate area during any plays and returned there once "TIME" has been called.

10.14.3 Batters

(a) When the Umpire calls "Batter Up" , the ball is on the Tee, all defensive players are alert and ready, the tee has been adjusted as required by the Batter, and the Batter has taken his/her stance in the batting box, the Umpire shall call "PLAY" or "PLAY BALL" .

NOTE: (i). After the Batter takes his/her stance and addressed the ball on the Tee; no repositioning of the back foot is permitted such as to hit the ball in an appreciably different direction. (Front foot movement is permitted) *Penalty - "Foul Strike" is called against the Batter or the defence may elect to allow the play to stand. If the play is chosen, only forced runners shall advance and only by the same number of bases as the Batter.*

(ii). Practice or levelling swings are not permitted once the Umpire has called for the Batter to play at the ball. Any practice or levelling swings attempted after the call to play shall be called strikes against the Batter.

(b) Batters MUST swing at the ball on the Tee with a full forceful swing. No bunting or "soft" swings are allowed. The ball must be hit out of the "Fair Ball Radius" - if it rolls back in, it is a "Foul"; if it lands and stops on the radius line, it is "Fair".

NOTE: (i). If, in the Umpire's judgement, the batter has bunted or attempted to bunt the ball, a strike shall be called and the batter given a warning. If a batter is caught bunting or attempting to bunt after receiving a warning, that batter shall be called "OUT".

(ii). If, in the Umpire's judgement, the Batter has taken a full and forceful swing, and in no way attempted to bunt, but makes contact and hits the ball on the Tee, the ball is in play if in fair territory.

(c)(i). 7s LEAGUE The Batter shall be OUT if he/she fails to hit fair after 5 swings at the ball on the Tee.

(ii). 8s and 9s LEAGUES The Batter shall be OUT if he/she has three (3) strikes called. A foul is a strike except on the third (3rd) strike.

10.14.4 Fielders

(a) After the Batter takes his/her stance and addresses the ball on the Tee, no substantial repositioning of fielders is permitted. *Penalty - The Umpire may advance the lead Runner one (1) base for infringement after warning the defensive team.*

(b) Fielders may be positioned anywhere in fair territory but not within 45 feet of the Home Plate, except for the Catcher. No player other than the Catcher may stand in foul territory until the ball is hit.

(c) The Pitcher MUST have both feet in contact with the Pitching Rubber until the ball is hit. *A "BALK" shall be called for any infringement.*

(d) The Catcher must be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball is hit. All Catchers in Tee Ball Leagues MUST wear a Batting Helmet as protective headwear.

10.14.5 The Coach/Manager

In the 7s and 8s LEAGUES ONLY, up to 2 Coaches/Managers may be positioned in the area of the Outfield, and behind and away from outfield players, during their team's Defensive Innings. They may only instruct their team's players and MUST NOT touch any ball which is "live" and in play, nor interfere with any play in progress.

10.14.6 Base Running

(a) Any Runner who does not slide or attempt to avoid collision with a Fielder or Catcher in possession of the ball, or when a play is being made at a base where a fielder or catcher is in the act of receiving the ball shall be given "OUT". In such cases the ball is "DEAD" and any other Runners shall return to the last base legally occupied at the time of the collision unless forced to advance. A player shall attempt to avoid the tag when caught in a run-down situation and shall not deliberately charge the player with the ball or attempt to charge a player without the ball while standing on the line. If the player does infringe, he / she will be given out automatically.

(b) i. 7s and 8s LEAGUES On an infield hit and the first play by a Fielder being a throw either to First Base, Third Base or Home Plate, the Batter shall be awarded First Base only unless given "OUT", irrespective of whether the thrown ball remains in or goes out of the playing

field. Any Runners on bases shall be awarded only the base that they are running to. If a Runner makes no attempt to proceed to the next base they shall not be awarded that base except in the case of a "Forced Play".

ii. 9s LEAGUE On a "pass ball", each Runner may, without liability to be put out, advance one (1) base from the last base legally occupied. In awarding bases, the Umpire shall be governed by the position of the runners at the time the throw actually left the player's hand and not when the ball crossed the pass ball line/boundary.

(c) No Runner shall be permitted to leave a base before the ball is hit. The Umpire shall not call "Play" until ALL Runners are in contact with their bases. If, after a warning is given by the Umpire to a Runner for an infringement of this Rule, the Runner once again is caught leaving a base early, the Runner shall be given "OUT".

(d) After the Batter/Runner has reached first base safely, runners may not continually advance on overthrows. If they are proceeding to a base and an overthrow occurs, they may pass that base and try for one more base only. If the ball is overthrown again (i.e. two (2) wild throws in one turn at bat) the ball is "dead" and the Umpire shall call "time".

10.14.7 "Infield Fly"

The "Infield Fly Rule" shall NOT apply in the Tee Ball Leagues.

10.14.8 "Time" Rule

The Umpire shall call "TIME" when he/she sees no further play is imminent - that is, the defence attempts no further play and the ball is in the secure possession of an infielder in or adjacent to the diamond. Base runners shall not pass another base after the fielder has secure possession, unless the fielder attempts a play.

NOTE: 1. Players are not to hold the ball in the air.

2. Runners must not be encouraged to run in the hope of forcing an error. The game should be played as in normal baseball where an advantage/base would not be attempted at the risk of being put out.

3. Unless urgent and to avoid confusing players, Coaches should wait until "Time" has been called to confer with the Umpire or make a substitution in cases of injured players.

4. If the lines defining the diamond are not marked, then the Umpire will judge as to the approximate confines of the diamond on any play.

10.14.9 "Runs Scored"

(i) No team shall score more than 5 runs in any one innings. If there are less than 3 out when the 5 runs are scored, the teams shall change sides. Any runs, in excess of 5, scored on the same play in which the 5th run scores shall count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.)

THIS RULE DOES NOT APPLY IN THE 6TH OR SUBSEQUENT INNINGS OF ANY GAME

(ii) There shall be NO "stacking of bases" under any circumstances. Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the Junior league Executive.

10.15 Special Playing Rules for Zooka Machine Ball (10s League)

The Game

The Umpire Calls "Play" the Pitcher takes a step forward to place the match ball in the mouth of the Zooka, he/she then steps back to his plate. The ball passes the electronic eye, Zooka activates and starts to operate "5 seconds", after three synchronized beeps and bright LED flashes, which allow the batter, get their timing it pitches a strike.

Warm up prior to game

It is recommended each team is to have 10.00 minutes hitting practice prior to the game commencing. This will start with the away team first, then ending with the home team, who will remain on the diamond to field first.
This of course relies on the Zooka being setup and ready to go 20 minutes prior to game time.

Zooka

Be sure to familiarise yourselves with the error messages. If the machine will not operate, check for battery charge. Another common problem is the cup has moved down the barrel, lodging across the sensors and stopping the machine. Make sure the machine is off and get someone with a small arm to push the cup back down the barrel as far as it will go, then restart the machine.

10.15.1 Team Line-ups

- (a) A team's line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line up to bat.
- (b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game.
- (c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game
- (d) All Changes for Catchers must be reported to both the Chief Umpire and Scorers for both teams.
- (e) The First Nine (9) players on the line up must be the nine (9) players to take the diamond as the fielding team

- (b) Once a player is replaced in the field he can no longer play in the field during the game except when re-entering to replace an injured player as per rule 10.12.1.
- (c) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game.

10.15.2 Machines

- (a) The Home team or the Junior League is to provide the Zooka machine. Please ensure the machines are recharged after each use.
- (b) The Zooka is set 6 feet in front of the Pitchers Plate (40' from home plate) and a little to the third base side. The measurement is from the rear of home plate to the rear of the middle leg of the machine. Two of the three legs face home plate, with the third pointing back to second base. The pitcher remains on the 1st base side of the machine, with the Umpire positioned on the 3rd base side or behind the machine.
- (c) For U10 = 40-43 MPH. This is approx 60 per cent of machine power. Remember to achieve a pitch at the right speed the machine power setting is the one you need to set first.
- (d) Machines may be adjusted during games for inconsistencies that may occur in their performance, but only after consultation between Umpires and the respective Team Coaches/Managers. The final decision though shall rest with the Umpire
- (e) If a batted or thrown ball hits the machine, the ball shall be called "DEAD", and:
 - 1) The batted ball striking the Machine shall be counted as a "hit" and the Batter shall be awarded First Base. Any Runner on base shall not proceed to another base but must return to the base last occupied unless "forced" to another base.
 - 2) If the ball is thrown deliberately at the Machine, any Runner on base shall be awarded the base they were advancing to PLUS an extra base.
- (f) Should a machine breaks down during a game and no replacement is available for use, then T-Ball will be played according to the U9 T-Ball rules as set down in rule 10.14 of GWBA junior competition rules

(g) Machines are not to be used in the rain. If teams still play, owing to light intermittent rain, then T-Ball will be played according to the U9 T-Ball rules as set down in rule 10.14 of GWBA junior competition rules.

10.15.3 The Batter

(a) Batters shall have pitches from the machine called as per the Official Baseball Rules and may receive a "Base on Balls".

(b) Batters must swing at the pitched ball with a full and forceful swing. At no time shall a batter bunt, or attempt to bunt, the ball. If, in the Umpire's judgement, the batter has bunted or attempted to bunt the ball, a strike shall be called and the batter given a warning. If a batter is caught bunting or attempting to bunt after receiving a warning, that batter shall be called "OUT".

10.15.4 The Pitcher

The Pitcher **MUST** have both feet in contact with the "Pitching Rubber" until the ball is hit. A "BALK" shall be called for any infringement.

10.15.5 The Catcher

(a) Catchers **MUST** be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball is hit.

(b) Catchers **MUST** wear full protective Catcher's Gear.

(c) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher is to be replaced by a "Designated Runner" on reaching bases safely. The "Designated Runner" used shall be the last Batter "OUT". *This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.*

(d) Players who assume the position of Catcher shall be limited to three (3) in the number of innings they are permitted to catch in a game. A single pitch from the machine in any innings shall be classed as an innings caught.

(e) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Catchers do not exceed the number of innings caught. The penalty for over catching a player in the number of innings caught shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement.

(f) **ONCE A PLAYER HAS BEEN REMOVED/REPLACED AS CATCHER DURING A GAME, HE/SHE CAN NOT SERVE AS CATCHER AGAIN IN THAT GAME.**

10.15.6 "Dropped" Third (3rd) Strike

If the Catcher does not catch the 3rd Strike, except a "foul tip", the Batter is "OUT" and the ball remains "live" and in play. Base Runners may advance at their own risk to an unoccupied base.

10.15.7 Base Running

(a) Any Runner who does not slide or attempt to avoid collision with a Fielder or Catcher in possession of the ball, or when a play is being made at a base where a fielder or catcher is in the act of receiving the ball shall be given "OUT". In such cases the ball is "DEAD" and any other Runners shall return to the last base legally occupied at the time of the collision unless forced to advance. A player shall attempt to avoid the tag when caught in a run-down situation and shall not deliberately charge the player with the ball or attempt to charge a player without the ball while standing on the line. If the player does infringe, he/she will be given out automatically.

(b) (i). Base Runners are **NOT** permitted to leave the bases they occupy until the ball has been hit by, or has passed, the Batter.

(ii). Base runners are not permitted to steal more than one base per PITCHED ball.

(iii). Runners on Third Base at the time of a pitch are **NOT** permitted to "steal" home unless the Catcher makes a play to another base. If a successful play is made on a Runner from Third Base who attempts to "steal", the Runner shall be called "OUT".

(c) The violation by one Base Runner shall affect all other Base Runners in the following situations:

- (i). When a Base Runner leaves the base before the ball reaches the Batter and the Batter does not hit the ball, the Base Runner is permitted to continue. If a play is made on the Base Runner and the Base Runner is out, the out stands. If the Base Runner reaches the base safely, the Base Runner MUST be returned to the base occupied before the pitch was made, and no "out" results.
- (ii). When a Base Runner leaves the base before the ball reaches the Batter and the Batter hits the ball, the Base Runner or Runners are permitted to continue. If a play is made and the Base Runner or Runners are put out, the out or outs will stand. If not put out, the Base Runner or Runners MUST return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the Batter advance beyond First Base on a single or error, Second Base on a double or Third Base on a triple. The Umpire shall determine the base value of the hit ball. The Base Runner who left the base early and who reaches Home plate safely, will not score as a run and is removed from the play.
- (iii). When any Base Runner leaves the base before the ball reaches the Batter and the Batter hits the ball within the Infield, no run shall be allowed to score. If the Batter reaches First Base safely and Third Base is unoccupied, Base Runners may advance to the next base beyond the one they occupied at the start of the play. If all bases were occupied, the Base Runner on Third Base will not score a run and is removed from the play.
- (iv). Any Base Runner who, in the Umpire's judgement, leaves the bases early shall be given a warning for the violation which is to be noted in the Scorebook. If, after a warning is given, the Base Runner once again leaves the bases early during the game, the Base Runner shall be given "OUT".

10.15.8 "Infield Fly"

The "Infield Fly Rule" shall apply in this League.

10.15.9 "Time" Rule

When a ball is hit by the Batter play shall proceed normally until the ball is in control of the Pitcher within the confines of the infield and, in the Umpire's judgement, the Batter/Runner and any other Base Runners cannot advance further without being put out in the normal course of play. The Umpire shall then call "TIME".

10.15.10 "Runs Scored"

(i). No team shall score more than 5 runs in any one innings. If there are less than 3 out when the 5 runs are scored, the teams shall change sides. Any runs, in excess of 5, scored on the same play in which the 5th run scores shall count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.)

THIS RULE DOES NOT APPLY IN THE 6TH OR SUBSEQUENT INNINGS OF ANY GAME.

(ii). **There shall be NO "stacking of bases" under any circumstances.** Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the Junior league Executive.

10.16 Special Playing Rules for Live Ball (12s, 14s and 17s LEAGUES)

10.16.1 Team Line-ups

- (a) **12s LEAGUE** (a) A team's line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line up to bat.
- (b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game.
- (c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course

of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game

(d) All Changes for both Pitchers and Catchers must be reported to both the Chief Umpire and Scorers for both teams.

(e) The First Nine (9) players on the line up must be the nine (9) players to take the diamond as the fielding team

(b) Under 14 and 17's Leagues

(a) A team's line up in a game must include all of its players who are present and available to play. While only 9 players may field at any one time, all available players up to 12 in number must be included in the line up to bat.

(b) Should a team have more than 12 players, the additional players may not take part in the game until such time as they replace one of the original 12 team members. The replaced player cannot then take further part in the game.

(c) All players included in the batting line up (maximum 12) may be interchanged from the bench to the field and subsequently back again as many times as required during the course of the game. However such changes can only be made between innings and not during an innings (unless a player is injured) to assist in speeding up the game

(d) All Changes for both Pitchers and Catchers must be reported to both the Chief Umpire and Scorers for both teams.

(e) The First Nine (9) players on the line up must be the nine (9) players to take the diamond as the fielding team

10.16.2 The Batter

Batters shall have pitches called as per the Official Baseball Rules

10.16.3 Pitchers and Catchers

(a) These Leagues shall have limits placed on the number of "Pitches" and "Innings" pitched by players who assume positions as Pitchers in games, and on the number of "Innings" caught by players who assume positions as Catchers in games. Limits which shall apply are as follows:

(i) For any players who are involved only in the Junior League's Junior Competition, the restrictions shall apply over one (1) calendar day and shall be referred to as a "Major" assignment.

(ii). For any players who are involved in both the Junior League's Junior Competition and Representative Squads in games played over consecutive days, a "Minor" assignment ONLY shall be allowed for the scheduled games of the Junior League's Competition.

Table 5

	MAJOR		MINOR		SUBSTANTIAL	
	<i>Max Pitches</i>	<i>Max Innings</i>	<i>Max Pitches</i>	<i>Max Innings</i>	<i>Max Pitches</i>	<i>Max Innings</i>
12s LEAGUE	55	3	24	3	44	3
14s LEAGUE	65	4	24	3	54	4
17s LEAGUE	80	4	29	3	64	4

Note: (1) A single pitch in any innings shall be classed as an innings pitched or caught.

(2) An U14 aged player who is registered in the 17s League will be subject to pitches and innings limits that apply to 14s League play.

(iii) The above restrictions will remain in place for the full regular season, for any player selected as a Junior League Representative who subsequently leaves a Junior League Representative squad, unless a special clearance is granted by the Association Executive.

(b) Pitchers reaching their maximum number of pitches or innings must be replaced on the mound once they complete throwing to the Batter in the box except where the pitcher is performing a MINOR assignment where he must stop at the prescribed pitch limit and not finish the batter in the box. Catchers reaching their maximum number of innings must be replaced once the inning is completed.

Scorers shall notify the Chief Umpire, who will in turn advise the defensive team's Coach, when a Pitcher is within ten (10) pitches of the maximum allowable number, or a Catcher is into their final innings.

(c) Irrespective of whether or not advised by Scorers or Umpires during a game, it is always the responsibility of Coaches to ensure that their Pitchers do not overpitch in the number of pitches or innings thrown in a game, or that their Catchers do not exceed the number of innings caught in a game. The penalty for overpitching a player either in pitches or innings, or over catching a player in innings, shall be loss of the game and suspension of the Coach for up to four (4) games for a first offence and, as a minimum, automatic suspension for the remainder of the season for a second infringement. **In the final series only**, the penalty for such breaches will not only be the loss of the game, but the awarding of the points to the opposing team, suspension of the coach for up to four (4) games for a first offence and automatic suspension for the following season for a second infringement.

(d) (i). 12s LEAGUE Pitchers shall not be permitted to attempt "pick offs" in these Leagues

(ii). 14s and 17s LEAGUES Pitchers shall be allowed to "pick off" in these Leagues.

"Pick offs" attempted shall not be counted as balls pitched.

(e) (i). 12s LEAGUE There shall be NO Pitcher's "balk" in these Leagues, unless the Pitcher is first warned by the Umpire for a continuous balking. (Umpires must use their judgement and not call a balk for only minor movement by Pitchers) (ii). 14s and 17s LEAGUES Balks shall apply to Pitchers in these Leagues as per the Official Baseball Rules.

(f) Unless a Pitcher is entering a game to replace another Pitcher who has been injured, removed for disciplinary reasons, or reached maximum pitch count during an innings, they shall be permitted up to a maximum of eight (8) "warm-up" pitches prior to the start of an innings. Such preparatory pitches shall not take up more than one (1) minute of time. Where pitch limit is reached, injury or disciplinary circumstances case a Pitcher to be summoned without any opportunity to "warm-up", they shall be allowed a minimum of eight (8) and a maximum of twelve (12) warm-up pitches. This must not take any longer than two (2) minutes from the first warm up pitch thrown.

(g) Catchers MUST be positioned behind Home Plate and within the confines of the "Catcher's Box" until the ball leaves the Pitcher's hand.

(h) All Catchers MUST wear full protective Catcher's Gear.

(i) When a Catcher comes to bat and there are 2 "OUT" in any innings, the Catcher is to be replaced by a "Designated Runner" on reaching bases safely. The "Designated Runner" used shall be the last Batter "OUT". *This is not a substitution but is used to speed up the game and to allow the Catcher to be in full gear and ready at the change of innings.*

(j) **ONCE A PITCHER HAS BEEN REMOVED FROM THE MOUND, HE/SHE CAN NOT PITCH AGAIN IN THAT GAME. ONCE A CATCHER HAS BEEN REMOVED/REPLACED, HE/SHE CAN NOT SERVE AS CATCHER AGAIN IN THAT GAME.**

(k) No player shall pitch then catch, or catch then pitch, in the same day.

(l) For 2 successive minor assignments on the same day or consecutive days, two (2) days rest is required from pitching or catching if the total number of pitches thrown in those 2 assignments equals or exceeds 25. One (1) days rest is required if the total number of pitches is less than 25. This applies to junior age players playing in senior competitions as well or a combination of both. For teams participating in double headers a pitcher may only throw two (2) minor assignments on the same day.

(m) For a substantial assignment two (2) days rest from pitching and catching is required, a pitcher can not throw a minor then a substantial on the same day.

(n) Any player pitching a Minor followed by a substantial the next day will be required to complete one (1) days rest before any playing participation, and 3 days rest from commencing any further pitching / catching assignments.

(o) Any player pitching a Major assignment will be required to complete one days rest before any playing participation and 3 days rest before commencing any further pitching / catching assignments.

(p) In Under 12's div 2 and any lower graded competition in this age group, no batter can be automatically walked to first base as a result of the pitcher throwing 4 balls, commonly known as a base on balls. When a pitcher throws 4 balls to the batter, instead of being awarded first base, a batting Tee is to be placed at the front edge of home plate by the umpire. The batters strike count will remain as previously before the Tee was introduced. Should the batter miss the ball and have an air swing or foul off the ball (as per the official rules of baseball), it will be

declared at Strike. If the ball is hit into fair territory, the game will proceed as if it were a hit from a pitched ball. If the batter fails to hit the ball on the 3rd Strike the batter will be given out. The umpire will immediately remove the Tee once the ball has been hit to remove the risk of injury to any runner attempting to run home from 3rd base. There will be no bunting allowed when the batting T is used. *E.g. If John has four (4) balls and one (1) strike when the Tee is introduced, John's count will remain with one (1) strike and will complete his at bat as per the Official rules of Baseball*

10.16.4 "Dropped" Third (3rd) Strike

- (a) 12s LEAGUE If the Catcher does not catch the 3rd Strike, except a "foul tip", the Batter is "OUT" and the ball remains "live" and in play. Base Runners may advance at their own risk.
- (b) 14s and 17s LEAGUES The Official Baseball Rules shall apply to these Leagues.

10.16.5 Base Running

(a) Any Runner who does not slide or attempt to avoid collision with a Fielder or Catcher in possession of the ball, or when a play is being made at a base where a fielder or catcher is in the act of receiving the ball shall be given "OUT". In such cases the ball is "DEAD" and any other Runners shall return to the last base legally occupied at the time of the collision unless forced to advance. A player shall attempt to avoid the tag when caught in a run-down situation and shall not deliberately charge the player with the ball or attempt to charge a player without the ball while standing on the line. If the player does infringe, he/she will be given out automatically.

Any player, adjudged by the Umpire to have deliberately or recklessly caused a collision to occur shall be ejected from the game.

(b) 12s LEAGUE When the Pitcher is in contact with the "pitching rubber" and in possession of the ball, and the Catcher is in position in the "Catcher's Box" ready to receive delivery of the ball, Base Runners may NOT leave their bases until the ball has been delivered and has reached the batter. In the event of the "T" being used after 4 balls have been called on a batter, base runners may not leave their base until the ball has been hit by the batter. The violation of this rule (hereafter called leaving early) by one Base Runner shall affect all other Base Runners in the following situations:

(i). When a Base Runner leaves early and the Batter does not hit the ball, the Base Runner is permitted to continue. If a play is made on the Base Runner and the Base Runner is out, the out stands. If the Base Runner reaches the base safely, the Base Runner MUST be returned to the base occupied before the pitch was made, and no "out" results.

(ii). When a Base Runner leaves early and the Batter hits the ball, the Base Runner or Runners are permitted to continue. If a play is made and the Base Runner or Runners are put out, the out or outs will stand. If not put out, the Base Runner or Runners MUST return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the Batter advance beyond First Base on a single or error, Second Base on a double or Third Base on a triple. The Umpire shall determine the base value of the hit ball. The Base Runner who left the base early and who reaches Home Plate safely will not score as a run and is removed from the play.

(iii). When any Base Runner leaves early and the Batter hits the ball within the Infield, no run shall be allowed to score. If the Batter reaches First Base safely and Third Base is unoccupied, Base Runners may advance to the next base beyond the one they occupied at the start of the play. If all bases were occupied, the Base Runner on Third Base will not score a run and is removed from the play.

(iv). Any Base Runner who, in the Umpire's judgement, leaves early shall be given a warning for the violation which is to be noted in the Scorebook. If, after a warning is given, the Base Runner once again leaves the bases early during the game, the Base Runner shall be given "OUT".

(c) 14s and 17s LEAGUES Base running for these Leagues shall follow the Official Baseball Rules,

10.16.6 "Runs Scored"

(a) 12s LEAGUE

(i). No team shall score more than 5 runs in any one innings. If there are less than 3 out when the 5 runs are scored, the teams shall change sides. Any runs, in excess of 5, scored on the

same play in which the 5th run scores shall count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.)

THIS RULE DOES NOT APPLY IN THE 7TH OR SUBSEQUENT INNINGS OF ANY GAME

(ii). **There shall be NO "stacking of bases" under any circumstances.** Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is again judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the junior league Executive.

(b) 14s & 17s LEAGUE

(i). No team shall score more than 7 runs in any one innings. If there are less than 3 out when the 7 runs are scored, the teams shall change sides. Any runs, in excess of 7, scored on the same play in which the 7th run scores shall count. (Should play continue beyond this point in the innings any additional runs shall not be included in the final score.)

THIS RULE DOES NOT APPLY IN THE 7TH OR SUBSEQUENT INNINGS OF ANY GAME

(ii). **There shall be NO "stacking of bases" under any circumstances.** Stacking of bases is when in the umpires judgement, a coach stops a runner at third base from running home to score a run when there is little or no chance of being put out, this is then done a second or third time causing bases to be loaded in the hope the last batter will score the majority of the runners on base thus maximising the number of runs scored. If, in the Umpire's judgement, an infringement of this rule occurs while play is in progress, any runner on Third Base shall be sent Home, the run shall count and the Coach shall receive a warning. If there is gain judged by the Umpire to be an infringement of this rule during the game, the Coach shall be removed from the game and shall be cited for disciplinary action by the Junior league Executive.

(c) FINALS There will be no 'run limit' per innings in first division finals series for any of the live ball competitions. Run limits as dealt with in rule 10.16.6 will remain in force in lower divisions e.g. 2nd, 3rd, during their finals series.

APPENDIX - Judiciary Committee, Protests, Reported Incidents and Appeals

1. Judiciary Committee

1.1 The Junior League's Judiciary Committee is charged with the investigation, adjudication and reporting on any protested games and incidents which have been delegated to it for attention.

1.2 The Judiciary Committee shall be chaired by a Chairperson elected at the most recently held Annual General Meeting and shall be composed of the Chairperson, plus three (3) other persons duly nominated and approved at the general meeting held before commencement of the season.

In the event of the Committee Chairperson being unavailable to attend a meeting of the Judiciary, a person from among the remaining Committee members in attendance shall be appointed from the floor to chair the meeting.

1.3 The quorum for meetings of the Judiciary Committee shall be half (1/2) of its members.

2. Procedure for Lodging Protests

2.1 Protests may only be lodged if in a Team Coach's/Manager's opinion an Umpire's decision is in violation of the current Playing Rules of the Association.

2.2 (i). No protest will be permitted on any judgement decisions by Umpires.

ii. No protest will be permitted on the results of 7s League games.

2.3 When a Coach/Manager protests a game because of alleged misapplication of the Rules, the protest shall not be recognised unless the Umpire is notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. Any protest MUST be declared in accordance with the Official Baseball Rules and MUST be noted accordingly in Score Books at the time, however a protest arising from a game-ending play may be made and recorded up to ten (10) minutes after the game has ended.

2.4 Protests may be withdrawn or confirmed within ten (10) minutes after the conclusion of a game, if desired.

Failure to withdraw shall be confirmation that the protest is to be dealt with.

2.5 Any protest pending MUST be notified to the Junior League Registrar with the result of the game in dispute.

2.6 Any protest pending shall be required to be detailed in writing within forty-eight (48) hours after the event. The Umpire's Report shall be forwarded to THE JUNIOR LEAGUE

SECRETARY and the Coach's/Manager's

Report shall be forwarded via their Club. The Junior League shall NOT accept under any circumstances any written reports on protested games from Coaches/Managers which have not been sighted by their Clubs first.

2.7 Any Club that wishes to have the Junior League adjudicate on any protest shall forward details (including Score Books) to the Junior League Secretary within the time period specified in point 2.6 above, together with a Protest Fee of **\$ 50.00**. The Fee may be forfeited at the sole discretion of the Junior League Executive.

3. Hearing of Protests and Reported Incidents

3.1 The Junior League's Judiciary Committee shall deal with matters concerning protested games, or other incidents which may be reported and which are in breach of the Official Baseball Rules and the Junior League's Competition Rules and Regulations.

3.2 The Junior League Executive shall, upon receipt of details on a protested game or notice of a reported incident, forward the same to the Judiciary Committee Chairperson.

3.3 The Judiciary Committee Chairperson shall, if considered necessary, request written reports from all appropriate sources if none have been provided beforehand.

3.4 Protests or incidents on report shall be dealt with within five (5) days of them being reported, where practicable.

3.5 Any person, at the discretion of the Judiciary Committee Chairperson, may be ordered to appear at the Judiciary Committee Meeting being convened to hear a protest or incident on report. Any hearing shall proceed in the event of the non-attendance of any person ordered to appear. Any person under the age of eighteen (18) years ordered to appear before the Judiciary Committee may be accompanied by a parent or guardian.

3.6 Proceedings of the Judiciary Committee shall be treated as confidential.

3.7 After tabling all written reports and taking any other reports on matters being heard, a vote shall be taken by the Judiciary Committee. Decisions shall be made by a simple majority and in the case of an equality of votes the person appointed to Chair the Meeting shall have a casting vote.

3.8 A written record of Judiciary Committee meetings shall be kept and a copy forwarded to the JUNIOR LEAGUE SECRETARY. Decisions on any matters heard shall be reported at the Junior League's next Delegates Meeting and shall be conveyed by the Chairperson to the Secretaries of Clubs concerned in writing and within 48 hours of the Judiciary Committee's meeting.

3.9 In the case of a protested game, even if it is held that the protested decision violated the Rules, no replay of the game shall be ordered unless in the opinion of the Junior League Executive that adversely affected the protesting team's chances of winning the game.

4. Appeals

4.1 All rights of appeal on Judiciary Committee outcomes shall be dealt with by the Junior League Executive at a meeting called for that purpose, or before the next scheduled round of games to be played, where practicable.

Any suspensions which may have been handed down by the Judiciary Committee shall stand in the meantime.

4.2 A written "Notice of Appeal", and any supporting documents of relevance to the case, MUST be forwarded by the Club concerned to the JUNIOR LEAGUE SECRETARY within forty-eight (48) hours of the Judiciary Committee's Meeting, together with a deposit of **\$ 50.00**. The deposit may be forfeited at the sole discretion of the Junior League Executive.

4.3 In all appeals, the decision of the Junior League Executive shall be FINAL.