

BASEBALL WA JUNIOR BASEBALL TOURNAMENT RULES 2019



AUTHORITY OF REGULATIONS

- These Regulations shall apply to all junior-aged tournament play and over-ride all rules contained in the Junior Baseball By-laws that apply to regular season club-ball.
- In these Regulations, unless inconsistent with the context, words denoting one gender shall include the other gender.
- The Little League International rules (the “Green Book”) shall govern the running of all tournaments. Tournament pages (T1 onwards) shall apply together with all general rules governing normal game play, however;
- From time-to-time, Baseball Australia will apply a local variation to the rules – where the rules in this document are different to the “Green Book”, this document will take precedence.

LAST UPDATE – 10/04/2019

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TOURNAMENT INFORMATION

| | Senior League | Junior League | Intermediate League | Little League - Major | Development Shield | Little League – Minor (MP) |
|-----------------------------|--|--|--|--|--|---|
| Squad size | Minimum of 12 and maximum of 16 players | Minimum of 12 and maximum of 14 players | Minimum of 12 and maximum of 14 players | Minimum of 12 and maximum of 14 players | Maximum of 14 players | Maximum of 14 players |
| Team personnel | One (1) manager (aka head coach) and a maximum of two (2) coaches (assistants) – one Executive Officer / Team Manager (off field only*) | | | | | |
| Coaching Accreditations | Head Coach – Level 3 Assistant Coaches – Level 2 | | | Head Coach – Level 2 Assistant Coaches – general principles | | |
| Player Ages | League age 13 to 16 inclusive | League age 12 to 14 inclusive | League age 11 to 13 inclusive | League age 10, 11 and 12 Tiger Academy 12-year-old only | League age 8 to 11 inclusive (League Age 12 approved by charter committees based on development grounds ##) | League age 7 to 10 inclusive |
| Games played requirements | Must have played no less than 60% of the playing schedule of a JL or SL club team prior to the tournament (excludes club champs) | Must have played no less than 60% of the playing schedule of a JL club team prior to the tournament (excludes club champs) | Must have played no less than 60% of the playing schedule of a IL club team prior to the tournament (excludes club champs) | Must have played no less than 60% of the schedule of their LL-major club or IL team prior to the tournament (excludes club champs) | Players must have played a minimum of 6 (six) Little League club games for their club (major and / or minor) prior to the tournament | None |
| Regulation Game | 7 innings | | | 6 innings | | |
| Time Limit | None | | | | No new inning to commence after 90 minutes unless breaking a tie | No new inning to commence after 60 minutes unless breaking a tie |
| 10 Run Rule 4.10 (Below) | Applies after 5 th or 6 th inning Note: 15-run rule also applies | | | Applies after 4 th or 5 th inning Note: 15-run rule also applies | | |
| Tie Breakers | There are no tied games – extra innings shall be played to separate ties in all cases. Refer tie breaker rules listed below “Tie Breaker” | | | | | There are no tied games – extra innings shall be played to separate ties in all cases. |
| Mandatory Play | None | Teams of 13 or more players – one (1) plate appearance and three (3) consecutive defensive outs Teams of 12 or less players – one (1) plate appearance and six (6) consecutive defensive outs | | All players in batting line-up. Minimum of six (6) defensive outs – or three (3) defensive outs if team fielded for less than four (4) innings | | All players in batting line-up. May not sit on bench for two consecutive defensive innings. |
| Catching Restrictions | No restrictions unless pitching. Refer “Pitching Rules” below. | | | | Maximum of four (4) innings per game. Refer “Pitching Rules” below. | |
| Designated Hitter Rule 3.03 | Applies | Does not apply | | | | |
| Tournament pathways # | One (1) Team qualify for nationals (Tiger Academy excluded) | Top two (2) teams qualify for nationals (Tiger Academy excluded) | Top Three (3) Teams qualify for nationals (Tiger Academy excluded) | Top Three (3) teams qualify for nationals (Tiger Academy excluded) | None | None |

Tournament pathway (regional) – note that if at least two regional teams compete at any state championship tournament, one pathway position for the nationals shall be dedicated to the top placed regional team.

Tiger Academy - note it is expected that 12-year-old not selected by their charter, but wishing to participate, play for the Tiger Academy. However, Charter Committees that believe that a player is not up to the standard required to compete at SC level may approve for such player to participate instead in the Development Shield.

Tournament Rule 12 - "RUN RULE"

(e) If after four (4) innings [Intermediate (50-70) Division/Junior/Senior League: five innings], three and one-half innings [Intermediate (50-70) Division/Junior/Senior League: four and one-half innings] if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

If after three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: (1) If the visiting team has a lead of fifteen (15) runs or more, the home team must bat in its half of the inning.

Tie-Breaker (new 2019)

Synopsis

Added a rule concerning tie games after 6 innings for 8 to 10, 9 to 11 and major division, and 7 innings for Intermediate (50-70) Division, Junior, and Senior League Divisions.

Tournament Rule 14

Tie Game:

When the completion of six (6) innings [Intermediate (50-70) division / Junior / Senior League: Seven innings] and the score is tied, the following tie-breaker will be played to determine a winning team:

- A. The Seventh Inning [Intermediate (50-70) division / Junior / Senior League: eighth inning] will be played as normal
- B. Starting in the top of the eighth inning [Intermediate (50-70) division / Junior / Senior League: ninth inning] and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base: Example the number five batter is lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

Slide Rule

- The LLI Slide Rule will be strictly enforced – Rule 7.08
- A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- Little League - No head first slides are allowed (unless returning to a base).

PITCHING RULES (Updated 2019)

These rules replace the regular season pitching regulations. Refer Tournament Rule 4 (Page 136, 137 and 138)

- LITTLE LEAGUE Division
 - Pitchers once removed from the mound may not return as pitchers.
 - A player may not pitch in more than one game in a day
- INTERMEDIATE
 - Pitchers once removed from the mound but remaining in the game at another position may return to pitch later in the same game but only once per game. Refer Tournament Rule 4 (Page 136 and 137)
 - A player may not pitch in more than one game in a day
- JUNIOR/SENIOR
 - A player who pitches 30 pitches or less in a game may pitch in a second game on the same day.

Tournament Rule 4 – Pitching Thresholds:

All divisions of Baseball Synopsis: Provides a threshold for pitchers moving to the catcher position.

Any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.

EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

Rest Periods

Pitching Rules

Little/Intermediate/Junior League (Tournament Playing Rules 4 Pitching Rules, LL, IL and JL – Page 135 of 2018 Rule Book)

The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

| | | |
|------------|-------|--------------------|
| League Age | 13-14 | 95 pitches per day |
| | 11-12 | 85 pitches per day |
| | 9 -10 | 75 pitches per day |
| | 8 | 50 pitches per day |

Pitchers league age 14 and under must adhere to the following rest requirement:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.

Senior League

The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

| | | |
|------------|-------|--------------------|
| League Age | 13-16 | 95 pitches per day |
|------------|-------|--------------------|

Pitchers league age 13-16 must adhere to the following rest requirement:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31-45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar days of rest must be observed.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.

- ❖ EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - o 1. That batter reaches base;
 - o 2. That batter is retired;
 - o 3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

NOTE: Rest periods commence at the conclusion of a player's final pitching assignment on a given day after which the full day rest requirements as mandated commence at midnight.

MANDATORY PLAY RULES

Little/Intermediate/Junior League

If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and at least one (1) at bat. If a tournament team has twelve (12) or fewer eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and at least one (1) at bat.

- a) Prior to the start of play in the top of the fourth inning (Intermediate/Junior Divisions: fifth inning), the umpire-in-chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirement into the line-up as outlined below. A manager's failure/refusal to insert players into the line-up as outlined below shall result in immediate ejection of the manager and removal for the remainder of the International Tournament.
 - 1. If a team has 12 or fewer players in uniform at the start of a game, and is:
 - a. Visiting Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the bottom half of the fourth inning (Intermediate/Junior: fifth inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.
 - b. Home Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the top half of the fifth inning (Intermediate/Junior: sixth inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.
 - 2. If a team has 13 or more players in uniform at the start of a game, players must be inserted into the line-up to bat offensively during the:
 - a. Visiting Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the bottom half of the fifth inning (Intermediate/Junior: sixth inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.
 - b. Home Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the top half of the sixth inning (Intermediate/Junior: seventh inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.
- b) Managers are solely responsible for ensuring that all players fulfil the requirements of mandatory play, even if notification is not made.
- c) There is no exception to this rule unless the game is shortened for any reason. NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.
- d) Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested or brought to the Tournament Committee's attention, it shall result (by action of the Tournament Committee) in the removal of the team's manager, without replacement, for the remainder of the International Tournament. Additional penalties (including but not limited to forfeiture of a game, additional mandatory play requirements for players who failed to meet mandatory play, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
 - 1. a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
 - 2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 8- to 10- and 9- to 11-Year-Old Divisions), or;
 - 3. a manager wilfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game(s), nor have any communications whatsoever with any persons at the game site. This includes pregame and postgame activities.

Violation may result, by action of the Tournament Committee, in further suspension; forfeiture of a game; and/or disqualification of the team, managers, or coaches from further tournament participation.

For the purpose of this rule, "six (6) or three (3) consecutive defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defence and occupies such position while six or three consecutive outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired or by reaching base safely.

| MANDATORY PLAY (change as at 12/4/18) - LLI TOURNAMENT RULE 9. | | |
|---|---|---|
| Rule 9(a) Managers are responsible for fulfilling the mandatory play requirements | | |
| TEAM NOTIFICATION | Little League | IL / JL |
| Plate Umpire shall notify both team managers (head coaches) to insert all players yet to meet Mandatory Play into their line-up. Scorers are allowed to remind the umpire if he/she has not done so. | Prior to start of play in the top of the fourth inning. | Prior to start of play in the top of the fifth inning. |
| INSERTION DEADLINES | LITTLE LEAGUE | IL / JL |
| 12 players or fewer | AWAY TEAM - prior to the first pitch in the bottom of the fourth inning HOME TEAM - prior to the first pitch in the top of the fifth inning. | AWAY TEAM - prior to the first pitch in the bottom of the fifth inning. HOME TEAM - prior to the first pitch in the the top of the sixth inning. |
| 13 players or more | AWAY TEAM - fourth or fifth inning HOME TEAM - fourth inning or as one of the first three batters in the fifth inning | AWAY TEAM - fifth or sixth inning HOME TEAM - fifth inning or as one of the first three batters of the sixth inning |
| Note - that due to the Australian variation to mandatory play for squads of 13 or more players, the ability to insert a player into the line-up in the final inning is removed. | | |

GENERAL ITEMS

TEAMS (Updates 2019)

- Teams are responsible for the provision of their own water and associated requirements (eg first aid box, sunscreen)
- Each team shall supply:
 - A book scorer – whilst an accredited scorer is preferred, it is not mandatory.
 - A Gamechanger scorer with iPad / tablet (when home team)
 - Scorers shall take direction and adhere to the protocols outlined to them by the Scorers Co-ordinator
 - The tournament scorer coordinator shall supply the scorebooks for all State Championships with exceptions being Development Shield and Minor League teams shall supply their own scorebook.
 - An accredited base umpire – to be called on if needed
 - A line-up book
- Teams are responsible for the maintenance of the diamond they have played on at the conclusion of their game – this includes raking of cut-outs and collection of rubbish in their dugout and in the stands in which their spectators have resided.
- Tournament teams must complete and carry a Tournament Verification Form for every player
- Tournament teams cannot be selected and named prior to February 1st of the tournament year.

COACHES (Updates 2019)

- The District Administrator or District Staff shall not serve as a coach or executive officer. Assistant District Administrators may only serve as a coach or executive officer with the permission of the District Administrator.
- All coaches must be members of a club within the charter in which they wish to coach.
- All coaches are to be ratified by the Baseball WA High Performance Committee prior to being announced. Appointments must comply with the criteria set out in the High-performance Policy at the time. Coaching appointments must be emailed to the Baseball WA General Manager as soon as practical for tabling with the High-performance Committee.
- Child Protection Legislation - it is the responsibility of all teams to ensure that all team personnel adults comply with Western Australia's Child Protection Legislation.
 - (clarification: for the purposes of these regulations, where the term 'manager' is used it is to be assumed to be the head coach)

COACH VISITATION (Rule 8.06)

This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

- A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.
 - Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.
- A manager or coach may come out two times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
 - Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.
- A.R. 1 – When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. Intermediate (50-70) Division / Junior / Senior : This applies when a pitcher moves to another position and returns as a pitcher later in the same game.

MANAGERS COACHES IN THE DUGOUT (Updates 2019)

- If a tournament team has twelve (12) or more eligible players in uniform at the game site at the start of a game, then the maximum of three (3) adults who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as manager/coaches for that game. The three (3) named adults must be listed on the affidavit on the Game Line up.
- However, if a tournament team has eleven (11) or fewer eligible players in uniform at the game site at the start of a game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game. NOTE: Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b).

LEAGUE ELIGIBILITY

- In order for a Little League program of any age group to be eligible to enter a team or teams into the International Tournament the league must have scheduled and played, at a minimum, a 12- games (per team) regular season (including exhibition) of that age group, exclusive of playoffs and tournament games (ie Club Championship and Lightning Championship).

PLAYER ELIGIBILITY

- Players may only participate in one tournament team per season.
- Tiger Academy – Baseball WA's Development Manager shall facilitate the creation of combined teams made up of players who did not get selected or did not try out for an All-Star Team despite being eligible. Charters are required to email the contact details of such players to the BWA Development Manager (and/or appointed delegate) as soon as their All-Star team has been selected so that teams can be formed.

TOURNAMENT ADMINISTRATION

- All tournaments shall be administered by a Tournament Director appointed by the LLDA.
- Head Coaches of the competing teams will attend a Managers' Meeting prior to the commencement of each tournament which will be convened by the Tournament Director. A scorers meeting may also be scheduled.
- The LLI team affidavit form for listing details of players and coaches is to be completed by competing teams. The forms are to be received by the Tournament Director no later than three (3) weeks prior to the tournament commencing.
- Payment of the team nomination fees is to be received in the Baseball WA bank account prior to the tournament commencing. Teams are required to provide the Tournament Director with copies of all receipts as evidence of deposits made.

TEAM IDENTITY

- Logos, designs, colour schemes, nick-names and trademarks of all charters remain the exclusive property of Baseball WA.
- Charter teams may negotiate their own sponsorships to offset costs. Sponsorships shall be subject to all Baseball WA policies set from time-to-time.
- Sponsor logos may be displayed on supporter clothing and off-field banners etc but may not be displayed on any clothing or equipment on the diamond during a scheduled match.
- Charter teams may only acquire apparel displaying the team's logo, name and / or colour scheme (or any combination of such or usage in part) through Baseball WA using the required ordering process. Baseball WA reserves the right to impose a monetary fine on any charter team that does not comply with this requirement.
- Charter team personnel identifying that individuals associated with their team have independently breached these requirements, shall instruct such individuals to discontinue wearing such apparel at the playing venue.

PHOTOGRAPHIC POLICY

- Baseball Australia's Photographic Policy shall apply <http://baseball.com.au/Portals/27/Policies/Policy%20-%20Photography%202013.pdf>
- Baseball WA's Official Photographer shall be responsible for the granting consent for usage of private cameras consistent with the policy.

PLAYING EQUIPMENT

- All male players must wear athletic supporters. Catchers must wear the metal, fibre or plastic type cup.
- Catchers must wear a mask with (NOCSAE) approved catchers helmet (skull cap type not acceptable) and "dangling" type throat guard during practice, infield/outfield, pitcher warm-up and games. All catchers must wear approved chest protector and shin guards. Catchers must wear long or short model chest protector with neck collar.
- Protective Helmets - Baseball WA shall provide each team with appropriate batting helmets to use for the duration of the tournament. No other helmets may be worn. Minor League teams and Interstate teams shall be responsible for their own protective equipment.
- All base coaches are required to wear protective helmets. Base coaches aged under 18 must wear a double eared helmet when base coaching. Helmets must be the same colour as the team's cap. Teams are responsible for providing these helmets for their coaches.
- Warm-up Jackets - when his team is on offence, a pitcher or a relieved pitcher may wear a team warm-up jacket once he reaches base.
- Baseballs will be provided by Baseball WA.

UNIFORMS

- Baseball uniforms including but not restricted to uniform tops, coach polos, caps and training tees will be manufactured by Baseball WA's suppliers for all teams (other than Minor League-MP). Charter ADA shall ensure orders for their teams are placed using the advised process by the due date each year.
- SENIOR/JUNIOR/INTERMEDIATE – players and coaches shall purchase their uniform top and cap. Coaches have the option of a coach polo (to be worn with shorts only) or uniform top (to be worn with team baseball pants only).
- LITTLE LEAGUE / DEVELOPMENT SHIELD – uniform tops and coach polos will be provided for use during the tournament. Adjustable caps will be provided for players and coaches to keep. Teams may choose to purchase (same as Senior/Junior/Intermediate) instead of using the supplied uniforms.
- Teams shall determine the colour of baseball pants their team is to use however must either be grey or white. All pants must be uniform in design and belts (if used) must be consistent in colour with approved team colours. (note club teams participating in the Minor League may wear their regular club pants regardless of colour).
- Baseball Caps - Baseball caps are regarded as part of the playing uniform and must be worn by all coaches and players at all times during a game unless where substituted by a protective helmet.

UMPIRES

- The WA Baseball Umpires Association (WABUA) shall be responsible for the appointment of a Technical Director to all tournaments.
- WABUA shall be responsible for appointing a plate umpire to all games (other than Minor League)
- The Technical Director shall be responsible for:
 - 1 Full control of the umpiring discipline of the panel both on & off the field.
 - 2 Handling all enquiries from teams relating to the playing conditions of the tournament as outlined in the "Green Book".
 - 3 Liaison with the Charter officials for application of their requirements.
 - 4 Duties associated with the appointment of umpires.
 - 5 The appointment of a Crew Chief to each team of umpires in each game.
- All reasonable efforts are to be made to ensure that umpires are appointed to 'neutral' games.

EJECTIONS & REPORTS

- Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). Ejections shall be noted in the tournament team's affidavit in the Record of Ejections on page 4. Entry should include member's name and date ejected and be signed by the Tournament Director or District Administrator.
- Any person placed on report shall be dealt with post-tournament in compliance with Baseball WA regulations.

ORDER OF BENCHES & BATTING

- The First Named team in the official schedule of games (Tournament Matrix) shall occupy the First Base dug-out or bench.
- Where a team is playing a second game immediately following their first game on the same diamond, the team may elect to occupy the same dugout regardless of the schedule.
- For Development Shield & Minor League, the First Named team shall be designated the 'home team' and field first.
- For LLSC/ILSC/JLSC/SLSC, the allocation of home and away team status shall be determined by a coin toss prior to each match, as follows:
 - Sixty (60) minutes prior to each match the team Head Coaches (or proxy) shall meet in the tournament office with a tournament official who shall oversee the coin toss process.
 - The winner of the coin toss shall have the choice of being either the home (batting second) or away (batting first) team.
 - Failure of a team's Head Coach (or proxy) to attend the coin toss at the appointed time shall result in forfeiture of the coin toss, except;
 - Where the Head Coach is occupied in a prior game at the time the coin toss is to take place (ie double header), the coin toss shall be delayed until five (5) minutes after the conclusion of the prior game.

DEVELOPMENT SHIELD

1. Charters shall only receive an invitation to compete in the Development Shield if they run a Minor League competition in their Charter of minimum of twelve (12) games per team with a minimum of four (4) competing teams either this season or last season.
2. The batter is out on the 3rd strike whether caught by the catcher or not.
3. OFFENSIVE INNING (6 run rule)
 - a. An offensive inning is complete with a 3rd out or a 6th run. The offensive inning will end at the completion of the play where the 6th run was scored. More than the maximum of 6 runs may have been scored during the final play, however only 6 runs will be recorded for the inning.
 - b. This rule will not apply in the 5th or 6th inning (or extra innings) or where a team is attempting to avoid the invoking of the mercy rule.
 - c. For mandatory play requirements, any inning shortened by application of this rule shall be considered three (3) defensive outs.
4. Should a player be given permission by the home plate umpire to be removed from a game due to injury or illness, then the batting line-up closes to fill the gap (no automatic out) and mandatory participation rules will not apply to the removed player.

MINOR LEAGUE

1. Teams are club-based
2. Any club or regional association shall be eligible to participate.
3. The batter is out on the 3rd strike whether caught by the catcher or not.
4. OFFENSIVE INNING (6 run rule)
 - a. An offensive inning is complete with a 3rd out or a 6th run. The offensive inning will end at the completion of the play where the 6th run was scored. More than the maximum of 6 runs may have been scored during the final play, however only 6 runs will be recorded for the inning.
 - b. This rule will not apply in the 5th or 6th inning (or extra innings) or where a team is attempting to avoid the invoking of the mercy rule.
 - c. For mandatory play requirements, any inning shortened by application of this rule shall be considered three (3) defensive outs.
5. Should a player be given permission by the home plate umpire to be removed from a game due to injury or illness, then the batting line-up closes to fill the gap (no automatic out) and mandatory participation rules will not apply to the removed player.
6. The pitching machine for Minor League shall be a Louisville Slugger Blue Flame (UPM45) and set at 36 mph. The machine shall be placed so that its front T Bar is a distance of 42 feet from home plate.
7. Specific Minor League Regulations
 - a. The fielder playing the pitcher position shall stand to the side or diagonally behind the pitching machine. They may not stand closer to home plate than the T-Bar of the pitching machine
 - b. No Bunting allowed
 - c. No infield Fly rule
 - d. No Stealing of bases allowed.
 - e. On a ball in play (batted balls) runners may advance until the ball is in possession of the pitcher and the pitcher is inside the infield diamond.
 - f. On an overthrow that passes the 1st or 3rd base foul line runners may advance until the ball rolls dead. In this case the runners are awarded the base they were approaching (when the ball went dead) only. At home plate the ball is in play on an overthrow if it rebounds off the backstop into fair territory.
 - g. Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.
 - h. A ball hit fair beyond the outfield cones on the full shall be deemed a home run
 - i. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases
 - j. If a batted ball hits (unassisted) the pitching machine or umpire it shall be called a dead ball. The count defers back to as it was prior to that pitch.

Bat Regulations (Baseball Australia)

Tournament Play

| LITTLE LEAGUE DIVISION | SEASON | |
|-------------------------------|---|--|
| | 2018/19 | 2019/20 |
| Minors & Majors | BPF 1.15 marking/ 2 1/4" barrel maximum USA Baseball marking 2 5/8" barrel maximum | USA Baseball marking 2 5/8" barrel maximum |
| Intermediate (50/70) & Junior | 1) 2 1/4" alloy/metal barrel with BPF stamp of 1.15 2) 2 5/8" alloy/metal barrel (no marking required) 3) 2 5/8" composite barrel with BBCOR stamp 4) USA Baseball marking 5/8" barrel maximum | USA Baseball marking 2 5/8" barrel maximum 2 5/8" composite barrel with BBCOR stamp |
| Senior | ALL bats must be BBCOR Wood bats are permitted | ALL bats must be BBCOR Wood bats are permitted |

Please note that all Australia Region Championship teams participating in all Little League World Series will be required to adhere to the Little League International bat regulations from 2018.

Refer to Green Book rule 1.10 for full bat regulation wording

