



Manly Warringah District Baseball Association
Junior League Playing Rules
2013/2014



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Manly Warringah District Baseball Association Junior League
Competition Rules – Season 2013/14



Introduction

This document contains the playing rules for the Manly Warringah District Baseball Association Junior League Competition which is played in the Manly Warringah District. Competitions are run in age groups from Under 8 to Under 16 in accordance with the Official Australian Baseball Rulebook (OABR).

The Junior Competition Committee ('the JCC') is responsible for establishing and conducting these competitions. Any queries arising from matters not covered in these rules will be resolved by the JCC.

The JCC reserves the right to amend or change any rule or rules it deems necessary to improve the standard of the competition or as otherwise directed by the MLB, ABF or BBNSW.

1. Start of Game

- 1.1 All games shall begin at the times appointed by the JCC. Games are to be played at the designated time, date & venue as determined by the published draw on the MWDBA JL website.
- 1.2 The team listed first on the draw shall be deemed the Home Team and occupy the first base dugout and field first.
- 1.3 A plate meeting will be held, no later than 5 minutes before the scheduled start time of the game, between the Umpire(s) and Coach(es) of both teams. This meeting will allow for the introduction of all parties, discuss player participation including representative restrictions, and to discuss any ground rules.
 - 1.3.1 In all age groups from U13-U16, teams must produce a Line-Up sheet in duplicate at the plate meeting. The line-up sheet will clearly list the First and Last name of the players in their batting order as well as their starting fielding positions.
 - 1.3.2 The result sheet must be filled out with the player's names before the start of the game.
- 1.4 Non-Team players (NTP) and Players Playing Up (PU) and Playing Down (PD) are to be declared to both scorers and recorded in both scorebooks as well as noted to the Umpire & Coaches. Only players who are present at the ground are to appear on the Line Up sheet & Result Sheet. Any player who arrives late can be added to the bottom of the Line-Up Sheet & Result Sheet upon their arrival.

2. Game Duration & Regulation Games

2.1 All games shall be played to the duration as set below

Under 8	5 Innings or 60 minutes	<i>All games are timed games. The 10 minute rule applies to all ages. Please see Rule 2.2 for clarification</i>
Under 9 & 10	6 Innings or 90 minutes	
Under 11 & 12	6 Innings or 90 minutes	
Under 13 & 15	6 Innings or 2 hours	
Under 16	7 Innings or 2 hours	

- 2.2 The top of an inning shall not commence within 10 minutes of the scheduled completion time. The 10 minutes shall apply when the last defensive out of the previous inning is made. Should the top of an inning commence it is to be completed in its entirety unless:
 - 2.2.1 The home teams is ahead after the completion of the top half of the inning or
 - 2.2.2 The home team moves ahead of the away team before three outs are made.
- 2.3 If a game is called, due to weather conditions or other circumstances, a minimum of 45 minutes or 3 complete innings must be played to constitute a Regulation Game. Any game that is not a Regulation Game shall be declared a No Game by the Umpire.

3. Diamond Sizes

3.1 All MWDBA Junior League games will be played in accordance with the following Diamond Sizes

DIVISION	BASE DISTANCE		PITCHING DISTANCE	
UNDER 8 TEEBALL	50ft	15.24 m	37ft	11.28m
UNDER 9 TEEBALL & UNDER 10 TEEBALL	60ft	18.29m	46ft	14.02m
UNDER 10 ZOOKA			40ft (Zooka)	46ft (Rubber)
UNDER 11 BASEBALL			44ft	13.41m
UNDER 12 BASEBALL			46ft	14.02m
UNDER 13 BASEBALL	75ft	22.86m	50ft	15.24m
UNDER 15 BASEBALL	80ft	24.38m	54ft	16.46m
UNDER 16 BASEBALL	90ft	27.43m	60ft 6in	18.44m

4. The Mercy Rule

4.1 The mercy rule applies in all Divisions from U10-U16.

4.2 It is the option of the trailing coach when to apply the mercy rule.

4.3 The mercy rule can only be applied when the following criteria has been met:

Division	Minimum Inns Complete	Runs Lead
Under 10 - Under 15	3 ½	10 or more
Under 16	4 ½	10 or more

5. Wet Weather

5.1 In case of wet weather contact the local council wet weather information line:

Warringah Council (Warringah, Forest, Seaside)	9981-2099
Pittwater Council (Pittwater)	9970-1236
Willoughby Council (North Sydney)	9777-7631

Where a ground is closed by Council, games are immediately cancelled and any player insurance is void for games or training at that ground.

- 5.2 The ultimate authority of a ground is the Host Club. In the event of unfit grounds or inclement weather, the Club Secretary or President shall decide on the fitness of the Club's grounds and advise the JCC Secretary (or Chairperson in the Secretary's absence) by 8.00pm on the Friday night prior to the Saturday morning round. The JCC Secretary (or Chairperson) will determine if the round is to be played.
- 5.3 If the Council and Host Club consider the ground fit for play, the Coaches of both teams must agree the ground is fit for play. If the Coaches cannot agree, the Umpire, once in control of the game, shall make the decision. Once the Plate Meeting has commenced, the Umpire shall be the sole judge as to whether a game shall be started or restarted.
- 5.4 The JCC Competition Convener may move games to another field where practical. Coaches & Managers of each team affected by the move are to be contacted prior to 8:00pm on the preceding Friday of the Saturday game.
- 5.5 If any full round is cancelled due to Inclement Weather, the JCC reserves the right to reschedule the round to a designated midweek date in February.
- 5.6 Any game washed out in a part round wash out, that cannot be rescheduled by the JCC Competition Convener, is to be rescheduled at an alternative time and venue as agreed upon by the affected Team Coaches. This must be within fourteen (14) days of the originally scheduled game. Once a new date and venue is set the JCC Competition Convener shall be duly notified so the change can be reflected on the website. Should no mutually accepted time be agreed to, the game will be noted as a wash-out.

6. Player and Team Registration

- 6.1 The normal basis for determining a player's registration in a division is that the player must be under the age as listed in the JCC's age matrix at midnight on 31 December of the year in which the season commences. Players must be under 16 years of age at this time, unless approved by JCC.
- 6.2 If a Club considers that a Player is better suited by skill and experience to playing in a division one year higher or one year lower than the normal basis, the Club may register the Player in that division without applying to JCC for approval. Players registering in a division one year lower or higher than the 'normal basis' are able to field in any position, including the battery.
- 6.3 Clubs must obtain JCC approval, before registering a Player in a team more than one-year higher or lower than the division determined on the normal basis. Once approval has been given, the player/s are able to field in any position, including the battery. These players shall be referred to as Playing Up (PU) and Playing Down (PD).

Note: The purpose of 6.2 and 6.3 is to allow Clubs to select teams that are competitive for that division.

- 6.4 For the purposes of these Rules, a Player once registered in a division shall be referred to as a member of that division and no longer be referred to in the context of their "True Age". A Player may move to a different division during the season at the direction of JCC. No player can be move after the 1 January.
- 6.5 Whole Teams may not play more than one year higher or lower than the division determined on the normal Basis.
- 6.6 If JCC determines that it is more appropriate for a team to be playing in a higher or lower division, the JCC reserves the right to move the team to another division before or during the season, although no changes will be made after Round 7. A decision to move a team to a new division must be made by a Quorum of Directors at a JCC meeting, and Clubs are to be given the opportunity to present evidence at the meeting. Should the JCC move a team to a new division, the wins and losses achieved prior to the move are not to be carried forward nor count towards the team's Competition Standings in the new division.
- 6.7 The decision by the JCC to move a team to another division may not be appealed.
- 6.8 Birth Certificates or certified copies must be made available to the JCC upon request.

7. Equipment

- 7.1 For the safety of all Players and Officials, Umpires are to ensure that correctly fitting protective gear is worn throughout the Game.
- 7.1.1 All Helmets are to be 2-eared helmets and shall be worn by all Batters and Runners.
- 7.1.2 All players must only wear shoes or sneakers with moulded soles. Screw-in or tacked on studs of any type are not permitted. U16 Players are allowed to wear metal cleated shoes.
- 7.1.3 All players in the field must wear a suitably fitted glove.
- 7.1.4 Umpires, Coaches, Base Coaches and anyone entering the diamond in any capacity must wear covered shoes. Thongs, sandals and bare feet are not acceptable footwear and Umpires are to ask any person not complying with footwear requirements to leave the game.
- 7.1.5 Any person warming up a pitcher whether on the diamond or in the bullpen must wear a catcher's mask.

7.2 Balls

The following balls, as approved by BBNSW, shall be used for all MWDBA Junior League games:

U8, U9 & U10	U11 & U12	U13 & U15, U16
K500, RIP Balls	BBNSW12	Baseball Leather or All Weather

7.3 Bats

- 7.3.1 Bats used in U8 to U12 shall be marked with a BPF (Bat Performance Factor) of 1.15 or less, or marked "Approved For Use In Little League".
- 7.3.2 Bats used in U13, U15 & U16 may be wood, wood composite/laminate, aluminium, ceramic or carbon graphite.
- 7.3.3 Softball bats are not permitted.

- 7.3.4 ABF & BNSW policy on bats state that the MAXIMUM dimensions of bats to be used are as follows. Bats that do not conform to the published specifications as printed below must not be used.

Division	Diameter	Maximum Length	Differential*
U8'2 – U12's	2 ^{1/4} "	N/A	N/A
U13's & U15's	2 ^{5/8} "	34"	N/A
U16's	2 ^{3/4} "	33"	-5
U16's	2 ^{3/4} "	34" & above	-3

*Differential: The weight/length differential shown above is the numerical difference between the bat weight in ounces and the bat length in inches, in that order.

7.4 Catchers Gear

- 7.4.1 All Baseball and Zooka catchers are required to wear a mask fitted with a protective throat guard, a protective cup, correctly fitted breastplate, leg-guards and a Catcher's mitt.
- 7.4.2 T-ball catchers are required to wear a protective helmet.
- 7.4.3 Any person warming up a pitcher, whether on the diamond or in the bullpen, must wear a catcher's mask.

7.5 Protective Gear

- 7.5.1 Male players of all divisions are to wear a protective cup.
- 7.5.2 Female players of all divisions are encouraged, but not required, to wear a protective cup.
- 7.5.3 Mouth guards are recommended for all players in all divisions.

8. Strike Zone

- 8.1 U11's & U12's - A larger strike zone will be used. Umpires will call a strike zone that, at the discretion of the Umpire, is up to the arm pits and down to the bottom of the knees. The entire ball must pass within this zone. The Umpire will not make markings on the ground to illustrate the wider zone.
- 8.2 U13, U15 & U16 - Umpires will call a regulation strike zone. Coaches and Umpires will not enter into agreements to alter the strike zone.

9. Forfeits & Non Team Players

- 9.1 The minimum number of players required to take the diamond is 8.
- 9.2 A team has a period of 15 minutes after the scheduled starting time, to take the field with 8 players who are registered within the MWDBA Junior League.
- 9.3 Any team who has less than 8 available players has the option of using a Non Team Player from within the MWDBA Junior League.
- 9.3.1 The team must have at least 6 team Players on its team list.
- 9.3.1.1 If 6 team Players are on the team list only 3 NTP's are permitted.
- 9.3.1.2 If 7 team Players are on the team list only 2 NTP's are permitted.
- 9.3.1.3 If 8 team Players are on the team list only 1 NTP is permitted.
- 9.3.2 The NTP's must be registered players of the MWDBA JL Competition
- 9.3.3 The NTP's must be from the same or a younger division and may be players from the opposing team or other team within the same age group.
- 9.3.4 The NTP's shall play in the outfield and bat at the bottom of the line-up.
- 9.3.5 The NTP's must be shown on the Line Up sheet & Result Sheet as Non Team Players (NTP).
- 9.3.6 A NTP must not be used if a team Player is present and fit to play.
- 9.3.7 An opposing team who has in excess of 9 Players, must lend a Player(s) to the team who is short, if this is necessary for EACH team to have at least 9 starting players on their team list.
- 9.3.8 A Player cannot be included in both teams to make the starting 9 players for each team.
- 9.3.9 In the event of a team player arriving late, the NTP who is lowest in the batting order is to be replaced by the late arriving team Player. The replacement must occur at the top of the next innings that next follows the arrival of the team player.

- 9.3.10 The NTP may be changed at any time during a Game, provided the change occurs at the commencement of the top of an innings. If an NTP gets around to the batting order, he is replaced in the field with the batter who is now due up last.
 - 9.3.11 All District Representative players (State Cup, Association Cup & JAG) are restricted to a maximum of 3 NTP games for any one team during the season, including the Finals. All other players have no restriction.
 - 9.3.12 Once a team has 9 registered players in attendance at the game no NTP can be utilised.
 - 9.3.13 An NTP cannot be used as a 10th or successive player to give a team a reserves bench.
 - 9.3.14 Should a team not be able to take the field utilising the NTP provision then that team shall forfeit the Game.
- 9.4 If both teams are unable to take the field with the minimum 8 registered players then the game shall be declared a No Game.
- 9.5 At all times a team must field a minimum 8 players, unless due to Blood or Injury (see Rule 8), otherwise the team forfeits the Game.
- 9.6 The Manager of any team which proposes to forfeit a Game shall notify its intention to the JCC Secretary and the Coach of the opposing team so as not to cause any more inconvenience than necessary.
- 9.7 When a team forfeits the Game, the team receiving the forfeit shall be considered as having a win, equivalent to one run for each innings of a Regulation Game. (U9-U15's is 6-0; U16's is 7-0).

10. Blood and Injury Substitution

- 10.1 Should a player be forced to leave the playing field due to an injury or an injury that causes blood, the Player is to be removed from the game until such time they can re-join.
 - 10.1.1 The Coach is to notify the Umpire and Scorers.
 - 10.1.2 In the case of an injury producing blood, the Player must not return to the Game until the wound is dressed and the flow of blood is stopped.
- 10.2 During treatment, the Game is to continue with the injured player's batting position being skipped without penalty.
- 10.3 If as a result of the injury the team with the injured player is unable to field 9 players, the injured player's batting position is to be skipped without penalty. The team is to borrow a fielder in accordance with rule 9.3.3.
- 10.4 At the conclusion of the Game, the Coach of the injured Player must ensure the injury to the player is recorded on the Results Sheet.
- 10.5 Should a player lose consciousness for anytime, then that player shall not be permitted to take the field that weekend, and their position skipped without penalty (see ABF & BBNSW rules).

11. Player Participation

- 11.1 Over the course of the season, all Players must have approximately the same number of defensive innings to ensure equal Player Participation.
- 11.2 No fielding player shall be sat off for two or more consecutive innings, unless due to injury or disciplinary reasons. Should a player be sat off for 2 or more consecutive innings, the reasons should be clearly stated on the result sheet.
- 11.3 A Coach may exclude a registered team Player from a game for disciplinary reasons without breaching Rule 11.1, providing a letter from the Coach to the respective Club is submitted prior to the Game.
- 11.4 All teams are to bat through their team line-up.
- 11.5 Scorers are required to record each Player's defensive innings on the Result Sheet for the game by recording players sitting off in defensive innings. Failure to submit a fully completed Result Sheet may result action being taken by the JCC.
- 11.6 The JCC League Recorder will monitor the number of defensive outs completed by each player. If the JCC Competition Recorder determines that players within a team have unequal defensive outs, the JCC Competition Recorder will notify the Coach concerned and direct the player participation within

the team be balanced. Should the Coach fail to take appropriate remedial action within the time directed by the JCC, further action can be taken at the discretion of the JCC.

12. Code of Conduct

- 12.1 No Player, Team Official, or Spectator shall, at any time, whether from the bench or the playing field or elsewhere:
 - 12.1.1 Incite, or try to incite, by word or sign, a demonstration that negatively reflects upon Umpires, opposing players, opposing coaches or opposing spectators.
 - 12.1.2 Use language which will in any manner, negatively reflect upon opposing Players, Team Officials, Spectators or Umpires.
 - 12.1.3 Bring the game into disrepute by engaging in unsportsmanlike conduct in order to trick or misrepresent the status of a play i.e. Hidden Ball Trick. In ALL cases in the Umpires judgment, the play is to be nullified as if it had NOT occurred.
- 12.2 Umpires may caution a Player, Team Official or Spectator regarding misconduct. A game report is required from the Umpire when a caution is given.
- 12.3 Umpires may eject a person connected with the game should a warning not be taken notice of.

13. Player, Team Official and Spectator Misconduct

- 13.1 Should any Player, Team Official or Spectator conduct themselves in a disorderly manner either on or off the field so as to cause the Umpire to take action and lodge a written report to JCC or MWBU, MWDBA may suspend or otherwise deal with the offender. This rule will also embrace ejection from the Game.
- 13.2 It is obligatory for any Player, Team Official or Spectator who has been ordered from the field or who has been reported by the Umpire for misconduct, to appear before the Judiciary when summoned to do so. The Umpire shall advise offenders of this requirement when taking action.
- 13.3 Any reported player MUST be accompanied by a Parent and a representative of the Player's Club when appearing at a Judiciary Hearing.
- 13.4 Where a Player, Team Official or Spectator is ejected from a game, they are NOT permitted to participate in that Game and must not remain in or in the vicinity of the dugouts during the game.
- 13.5 Any Player, Team Official or Spectator reported under this rule, may NOT participate in other Games covered by MWDBA JL until the Judiciary and/or MWDBA deal with the matter.
- 13.6 Any decision handed down by MWDBA or the Judiciary is binding on all games covered by MWDBA JL.
- 13.7 At the discretion of the Umpire, if deliberate and persistent misconduct continues the game can be called. Before taking such action, the Umpire must first warn the Coaches. The JCC can determine the ultimate outcome of the Game.

14. Protests

- 14.1 Should any Coach consider a decision during a Game is not in accordance with the rules and the decision has a direct bearing on the outcome of the Game, an official Protest can be lodged under the following conditions:
- 14.1.1 In the event of an Umpire giving a decision on a point of the Rules and refusing to alter their ruling.
 - 14.1.2 The Umpire's decision is final (with a team's right to continue to play under protest).
 - 14.1.3 The protest will not be recognised unless the Umpire(s) is/are notified at the time of the play and before the next pitch, play or attempted play to retire a runner.
 - 14.1.4 All protests shall be recorded on the result sheet at the time of the play. Notice of Intention to protest the game must be confirmed by the Coach on the result sheet within 15 minutes of the completion of the game. The Umpire must acknowledge the protest on the result sheet at this time.
 - 14.1.5 Where the Protest is confirmed, details of the protest clearly stating the nature and reasons for the protest, shall be lodged in writing to the MWBU Chairperson within 24 hours of the conclusion of the game in which the alleged incident occurred. The team involved in any Protest must advise their Club at the same time as notifying JCC.
 - 14.1.6 A fee \$50 is payable upon the lodgement of any protest. This fee is forfeited should the protest be dismissed.
 - 14.1.7 The JCC reserves the right to fine a Club for any unsuccessful protest lodged by one of the Club's teams that JCC considers being frivolous and ill considered.
 - 14.1.8 Judgment decisions cannot be protested. Examples of judgement calls include balls & strikes, catches, bang-bang plays, fair or foul balls.
 - 14.1.9 The MWDBA JL Board shall handle all protests and incident reports and will only appoint a Judiciary any protest or report deem necessary. The Judiciary may only issue its penalty based on evidence presented in writing or verbally at its hearing.
 - 14.1.10 In determining their decision, the Judiciary may call upon any person to assist them in any way they see fit.
 - 14.1.11 The Judiciary has no power to schedule the replay of Games, but may make a recommendation to the JCC and MWDBA JL.

15. Competition Standings

- 15.1 For the purpose of deciding Competition Standings the following formula will be used
- 15.1.1 The number of Games won by a team is divided by the number of games played with the result to be expressed to 3 decimal places. A draw counts as half a win and a game played.

Example

Team	Played	Wins	Draws	Losses	W/L %
Manly Warringah	20	15	3	2	0.825

Formula: $\text{Wins} + (\text{Draws divided by } 2) \text{ divided by Played} = 0.825 (16.5/20=0.825)$

- 15.1.2 The team finishing the competition with the highest winning percentage will be declared the minor premier. If teams finish the competition on an equal win percentage then the method used by the Australian Baseball Federation to determine tied positions will be adopted as follows
- 15.1.2.1 Results of games played between tied teams only as if those team(s) were in a competition solely, then if still equal;
 - 15.1.2.2 The percentage of runs for and runs against between the tied teams only as if those teams(s) were in a competition solely, if still equal;
 - 15.1.2.3 The percentage of runs for and runs against in total competition;
 - 15.1.2.4 The percentage referred to in 15.1.2.2 and 15.1.2.3 shall be determined as the total runs scored by the team divided by the total runs against. The higher percentage being better.

16. Results & Result Sheets

- 16.1 U8's do not need to keep result sheets.
- 16.2 Result sheets need to be completed by the home team and a copy kept on file by the club for the duration of the season. In the event of a game protest they may need to be produced or the score book provided from the game in question.
- 16.3 All Result Sheets are to be forwarded to the League Recorder no later than the close of business on the Monday after each round. Failure to submit result sheets will incur warnings and or penalties at the discretion of the JCC.
- 16.4 The home team is responsible for submitting the scores via SMS to the website at the completion of each game. Each game has a unique code that can be found on the MWDBA Junior League website upon the season draw being finalised. The code expires after 24 hours of the scheduled start time of each game.
- 16.5 Teams are to check that the score has been submitted correctly within 7 days of the result being posted. After that time no changes can be made.

17. End of Innings & Innings Changeover

- 17.1 In all divisions from U10-U16 an innings will end when 3 outs are made, or when a play occurs that causes the 6th run to be scored, whether by a hit, walk, hit batter or catcher's interference. A maximum of 6 Runs only can be scored in any inning.
- 17.2 A maximum time limit of ninety (90) seconds is allowed when changing between innings. Team Coaches & Players are responsible for keeping the game moving and are encouraged against deliberate time wasting and slow play. The Umpire has the power to penalise teams who are deliberately or continuously slowing games down.

18. General Pitching Limits

- 18.1 All teams are required to keep an accurate pitch count during each game for their pitchers. The pitch count is to be checked with the Official Scorebook to ensure that no Coach allows any pitcher to breach his allocated pitching assignment for that game.
- 18.2 A pitcher who reaches his pitch limit must be removed from the mound and must not finish the batter in the box.
- 18.3 A pitcher once removed from the mound must not pitch again in that game.
- 18.4 A player playing above their true age division is limited to the pitch restrictions that apply to their true age, not the age division they are playing in. E.g. John is a true age U14 player, competing in the U16 division therefore John is only permitted to pitch 4 innings/65 pitches.
- 18.5 All pitchers are limited to a number of pitches in any one assignment. The maximum number of innings pitched or pitches thrown (whichever occurs first) that a Pitcher may throw in any one Club game is:

Division	U11 & U12	U13 & U15	U16
Innings	3	4	4
Pitches	55	65	80

- 18.6 Any pitch, which is called a balk by the Umpire, shall be added to the pitch count of the Pitcher.
- 18.7 For U10, U11 and U12 Umpires shall not apply the Balk Rule OABR 8.05
- 18.8 No Player can pitch and catch in any one Game. Breach of this rule is considered to be over-pitching. This does not apply to T-Ball and Machine Pitch Zooka.
- 18.9 A Coach who over-pitches a Player may be requested by the JCC to appear before the MWDBA JL Judiciary and be subject to a penalty as determined by the Judiciary.
- 18.10 New Pitchers will be allowed up to one (1) minute or eight (8) pitches, as a warm-up unless warmed-up in the Bullpen.

- 18.11 It is the responsibility of the team's Coach to ensure that a Pitcher does not over pitch.
- 18.12 Curve balls and fork balls are not to be pitched in any division except U16.
- 18.12.1 This is a Player protection rule and the emphasis is on the throwing action of the Pitcher and any forward rotation on the ball, NOT the movement in the air of the ball.
- 18.12.2 When a curve ball or fork ball is called by the Umpire, the pitch will be called a ball and the ball is dead. Runners stealing shall return to their base occupied at the time of the pitch.
- 18.12.3 Should the Batter hit the ball and the Batter and all Runners legally advance at least one base, play will continue without reference to the pitch.
- 18.12.4 If a Pitcher continues to pitch curve balls and fork balls after a warning by the Umpire to the Pitcher and the Coach, the Pitcher shall be removed from the Game, by the Umpire.

19. Representative Pitching Restrictions

- 19.1 Pitching restrictions apply to all Representative players when the team they are representing is drawn to play the day after a MWDBA Junior League game. When this occurs, the Representative Coach will place all Representative Players on one of three levels of restriction as per the table below.

19.1.1 Representative Players - Maximum Pitches at Saturday Club Games

Representative Division	Pitch on Saturday	Saturday Restriction	Pitch on Sunday
Under 12 State Cup	0 pitches	Full Restriction	55 pitches
Under 12 Assoc Cup	24 pitches	Minor Restriction	44 pitches
Under 13 JAG	44 pitches	Substantial Restriction	0 pitches
Under 14 State Cup	0 pitches	Full Restriction	65 pitches
Under 14 Assoc Cup	24 pitches	Minor Restriction	54 pitches
Under 15 JAG	54 pitches	Substantial Restriction	0 pitches
Under 16 State Cup	0 pitches	Full Restriction	80 pitches
Under 16 Assoc Cup	29 pitches	Minor Restriction	64 pitches
	64 pitches	Substantial Restriction	0 pitches

- 19.2 All Players, whether they pitch in representative games or not, have these restrictions apply to them on any weekend during which they are to be included in a representative team for their club or MWDBA JL Representative Teams. This can include but is not limited to U12, U14 and U16, State Cup and Association Cup teams, Under 13 & Under 15 JAG teams or any Club team or representative team playing on consecutive days. This also includes players who may be playing for other Associations on a regular weekly basis i.e. State League, Central Coast, School Teams.
- 19.3 A pitcher who pitches over two consecutive days in games must then take two full days rest from pitching and catching. Days are expressed as calendar days and not blocks of 24 hours.
- 19.4 If any Coach, Player, Parent, or Official believes that the pitching restrictions have been breached, please write, fax or telephone with the details to the Secretary of JCC.
- 19.4.1 The JCC will gather evidence and impose such penalties as it sees appropriate for the incident. Your co-operation is sought to make these restrictions work for the benefit of the Player's protection and participation.
- 19.5 The Coach of a Representative Team that is scheduled to play on a given weekend must notify the JCC Secretary by midday Thursday of all restrictions for players within that team.
- 19.5.1 A maximum of three Pitchers from any State Cup Team can be put on Full Restrictions (0 pitches) on a Saturday. Representative Coaches must also limit other pitchers to Minor Restrictions (24 pitches - U12 & U15, 29 pitches - U16) or Substantial Restrictions (44 – U12, 54 – U14, 64 - U16) on Saturday.
- 19.5.2 All Representative Players can be placed on Full Restrictions (0 pitches) if two or more State Cup games are scheduled for a weekend.
- 19.5.2.1 Such notification need not be in writing and can be in person, via telephone, email, SMS or any other form of communication approved by the JCC, but must be communicated

to the Club Coach no later than 12 noon on the day immediately preceding the day scheduled for the Club game.

19.5.2.2 In the absence or unavailability of the Coach, the notification may be given to the Secretary of the relevant Club who shall communicate the notification to the Secretary of the relevant Club, and such notification shall be taken as having been given as at the time the Representative Coach gives the notification to the Secretary of either the relevant Club or JCC.

19.5.2.3 A breach of any restriction imposed by the Representative Coach (as may be modified by the Executive of JCC) shall be regarded as a breach of Rule 19 and subject to disciplinary action.

20. Catching

20.1 All Representative Players, whether they catch for their representative team or not, are restricted to a maximum of 3 innings in that position on the weekend they are scheduled to play in their representative team.

20.2 In Under 10 Machine Pitch Zooka and Under 10 Baseball ONLY, each Catcher is restricted to 3 innings of catching.

20.3 No Player can catch and pitch in the same Game. This does not apply to T-Ball and Machine Pitch Zooka.

20.4 Any person warming up a Pitcher shall wear a face mask, no matter whether in the bullpen or on the playing field.

20.5 There is no maximum innings that a Catcher is limited to catch aside from Rule 20.1 & 20.2.

21. Deliberate Collision

21.1 If a play on a runner is imminent at any base except 1st, the runner must slide or otherwise attempt to avoid a collision with a fielder who has the ball or is in the act of fielding the ball. If the runner violates this rule and a collision occurs, the runner shall be given out. In such cases, the ball will be "dead" and Runners will return to the last base legally occupied at the time of the collision unless forced to advance. The position of other Runners is a judgment call by the Umpire(s).

21.2 Any fielder or the Catcher who is in possession of the ball should position themselves so as to apply a tag and avoid a collision.

21.3 Where the Umpire judges that a Player intentionally made contact with an opponent, the Player shall be ejected from the Game.

22. Umpires

22.1 Except where the League has delegated the responsibility of the appointment of Umpires to another body or person, each affiliated Club will be responsible for the appointment of the Umpires to Games at their respective home grounds.

22.1.1 The Away Team must appoint a Field Umpire if not already appointed by the home team.

22.2 In the event of an appointed Umpire/s not attending at the time set down for a Game, an Umpire/s shall be appointed by the Coach of the Home Team. This may result In an Umpire/s being appointed from the away side if the home team is unable to meet this request.

22.3 In the event of an Umpire having to vacate their position during the Game, the Team's Coach may appoint another Umpire during the progress of the Game. In the first instance the request is to go to the team originally supplying the umpire.

22.4 Providing there are no extenuating circumstances, all live ball Games must be umpired from behind home plate.

22.5 Umpires for Machine Pitch Zooka games are to umpire from the centre of the diamond, in a position approximately behind the Zooka machine and pitcher.

22.6 Plate Umpires are to wear protective gear including face mask and throat guard or hockey style helmet with a throat guard, chest plate or protective shield, protective cup, leggings and covered shoes.

22.7 Each team will designate at least one Umpire for their Team, to be available for their games during the season. That Umpire should have completed the Level 0 Umpiring Course from BBNSW or have attended an Umpiring Workshop conducted by Manly Warringah Baseball Umpires MWBU and the MWBU must be satisfied with the training.

23. T-Ball Specific – Under 8

23.1 The Team

- 23.1.1 Each team is entitled to bat nine batters per inning. Where three outs are made the team will still bat through the nine batters until all nine batters have batted.
- 23.1.2 The fielding position of any Fielder may be changed at any time during a half inning providing a 'Time' request is made to the Umpire and it is granted.

23.2 Batting

- 23.2.1 Strikes will be called however a batter will remain at bat until he/she has hit the ball.
- 23.2.2 Batters are required to make a full and forceful swing at the ball. Bunting is not allowed.
- 23.2.3 When the Umpire calls "Batter Up" the Batter shall take their stance in the Batter's box.
- 23.2.4 The Umpire, before calling "Play", shall ensure if a line were drawn between the Batter's toes, it would be parallel to the side of the batting box closest to the plate. The coach should assist in helping the player set up correctly and ensure they maintain correct set up during the entire at bat.
- 23.2.5 If the Batter throws the bat the Umpire shall warn the Batter. The next time that player is up to bat the Umpire shall ensure any spectators or other players are in a safe area before the batter is allowed to hit. The Umpire should also warn the child and coach against throwing the bat and request the coach assist the child during the at-bat. If the batter repeats the offence in the Game, the Batter shall be given out and Runners return to the last base legally obtained.
- 23.2.6 The 'Infield Fly' rule does not apply.
- 23.2.7 When the last batter is up to bat, the Scorer shall inform the Umpire, who shall then inform both Teams. Play will cease when 'Time' is called.
- 23.2.8 No Runner shall leave the base before the ball is hit. The Umpire shall not call 'Play' until all base Runners are in contact with their base. If a Runner leaves a base before the ball is hit, the Umpire shall call 'Left Early', 'Time' and stop play. The umpire will tell the runners they must stay on the bag until the ball is hit. The batter shall return to the plate to resume play. No strikes or Outs will be given.

23.3 Time Rule

- 23.3.1 When an Infielder has 'control of the ball' and the Umpire considers that no further play is about to occur, then the Umpire shall call 'Time'. After 'Time' is called, the ball is dead and Runners are to be directed to a Base by the Umpire, starting with the Lead Runner.
 - 23.3.1.1 Calling of 'Time' and the directing of Runners are Umpire 'Judgment' calls
 - 23.3.1.2 Any Fielder stationed within or immediately adjacent to the infield may be considered as an 'Infielder' for the purpose of the rule.
 - 23.3.1.3 To be in 'control of the Ball' means the ball is
 - 23.3.1.3.1 In possession of an infielder OR
 - 23.3.1.3.2 Within 1 steps & reach of an Infielder OR
 - 23.3.1.3.3 About to be caught by an infielder following a throw from another Fielder.
- 23.3.2 When applying the 'Time' rule, the Umpire should bear in mind that the purpose of the rule is to try and make a T-Ball Game fun for all participants. Common sense should be applied as to where runners should be when the 'Time Rule' is called.
- 23.3.3 Coaches are not to encourage base running in the hope of forcing an error.

23.4 Fielding

- 23.4.1 Before the Umpire calls "PLAY", the Umpire should ensure that the Pitcher has both feet in contact with the Pitcher's rubber.

- 23.4.2 Players must field in what may be regarded as orthodox positions. They may field shallow or deep, but 1st base, 2nd base and right field positions must be to the right of 2nd base and 3rd base, short stop and left field to the left of 2nd base.
- 23.4.3 No Fielder other than the Catcher may field closer to the Batter than the Pitcher.
- 23.5 Coaches
 - 23.5.1 A Coach of the fielding side may be stationed in the outfield but not immediately adjacent to a fielder.
 - 23.5.2 Coaches of the batting side shall stay within the confines of the Coaches' boxes. One Coach may stand next to the Batter to assist them.

24. T-Ball Specific - Under 9 & Under 10

- 24.1 The Team
 - 24.1.1 Each Team is entitled to bat up to 9 Players in each innings or until the third out is made, whichever comes first.
 - 24.1.2 The fielding position of any Fielder may be changed at any time during a half inning providing a 'Time' request is made to the Umpire and it is granted.
- 24.2 Batting
 - 24.2.1 A strike shall be called each time the Batter attempts to hit the ball and for all balls declared 'foul' by the Umpire. Foul batted balls are not to be counted as the third strike including those mentioned in 24.2.2 below. Air swings with no contact of the ball are to be counted as a strike, and if the third strike, the batter shall be given out.
 - 24.2.2 In addition to the normal baseball definitions of 'foul', the following cases are also 'foul' and therefore a strike.
 - 24.2.2.1 In the judgment of the Umpire, the swing was not full and forceful.
 - 24.2.2.2 The Batter levelled the bat at the ball more than once per strike.
 - 24.2.2.3 In the judgment of the Umpire, the bat hit the tee before the ball.
 - 24.2.2.4 A base Runner left early and no Out(s) result(s). See 24.2.10 below.
 - 24.2.2.5 The Batter repositions their back foot after 'Play' was called and no Out(s) result(s). See 24.2.6 below.
 - 24.2.3 Batters are required to make a full and forceful swing at the ball.
 - 24.2.4 Bunting is not allowed.
 - 24.2.5 When the Umpire calls 'Batter Up' the Batter shall take their stance in the Batter's box. The Umpire, before calling 'Play', shall ensure if a line were drawn between the Batter's toes, it would be parallel to the side of the batting box closest to the plate. The purpose of this rule is to assist with correct Batting technique and ensure that Bunting does not occur.
 - 24.2.6 From the call 'Play', the Batter is not permitted to reposition (lift or slide) their back foot in such a way they will hit in an appreciable different direction. Front foot movement is permitted. If in the view of the Umpire the back foot is moved in such a way, the Umpire shall call "MOVEMENT" and rule given the following options:
 - 24.2.6.1 If no Out(s) result(s) from the play, 'FOUL' shall be called and Runners return to the last base legally obtained at the time of the hit. The Batter has the strike count increased and if the 3rd strike, the Batter is Out.
 - 24.2.6.2 If an Out results from the play, play shall continue without reference to the infringement.
 - 24.2.7 If the Batter slings or throws the bat, the Umpire shall warn the Batter and if the Batter repeats the offense in the game, the Batter shall be given out and runners return to the last base legally obtained.
 - 24.2.8 The Infield fly rule does not apply.
 - 24.2.9 When the ninth batter is up to bat, the Scorer shall inform the Umpire, who shall then inform both Teams there are 2 Out and the next out shall retire the side. Alternatively play will cease when 'Time' is called.

- 24.2.10 No Runner shall leave the base before the ball is hit. The Umpire shall not call 'Play' until all base Runners are in contact with their base. If a Runner leaves a base before the ball is hit, the Umpire shall call 'Left Early' and allow play to continue. The Umpire will then do the following:
- 24.2.10.1 If no Out(s) result(s), the Runners return to the base legally occupied at the time of the hit, the Batter has the strike count increased and if the 3rd strike, the Batter is Out.
 - 24.2.10.2 If an Out results from the play, the Out shall stand and play continues.
- 24.3 Time Rule
- 24.3.1 When an Infielder has 'control of the ball' and the Umpire considers that no further play is about to occur, then the Umpire shall call 'Time'.
 - 24.3.2 After 'Time' is called, the ball is dead and Runners are to be directed to a Base by the Umpire, starting with the Lead Runner.
 - 24.3.3 Calling of 'Time' and the directing of Runners are Umpire 'Judgment' calls.
 - 24.3.4 Any Fielder stationed within or immediately adjacent to the infield may be considered as an 'Infielder' for the purpose of the rule
 - 24.3.5 To be in 'control of the Ball' means the ball is;
 - 24.3.5.1 In possession of an infielder OR within 3 steps of an Infielder OR
 - 24.3.5.2 About to be caught by an infielder following a throw from another Fielder.
 - 24.3.5.3 When applying the 'Time' rule, the Umpire should bear in mind that the purpose of the rule is to try and make a T-Ball Game as near as practicable to a Baseball Game.
 - 24.3.5.4 If the Umpire considers Runners would make no further attempt in a normal Game of Baseball, then they should call 'Time'.
 - 24.3.5.5 Coaches are not to encourage base running in the hope of forcing an error.
- 24.4 Fielding
- 24.4.1 Before the Umpire calls PLAY", the Umpire should ensure that the Pitcher has both feet in contact with the Pitcher's rubber.
 - 24.4.2 Players must field in what may be regarded as orthodox positions. They may field shallow or deep, but 1st base, 2nd base and right field positions must be to the right of 2nd base and 3rd base, short stop and left field to the left of 2nd base.
 - 24.4.3 No Fielder other than the Catcher may field closer to the Batter than the Pitcher.
- 24.5 Coaches
- 24.5.1 A Coach of the fielding side may be stationed in the outfield but not immediately adjacent to a fielder for U9 Games only.
 - 24.5.2 Coaches of the batting side shall stay within the confines of the Coaches' boxes. One Coach may stand next to the Batter to assist them in U9 Games only.
- 24.6 Balls Overthrown Out of Play
- 24.6.1 When a thrown ball goes into foul territory or beyond, Runners may not advance. The Umpire shall call 'Time' to prevent unnecessary confusion. For these divisions on enclosed grounds, a ball touching or rebounding off the fence is dead.
- 24.7 Appeal Plays Procedure
- 24.7.1 When 'Time' has been called, the Coach of the defensive side may indicate to the Umpire that an appeal will be made when the ball is put into play before the next Batter attempts to strike the ball. The Umpire will then ensure that the next batter is not within the field of play and call 'Play'. Any Fielder may then move to the ball and make an appeal in the appropriate manner. 'Time' shall be called before the Batter is asked to enter the field of play.

25. Zooka Specific - Under 10

25.1 Machine Set-up

- 25.1.1 The pitching machine is to be fitted with the small legs.
- 25.1.2 The pitching machine is to be set-up with the centre stem of the legs 2 foot-6 inches off the line between second base and home plate, at the mark that is 40 foot from the back of home plate.
- 25.1.3 The pitching machine will be positioned, such that a pitched ball will pass over home plate at a suitable height, mutually agreeable to both coaches. If no agreement can be reached, it is then solely at the discretion of the umpire.
- 25.1.4 The pitching machine is to be set such that the ball is projected at 40-43 miles per hour.
- 25.1.5 If the pitching machine breaks down and another is not readily available, the game will revert to equal innings and a Tee will be used. Rules will revert to those of Tee Ball as described in Rule 23.2.

25.2 General Play

- 25.2.1 When the batter and the fielders are ready the Umpire shall call 'Play'. The pitcher shall put the ball into the machine and return to the Pitcher's Plate
- 25.2.2 The Plate Umpire shall ensure that only one ball is on the diamond at any one time.
- 25.2.3 No one is to put the ball into the machine without being directed to do so by the Umpire
- 25.2.4 Every pitch is deemed a strike, unless it is so low, so high or so wide that the umpire deems it a 'No- Pitch'.
- 25.2.5 The umpire has the discretion to call a 'No-Pitch', if in his judgment, the pitch was so far out of the strike zone, that the batter did not have a fair chance to hit the ball.
- 25.2.6 If a batted ball hits the machine or passes through the machine legs, the ball is 'Dead'. The batter is awarded 1st base and any runners, if forced, advance to the next available base.
- 25.2.7 After three strikes have been called, not including foul balls, the batter is out.
- 25.2.8 If a thrown ball hits the machine, the ball will remain alive and in play and runners may advance at their own risk. In the event of a 'pop-up' fly not being caught, due in the umpire's judgment to the obstruction of the pitching machine, the batter will be given Out' and the ball will remain alive. Runners may advance at their own risk and without obligation to 'tag-up'. In the event an infield fly is called this rule shall then take precedence and runners must 'tag up'.
- 25.2.9 The Infield Fly rule applies.
- 25.2.10 The Batter is Out when the third strike has been pitched, even if the Catcher does not catch the ball.

25.3 General Base Running and Innings End

- 25.3.1 No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate.
- 25.3.2 When a runner leaves the base before the ball has been hit or the ball has been delivered and reached the plate, the Umpire shall call 'Left Early' and allow the play to continue. The Umpire will then do the following:
 - 25.3.2.1 If the pitch is hit and put into play and no Out(s) result(s), all runners return to their last base legally occupied at the time of the pitch. A strike is called by the Umpire, and if the 3rd strike, the Batter is Out.
 - 25.3.2.2 If the pitch was hit foul, the strike count increases as normal with no other penalty.
 - 25.3.2.3 If the pitch was called a strike, the strike count increases as normal with no other penalty.
 - 25.3.2.4 If an Out results from the play, the out shall stand and the Game continues.
- 25.3.3 An innings will end when 3 Outs are made, or when a play occurs which causes the 6th run to be scored, whether by a hit, walk, hit Batter or Catcher's interference. 6 Runs is the maximum runs that can be scored in any inning.

25.4 Time Rule

- 25.4.1 When an Infielder has "control of the ball" and the Umpire considers that no further play is about to occur, then the Umpire shall call 'Time'. After 'Time' is called the ball is dead and Runners are to be directed to a Base by the Umpire, starting with the Lead Runner.

- 25.4.2 Calling of 'Time' and the directing of Runners are Umpire 'Judgment' calls.
- 25.4.3 Any Fielder stationed within or immediately adjacent to the infield may be considered as an 'Infielder' for the purpose of the rule.
- 25.4.4 To be in 'Control of the Ball' means the ball is;
 - 25.4.4.1 In possession of an Infielder OR within 3 steps of an Infielder OR
 - 25.4.4.2 About to be caught by an Infielder following a throw from another Fielder.
- 25.4.5 When applying the 'Time' rule, the Umpire should bear in mind that the purpose of the rule is to try and make a Machine pitch Zooka as near as practicable to a Baseball Game. If the Umpire considers Runners would make no further attempt in a normal Game of Baseball, then they should call 'Time'.
- 25.4.6 Coaches are not to encourage base running in the hope of forcing an error.
- 25.5 Fielding
 - 25.5.1 Before the Umpire calls 'Play', the Umpire should ensure that the Pitcher must have both feet in contact with the Pitcher's rubber.
 - 25.5.2 Players must field in what may be regarded as orthodox positions. They may field shallow or deep, but 1st base, 2nd base and right field positions must be to the right of 2nd base and 3rd base, short stop and left field to the left of 2nd base.
 - 25.5.3 No Fielder other than the Catcher may field closer to the Batter than the Pitcher.
- 25.6 Umpires
 - 25.6.1 Umpires are to umpire from the centre of the diamond, in a position approximately behind the Zooka Machine and Pitcher
- 25.7 Stealing
 - 25.7.1 Runners may steal bases once the pitched ball has crossed home plate, but only if the ball has passed the Catcher
 - 25.7.2 Runners may not steal if the Catcher has caught the pitched ball
 - 25.7.3 Runners may not steal if the Catcher has attempted to catch the ball and the ball is in front of or immediately besides the Catcher
 - 25.7.4 Runners may not steal Home.

26. Baseball Specific – Under 11

- 26.1 General Base Running
 - 26.1.1 When a Pitcher is in contact with the pitching rubber, in possession of the ball and the Catcher is in the Catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the plate.
 - 26.1.2 No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate. When a runner leaves the base before the ball has been hit or the ball has been delivered and reached the plate, the Umpire shall call 'Left Early' and allow the play to continue. The Umpire will then do the following:
 - 26.1.2.1 If the pitch is hit and put into play and no Out(s) result(s), all runners return to their last base legally occupied at the time of the pitch. A strike is called by the Umpire, and if the 3rd strike, the Batter is Out.
 - 26.1.2.2 If the pitch was hit foul, the strike count increases as normal with no other penalty.
 - 26.1.2.3 If the pitch was called a strike, the strike count increases as normal with no other penalty.
 - 26.1.2.4 If an Out results from the play, the out shall stand and the Game continues.
 - 26.1.3 Where a Batter has become entitled to 1st base as a result of 4 'balls' being called by the Umpire and the ball is not under the control of the Catcher or Pitcher, the Runner shall not advance past 1st base on that play, except where the Catcher or Pitcher makes a play to any base.
- 26.2 Stealing
 - 26.2.1 Runners may steal bases once the pitched ball has been delivered and reached the plate.
 - 26.2.2 Runners may not attempt to steal home except when

- 26.2.2.1 The Catcher makes any play clearly intended to reach a Fielder other than the Pitcher near the Pitching Plate.
- 26.2.2.2 The Pitcher makes any play, other than a pitch, clearly intended to reach a Fielder.
- 26.3 Dropped Third Strike
 - 26.3.1 The Batter is out when the third strike has been pitched, even if the Catcher does not catch the ball.
- 26.4 Innings End
 - 26.4.1 An inning will end when 3 Outs are made, or when a play occurs which causes a 6th run to be scored in the inning. A maximum of 6 runs only can be scored in any one inning.

27. Baseball Specific – Under 12

- 27.1 General Base Running
 - 27.1.1 When a Pitcher is in contact with the pitching rubber, in possession of the ball and the Catcher is in the Catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the plate.
 - 27.1.2 No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate.
 - 27.1.3 When a runner leaves the base before the ball has been hit or the ball has been delivered and reached the plate, the Umpire shall call 'Left Early' and allow the play to continue. The Umpire will then do the following:
 - 27.1.3.1 If the pitch is hit and put into play and no Out(s) result(s), all runners return to their last base legally occupied at the time of the pitch. A strike is called by the Umpire, and if the 3rd strike, the Batter is Out.
 - 27.1.3.2 If the pitch was hit foul, the strike count increases as normal with no other penalty.
 - 27.1.3.3 If the pitch was called a strike, the strike count increases as normal with no other penalty.
 - 27.1.3.4 If an Out results from the play, the out shall stand and the Game continues.
 - 27.1.4 Where a Batter has become entitled to 1st base as a result of 4 'balls' being called by the Umpire and the ball is not under the control of the Catcher or Pitcher, the Runner shall not advance past 1st base on that play, except where the Catcher or Pitcher makes a play to any base.
- 27.2 Stealing
 - 27.2.1 Runners may steal bases once the pitched ball has been delivered and reached the plate.
 - 27.2.2 Runners may not attempt to steal home except when:
 - 27.2.2.1 There is a Wild Pitch or Passed ball.
 - 27.2.2.2 The Catcher makes any play clearly intended to reach a Fielder other than the Pitcher near the Pitching Plate.
 - 27.2.2.3 The Pitcher makes any play, other than a pitch, clearly intended to reach a fielder
- 27.3 Dropped Third Strike
 - 27.3.1 The Batter is out when the third strike has been pitched, even if the Catcher does not catch the ball.
- 27.4 Innings End
 - 27.4.1 An inning will end when 3 outs are made, or when a play occurs which causes a 6th run to be scored in the inning. A maximum of 6 runs only can be scored in any one inning.

28. Finals Rules

28.1 Finals Format

28.1.1 The standard Finals Format as described below will be used for all MWDBA JL Finals Series unless the structure of any division warrants a different Finals Format. This is solely at the discretion of the JCC.

Major Semi Final	First	V	Second
Minor Semi Final	Third	V	Fourth
Preliminary Final	Loser Major Semi Final	V	Winner Minor Semi Final
Grand Final	Winner Major Semi Final	V	Winner Prelim Final

28.2 Game Duration

28.2.1 All finals games will be played to the following duration

Under 9 Tee Ball & Under 10 Zooka	Under 11, Under 12, Under 13, Under 15	Under 16
6 Innings	6 Innings	7 Innings

28.2.2 If after the regulation number of innings the Game is tied, the Game is to continue until a result is reached.

28.3 The Mercy Rule shall apply, see 4.3.

28.4 If any Game is called by an Umpire due to rain (after waiting a minimum of 30 minutes), it will become a regulation Game, providing the following number of innings have been completed:

28.4.1 Under 16 - 4 innings;

28.4.2 All other divisions – 3 innings

28.4.3 Any Game that is not played due to weather and has not become a regulation Game when called, or is a regulation Game and is tied when called, shall be a 'No Game' except for the Grand Final.

28.4.4 Where the Game is declared a "No Game", the Team finishing higher on the competition table will advance.

28.4.5 In the event of the Grand Final being washed out, it may, be rescheduled on the first available day at the discretion of JCC.

28.5 Umpires for Finals

28.5.1 All teams who qualify for the Finals Series must supply one umpire that will attend or has attended an Umpire Workshop conducted by the MWBU or approved by MWBU. Failure to supply an Umpire will put the qualifying team at risk of forfeiting their place in the finals.

28.6 Player Participation

28.6.1 Non-Team Players may only be used with the approval of the JCC. All NTP's must be used in accordance with Rule 9.3 above.

28.7 Home Team

28.7.1 The Team finishing higher on the points table is the HOME Team, and will occupy 1st base dugout and field first.

28.7.2 In the Grand Final, a Team winning the major semi-final will be the Home Team and will occupy the 1st base dug-out and field first.

28.8 Grounds

28.8.1 Providing the Local Authority has not closed the ground, the host club may close the ground if it is unfit for play prior to 7.30am on each day of the final.

28.8.2 If the host club has not closed the ground, the JCC President and/or Secretary may close the ground if it is unfit for play at any time prior to the plate meeting of any game.

28.8.3 If the JCC has not closed the ground, the Umpire, once obtaining control of the game at the Plate Meeting, has control as to whether the game will continue due to inclement weather and ground conditions

28.9 Protests and Rescheduling of Finals Games

28.9.1 The JCC shall appoint a committee consisting of 1 member of the MWBU and 2 members of the JCC Committee, to hear all protests, on the diamond at the time of the protest.

28.9.2 The JCC shall reserve the right to reschedule any Finals game it deems necessary.