

# BASEBALL WA

## JUNIOR BASEBALL

# CLUB-BALL BY-LAWS - 2016/17

- Local club competitions  
(LL-minor, LL-major, IL, JL, SL, BL)
- Little League Club Championship
- Junior League Club Championship
- Senior League Club Championship

*Little League*  
WESTERN AUSTRALIA



**BASEBALL**  
WA

Bat Regulations amended 17/11/16

# ADMINISTRATION

## A1. Authority of By-laws

1. These By-laws shall apply to all regular season **CLUB** Little League-Minor, Little League-Major, Intermediate League, Junior League, Senior League, Big League and Club Championship matches.
2. These By-laws shall apply to any player aged 7 to 18 inclusive playing in any club-based competition. By-laws noted as Little League shall apply to players aged 7 to 12 inclusive, those noted as Intermediate League shall apply to players 11-13 years old, those noted as Junior League shall apply to players aged 13 and 14 years old, those noted as Senior League shall apply to players aged 15 & 16 years old and those noted as Big League (Divisions 1 & 2) to players aged 17 & 18 years old – when playing in other competitions.
3. Unless otherwise stated in these By-laws, the Rules of Little League Baseball (green book) as currently endorsed by Little League International (LLI) will prevail. Little League (Major) rules shall apply to all grades and divisions of Little League.
4. By-laws, as provided in the Constitution provision 9.3, can be amended by the Board of Directors of Baseball WA (BWA) from time to time.
5. By-laws will be current as at the 1st of October each year.
6. In these by-laws, unless inconsistent with the context, words denoting one gender shall include the other gender.
7. The Little League District Administrator (LLDA), through the Little League WA Competitions Manager (LLCM ) and Little League Operations Support Manager (LLOSM), shall be charged with enforcing these by-laws.

## A2. Club & Charter Regulations

1. Charter Committees
  - a. Each charter shall form a committee annually
  - b. Each club shall be allocated to a charter annually by the LLDA at a pre-season meeting (Team Nomination Night), with consideration given to LLI charter formation rules, location and size of clubs and the ramifications on surrounding charters.
  - c. The rules, requirements and powers of the Charter Committee shall be as per “Appendix 2” and shall include;
    - i. No person shall serve as President of more than one charter at any one time.
    - ii. The charter committee shall be responsible for:
      1. Developing and enforcing charter-specific by-laws (such by-laws may not contradict any BWA or LLI rules)
      2. Charter fixtures
      3. Developing and enacting a charter development plan
      4. Providing an annual development report to the LLDA
      5. Forming and operating all charter-based teams
      6. Conducting a Level 0 umpire course by 30 November annually
2. Finance
  - a. Any club which is unfinancial with BWA, the WA Baseball Umpires Association or the WA Baseball Scorers and Statisticians Association shall be subject to such penalty as is consistent with BWA Metro Competitions regulations and the BWA Finance Policy.
  - b. Any person owing money to BWA or one of its business partners shall not be allowed to compete in any competition until such time as the outstanding moneys have been paid.

### 3. Player Eligibility and Clearances

- a. A club can, at any time, clear or release a player of any further obligations to the club. Clubs seeking clearances for players will make application to the respective club through the on-line IMG system. Players seeking clearances are required to be financial with their original club prior to the clearance being granted.
- b. Players may play their first game of baseball with any club. There are no residential restrictions on players except if a player has previously played at a tee-ball club that has a formal agreement with a baseball club that has been approved by BWA then such player is tied to the said baseball club.
- c. No player who is registered as a playing member with one club shall be allowed to play with another club until the player has obtained a clearance from the club with which he is already registered. A player is permitted to play with one club and coach at a different club.
- d. Clearance is acknowledged when the former club transfers the player on the IMG on-line Transfer system.
- e. No clearance shall be granted after December 31st of the current season.
- f. Any player changing club that also results in a change of charter without having changed residential address shall be subject to the National Clearance Policy as defined by Baseball Australia.
- g. Interstate players must produce a clearance from their last club with which they played. The Club may use the IMG on-line Transfer system.
- h. Playing an uncleared player will result in forfeiture of any game played by the player whilst uncleared and a fine of \$100 per game against the offending club.
- i. Any player who is denied a clearance by his/her existing club will be eligible to appeal to the LLMC for a transfer between clubs if they move their place of residence and are closer to the club they wish to transfer to, assuming the player has no outstanding financial commitment to his/her existing club.
- j. Any player who is denied a clearance by his/her existing club will be eligible to appeal to the LLMC for a transfer between clubs if their parents are separated and they nominate two residential homes in two different locations, assuming the player has no outstanding financial commitment to his/her existing club.
- k. Any player wishing to transfer from a club that is not fielding any teams (that the player is age qualified to participate in) in the current season shall be granted an automatic clearance to any club of his/her choice.
- l. Any player residing in a regional area may play with a metropolitan junior baseball club without the need of a clearance from his/her regional association and may continue to play in his/her regional competition concurrently. However, the player may only play for one metropolitan club (cannot transfer to another club). The player shall continue to be considered a regional player and may only participate in his/her regional charter-based teams. The player must complete the Dual Registration Form and submit to the LLOSM.
- m. Eligibility to represent charter if changing clubs:
  1. Any player who changes club, which in turn means a change in charter, without having changed residence, is ineligible to be selected in the player's new charter tournament teams for 12 months.
  2. Any player who believes there are extenuating circumstances precipitating the movement to a new club / charter can submit a written appeal to the existing charter committee for consideration to have this ineligibility waived.
  3. If the charter committee declines the request, the player has the right to appeal to the District Administrator for consideration. The District Administrator's decision shall be final.

### 4. Team Nominations & Fixtures

- a. Metropolitan clubs are required to nominate teams for all grades at the Team Nomination Night (1<sup>st</sup> Monday in September) each year. All Junior League teams must be nominated with a minimum of two Level 0 (minimum) accredited umpires whose names shall be given to WABUA. WABUA will appoint these umpires to matches.
- b. The charter committees shall be responsible for setting fixtures of their own club-based competitions.

- c. Where charters operate a combined competition, the relevant committees shall appoint a fixtures co-ordinator for such competition. The person appointed must be advised to the LLOSM.
- d. Exhibition Season (Development) – commencing at the start of each Little League season (Major and Minor-PP) and for a period of no less than one full round (ie each team plays each other once), fixtures shall be scheduled as ‘exhibition’ and no premiership points awarded for results. Junior League competitions may also adopt this rule although it is not compulsory.
- e. The LLCM shall be responsible for setting fixtures for all Club Championship competitions.
- f. It is the responsibility of each Charter President to ensure that fixtures for his/her charter are prepared and forwarded to the LLCM no less than two weeks prior to the commencement of the season.
- g. Fixtures must comply with BWA’s Competitions Policy.
- h. A club withdrawing a nominated team after the fixtures are finalised (ie uploaded to the LLWA website), shall pay a penalty of \$200.
- i. Regional associations affiliated with Baseball WA are required to submit their fixtures to the LLOSM no later than two (2) weeks prior to the first game.
- j. Two or more clubs from the same charter may nominate a combined team in the Little League Club Championship competition.
- k. Clubs may nominate a maximum of one team per pool in the Little League Club Championship competition.
- l. Two or more clubs from the same charter may nominate a combined team in the Junior League Club Championship competition.

### **A3. Registration of Players**

1. The General Manager shall appoint a Little League Department Registrar (LLOSM) who shall keep a true record of all registered clubs and players, clearances and the results of all Little League and Junior League games played under the control of BWA. It is a responsibility of the club concerned to ensure that all players are correctly registered;
2. The LLOSM shall deal with all matters relating to registrations and clearances, and may refer any dispute or irregularity to the LLCM for resolution;
3. The LLCM may require the production of evidence either written or spoken from the club or person, to establish bona fide’s of matters before them, and may refuse any registration or clearance until such evidence is produced.
4. All players shall complete and sign an official registration form that the club will keep on file (or Clubs may choose the on-line Registration system to register players). The information from the registration form must then be uploaded by the club on the IMG club data base prior to the player participating in their first game. Failure to do so will result in a \$100 fine for each game that the player participates in prior to being posted on the data base.
5. The LLCM reserves the right to refuse registration of a player if he/she considers the player’s safety is threatened by participation in baseball;
6. A player once registered with a club remains a registered member of that club until such time as the player seeks and is granted a clearance to another club regardless of any change in place of residence
7. Any BWA registered player remains bound by the rules of BWA including the adherence to Policies appended to these By-laws (Codes of Conduct, Health, Harassment-Free, Vilification-Free, Drug Free, Infectious Diseases, and Liquor Policies);
8. The penalty for playing an unregistered player (or playing a registered player outside his /her age-group without permission) shall be \$100 by the offending club;
9. Registration Procedures - clubs are required to follow these procedures for registering players for their respective clubs if not using the on-line Registration system:
  - a. Print Registration form off the Little League WA website - [www.walittleleague.baseball.com.au](http://www.walittleleague.baseball.com.au)
  - b. Copy as many forms as required for players registering at your club.
  - c. Get the form filled out and signed by the registering player/member.
  - d. Keep the form for your club’s files.
  - e. The trusted club official will upload the information from the registration form onto the data base.
  - f. Complete all the required fields including mailing address and email address (if they have one).
  - g. Ensure players are on the data base before they play.
  - h. Submit Team Nomination Form by the 1<sup>st</sup> Monday in September.
  - i. Inform the Little League Registrar well in advance of any withdrawal or regrading of teams.

10. Dispensations

- a. Requests relating to playing an age group older than which a player is age eligible will not be considered.
- b. Requests relating to playing an age group for which a player is more than one year too old will not be considered.
- c. Requests relating to playing an age group for which a player is one year too old can be granted by the charter committee if all delegates are unanimously in agreement. Such approved requests must be sent to the LLOSM on the usual dispensation forms at the same time as the first relevant match report (requests that have majority but not unanimous delegate support must be sent to the LLOSM in the usual way for consideration)

**A4. Coaching Accreditations**

- 1. All head coaches of teams competing in Club Championship competitions must have Level 3 ABF / NCAS coaching accreditation;
- 2. Club coaches are encouraged to have Level 2 ABF / NCAS coaching accreditation;
- 3. Clubs shall ensure that club coaches without a minimum of Level 2 ABF / NCAS coaching accreditation are mentored by a designated Coaching Co-ordinator within the club who has a minimum of Level 3 accreditation.

**A5. Awards**

- 1. The LLCM shall document the individual awards for the Junior League and Senior League Club Championships annually.
- 2. No individual performance based recognition shall be awarded at Little League levels.
- 3. The team winning the Junior League Club Championship shall be awarded the Jan Thurley Cup.
- 4. The team winning the Senior League Club Championship shall be awarded the Tommy Smith Cup.

**A6. Breaches of Regulations**

- 1. The Board may endorse any suspension or disqualification imposed by any controlling body of baseball if notification of such suspension or disqualification has been placed before the Board in writing;
- 2. Any person or club under suspension or disqualification by BWA shall be barred from taking part in any match under the control of BWA, except that unless the offending person was an umpire at the time of the offence they may participate in matches as an umpire during their suspension;
- 3. Any association, club or member failing to carry out any reasonable direction of the Board shall be liable to suspension, disqualification or other such penalty as the Board may determine.
- 4. Players found guilty of an offence must serve the full penalty in the grade in which the penalty occurred and as documented in the P&D Report with the next eligible playing date clearly stated. The P&D Chairman or Tribunal will decide the penalty as they deem appropriate. The player is able to participate in any game they are otherwise eligible to play at the commencement of the day recorded.
- 5. All regulations in relation to specific offenses, protests, appeals and reporting mechanisms as determined by the BWA Metro Competitions department shall apply.
- 6. The BWA Board has mandated that the following Schedule of Penalties shall apply:

**Schedule of Penalties**

OFFENCE	PENALTY
Breach of Pitcher & Catcher Restrictions, and / or; Player not meeting minimum participation requirements	If team won the game – Forfeit Head Coach: 2 game suspension
Playing an unregistered or ineligible player	\$100 per offence and forfeit of game
Playing an uncleared player	\$100 per offence and forfeit of game
Late submission of Game Reports	\$10 per Game Report
Withdrawal of team after fixtures have been loaded onto the LLWA website	\$200 per team

**Payment of Monetary Penalties:** Any monetary penalty imposed in respect of these regulations shall be paid to BWA/LLWA within fourteen (14) days of receiving an invoice. Should the penalty remain unpaid, the Club shall be declared unfinancial and cannot participate in Finals / Club Metro Championships or Club Championship Tournaments.

# GAME BY-LAWS

## B7. Playing Facilities:

1. The following are the minimum requirements necessary for all levels of junior baseball played under the control of BWA. Clubs must ensure all equipment meets safety standards for players, officials, and spectators.
  - a. The 1<sup>st</sup> base tramline is to be clearly marked.
  - b. 1<sup>st</sup> and 3<sup>rd</sup> foul lines clearly marked for a minimum of 50m from 1<sup>st</sup> and 3<sup>rd</sup> bases respectively.
  - c. Flagpoles, a minimum height of 1.5m are to be positioned at the extremities of the foul lines.
  - d. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases to be adequately pinned or of adequate weight to not be easily dislodged on contact.
  - e. Pitching Mounds are mandatory in all player pitch grades.
  - f. A back net (minimum size 4m wide x 3m high) is mandatory.
  - g. A designated "dead ball" line from the edges of the back net and parallel to the 1<sup>st</sup> and 3<sup>rd</sup> base lines. (white line marking is acceptable)
  - h. Seats or benches for at least 10 people at each bench area.
  - i. Shade for all players on the home and visitor's bench.
  - j. 15 litre drinking container with ice for each bench.
  - k. Provision of a table, chairs and shade for the scorers.
  - l. Access to both male and female toilets within reasonable distance of the diamond.
  - m. Sufficient L screens for pre-game batting practice for all teams.
  - n. A Home run 'fence' using plastic cones is mandatory if a fence at the recommended distance is not available. (any batted ball crossing this "fence" but having bounced prior to the 'fence' shall result in a stand-up double).
  - o. Ground dimensions and set-up as per table 1:

**TABLE 1**

	Little League Minor-MP	Little League Major & Minor-PP	Intermediate League	Junior League & JL Club Championship	Senior League & Big League
Base Paths	60 feet	60 feet	70 feet	80 feet	90 feet
Pitching Distance	42 feet (machine)	46 feet	50 feet	54 feet	60 feet 6 inches
Home Run Fence / Cones (recommended distances from home plate)	Minimum 165 feet	Minimum 200 feet	Minimum 250 feet	Minimum 300 feet	Minimum 300 feet
Back Net (recommended distances from home plate)	Minimum 25 feet to Maximum 35 feet	Minimum 25 feet to Maximum 35 feet	Minimum 45 feet	Minimum 45 feet	Minimum 45 feet

## B8. Playing The Game

### 1. Age Limitations

- Player ages shall be determined as at **1<sup>st</sup> May 2017**. This shall be known as a player's "LEAGUE AGE".
- Players shall be eligible to participate in each age group as per Table 2.

**TABLE 2**

Little League Major & Club Championship	9 to 12 years old inclusive <b>plus any player turning 9 prior to 1st September 2017.</b>
Little League Minor – player pitch (PP)	8 to 11 years old inclusive <b>plus any player turning 8 prior to 1st September 2017.</b>
Little League Minor – machine pitch (MP)	7 to 10 years old inclusive <b>plus any player turning 7 prior to 1st September 2017.</b>
Intermediate League	11 to 13 years old inclusive
Junior League	12 to 14 years old inclusive
Senior League	13 to 16 years old inclusive
Big League	15 to 18 years old inclusive

### 2. General Playing Conditions

**TABLE 3**

	Big League Div 1 & Senior League Club Championship	Big League Div 2 & Senior League	Junior League Club Championship	Junior League	Intermediate League	Little League - Major & Club Championship	Little League - Minor (PP & MP)
Games / day	Players may play a maximum of two (2) games per day						
4-game rule	If a club has more than one team competing in any competition, any player once having played 4 (four) games in one team shall only be permitted to play in that team (when playing in that competition) for the remainder of the season						Does not apply
Batting Line-up	Traditional nine (9) player batting line-up	Same as LL-Major	Traditional nine (9) player batting line-up	Every player on a team roster shall be included in the team's batting line-up for the full duration of the game (this requires a batting line-up length the same as the team's squad size)			
Mandatory Play	None		Any player named on the line-up of either game in a round, shall be required to participate in a minimum of six (6) defensive outs in total for that round	Players must participate on defence for a minimum of six (6) defensive outs (or three (3) defensive outs if the game duration is three (3) completed innings or less)			
Defensive Changes	Normal LLI substitution / re-entry rules apply	Same as LL-Major	Normal LLI substitution / re-entry rules apply	Defensive changes are unlimited and can be made at any time; however players who pitch are limited by pitching limits and rest requirements			
Catching restrictions	None					4 innings per game	
Base Runner Leaving Early	Rule does not apply					Rule applies	
Designated Hitter	May be used in Div 1 only	Not used					
Team Makeup	Rule does not apply					No more than eight players whose league age is 12 (does not apply to LLCC)	Rule does not apply

- a. Rules as defined in Table 3 shall apply to individual grades.
- b. Any player may be removed from any game once fulfilling his / her minimum participation requirements – NOTE: this rule may not be used for strategic purposes and must only be used if needed by the player.
- c. On Deck batters are not permitted in any Little League Major or Minor Game.
- d. The LLI Slide Rule applicable to all competitions shall apply (rule 7.08(a)(3))
- e. Base Runner Leaving the Base Early **Note:** First offence (per player) is a warning, ball is dead, No Pitch, any subsequent offence incurs the following - **Penalty:** Runner is Out, Ball is dead, No Pitch.
- f. Failure to meet the mandatory play requirements and / or participation restriction rules is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the LLCM) in the forfeiture of the game (if the team won) and suspension of the team's head coach for the next two (2) scheduled games.
- g. **Slide/Collision Rule- the intent of this rule is to ensure the safety of the defensive player while making plays on runners in different circumstances.**
  - i. A runner attempting to break up a double play at 2nd or 3rd base must slide directly into the base and not beyond the base. It is an illegal slide if; the runner slides away from the base line in the direction of the fielder; the runner uses a rolling or cross body block, or if the runner uses a pop-up slide into the fielder.
  - ii. When sliding the runner's lead leg must be below the knee of the infielder and should first contact the base at its nearest side.
  - iii. Contact is allowed if the runner; makes a legal slide directly to the base; or is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play. Interference shall NOT be called.
  - iv. If the runner does not slide, he shall not intentionally create contact or intentionally attempt to dislodge the ball on a tag play. On close plays the runner should slide. When the player is obviously out, the runners should get in a rundown, try to avoid the tag, or give themselves up.
  - v. Game Penalty
    - 1. If a slide is deemed to be illegal, the runner shall be called out.
    - 2. If the illegal slide has occurred on a forced play, irrespective of what base is involved, the batter runner shall also be called out due to the "interference" of his team mate whether or not the fielder attempts to complete the play.
    - 3. A Player who intentionally creates a collision or intentionally dislodges the ball shall be called out and ejected from the game.
    - 4. If "interference" is called, other runners shall not be allowed to advance. Example: bases loaded no outs double play attempt at second base and interference is called. The runners at second and third must return to their original base.

### 3. Forfeits

- a. A forfeiting team must give 48 hours' notice to its Charter President (LLCM if Club Championship) and the other club of its intention to forfeit. The Charter President shall notify the LLOSM of the forfeit. A Big League or Senior League team forfeiting a game must give 48 hours' notice to the LLOSM and other club, as well as the Umpires Association.
- b. A game declared a forfeit shall have a score recorded as 6 to 0 for Little League or 7 to 0 for all other grades in favour of the non-offending team.
- c. The minimum number of players to avoid forfeiture is eight (8). Teams will not be penalised with an automatic out when playing with 8 players (Exception: minimum number of players to start and finish a Big League Division 1 game shall be nine (9)).
- d. The team winning a game by forfeit must still submit a match report to the LLOSM and each player credited with a game played.
- e. Coaches, umpires and administrators do not have discretion to reschedule any game that cannot commence due to a team not having the minimum number of players. The forfeit is to be enforced.



#### 4. Pitching Limits

- a. Shall apply to all players regardless of age-group played.
- b. Pitchers once removed from the mound may not return as pitchers in the same game.
- c. A pitcher must be removed when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
  - i. League Age:
    1. 17 to 18 = 105 pitches per day
    2. 13 to 16 = 95 pitches per day
    3. 11 to 12 = 85 pitches per day
    4. 9 to 10 = 75 pitches per day
    5. 8 = 65 pitches per day
- d. If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half inning.
  - i. (NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.)
- e. 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.
- f. Little League pitchers playing Major and / or Minor-PP (not inclusive of Club Championship) may only throw fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls and any other variations are not permitted. If any other pitch is thrown, the Plate Umpire will call "Illegal Pitch". The illegal pitch call may also be made by a field umpire. If the ball is not batted then the pitch shall be called a "Ball". If the pitch is hit by a batter, then normal rules of Baseball will apply. Where the ball is batted and an out is made, or the batter strikes out, then the batter runner is not out and the illegal pitch rule and penalty will apply.
- g. Pitching limits - refer to Tables 4 & 5.

**TABLE 4**

**Age 14 & under**

- ❖ 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 day of rest must be observed.
- ❖ If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required, however;
- ❖ If a player pitches 1-20 pitches in two consecutive days, one (1) calendar day of rest is required.
- ❖ **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: 1. That batter reaches base; 2. That batter is retired; 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.

**TABLE 5**

**Age 15 to 18**

- ❖ 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 day of rest must be observed.
- ❖ If a player pitches 1 - 30 pitches in a day, no (0) calendar day of rest is required, however;
- ❖ If a player pitches 1 - 30 pitches in two consecutive days, one (1) calendar day of rest is required.
- ❖ **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: 1. That batter reaches base; 2. That batter is retired; 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 the player's final assignment in a day followed by the mandated rest requirements which commence at midnight following the assignment(s).*

## 5. Blood Rule

- a. If any player bleeds during a game, then the umpire shall stop the game and the player shall be removed from the playing area whilst the player receives first aid treatment. Prior to re-entering the playing area, the bleeding must have been stopped, all contaminated clothing and equipment replaced or cleaned and wound covered.
- b. If a player is removed from the playing area whilst base-running, a team-mate shall take the place of the base-runner for the purposes of base-running only with no penalty to the batting team.

## 6. Uniforms

- a. Players – all players entering the playing area including the dugout/bench at any time from pre-game diamond work to the conclusion of the game must be attired in the minimum requirements of (i) Club Cap (ii) Club Playing Top – including unique numbers no smaller than 15cm and (iii) Club Baseball Pants - white or grey is preferred
- b. Little League coaches and managers must not wear conventional baseball uniforms or shoes with metal spikes but may wear club cap, slacks, shorts and club shirt.
- c. Junior League & Colts coaches and managers may wear conventional baseball uniform if they desire, otherwise must adhere to requirements of (b)
- d. The wearing of a double-eared helmet (NOCSAE compliant) is compulsory for batting and base-running. All helmets must be uniform in colour for each team and in good condition.
- e. All base coaches are required to wear protective skull caps. Base coaches aged under 18 must wear a double eared helmet when base coaching.
- f. Any fielder may wear a non-shiny helmet the same colour as the club's cap.
- g. Any person playing the position of catcher or warming up a pitcher shall wear a one (1) piece face mask no matter whether in the bullpen or on the playing field. The face mask will have a dangling-type throat guard attached to it regardless of division. (refer rule 1.17 green book)
- h. No Little League-Major or Minor player is permitted to wear metal sprig footwear in any official BWA Competition of their age group. The sole must be of a fully moulded design i.e. NO screw-in sprigs.

## 7. Equipment

### a. Balls

- i. The Home Team will supply two new balls for games in each grade during regular season games. Where games are played at a neutral venue, the team mentioned first in the fixtures shall be deemed the home team. For Finals, the host club is responsible for supplying match balls.
- ii. Match balls of the approved type and quality must be replaced immediately and as necessary to complete the game with the required number of balls.
- iii. Games will not commence without the required number of approved balls.
- iv. Approved Balls
  1. LITTLE LEAGUE - Diamond Ace Major League, Tower TBOL, Wilson A1010, Easton 500
  2. **OLDER AGE GROUPS** - Diamond Ace Major League, Tower TBOL, Wilson A1010, Easton 500, Rawlings ROLB-2

### b. Bats

- i. All bats must comply with Baseball Australia's bat laws contained in APPENDIX 3.
- ii. EXCEPTION to (i) - Any player who is a member of a State Team or the Perth Heat Performance Institute may be required to use wood bats exclusively at the direction of the High Performance Manager or respective State Team coach.

## 8. Commencement of Games

- a. The Team Manager/Coach shall, 30 minutes before the commencement of the game, supply the Scorers with official line up information.
- b. The Manager of each team shall hand to the Umpire-In-Chief, five minutes before the official commencement of the game, 2 copies of an official line up sheet listing the starting line up, their order at bat and position in the field.
- c. All games will start on time irrespective of whether teams have completed their pre-game warm ups, unless preceding game or games cause a legitimate delay. If the same Umpires are involved then a minimum of 30 minutes between games is required.

- d. Any alteration to an official Little League or Junior League game start time must be approved by the Charter President one (1) week prior to the revised start time, who in turn shall advise the LLOSM of such decision.
- e. Any alteration to an official Colts game start time must be approved by the LLCM one (1) week prior to the revised starting time who in turn shall advise the LLOSM of such decision.

9. Termination of Games

- a. Any game that has not commenced within 30 minutes of the scheduled commencement time due to bad weather or darkness will be called an abandoned game;
- b. Any game called as an abandoned game cannot be rescheduled;
- c. Any game called due to bad weather or darkness with less than one completed inning will be called an abandoned game;
- d. Any game called due to bad weather or darkness with one or more completed innings will be deemed a completed game – the score at the end of the last completed full inning shall stand as the final score (EXCEPTION: Colts games must have completed at least three (3) innings to be considered a regulation game)
- e. A game will cease when a team has accumulated a lead of 10 runs and the team trailing has batted in 4 complete innings in Little League or 5 complete innings in other age group matches (mercy rule) and the team trailing has not batted in less completed innings than the winning team.
- f. During any game played under the auspices of BWA, any BWA Official, Board Member, Charter President or Umpires Adviser is empowered to terminate a game if in their judgement weather, darkness, or other conditions are such that players and/or spectators are exposed to a significant risk of injury.
- g. Heat Rule - Any game scheduled to be played between 9.00am and 5.00pm on a given day, where the forecast temperature is greater than 39 degrees Celsius shall be cancelled. The forecast shall be as per [www.bom.gov.au](http://www.bom.gov.au) as early as possible on the day prior and notification of cancellation uploaded to the LLWA website as early as possible. The LLCM shall ensure all Charter Presidents are informed of such decision as early as possible.
- h. Regular season games cancelled due to weather, darkness, or other conditions will not be replayed. All playoff games will be made up. Little League Club Championship games can be made up if schedule allows at the discretion of the LLCM.
- i. Should a Junior League Club Championship regular season game be abandoned without result, the higher seeded team entering the round shall be declared the winner.

10. Game Duration - Table 5

**TABLE 5**

Grade	Duration	Time Limit
Little League Minor-MP	Maximum - 6 innings Minimum - 3 innings	No new inning to commence after 60 minutes unless minimum innings have not been met
Little League Minor-PP	Maximum - 6 innings	No new inning to commences after 90 minutes
Little League Major	Maximum - 6 innings	No new inning to commence after 90 minutes
Little League Club Championship	6 innings (no ties)	None
Intermediate League	Maximum - 7 innings	No new inning to commence after 90 minutes
Junior League	Maximum - 7 innings	No new inning to commence after 2 hours
Junior League Club Championship	Maximum - 7 innings (no ties)	No new inning to commence after 90 minutes unless playing tie-breaker

Senior League Club Championship	Maximum - 7 innings (no ties)	No new inning to commence after 2 hours unless playing tie-breaker
Senior League & Big League	Maximum - 7 innings	No new inning to commence after 2 hours

**NOTE:** Should a charter committee wish to adjust the game duration of one of its competitions it shall submit written request of such to the LLCM for approval.

11. Time Limit Games

- a. When the time limit has been reached in a time-restricted game, the inning currently being played shall be immediately declared the last inning of the game, with any rules normally applying to the final inning of a regulation game, being applied to that inning;
- b. Where the time limit has been reached in a time restricted game, and the declared last inning of the game has been completed with both teams possessing an equal score, the game shall be declared a “Tied Game” (except Club Championships which must continue until a winner is determined);
- c. Where both teams have an equal score at the completion of designated innings and the time limit has not been reached, play shall continue until one team leads after equal innings have been played, providing the time limit for the game has not been exceeded;
- d. An inning is deemed to have commenced immediately after the third out is made in the previous inning;
- e. If time limit games are not started on time, the full time allotted should be played so long as completing the game will not be restricted due to curfew, darkness, or the start of a subsequent game.

12. Time Delay Regulations (“Speed Up Rules”) - the intention of these Regulations is to eliminate unnecessary time wasting during games.

- a. **Batters must:**
  - i. Move directly into the Batter’s Box;
  - ii. Not vacate the Batting box once the Pitcher has received the baseball. **GAME PENALTY:** Pitcher can pitch. Each pitch is called a strike.
- b. **Designated Base Runner**
  - i. A coach may use a designated runner to replace any base-runner who is injured.
  - ii. A designated runner may replace the pitcher or catcher but only when there are two (2) outs
  - iii. The LLI special pinch runner rule is allowed (rule 7.14)
  - iv. Where only nine players are available the last batter OUT will be the ‘speed-up runner’.
- c. **Innings Changeover**
  - i. Max changeover between innings shall be 90 seconds. The Chief Umpire will call “ball out”.
  - ii. **GAME PENALTY:** If the pitcher is not ready within the allocated time, the Chief Umpire shall call “Play Ball” and indicate “One Ball” on the batter if in the opinion of the Umpire the Pitcher continues to delay the game.
  - iii. If the Batter is not ready within the allocated time, the Chief Umpire shall call “Play Ball” and indicate “one Strike” on the Batter;
  - iv. A “Ball” or “Strike” will be called by the Chief Umpire for each subsequent 10-second delay.
- d. **Defensive Visits**
  - i. Only one infielder at any time, (excl Catcher), can go to the mound, and only one such visit per inning will be allowed.
  - ii. Coach visits rule (rule 8.06) applies.
- e. **Offensive Visits**
  - i. Offensive visits are limited to three per game. An offensive visit shall be called any time an offensive player or coach delays the game for any length of time to talk with another offensive player or coach. An offensive player may be a hitter, base runner or on deck batter.
- f. **Offensive Innings**
  - i. Little League Major & Minor - an offensive inning is complete with a 3<sup>rd</sup> out or a 6<sup>th</sup> run. The offensive inning will end at the completion of the play where the 6<sup>th</sup> 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.

- ii. Little League Club Championship – Rule (i) above shall apply for the first 4 innings except in the bottom of 4th to avoid the mercy rule. No run restriction is applied to the 5<sup>th</sup> or 6<sup>th</sup> inning or any extra inning.
- iii. Junior League – charter committees may decide to apply rule (i) above to Junior League competition during exhibition series play.

**g. Dropped Third Strike**

- i. A Dropped Third Strike is an automatic out in Little League Major and Minor Leagues however the normal Dropped Third Strike rule of baseball shall apply in the all other competitions.

**13. Results of Matches**

- a. Each team shall provide a scorer who shall keep a detailed score for their team and shall be responsible to see that the score book is signed by the umpire and that the game report is submitted;
- b. Team scorers shall sit together and as far away from the team benches as possible. The umpire may designate the position;
- c. All clubs must submit game reports by any of the available methods (refer to LLOSM) within 72 hours of the game being completed. Failure to do so will invoke a penalty of \$10 per report.

**14. Protested Games**

- a. Where the Head Coach protests a game, claiming a violation of Rules, By-laws and/or Regulations, notification must be received by the Chief Umpire at that time in the game and before the next pitch or the next out is made. The Chief Umpire shall ensure each team scorebook is notarised and signed accordingly.
- b. The lack of an Umpire's signature shall not invalidate the protest;
- c. A detailed written report of such incident shall be forwarded to the LLCM within 48 hours of the occurrence of the incident;
- d. Protest reports, shall be accompanied by a lodgement fee as set down by the Board. The fee will be refunded at the completion of the hearing unless the protest is deemed frivolous;
- e. The lodgement fee is \$100;
- f. The LLCM may refer protest reports to the P&D Committee for their consideration at the first available meeting if he / she deems necessary.

**15. Alcohol**

- a. Alcoholic products shall not be sold by members or clubs and / or consumed by members within the confines of the complex within which any game is being played.

**16. Officiating**

- a. The WA Baseball Umpires Association shall appoint a Little League Umpires Co-ordinator (LLUC) who shall be responsible to BWA for the training, conduct and game performance of umpires in BWA competitions.
- b. Umpires are official representatives of BWA when officiating at BWA sanctioned games.
- c. Umpires must sign the score books in ink and if making a report, follow the procedures as stipulated by WABUA.
- d. With the exception of Under 17 players umpiring Little League, Little League, Junior League and Under 17 players are ineligible to stand as umpires in official competition unless accredited to a minimum standard of Level 0 (Green Shirt);
- e. All grades are to have a minimum of TWO umpires.
  - i. The plate umpire to be provided by the home team and the base umpire to be provided by the visiting team.
  - ii. In the case where an official umpire is provided for home plate, the home team will provide the base umpire.
  - iii. Where a game is played at a neutral venue, and the home team is not specifically identified, the team mentioned first in the fixtures shall be deemed the home team.
- f. Umpires in Chief (Plate Umpire) must be situated behind home plate and wear the necessary equipment i.e. Uniform top (Green Shirt if Level 0 or first year Level 1), face masks chest plate, leggings, protective cup, enclosed footwear and dark grey umpiring pants, grey baseball pants or similar. Singlets, shorts, thongs and sandals are not permitted. Umpires in chief are not permitted to umpire from the mound during regular fixtures.

## **B9. Finals Regulations**

1. Club Eligibility for Finals
  - a. Any club that owes monies to BWA and/or Scorers Association and/or Umpires Association ten (10) days before the first game of any Finals shall be disqualified from having ANY team participate in the finals;
  - b. If a club is disqualified from competing in the finals as a result of being un-financial then in each grade where that club's teams are disqualified, all other financial teams shall move, in order, up the premiership table. These positions shall constitute the finishing order only for the purposes of playing the finals in each grade.
  
2. Player Eligibility for Finals
  - a. Any player who has met requirements to participate in a regular season game for a given team and played 60% of the fixtured regular season games for that team, may play finals for that team except;
    - i. A medical exemption may apply only with the approval and at the discretion of the LLCM.
    - ii. This rule DOESN'T apply to club championships where any eligible player may participate.
  - b. Big League
    - I. Any eligible player is only required to play 40% of the fixtured games to be eligible to play finals.
    - II. If a player plays in more than one Big League division during the season, he/she can only play finals for the division in which he/she played the greater percentage of fixtured games. If this percentage is equal in more than one division, then the player may choose which of those divisions he/she wishes to play finals for.
  
3. Premiership Format
  - a. Standings
    - i. Standings will be in order of WINNING PERCENTAGE, ie:  $(\text{WINS} + .5 \times \# \text{TIES}) / (\text{TOTAL GAMES PLAYED})$
    - ii. If teams are tied in the standings, LLI rules shall apply (Section III – page T-27)
  - b. Each charter competition shall have its own finals series for Junior League competition of at least one week. The format shall be set by the charter committee.
  - c. The format set by the charter committee shall ensure that every team in the competition participates on all days of the finals.
  - d. All Colts competitions must have finals rounds with a format set by the LLCM.
  - e. Club Championship finals formats shall be set by the LLCM – Junior League format is contained in APPENDIX 5.
  - f. Game duration shall be the same as the regular season matches.
  - g. In the event of a tied score play shall continue until one team leads after equal innings have been played (normal 'extra innings' rules).

## APPENDIX 1

### Specific Little League Minor-Machine Pitch

1. **Playing Field:**
  - a. The outfield boundary (i.e. home run 'fence') is to be marked out with cones, the distance being 165 feet from home plate.
  - a. The back-net should be no less than 25 feet and not more than 35 feet from the back point of home plate.
2. **Duration:**
  - a. Games will be played for 1 hour and a maximum of 6 innings - and minimum of 3 innings.
  - b. The inning in progress at the end of the 60<sup>th</sup> minute shall be deemed the final inning unless the minimum innings requirement has not been met.
  - c. **There is NO reverting back to even innings.**
3. **Participation:**
  - a. Players are to rotate fielding position every defensive innings. (Catchers position exempt, however no more than 2 innings in the catchers position)
  - b. Coaches are to provide a fielding position roster for the game in advance to the scorers.
  - c. No player may sit on the bench for 2 or more consecutive innings.
  - d. **Players must wear full baseball uniform – shorts are not permitted.**
4. **Machine Pitch:**
  - a. The game will be machine pitched, using a Louisville Slugger Blue Flame (UPM45) machine.
  - b. The machines settings will be agreed to by both coaches prior to the commencement of the game.
  - c. The machine shall be placed so that its front T Bar is a distance of 42 feet from home plate.
  - d. A coach / responsible person from the batting team is to operate the machine.
  - e. For the first 3 games of the season only; if a batter cannot put the ball into play after 3 strikes the teams coach shall soft toss from the opposite batter's box to the batter, until the ball is batted in play.
5. **Catchers:**
  - a. Catchers must suit up in catching attire of: Skull cap and mask (including **dangling-type** throat guard), Chest Plate and leggings. Protectors are mandatory for all male catchers.
  - b. Catchers must not remove their Skull cap and mask whilst a batter is attempting to hit a pitched ball. The skull cap and mask can only be removed once a batter has hit the pitched ball.
  - c. No player may play in the catching position for more than 2 defensive innings per game.
6. **Scoring:**
  - a. The game shall be scored exactly as a Major League Little League game.
7. **Playing Rules:**
  - 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. No warm up pitches for the catcher is allowed.
  - f. 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.
  - g. On an overthrow that passes the 1<sup>st</sup> or 3<sup>rd</sup> 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.
  - h. Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.
  - i. Dropped 3<sup>rd</sup> strike by the catcher is an automatic out.

- j. Caught foul tip – the batter is out if the ball is caught by the catcher only if the ball has gone *above* the height of the batter’s shoulder. A foul tip which is deflected into the catcher’s mitt is not out except on the 3<sup>rd</sup> strike.
- k. A ball hit fair beyond the outfield cones on the full shall be deemed a home run.
- l. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases.
- m. 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.
- n. Change of innings are to take no more than 60 seconds.
- o. Official baseballs are to be used for the games. It is not necessary to use new baseballs for a game, as long as the balls are in good clean condition and approved by the umpire.
  - i. **Note: plate umpires are mandatory and must take position from behind the catcher.**

8. **Results:**

- a. Match reports are to be forwarded to the LLOSM in the manner requested by the LLOSM.

9. **Charter:**

- a. The Charter Committee shall run and administer all aspects of the Little League Minor-MP competition.
- b. The Charter Committee may implement any local by-laws deemed appropriate for local conditions with prior consent of the LLCM.



## APPENDIX 2

### **FUNCTION OF A CHARTER COMMITTEE:**

A Charter Committee:

- shall be considered a Sub-committee of Baseball WA.
- shall uphold both the spirit and wording of rules, regulations and policies established by Little League International, Baseball Australia and Baseball WA.
- shall be responsible for conducting all business as deemed necessary to ensure that all the charter's club teams are appropriately scheduled to play in competitions.
- shall be responsible for developing and putting into action plans for membership growth.
- shall be responsible for conducting all business as deemed necessary to have representative teams participate in LLI tournament pathways and other pathways created by and / or endorsed by Baseball WA.

### **MEMBERSHIP TO THE CHARTER COMMITTEE**

Persons may become members of a Charter Committee in one of two ways:

1. Be appointed to the Charter Committee by a member club, or;
2. Be elected to an Executive Committee position

### **APPOINTMENT TO THE CHARTER COMMITTEE**

Each member club shall nominate individuals to serve on the Charter Committee. The number of members from each club shall be as follows:

2 clubs in the charter - 4 persons each

3 clubs in the charter - 3 persons each

4 or more clubs in the charter - 2 persons each

### **ELECTION TO THE EXECUTIVE COMMITTEE**

Members appointed to the Charter Committee by member clubs plus any other financial member of any member club may seek election to an Executive Committee position.

The Charter Committee shall determine the length of service for each Executive Committee position which shall be at least one year and no more than three years from the date of appointment. This shall be determined prior to the position being filled.

The Secretary shall ensure that any vacant Executive Committee position is advertised to all financial members of member clubs within 14 days of the vacancy. Nominations shall be received by the Secretary no later than 28 days from the advertisement.

Where more than one nomination is received for any vacant Executive Committee position, the successful nomination shall be determined by a vote of those Charter Committee members appointed by member clubs who shall be entitled to one vote each. The successful candidate shall be the person receiving the most votes. In the case of a tie, the Charter President shall cast the deciding vote (where the President's position is being voted on, the longest servicing Vice President shall cast the deciding vote - where the Vice Presidents have served for an equal time, the VP-Little League Operations shall take priority).

### **CONFLICTS OF INTEREST**

All members, regardless of method of appointment to the Charter Committee, must consider positions they hold with member clubs or other organisations, and determine whether duties associated with such positions have the potential to place them in conflict with the overall interests of the Charter (ie club v charter).

In such cases, the member would be expected to make a choice between membership of the Charter Committee and the other positions held elsewhere.

### **CHARTER COMMITTEE VOTING**

Where issues tabled at Charter Committee meetings require a decision to be made, and thus a vote is to be conducted, each person on the Charter Committee (both Executive and General) shall be entitled to one vote.

Issues shall be deemed as carried if a vote of 50% plus one of the Charter Committee members present vote in favour of the issue.

Proxy votes shall not be accepted.

Should an issue be deemed sufficiently urgent by the Charter President that consideration and voting is done via email, such decisions shall be tabled and minuted by the Secretary at the next formal meeting of the Charter Committee.

Members must declare any conflict of interest they have with any issue being tabled and excuse themselves from any voting procedure.

### **CHARTER COMMITTEE MEETINGS**

Charter Committees shall meet, at a minimum, once per month from August through the completion of commitments by all of its tournament teams.

Additional committee meetings may be held at the discretion of the Charter President.

The Charter President shall table and have endorsed a meeting schedule for the following 12 month period at the Charter Committee's August meeting annually.

### **REPORTING TO BASEBALL WA**

The Charter Committee (through its President) shall at all times report to Baseball WA (through its District Administrator).

Baseball WA shall always reserve the right to:

- determine which clubs are members of which charter - ensuring LLI compliance requirements are adhered to.
- remove an Executive Committee member from his / her position if deemed necessary.
- veto a decision by the Charter Committee should it feel such decision is not in the interests of the sport.
- take any additional action that it feels is necessary to ensure that members, clubs and/or the sport are protected.

### **EXECUTIVE COMMITTEE**

#### **PRESIDENT**

- Meet with clubs within the charter to collate and understand club strategic objectives.
- Use this data to create a charter development plan and table for charter committee approval.
- Develop selection protocols for tournament team coaches and players and table for charter committee approval.
- Chair all charter committee meetings.
- Create an annual charter committee meeting schedule
- Develop local charter by-laws (that do not compromise LLI or LLWA/BWA regulations & by-laws) and table for charter committee endorsement. Submit such to the LLWA Competitions Manager for approval.
- To ensure necessary policies are documented, approved by the charter committee and reviewed annually for relevance and compliance.
- To ensure all rules set by Little League International, Baseball WA and / or Baseball Australia are being fully complied with.

#### **VICE PRESIDENT – LITTLE LEAGUE OPERATIONS**

- Collate team nominations and club scheduling requirements.
- Prepare fixtures for Little League-Major and Little League-Minor and have approved by the charter committee.
- Liaise with equivalent person in other charters to ensure any necessary cross-charter fixture issues are taken care of.
- Receive dispensation requests relating to Little League-Major and Little League-Minor and table for charter committee approval.
- Develop, publish and implement timetables for all key operational issues relating to the charter's Little League tournament teams.
- To ensure all members of Little League tournament teams are compliant with Little League International, Baseball Australia and Baseball WA rules and make application (through the LLDA) for dispensation as needed.

#### **VICE PRESIDENT – JUNIOR BASEBALL OPERATIONS (Intermediate, Junior, Senior & Big Leagues)**

- Collate team nominations and club scheduling requirements.
- Prepare fixtures for Intermediate & Junior Leagues and have approved by the charter committee, inclusive of finals formats (ensuring such fixtures are closely aligned to Colts fixtures)
- Liaise with equivalent person in other charters to ensure any necessary cross-charter fixture issues are taken care of.
- Receive dispensation requests relating to all Junior Baseball age groups and table for charter committee approval.

- Develop, publish and implement timetables for all key operational issues relating to the charter's Junior Baseball aged tournament teams.
- To ensure all members of Junior Baseball aged tournament teams are compliant with Little League International, Baseball Australia and Baseball WA rules and make application (through the LLDA) for dispensation as needed.

#### **TREASURER**

- Develop a charter Finance Policy and seek charter committee approval.
- To receive all invoices for payment, table at charter committee meetings for approval and make such payment.
- To work with BWA's GM for usage of the BWA bank account to transact all charter financial affairs.
- To table a financial report at all charter committee meetings.
- To be responsible for submitting orders for uniforms and apparel through the required processes

#### **SECRETARY**

- Minute all charter committee meetings.
- Submit such minutes to LLDA within 14 days of the meeting taking place.
- Maintain the charter's website.
- To open and maintain a Post Office box.
- Prepare and email reports as needed to club delegates as way of communicating charter activities and relevant information – such as fixture changes, tournament team tryouts etc.
- To provide all fixtures including mid-season changes to LLWA's Operations Support Manager.

#### **COACHING AND DEVELOPMENT MANAGER**

- To work with the President on implementing the charter development plan.
- To work with the Vice Presidents on implementing charter tournament team selection protocols.
- To ensure the charter conducts a Level 0 umpire course by 30 November annually.
- To work with clubs on developing and implementing plans to increase the number of accredited coaches within the charter.
- To act as the charter's Technical Director (ie rules, regulations, compliance requirements).

#### **TOURS MANAGER**

- Co-ordinate, promote and handle all operations of Charter teams participating in BWA's overseas tours programs and pathways.
- To develop and implement a marketing and promotional plan to all charter members to maximise the number of tours the charter participates in.

#### **GENERAL COMMITTEE**

Any person appointed to the Charter Committee by a member club but not taking up an Executive Committee position shall be a General Committee member.

General Committee members may be allocated specific tasks outside the Executive Committee positions at the discretion of the Charter Committee.

Examples of other positions (non-Executive) recommended by Little League International are as follows:

**SAFETY OFFICER** - The Safety Officer coordinates all safety activities including supervision of ASAP (A safety Awareness program), ensures safety in player training, ensures safe playing conditions, coordinates reporting and prevention of injuries, solicits suggestions for making conditions safer.

**INFORMATION OFFICER** - The information officer manages the league's official home page, ensures that league news and scores are updated on a regular basis, collects, post and distributes important information on League activities including direct dissemination of fund-raising and sponsor activities to district, public, league members and media, serves as primary contact person for Little League regarding optimizing use of the Internet for league administration and for distributing information to league members and displays enthusiasm for using the Internet for league administration, for sharing information and for creating a more enjoyable and efficient Little League experience.

#### **SPONSORSHIP/FUNDRAISING MANAGER -**

- Solicits and secures local Sponsorship to support league operations

- Collects and reviews sponsorship and fundraising opportunities
- Organizes and implements approved league fundraising activities
- Coordinates participation in fundraising activities
- Maintains records of monies secured through sponsorship and fundraising initiatives

**APPENDIX 3**  
**Baseball Australia Bat Regulations as of 01/09/2015**  
**All Little League Regular Season and Tournament Play**

<p><b>Little League &amp; Below</b></p>	<p><b>As Per LL Rules</b></p> <p>1.10 - The bat must be a baseball bat, which meets Little League specifications, and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.</p> <p>Little League (Majors) and below: it shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (21/4) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.</p> <p>EXCEPTION: Little League (Majors) and below, for regular season play and Tournament, composite barrel bats are prohibited unless approved by Little League International. A list of approved and licensed composite barrel bats can be found on the Little League website at <a href="http://www.LittleLeague.org">www.LittleLeague.org</a>.</p>
<p><b>Intermediate/Junior League</b></p>	<p><b>As per LL Rules</b></p> <p>1.10 It shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour. If a 21/4 barrel bat has no composite materials, it may be used provided it is labelled with a BPF (bat performance factor) of 1.15 or less. (NOTE: Solid wooded barrel bats do not require a BPF label.)</p>
<p><b>Senior League/ Big League</b></p>	<p><b>As per LL Rules</b></p> <p>1.10 It shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labelled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting colour. Aluminium/alloy and composite bats shall be marked as to their material makeup being aluminium/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting colour.</p> <p><b>Local exception (club-ball only) - any player not selected in a charter or state team in the current or previous season and/or having not played Big League and/or any senior grade in the current season may use a Junior League eligible bat in Senior League club matches.</b></p>



## **APPENDIX 4**

### **QUALIFICATION CRITERIA FOR STATE CHAMPIONSHIP TOURNAMENTS**

#### Machine Pitch

- Players of league age 7 to 10 inclusive
- No minimum games requirement

#### Development Shield

- Players of league age 8 to 11 inclusive
- Players must have played a minimum of 6 (six) Little League club games for their club (major and / or minor)

#### Combined Stars

- Players of league age 12 only
- Any player not selected, did not try out or was ineligible for selection in their charter's LLSC team

#### Little League-Major (LLSC)

- Players of league age 10, 11 or 12
- Players must have played no less than 60% of the schedule of their LL-major club team as at 1 June 2017

#### Intermediate League Invitational

- Players of league age 13 only
- Preference to be given to players not selected in a JLSC team (ie JLSC players can only be used if needed to fill a squad due to insufficient numbers)

#### Junior League (JLSC)

- Players of league age 12 to 14 inclusive with amateur status
- Cannot be a player in another state championship team concurrently
- Must have played 60% of the playing schedule of a Junior League team as at 1 June 2017

#### Senior League (SLSC)

- Players of league age 13 to 16 inclusive with amateur status
- Cannot be a player in another state championship team concurrently
- Must have played 60% of the playing schedule of a Junior League, Senior League or Big League team as at 1 June 2017

## APPENDIX 5

### JUNIOR LEAGUE CLUB CHAMPIONSHIP FINALS FORMAT

At the conclusion of the final qualifying round, all 12 teams will be seeded from 1 through 12 in the usual way.

The three championship series will then be set as follows:

A Grade: · Seed 1 · Seed 2 · Seed 3 · Team seeded 4 or lower with the best win-loss record in Pool A during the season. If teams are tied, the highest seed shall prevail. This will then leave 8 teams as seeded 5 through 12.

B Grade: · Seed 5 · Seed 6 · Seed 7 · Team seeded 8 or lower with the best win-loss record in Pool B during the season. If teams are tied, the highest seed shall prevail. This will then leave 4 teams as seeded 9 through 12.

C Grade: · Seed 9 · Seed 10 · Seed 11 · Seed 12

Then, within each grade, teams will be ranked 1 through 4 based on their win-loss record in the equivalent pool (eg Pool A = A Grade, Pool B = B grade etc) over the qualifying rounds.

Championship Series will then have two semi-finals (1 v 4 and 2 v 3) followed by a Championship Game between the two semi-final winners.