



MWJBL Inc Playing Rules 2011/2012 (Updated 15 September 2011)

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All Games shall be played to the Official Australian Baseball Rules (OABR) subject to the following local playing rules. These rules should be read in conjunction with the MWJBL Inc Rules of Incorporation.

1 Official Starting Times

All Games shall begin at the times appointed by the MWJBL Inc and shall unless otherwise agreed by MWJBL Inc be played at the appointed ground. The Home team (first team listed on the draw) shall occupy the 1st base dugout and field first.

1.1 Plate Meetings:

For all divisions, a plate meeting conducted by the Umpire(s) with Coaches/Managers will commence 5 minutes before the Official Start Time of the Game. This meeting will allow for the introduction of all parties, Player Participation (see Rule 7.), Non Team Players (see Rule 8.), Playing Up or Down (see Rule 4.03), Equipment (see Rule 5.) and where the Umpire deems necessary, determination of any ground rules for the Game.

U14 and U16 team Coaches must complete a team Line-up List in duplicate for presentation to the Umpire at the plate meeting. The Line-up List should include both the batting order and fielding position of each player. Team Coaches for all other divisions (except U8 and U7) must write the names of their players on a Result Sheet for presentation to the Umpire at the plate meeting.

Non Team Players (NTP) and Players Playing Down (PD) and Playing Up (PU) are to be declared to both Scorers, recorded in both score books and noted to the Coaches and Umpires. Only Players present should appear on the Line-up List/Result Sheet. Late Players may be added to the Line-up List/Result Sheet at the end of the batting order when they arrive and are deemed fit to play.

2 Regulation Game

2.1 A Regulation Game shall be:

(a)	U7's U8's	5 innings or 60 minutes	Time Game 10 Minute Rule applies to end the game
(b)	U9's U10's	6 innings or 90 minutes	Time Game 10 Minute Rule applies to end the game
(c)	U11's U12's	6 innings or 90 minutes	10 Minute Rule applies to end the game
(d)	U14b's U14a's	6 innings or 2 hours	10 Minute Rule applies to end the game
(e)	U16's	7 innings or 2 hours	10 Minute Rule applies to end the game

Note: No allowance shall be made for Games starting late. The Game ends as if it had started on time.

Both teams must have 9 individual players to start a game, within 15 minutes of the scheduled start time. See Forfeits Rule 6.

- 2.2 In Summary, an innings commenced more than 10 minutes before the scheduled completion time is finished unless there is a winner during the course of that innings (the home team).
- 2.3 The top of an innings shall not commence within 10 minutes of the scheduled completion time.
- 2.4 Once the top of an innings is commenced, that innings is played to completion (despite the game time expiring) unless:
- 2.4.1 After the top of the innings the home team is leading
- 2.4.2 during the bottom of the innings the home team takes the lead.
- 2.5 The Mercy Rule – U10(Machine Pitch – Zooka - Baseball) toU14, if a team leads by 10 or more runs after the completion of 3 ½ or more innings, for 4 ½ or more innings forU16, the Umpire shall call Game if:
- the away team has completed the top of the innings and are behind the home team,
 - OR
 - the home team has completed the bottom of the innings and is behind the away team.
- This is a Regulation Game.
- 2.6 If, due to weather conditions, a Game is called, it is a Regulation Game provided 3 innings or 45 minutes have been completed.
- 2.7 If a Game is called before it becomes a Regulation Game, then the Umpire shall declare it “NO GAME”. There are no suspended Games in this competition.

3 Wet Weather

- 3.1 In case of rain, contact the Local Council Wet Weather Line, Warringah 9981 2099, Pittwater 9970 1236, Mosman 9978 4136, Kuringai 1902 213 398 and Willoughby 9777 7631 for the availability of the grounds. When the respective Council closes a ground, Player insurance cover is void.
- 3.2 The ultimate authority on availability 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 they will advise the League Secretary or President (in the Secretary's absence) by 8.00pm on the Friday night prior to the Saturday morning round. MWJBL Inc (President and/or Secretary) will determine if the round is to be played.
- 3.3 If the Council and host Club consider the ground fit for play, the opposing Coaches must also agree the ground is fit for play. If the Coaches cannot agree, the Umpire shall make the decision, once the Umpire has control of the Game at the Plate Meeting. Once the Plate Meeting has commenced, the UMPIRE shall be the sole judge as to whether a Game shall continue due to playing conditions.

4 Player and Team Registrations

- 4.1 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 MWJBL'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 MWJBL.
- 4.2 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 MWJBL Inc 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.
- 4.3 Clubs must obtain MWJBL Inc approval, before registering a Player in a team more than one year higher or lower than the a division determined on the normal basis'. Once approval has been given, players are able to field in any position, including the battery. These players shall be referred to as Playing Up (PU) and Playing Down (PD).
- 4.4 The purpose of 4.02 and 4.03 is to allow Clubs to select teams that are competitive for that division.
- 4.5 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 MWJBL Inc.
- 4.6 Players once registered in a Team and placed in a division, are governed by the rules, which apply to that division i.e. Bats, Balls, Diamond Sizes, Pitching Distances, Pitching and Catching Restrictions.
- 4.7 Whole Teams may not play more than one year higher or lower than the division determined on the normal basis.
- 4.8 If MWJBL Inc determines that it is more appropriate for a team to be playing in a higher or lower division, MWJBL Inc reserves the right to move the team to another division before or during the season. A decision to move a team to a new division must be made by a Quorum of Directors at a MWJBL Inc meeting, and Clubs are to be given the opportunity to present evidence at the meeting. Should MWJBL Inc move a team to a new division, the wins and losses achieved prior to the move are to be carried forward and count towards the team's Competition Standings in the new division.
- 4.9 A decision by MWJBL Inc to move a team to another division may not be appealed.
- 4.10 Birth Certificates or certified copies must be made available to the MWJBL Inc upon request.

5 Equipment

For the safety of all Players and officials, Umpires are to ensure that correctly fitting protective gear is worn throughout the Game.

5.1 Helmets

2-eared helmets shall be worn by all Batters and Runners.

5.2 Shoes

Players may only wear shoes or sneakers with moulded soles. Screw-in or tacked on studs of any type are not permitted. Under 16 Players are allowed to wear metal cleated shoes.

Umpires must wear covered shoes. Thongs, sandals and bare feet are not acceptable footwear,

Coaches, Base Coaches and anyone entering the diamond in any capacity must wear covered shoes. Thongs, sandals and bare feet are not acceptable.

Umpires are to ask persons not complying with footwear requirements to leave the game.

5.3 Balls

U7, U8 and U9	K500
U10 (Zooka and T-Ball)	K500
U11, U12	BNSW12
U13 U14 U16	Baseball Leather or all Weather

5.4 Bats

Bats used in Little League (JL Div 4 & 5) and all Rookie Ball divisions shall be marked with a BPF (bat performance factor) of 1.15 or less, or a mark 'approved for use in Little League'.

Bats used in Junior League Division 1, 2 & 3 (under 16, 14 & 13) may be wood, wood composite/laminate, aluminium, ceramic or carbon graphite.

The use of softball bats is not permitted. Bats not conforming to the published specifications for the subject age-group are to be removed from the game, and all instances of actual or attempted use of such bats are to be notified by the Umpire to the League Recorder & Secretary.

ABF* & BNSW# policy on bats state that the MAXIMUM dimensions of bats to be used are:

Division	Diameter	Maximum Length	Differential*
U7's, U8's, U9's (T-Ball)	2 ¼ "	N/A	N/A
U10's (Zooka) #	2 ¼ "	N/A	N/A
U11's&U12's *	2 ¼ "	N/A	N/A
U14b's&U14a's*	2 5/8 "	34"	N/A
U16's*	N/A **	33"	- 5
U16's*	N/A **	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.

** Note: As of the 2011/12 season only bats of a 2 5/8" diameter will be permitted. 2 3/4" will not be allowed.

5.5 Catchers Gear

All Baseball and Machine pitch (Zooka) —catchers are required to wear protective helmets, protective cup, and masks with a protective throat guard, breastplate correctly fitted, leg guards **and must use a Catcher's mitt**. Any Player, Coach or person warming up a Pitcher shall wear a face mask and mitt whether on the field or off. T-Ball catchers are required to wear a protective helmet.

5.6 Protective Gear

Male players of all divisions are to wear a protective cup.

5.7 Home Plate and Strike Zone

All teams use the same size home plate. For U11 the umpires are encouraged to call a strike zone that encourages batters to make a strike at the ball rather than awaiting the word of a base on balls. Expanding the zone by a full ball width on all sides is consistent with this aim.

5.8 Mouth guards

Recommended for all players in all divisions

6 Forfeits - All Divisions

- 6.1 If 15 minutes after the scheduled starting time, a team is unable to take the field with 8 registered players, 6 of whom must be team members, then that team shall forfeit the Game. If both teams are unable to take the field with 8 registered players then the Umpire shall declare it a No Game. At all times a team must field 9 players. [Note the provisions of Section 8 as to borrowing a player from the opposing team]. The Manager of any team which proposes to forfeit a Game shall notify its intention to the League Secretary and the Coach of the opposing team so as not to cause any more inconvenience than necessary. [The forgoing is subject to section 8 of the rules below].
- 6.2 For legal reasons, unregistered Players are not permitted to play. In the event an unregistered Player takes the field or enters the Batter's box, the Umpire shall immediately call Game and the Team in breach of this rule shall forfeit the Game.
- 6.3 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. (E.g. Junior League Division 2 is 6-0; Junior League Division 1 is 7-0.

7 Player Participation

- 7.1 Over the course of the season, all Players must have approximately the same number of defensive innings off to ensure "equal" Player Participation.
- 7.2 A Coach may exclude a registered team Player from a Game for disciplinary reasons without breaching Rule 7, providing a letter from the Coach to the respective Club is submitted prior to the Game.
- 7.3 All teams are to bat through their team line-up. No fielding Player may be off the field for consecutive innings.
- 7.4 Scorers are required to record each Player's "defensive outs" on the Result Sheet for the Game by recording players sitting off defensive innings. Failure to record and submit to the club a fully completed Result Sheet may result in the deduction of a win from the team's Competition Standing.

Note: During the Season, MWJBL Inc will monitor the number of defensive outs completed by each Player. If MWJBL Inc determines that players within a team have unequal defensive Outs, MWJBL Inc will notify the Coach concerned and direct that Player Participation within the team be balanced. Should the Coach fail to take appropriate remedial action within the time directed by MWJBL, MWJBL Inc will deduct one win from that team's competition standing or apply an appropriate penalty as determined by MWJBL Inc.

8 Non Team Players

- 8.1 Should any team be unable to take the field with 9 team Players, then several options are available.
- 8.2 Use of player from opposing team: When a team has only 8 players the opposing team will provide a right fielder who was the last batter that was out from the previous inning. If that player (the right fielder from the opposing team) gets around to the batting order he is replaced in the field with the last batter out from his team and the game continues. The team short a player bats 8 but fields 9.
- 8.3 Use of Non Team Players (NTP's) may be used under the following conditions: Teams not being able to regularly field 9 players should contact the Secretary MWJBL Inc in writing for further consideration by MWJBL Inc -i.e. injury.
- 8.3.1 The team must have at least 6 team Players on its team list.
- 8.3.2 If 6 team Players are on the team list only 3 NTP's are permitted. If 7 team Players are on the team list only 2 NTP's are permitted. If 8 team Players are on the team list only 1 NTP is permitted.
- 8.3.3 The NTP's must be from the same or a younger division and may be Players from the opposing team.
- 8.3.4 The NTP's shall play in the outfield.
- 8.3.5 The NTP's must bat last.
- 8.3.6 The NTP's must be registered Players of the MWJBL Inc Competition.
- 8.3.7 The NTP's must be shown on the team list as Non Team Players (NTP).
- 8.3.8 A NTP must not be used if a team Player is present and fit to play.
- 8.3.9 A Coach whose team has in excess of 9 Players, must lend a Player(s) to the opposing team, if this is necessary for EACH team to have at least 9 starting Players on the their team list. A Player cannot be included in each Team list to make the starting 9 Players for each Team.
- 8.3.10 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.
- 8.3.11 For ALL divisions, NTP's from the opposing team may be changed during a Game, provided the change occurs at the commencement of the top of an innings.
- 8.3.12 All District Representative players (Sydney Championship and Association Cup) are restricted to a maximum of 3 NTP games for any one team during the season. All other players have no restriction.

9 Blood and Injury Substitution

Should a Player be forced to leave the playing field due to injury, or injury causes blood, the Player is to be removed from the team list. The Coach is to notify the Umpire and Scorers. 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. During treatment, the Game is to continue with the injured Player's batting position being

skipped and a substitute Player fielding for the injured Player. If, as a result the team with the injured Player is unable to field 9 Players, the injured Player's batting position is to be skipped with NO out recorded and with the opposing team lending a fielder in accordance with 8.2 above. At the conclusion of the Game, the Coach of the injured Player must ensure the injury to the Player is recorded in the Host Club's Injury Book.

10 Conduct Code

No Manager, Coach, Player, or Spectator shall, at anytime, whether from the bench or the playing field or elsewhere:

- a) Incite, or try to incite, by word or sign a demonstration by Spectators.
- b) Use language, which will in any manner, refer to or reflect upon opposing Players, an Umpire or Spectators.
- c) Where the Spectators use language or signs, which will in any manner, refer to or reflect upon the person of the Umpire or participants, the Umpire may caution the Coach or Manager. A Game report is required from the Umpire when a caution is given in a Game.
- d) 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.

11 Misconduct of Players. Managers, Coaches or Spectators

- 11.1 Should any Player, Manager, Coach 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 MWJBL Inc, MWJBL Inc may suspend or otherwise deal with the offender, This rule will also embrace a Player being ejected from the Game.
- 11.2 It is obligatory, any Player, Manager or Coach who has been ordered from the field or who has been reported by the Umpire for misconduct, appear before the Judiciary when summoned to do so. The Umpire shall advise offenders of this requirement when taking action.
- 11.3 Any reported Player MUST be accompanied by a Parent and/or representative of the Player's Club when appearing at a Judiciary Hearing.
- 11.4 Where a Player, Manager or Coach 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 of the Game.
- 11.5 Any Player, Manager or Coach reported under this Rule, may NOT participate in other Games covered by MWJBL Inc until the Judiciary and/or MWJBL Inc deal with the matter.
- 11.6 Any decision handed down by MWJBL Inc or the Judiciary is binding on all Games covered by MWJBL Inc.
- 11.7 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. MWJBL Inc can determine the ultimate outcome of the Game.

12 Protests

- 12.1 Should any Coach or Manager 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:
- (a) In the event of an Umpire giving an erroneous decision on a point of the Rules and refusing to alter their ruling.
 - (b) The Umpire's decision is final (with a Team's right to continue to play under protest).
 - (c) 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.
 - (d) All Protests shall be recorded in the Score Book at the time of the play and confirmed by the Coach or Manager on the Result Sheet at the end of the Game, prior to it being signed by the Umpire and Coaches, Notice of intention to protest must be made within 15 minutes of the completion of the game and duly noted in the score book, The Umpire must acknowledge on the score book the protest at this time.
 - (e) 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 MWJBL Inc Secretary 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 MWJBL Inc.
 - (f) MWJBL Inc reserves the right to fine a Club \$50 for any unsuccessful Protest lodged by one of the Club's teams that MWJBL Inc considers being frivolous and ill considered.
 - (g) Judgment decisions cannot be protested.
- 12.2 The MWJBL Inc Board shall appoint a Judiciary to hear Protests and Game reports. The Judiciary may only issue its penalty based on evidence presented in writing or verbally at its hearing.
- 12.3 In determining their decision, the Judiciary may call upon any person to assist them in any way they see fit.
- 12.4 The Judiciary has no power to schedule the replay of Games, but may make a recommendation to the Board of MWJBL Inc.

13 Replayed Games

MWJBL Inc may order any Game to be replayed, in order to determine final Competition Standings of teams.

14 Competition Standings

For the purpose of deciding Competition Standings the number of Games won by a team is divided by the number of Games played and the result will be expressed to 3 decimal places. A draw counts as half a win and a Game played. The team finishing the competition with the highest win/games played percentage is the minor premier. If teams finish the competition on an equal win/games played percentage then the method used by the Australian Baseball Federation to determine tie positions on the points will be adopted, being;

- (a) Results of Games played against each other as if those team(s) were in a competition solely, then if still equal;
- (b) The percentage of runs for and runs against each other as if those teams(s) were in a competition solely, if still equal (only relative teams);
- (c) The percentage of runs for and runs against in total competition;
- (d) The percentage referred to in (b) and (c) shall be determined as the total runs scored by the team divided by the total runs against". The higher percentage being better.

15 Result Sheets

- 15.1 U7's and U8's do not need to keep result sheets.
- 15.2 All final scores are to be submitted by SMS to the web system.
- 15.3 The home team will SMS the score to the web on the day of competition.
- 15.4 The losing team will check the score is correct within 7 days of the game. After that time no correspondence or change will take effect unless approved by the board.
- 15.5 Result sheets need to be completed by the home team and kept on file by the club for the duration of the season. In the event of a game protest they need to be produced or the score book provided from the game in question.

16 Changeover Between Innings

A time limit of ninety (90) seconds or less between innings is the maximum allowed.

17 Pitching

17.1 The scorer is to record the number of pitches.

17.2 A Player once removed as a Pitcher may not pitch again during the Game.

17.3 Each out is considered 1/3rd of an innings.

17.4 Maximum number of innings or pitches (whichever occurs first) that a Pitcher may throw in any one game is:

Club Pitches

	U11,U12	U14(b), U14(a)	U16
Innings	3	4	4
Pitches	50 and complete the batter	65 and complete the batter	80 *and complete the batter

Representative Player Restrictions

	U11, U12	U14(b),U14(a)	U16
Pitches	24 maximum (i)	24 maximum (i)	29 maximum (i)

- I. The restrictions on Representative Players only apply if the particular Representative Player and/or the representative team of which the Representative Player is a member is scheduled or drawn to play on the next calendar day to the day on which the Representative Player takes the mound and commences a pitching assignment.

Representative Pitchers Two Day Assignment (iii)

	Saturday (Club)	Sunday (Rep)
U11 &U12	0 pitches	50 pitches
U11 &U12	24 pitches –maximum	44 pitches – maximum
U14(b)&U14(a)	0 pitches	65 pitches – 4 innings
U13 &U14	24 pitches – maximum	54 pitches – maximum
U16	0 pitches	80 pitches – 4 innings
U16	29 pitches – maximum	64 pitches – maximum

- iii. All Representative Players, whether they pitch in the representative games or not, have these restrictions applying on any weekend during which they are to be included in a representative team for their club or MWJBL Inc. Representative Teams include but are not limited to U12, U14 and U16 State Cup and Development Cup teams. This also includes players who may be playing for other Associations on a regular weekly basis i.e. Central Coast, School Teams.

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.

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 MWJBL Inc MWJBL Inc 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.

Notification to Club Coaches: A Representative Coach of a team in which a Player participates may notify the Club Coach of a team that the Player participates in and the League Recorder that the Player is further restricted to a lesser number of pitches than the maximum set out above (including a notification that the Player not pitch at all). Such notification need not be in writing and can be in person, via telephone, email SMS or any other form of communication approved by MWJBL, 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. (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 MWJBL). If the Club Coach believes the further pitching restriction imposed by the Representative Coach is unfair or unreasonable, he/she may contact the League to request MWJBL to review. Such request for review may be made to the Executive of MWJBL in the same manner as the methods of communicating the restriction. Any decision of the Executive of MWJBL is final and binding on both the Representative and Club Coaches. A breach of any restriction imposed by the Representative Coach (as may be modified by the Executive of MWJBL) shall be regarded as a breach of rule 17.04 and subject to disciplinary action.

- 17.5 Any pitch, which is called a balk by the Umpire, shall be added to the pitch count of the Pitcher.
- 17.6 U11 and U12 Umpires shall not apply the Balk Rule OABR 8.05.
- 17.7 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.
- 17.8 A Coach who over-pitches a Player may be requested by MWJBL Inc to appear before its Judiciary and be subject to a penalty as determined by the Judiciary.
- 17.9 New Pitchers will be allowed up to one (1) minute or eight (8) pitches, as a “warm-up”.
- 17.10 The Scorers shall notify the Umpire, who will in turn advise the defensive team’s Coach when a Pitcher is within ten (10) pitches of the maximum allowable number i.e. at 19, 40 or 55. It is the responsibility of the team’s Coach to ensure that a Pitcher does not over pitch.
- 17.11 Curve balls and fork balls are not to be pitched in any grade except **U16**. 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. 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. However, 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.
- 17.12 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 by the Umpire from the Game.

18 Catching

- 18.1 In U10 each Catcher is restricted to 3 innings of catching.
- 18.2 No Player can catch and pitch in the same Game. This does not apply to T-Ball and Machine Pitch — Zooka.
- 18.3 Any person warming up a Pitcher shall wear a face mask with a throat guard and helmet, no matter whether in the bullpen or on the playing field.
- 18.4 All Representative Players, whether they catch for their representative team or not, are restricted to a maximum of 3 innings catching on weekends where they are playing a representative game.. (See Rule 17.04 for the Definition of Representative Players and when this restriction applies).**

19 Deliberate Collision

- 19.1 Any Runner who does not slide or attempt to avoid collision with a Fielder or Catcher in possession of the ball 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).
- 19.2 Fielders or the Catcher in possession of the ball should position themselves so as to apply a tag and avoid collision.
- 19.3 Where the Umpire judges that a Player intentionally made contact with an opponent, the Player shall be ejected from the Game.

20 Umpires

- 20.1 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 Umpires to Games at their respective home grounds. If more than one Umpire is to be used, the Field Umpire is to come from the away team.
- 20.2 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 Manager or 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.
- 20.3 In the event of an Umpire having to vacate their position during the Game, the Team's Manager or 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.
- 20.4 Providing there are no extenuating circumstances, all Games must be umpired from behind home plate.
- 20.5 Umpires for U10— Zooka games are to umpire from the centre of the diamond, in a position approximately behind the Zooka machine and pitcher.
- 20.6 Plate Umpires are to wear protective gear including face mask and throat guard, chest plate or protective shield, protective cup, leggings and covered shoes.
- 20.7 Plate Umpires in both T-Ball and Baseball who are not wearing the ABF Umpire Shirt are to wear the “MWJBL Official” vest.

21 U10

- 21.1 The Rules for Machine Pitch — Zooka will be those described in Rule 24.
- 21.2 The Rules for T-Ball will be those described in Rule 23.
- 21.3 U10 will play Machine Pitch Zooka unless weather conditions or unavailability of Zooka machines requires that T-Ball be played

22 T-Ball U8 and U7

22.1 The Team

- (a) Each team is entitled to bat nine batters. Where three outs are made the team will still bat through the order until all players have batted.
- (b) All outs made in the field stand, however the team continues to bat up to and including the ninth batter in accordance with Rule 22.01 (a).
- (c) The fielding position of any Fielder may be changed at any time during a half innings providing a "TIME" request is made to the Umpire and it is granted.

22.2 Batting

- i. Batters are required to make a full and forceful swing at the ball. Coaches are encouraged to help the batter with stance, position and method to ensure they make contact with the ball.
- ii. Strikes will be called however a batter will remain at bat until he/she has hit the ball in accordance with Rule 22.02.
- iii. 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 coach should assist in helping the player set up correctly and ensure they maintain correct set up during the entire at bat.
- iv. 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.
- v. The INFIELD FLY rule does NOT apply.
- vi. 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.
- vii. 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.

22.3 Time Rule

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.

- (a) Calling of "TIME" and the directing of Runners are Umpire "Judgment" calls.
- (b) Any Fielder stationed within or immediately adjacent to the infield may be considered as an "Infielder" for the purpose of the rule.
- (c) To be in "control of the Ball" means the ball is;
 - a. in possession of an Infielder OR
 - b. within 3 steps of an Infielder OR
 - c. about to be caught by an Infielder following a throw from another Fielder.
- (d) 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.
- (e) Coaches are NOT to encourage base running in the hope of forcing an error.

22.4 Fielding

- (a) Before the Umpire calls "PLAY", the Pitcher must have both feet in contact with the Pitcher's rubber. If the ball is hit and the Pitcher is not in contact with both feet on the Pitcher's rubber and the Pitcher takes part in the play, the Umpire shall call "PITCHER OFF RUBBER" and wait until the play is finished to see if any Runners are put out.

Option:

- 1) If no out(s) result(s) from the play, play shall continue without reference to the infringement.

- 2) If any out(s) result(s) from the play, after "TIME" is called, the out(s) is (are) nullified and all Runners are safe at the base(s) they obtained on the play.
- (b) When the ball is hit, the Catcher must be within the Catcher's box.
- (c) When the ball is hit, no Player other than the Catcher shall stand in foul territory.
- (d) 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. No Fielder other than the Catcher may field closer to the Batter than the Pitcher.

22.5 Coaches

- (a) A Coach of the fielding side may be stationed in the outfield for U8 and U7 Games only.
- (b) 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 U8 and U7 Games only.

22.6 Balls Overthrown Out of Play —U8 and U7 only.

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.

23 T-Ball U9 and U10

Note: these are the default rules for U10 when wet weather or unavailability of Zooka machine make Zooka play impossible.

23.1 The Team

- (a) Each Team is entitled to bat up to 9 Players in each innings or until the third out is made.
- (b) The fielding position of any Fielder may be changed at any time during a half innings providing a "TIME" request is made to the Umpire and it is granted.

23.2 Batting

- 1) Batters are required to make a full and forceful swing through the ball. 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 (b) below. (1 to 3). Air swings with no contact of the ball are to be counted as a strike, and if the third strike, the bailer shall be given out.
- 2) In addition to the normal baseball definition of "foul", the following cases are also "foul" and therefore a strike.
 - (a) In the judgment of the Umpire, the swing was not full and forceful through the ball.
 - (b) The Batter levelled the bat at the ball more than once per strike.
 - (c) In the judgment of the Umpire, the bat hit the tee before the ball.
 - (d) The Batter repositions their back foot after "Play" was called and no out(s) result(s). (See (c) below).
 - (e) A base Runner left early and no out(s) result(s). See (g) below.
- 3) 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.

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. Each time the back foot is moved in such a way, the Umpire shall call "MOVEMENT".

Option:

- (a) 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.
 - (b) If an out results from the play, play shall continue without reference to the infringement.
 - (c) If the Batter slings or throws the bat the Umpire shall warn the Batter and if the Batter repeats the offence in the Game, the Batter shall be given out and Runners return to the last base legally obtained.
 - (d) The INFIELD FLY rule does NOT apply.
- 4) 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.
- (a) If the last Batter does not reach first base safely and makes the third out, no runs are scored on the play.
- NOTE: The same would apply if a base Runner makes the third out on a forced play.
- (b) If the last Batter reaches first base safely and makes the third out after passing first base any runs scored before the put-out stand.
 - (c) When the ball is put into play by the last Batter, the TIME Rule comes into play.
- 5) 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.
- Option:
- (a) 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.
 - (b) If an out results from the play, the out shall stand and play continues

23.3 Time Rule

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.

- (a) Calling of "TIME" and the directing of Runners are Umpire "Judgment" calls.
- (b) Any Fielder stationed within or immediately adjacent to the infield may be considered as an "Infielder" for the purpose of the rule.
- (c) To be in "control of the Ball" means the ball is;
 - 1) in possession of an Infielder OR
 - 2) within 3 steps of an Infielder OR
 - 3) about to be caught by an Infielder following a throw from another Fielder.
- (d) 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. If the Umpire considers Runners would make no further attempt in a normal Game of Baseball, then they should call "TIME".
- (e) The umpire shall immediately call time when the ball crosses the dead ball line. Players are to be awarded the base they last legally occupied or were about to reach in the judgement of the umpire. There is no awarding of extra bases for any ball thrown out of play.
- (f) Coaches are NOT to encourage base running in the hope of forcing an error.

23.4 Fielding

- (a) Before the Umpire calls "PLAY", the Pitcher must have both feet in contact with the Pitcher's rubber. If the ball is hit and the Pitcher is not in contact with both feet on the Pitcher's rubber and the Pitcher takes part in the play, the Umpire shall call "PITCHER OFF RUBBER" and wait until the play is finished to see if any Runners are put out.

Option:

- 1) If no out(s) result(s) from the play, play shall continue without reference to the infringement.
- 2) If any out(s) result(s) from the play, after "TIME" is called, the out(s) is (are) nullified and all Runners are safe at the base(s) they obtained on the play.
 - (b) When the ball is hit, the Catcher must be within the Catcher's box.
 - (c) When the ball is hit, no Player other than the Catcher shall stand in foul territory.
 - (d) 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. No Fielder other than the Catcher may field closer to the Batter than the Pitcher.

23.5 Coaches

- (a) A Coach of the fielding side may be stationed in the outfield for U9 Games only.
- (b) 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 only.

23.6 Balls Overthrown Out of Play — U9 Only

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.

23.7 Appeal Plays Procedure

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.

24 Machine Pitch – Zooka

24.1 All Catchers are required to wear a protective helmet, a face-mask with correctly fitted throat guard extender, a correctly fitted chest protector (high and tight) and leggings. **They must use a catcher's mit.**

24.2

- (a) The pitching machine is to be fitted with the small legs.
- (b) 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.
- (c) The pitching machine will be positioned, such that a pitched ball will pass over home plate at a suitable height, mutually agreeable to both managers. If no agreement can be reached, it is then solely at the discretion of the umpire.
- (d) The pitching machine is to be set such that the ball is projected at 40-43 miles per hour.
- (e) 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.

24.3

- (a) When the catcher is inside the catcher's box; the fielders positioned within fair territory; the batter takes stance in batters box and the pitcher stands with the ball next to the machine; then the umpire shall call "Play" The pitcher shall put the ball into the machine and return to the Pitcher's Plate.

Note 1: The plate umpire shall ensure that only one ball is on the diamond at any one time and all

balls that are fouled out of play shall be returned and put into play only by the plate umpire.

Note 2: No one is to put the ball into the machine without being directed to do so by the umpire.

- (b) Every pitch is deemed a strike, unless it is so low, so high or so wide that the umpire deems it a "No- pitch".
- (c) 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.
- (d) If a batted ball hits the machine or passes through the machine legs, the ball is "DEAD", the batter advances to 1 base and runners if forced advance.
- (e) Foul balls and Foul Tips, as per the Rules of Baseball.
- (f) The batter is out after 3 strikes although strike 3 cannot be called on a foul (unless it is a foul tip or caught in foul territory).

24.4

- (a) If a thrown ball hits the machine, the ball will remain alive and in play and runners may advance at their own risk.
- (b) 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".

24.5

- (a) No runner may leave his base until the batter has hit the ball or until the ball has been delivered and reached the plate.
- (b) 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.
Option:
 - i. If no out(s) result(s), all runners return to the base legally occupied at the time of the pitch. If the pitch was called a ball by the Umpire, it shall be changed to a strike and if the 3rd strike, the Batter is out. If the pitch was a hit either fair or foul, a strike is added and if the 3rd strike, the Batter is out. If the pitch was called a strike, the strike count increases as normal with no other penalty.
 - ii. If an out results from the play, the out shall stand and the Game continues.
- (c) The Infield Fly rule applies.
- (d) The Batter is out when the third strike has been pitched, even if the Catcher does not catch the ball.
- (e) An innings will end when:
 - i. 3 outs are made, OR when a play occurs which causes the 5th run to be scored, whether by a hit, walk, hit Batter or Catcher's interference. For example, 4 runs have been scored in an innings, Runners at 2nd and 3rd, the Batter hits the ball to the outfield, the base Runners score, but the Batter only reaches 3rd before the ball is relayed to the Catcher. The total for the inning is 6 and the innings is over.
 - ii. In a play where the fifth (5) run crosses the plate, the Umpire shall call "TIME AND SIDE" to avoid a Fielder being barrellled by a Runner attempting to advance if the Umpire considers the Runner would not have made such advance in a normal play

24.6 Time Rule

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.

- (a) Calling of "TIME" and the directing of Runners are Umpire "Judgment" calls.
- (b) Any Fielder stationed within or immediately adjacent to the infield may be considered as an "Infielder" for the purpose of the rule.

- (c) To be in “control of the Ball” means the ball is;
 - 1) in possession of an Infielder OR
 - 2) within 3 steps of an Infielder OR
 - 3) about to be caught by an Infielder following a throw from another Fielder.
- (d) 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 Game 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”.
- (e) Coaches are NOT to encourage base running in the hope of forcing an error.

24.7 Fielding

- (a) Before the Umpire calls “PLAY”, the Pitcher must have both feet in contact with the Pitcher’s rubber. If the ball is hit and the Pitcher is not in contact with both feet on the Pitcher’s rubber and the Pitcher takes part in the play, the Umpire shall call “PITCHER OFF RUBBER” and wait until the play is finished to see if any Runners are put out.

Option:

- i. If no out(s) result(s) from the play, play shall continue without reference to the infringement
- ii. If any out(s) result(s) from the play, after “TIME” is called, the out(s) is (are) nullified and all Runners are safe at the base(s) they obtained on the play.
- (b) When the ball is hit, the Catcher must be within the Catcher’s box.
- (c) When the ball is hit, no Player other than the Catcher shall stand in foul territory.
- (d) 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. No Fielder other than the Catcher may field closer to the Batter than the Pitcher.

24.8 Umpires

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.

24.9 Stealing

- Runners may steal bases once the pitched ball has crossed home plate.
- Runners may NOT steal if the catcher has caught the pitched ball.
- Runners may NOT steal if the catcher has attempted to catch the ball and the ball is in front of or immediately beside the catcher.
- Runners may steal if the pitched ball has passed the catcher.

25 Baseball (U10), U11 and U12

25.1 General Base Running

- (a) 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
- (b) When a Runner leaves the base before the ball has reached the plate, the Umpire shall call “LEFT EARLY” and allow the play to continue.

Option:

- i. If no out(s) result(s), all Runners return to the base legally occupied at the time of the pitch. If the pitch was called a ball by the Umpire, it shall be changed to a strike and if the 3rd strike, the Batter is out. If the pitch was a hit either fair or foul, a strike is added and if the 3rd strike, the

Batter is out. If the pitch was called a strike, the strike count increases as normal with no other penalty.

- ii. If an out results from the play, the out shall stand and the Game continues.

25.2 The Batter is out when the third strike has been pitched, even if the Catcher does not catch the ball,

25.3 U12 Only -Base Running

No advancing to home from third base except as a result of a hit, a walk, any legal advance of bases while the ball is dead, any award of bases under OABR 7.05 (b-e).

Exception:

- i. A Runner may attempt to advance from 3rd base to score on a wild pitch or pitched ball not under control of the Catcher.
- ii. The Catcher or Pitcher makes any play. A play means a throw clearly intended to reach a Fielder other than the Pitcher near the pitching plate.

25.4 U10 and U11 Only - Base Running

- (a) No advancing to home from third base except as a result of a hit, a walk, any legal advance of bases while the ball is dead except on a pitched ball that goes "out of play", any award of bases under OABR 7.05 (b-e).

Exception:

The Catcher or Pitcher makes any play. A play means a throw clearly intended to reach a Fielder other than the Pitcher near the pitching plate.

- (b) 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.

25.5 U10 and U11 - Innings End

An innings will end when:

- (a) 3 outs are made, OR when a play occurs which causes the 5th run to be scored, whether by a hit, walk, hit Batter or Catcher's interference. For example, 4 runs have been scored in an innings, Runners at 2nd and 3rd, the Batter hits the ball to the outfield, the base Runners score, but the Batter only reaches 3rd before the ball is relayed to the Catcher. The total for the inning is 6 and the innings is over.
- (b) In a play where the fifth (5) run crosses the plate, the Umpire shall call "TIME AND SIDE" to avoid a Fielder being barreled by a Runner attempting to advance if the Umpire considers the Runner would not have made such advance in a normal play.

26 Finals Rules

26.1 Regulation Game for Finals

(a) Game Duration –

(i)	U7 U8	6 innings
(ii)	U9 U10 (Zooka/ T-Ball)	6 innings
(iii)	U11, U12, U14(b), U14(a)	6 innings
(iv)	U16	7 innings

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

(c) The Mercy Rule shall apply, see 2.04.

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

U16 - 4 innings;

All other Age groups - 3 innings.

(e) 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. Where the Game is declared a "No Game", the Team finishing higher on the competition table will go through. In the event of the Grand Final being washed out, it may, at the discretion of MWJBL Inc be rescheduled on the first available day.

26.2 Player Participation

Unless approval has been given by MWJBL Inc, a Player must have played a minimum of 3 Games for a Team as a NTP to be eligible to represent that Team in the Final Series.

26.3 Home Team

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

(b) In the GRAND FINAL, a Team winning the major semi-final will be the HOME Team and will occupy 1st base dug-out and field first.

26.4 Grounds

(a) 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.

(b) If the host club has not closed the ground, the MWJBL Inc 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.

(c) If MWJBL Inc 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.

26.5 Protests and Rescheduling of Games

The MWJBL Inc committee or persons appointed by them shall decide:

- i. Any Protests that arise during the finals;
- ii. The time and place of rescheduled Games.

NOTE: These Finals Rules (Rule 26) take precedence over the Manly Warringah Junior Baseball League Inc. Competition Rules.

27 Playing Field - Diamond Sizes

	BASES		PITCHER	
U7 and U8	15.24m	50ft.	11.28m	37ft
U9 and U10 Rookie Ball Division 1 (T-Ball)	18.29m	60ft	14.02m	46ft
U10 (Machine Pitch — Zooka)	18.29m	60ft	14.02m Rubber	40ft Zooka
U11	18.29m	60ft	13.41m	44ft
U12	18.29m	60ft	14.02m	46ft
U14(b)	22.86m	75ft	15.24m	50ft
U14 (a)	24.38m	80ft	16.46m	54ft
U16	27.43m	90ft	18.44m	60ft 6in