



DANDENONG BASEBALL ASSOCIATION INCORPORATED – COMPETITION RULES

Competition Rules

Section A: SENIOR COMPETITION RULES

The Senior Competition Rules are to be read in conjunction with the Fixtures and the Official Baseball Rules published by the National Baseball Congress of America as adopted by the Australian Baseball Federation subject to such alterations and omissions as shall be agreed upon from time to time by the Association to suit local conditions. The Association has the power to amend these competition rules as the see fit, without member consultation, should circumstances arise because of global COVID-19 pandemic limitations or restrictions

1. **Competition Scheduling**

- a) The Association shall determine the fixture for the regular season for all Winter Dandenong Baseball Association competitions.
- b) The Association may amend the fixture as needed at any time during the regular season.
- c) The Association Secretary or relevant Competition Manager shall notify all club Presidents and Secretaries of affected clubs as soon as possible of any changes made to fixtures, including but not limited to game locations.

2. **Season Duration**

- a) The Regular playing season shall commence in the month of April and finish no later than the end of September in any given year.
- b) The Association will determine the number of games for each grade.
- c) Start and finish dates are determined by the Association.

3. **Grade Structures**

- a) The Association shall determine all grades of competition.
- b) Senior Playing Grades are as follows
 - A1 Grade
 - A2 Grade
 - B1 Grade
 - B2 Grade
 - C Grade

4. **Eligibility of Players – Regular Season Matches**

- a) A participant shall be eligible to participate in any role in the Senior Competition providing they satisfy the following requirements;



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- (i) Are registered as a Senior Player with their given club as per the prescribed system by Baseball Australia and Baseball Victoria respectively. This includes being financial as defined in By-Law 3, and;
- (ii) Has obtained their 14th Birthday (eligible for all competitions)

To avoid any possible misinterpretation of this condition, a junior player may not:

- warm up a player in a given competition, or
 - act in any on-field activity other than that of a bat boy or girl, unless they are eligible to play in that competition.
 - NO exceptions to this Rule will be tolerated.
- b) Junior players shall abide by all Pitching, Catching, number of games in a weekend and other junior restrictions as set out in Section C Junior Competition Rules, and as per Rule 25 of Section A, Senior Competition Rules.
 - c) Both Male and Female players are eligible to play in the Senior competition and must follow the rules as per Section A of the Competition Rules.
 - d) A player must play at least four (4) Regular season matches to qualify for participation in any finals series matches. This is subject to the Finals Rules as listed at the end of Section A: Senior Competition Rules
 - e) Failure to follow Rule 4a – 4d will result in the player being deemed an illegal player. Penalty for an illegal player is loss of match points to the offending team and score reverting to 9-0 plus a fine as set in the By-Laws of the Association. (See penalties table in By-Laws)

5. **Game Start**

- a) Games shall commence at nominated times or at such other times as shall be determined by the Association. First named Club is the Home Club and shall occupy third base bench and field first.
- b) Nominated starting times for Senior Grades are as follows. These are guidelines only and at all times the official fixture start time should be referred to as listed on the SportsTG Competition Management system:
 - A1 Grade 2:30pm
 - A2 Grade 12:00pm
 - B1 Grade 2:30pm
 - B2 Grade 12:00pm
 - C Grade 2:30pm

6. **Game Duration**

- a) During the Regular Season, all grades play timed games in accordance with rule 6(c) and 6 (d).



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b) During Finals, A1 Grade Games will be 9 innings in duration, with no time limit. All Other grades are timed games (2 Hours) and are subject to a Five minute Rule (Rule 31)

c) During Regular Season matches A1 grade games shall be 2 hours in duration subject to a 5 Minute rule. If, at the completion of even innings, from the call of ‘side away’ and there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

If the **HOME TEAM** is **AHEAD** – the game ceases immediately.

If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or the side is retired.

d) Games played as Double-Headers shall commence as follows.

GAME 1 to commence at 12:00 noon and be of two (2) hours duration. No new innings shall commence after 1:50 pm with the game to cease at 2:00pm.

GAME 2 to commence at 2:30pm and be of nine (9) innings or 2 Hours in duration in accordance with rule 6(a), 6(c), 6(d) and 6(e)

e) All other timed games for A2, B1, B2, & C grades are two (2) hours duration, dead stop, but are subject to a ten (10) minute rule. This rule means that no new inning is to start within ten (10) minutes of the scheduled end of the game. This leads to a number of situations that should be clarified as listed below.

Game Situation	Finish Time
The home team is leading and the bottom half of an inning is about to start with more than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is leading and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is trailing and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is leading and the top half of an inning is about to start with less than 10 minutes remaining -	The game ends immediately.
If the home team is leading at 2pm/4:30pm -	The game ends immediately.
If the home team is batting and is trailing or scores are drawn at 2pm/4:30pm -	The pitcher must finish the current batter.



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- f) Under no circumstances (other than outlined in the above table or as per rule 6c) should a timed game go past the 2 hour point. The inning does not need to be finished and, if it means that the home team does not complete their half, and have scored less runs than their opposition, the score will revert back to the last completed inning.

7. Game Finish

a) Regular Season

- (i) All Senior grade games where applicable, unless and as otherwise determined by the Association, shall be played over 9 innings or 2 hours, whichever comes first, weather and light permitting or the enforcement of the 10/15 Run rule.

8. Game Re-entry – A and B Grades

- a) Applicable to A1 & B1 Grades only. C grade is a standalone competition with no re-entry.
- b) A player who has participated in an A2 or B2 game may also participate in the late game on the same day in the same competition, provided that the player does not enter the late game before the completion of the second innings, except in the case of a Designated Pitcher from early game who should start in the late game. Penalty for breaking this rule is Illegal player and is listed in the penalties table.
- c) Re-Entry in Finals Series games is not permitted in all grades (See Finals series Rules, Rule 36)

9. 10/15 Run Rule

- a) After a match has met the minimum time requirement to be a Legal Game as per Rule 11, a 'mercy' rule will apply to all grades.
- b) **10 Run Rule (10 Runs after 7 Innings)**
The match shall end immediately when one team is leading by ten (10) runs or more after seven (7) completed innings.
- c) **15 Run Rule (15 Runs after 5 Innings)**
The match shall end immediately when one team is leading by fifteen (15) runs or more after five (5) completed innings.
- d) The game ending provisions of Official Baseball Rules 7.01 shall be applied.

10. Forfeit

- a) In the event of a forfeit, the names of the players in attendance from the defaulting team must be recorded on the Match Report Sheet.



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- b) The non-defaulting team must be recorded on the match Report Sheet naming a minimum of seven (7) players and a maximum of nine (9) players if in attendance.
- c) No player then so recorded may play in another game in that round.
- d) Penalty for a forfeit is a fine, as determined by The Association By-Rules, plus full payment of all umpire fees. Repeated forfeits could lead to disqualification. The Score will be 9-0 to the non-forfeiting team. (see penalty table in By-Laws)

11. Byes

- a) Where a team is scheduled for a bye in a round, any persons that played in such a team for the preceding one game shall only be allowed to drop one competition grade. Should a Bye occur in Round 1 of a season, A player can only drop one competition grade from their regularly selected/planned to play in grade.
Eg If a player plays A2 grade they can only drop to B1 Grade if their A2 team has a Bye. If a club is not fielding a B1 side then the player cannot drop to the clubs next lowest team. They must sit out. Under the same example, if a player is determined to play A2 regularly (and would have played A2 should they not have a bye) but they have a Bye in Round 1, they can also only drop to B1. If their club has no B1 then that player must sit out.
- b) Should a participant be under sanction/suspension, and a Bye is the next/first game in the draw, the bye will not count towards the penalty to be served. The player must wait for an eligible game before the commencement or re-commencement of a penalty period.

12. Legal Game

- a) A “Legal game” shall be a minimum 65 minutes or a regulation game per Rule 4.10(c) of the Australian Baseball Rules.

13. Premiership Points/Ladder Rankings

- a) Two (2) points shall be allocated for each win in a Competition Match. A tied game shall result in one (1) point to each team. In the event of a game being declared 'No Game' one (1) point shall be awarded to each team.
- b) Win Percentage shall determine the position of teams on the premiership table. To determine the win percentage the following procedure shall apply: Total runs for, plus runs against divided into total runs for.

$$\text{Win \%} = \frac{\text{total number of wins} \times (\frac{1}{2} \times \text{number of draws})}{\text{Total games played}}$$

The team having the higher quotient shall be considered to have the better performance.

- c) Should a competition be fixtured with a bye, the bye will not count towards games played, and no points will be awarded.



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14. Ground Equipment

To be provided by home teams:

a) **Playing Area**

The playing field shall be enclosed if possible, but on all grounds not enclosed, a net or distinguishing mark and line shall be placed sixty feet from the home plate. Where the distance beyond the first and third base line exceeds ninety feet, a white line shall be marked parallel with the respective baseline. Any foul fly ball can be legally caught within the fenced or unfenced ground but not behind the back net limits and conditions to be established by the managers with the umpire.

b) **Back Nets**

A securely erected continuous back net at least thirty feet by ten feet is required.

c) **Pitching Mats**

A securely pegged mat with a minimum size of 6 feet by 4 feet is required. Grounds which have a raised mound are exempt.

d) **Bases**

Bases are to be white and secured with adequate pegs. This includes Hollywood style fixings where bases are removable.

e) **Home Plate**

Home plate is to be white and flush to the surface. On constructed baseball fields the plate shall be permanently fixed. This includes Hollywood style fixings where plates are removable.

f) **Players' Benches**

Benches must be provided for all games.

g) **Match Balls**

In all senior games, two new approved leather waterproof baseballs of the same brand are to be available. Sufficient extra balls are to be available. Vinyl baseballs are not permitted in senior games. Match baseballs shall not be available for pre-inning warm-ups except for use by the pitcher.

h) **Home Run Fences**

Where a temporary home run fence is used such a home run fence shall be defined by locating witches' hats or flags of cloth at least eighteen inches' square on single wooden poles. No discs or metal plates permitted. A preferred white line is to be marked on the ground joining each marker. The home team Club shall be required to locate two responsible members on the home run fence to assist the umpire to judge on close decisions concerning whether the ball landed over the line. The use of a temporary fence is optional.



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15. Uniforms and Equipment

- a) Uniforms shall be registered in agreeance with the Dandenong Baseball Association.
- b) No player whose uniform does not conform to that of his/her teammates shall be permitted to participate in a game. As per Rule 15, (b), i

Exception for all grades other than A1:

- i) Seven players at least shall comply and the other two shall be as near as possible to the team uniform. All deficiencies shall be reported by the umpire.
- ii) Coaches' uniform is not compulsory, provided a Club jacket/shirt and same colour pants as the team uniform are worn

c) **Jackets**

- a) A pitcher may bat wearing a jacket. A batting pitcher who reaches base may at the completion of that play put on (or remove) his/her jacket provided it is readily available with the base coach. No other player may wear a jacket while playing.
- b) Outfielders may wear jackets in poor weather conditions at the discretion of the umpire(s). Poor weather conditions shall be determined by the umpire(s). Jackets must be in approved club colours/styles.

d) **Helmets**

The wearing of helmets, in club colours, whilst batting, catching and base running or base coaching is compulsory. Batters must wear dual ear protection type helmets. Base coaches are permitted to wear skull-cap style helmets except junior bases coaches who must wear double eared helmets at all times.

e) **Gloves**

No circle marking shall be different in colour to the glove and should conform to the dimension and colour requirements of Official Baseball Rules 3.04, 3.05, 3.06 & 3.07.

f) **Bats**

- i) All baseball bats must conform to the Rules of Baseball 1.10.
- ii) For all Senior Grade competitions, wood, wood composite and wood laminate baseball bats shall only be used.

g) **Caps**

Club caps to be worn by the fielding team, coaches and managers at all times.



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16. Smoking and Drinking

- a) No alcoholic beverage or smoking shall be permitted upon the playing field or surrounding areas including in and behind dugouts. Without warning offenders shall be ejected from the game with no subsequent action apart from a fine.

17. Umpires

- a) Where possible, the Association (DBUA) will provide Official Umpires for all games.
- b) Should an umpire not be in attendance the home team shall arrange for the umpiring of the game and complete a Match Report Sheet at the immediate conclusion of the game and pass to the home club secretary to return to the association within 72 hours of the game. When only one umpire is present and intends to call the game from behind the catcher the Home Club shall supply a base umpire. Any changes in club umpires must be by mutual agreement of both team managers and should be listed on the match sheet. For all games, managers shall tender batting order lists per Rule 4.03 to the umpire.
- c) Where a club umpire is appointed, The Club Umpire must also be eligible to be involved in the match as per Rule 4 of the Senior Competition Rules. Club umpires must have a working knowledge of the game and the rules.
- d) Official umpires will be appointed by the Umpire's Coordinator using the prescribed online method (DBA website) for allocations and payments.
- e) Clubs will be invoiced by the Association at the end-of-month for allocation of umpires. Payment if these invoices are to be paid within seven (7) days of the invoice being issued. Failure to do this will result in no umpires being appointed to games of the offending club
- f) The defined payment amount for Season 2022 is \$70 per umpire, per game (\$35 from each team, per umpire, per game)
- g) In case of Washouts, refer to The DBA Wash-out policy (Available on Website)

18. Match Report Sheet

- a) The home club is responsible for the provision of an official Match Report Sheet.
- b) Upon the completion of the match, the Umpire shall complete a match report sheet in full, including the Ground Condition section, best player votes and any reports of players.
- c) The home club coach or team manager shall be responsible to ensure the signatures of both team managers are affixed to the Match Report Sheet and deliver all match sheets to the home club Secretary who shall in turn, forward all Match Reports to the Association Secretary no later than 72 hours after completion of the match.
(seniors@dandenongbaseballassociation.com)



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- d) All players' names shall be clearly written or printed with blue or black ink, with surname, then given name in full. Typed match sheets are also accepted.
- e) The Secretary of the Association/Umpires Co-ordinator is to be advised of any reported player within 4 hours of the completion of the game, and is to receive the full written report no later than the evening following the game.
- f) The team managers must come to the scorer's area and sign the Match Report Sheet after its completion by the umpire. Signing of the report is compulsory and provides the opportunity for managers to note the details on the sheet.
- g) Junior pitch counts must be recorded on this sheet for any junior pitching in a senior competition. Any junior player must be noted on the match sheet.
- h) All pitchers and catchers should be denoted on the match sheet.
- i) Failure to correctly fill out the match report sheet will result in the HOME CLUB receiving a fine. One official warning will be issued before a fine is handed down.

19. Best Player Votes

- a) For all grades three (3), two (2) and one (1) votes (no shared votes) are compulsory and shall be recorded by the chief umpire on the Match Report Sheet, and must be forwarded to the Association Secretary.
- b) Where there is no Official Umpire both managers and scorers must sign the Match Report Sheet and complete votes at the immediate completion of the game.

20. Statistics

- a) For A1 Grade games, statistics sheets shall be completed and forwarded to the official appointed person within 72 hours of the completion of the match. (stats@dandenongbaseballassociation.com)

21. Scorers

- a) Scorers shall be responsible for recording of match details and will sit together.
- b) Clubs shall provide suitable facilities for scorers.
- c) The home team shall advise the Association of the match details as directed.
- d) Scorer's must follow the CABS Scorer's Code of Conduct at all times, regardless of their level of accreditation.



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- e) Scorer's must notify the plate umpire when a Junior reaches 10 pitches remaining in their pitch count. The umpire will notify the Manager of the appropriate team. Scorer's must cross reference their pitch count with the opposition scorer on a regular basis to ensure they have the correct count. If one count is higher, the higher count shall be deemed correct.
- f) In A1, A2, B1 & B2 competitions, it is compulsory to provide a scorer. Failure to do so will result in penalty as per the By-laws.

22. Tribunal

- a) The Association Tribunal shall meet at a suitable time following a player or official being ejected from a game and such meeting, when necessary, shall convene at a venue determined by the Executive commencing at a suitable nominated time. Team managers should take note of the report as it will be noted on the match sheet. The club shall also be notified if a player is reported within 72 Hours of the match. It is the responsibility of ejected members to provide witnesses in support of their defence. Refer to the Tribunals Process.
- b) Any player ejected from a game must be reported on the Match Sheet and an ejection report completed.
- c) A player, if ejected, should expect to hear from the Chairman of the Tribunal or nominated person within 72 hours of the match they have been ejected from. This is subject to the availability of the Tribunal to assess the facts presented by the Umpire(s)
- d) Any umpire must notify the association umpire's coordinator on the day of the game if they have ejected a player and the reason why. This includes all club umpires.
- e) Further details on the Tribunal process are listed in the Dandenong Baseball Association Tribunal Process.

23. Designated Hitter

- a) A Designated Hitter can be used in all grades (Rule 5.11).
- b) In B1, B2, C Grades, the Batting Through rule applies (Rule 28), but the Pitcher, for which the nominated Designated Hitter will be listed in the lineup for, will not bat.

24. Designated Pitcher

- a) A Designated Pitcher can be used in a game in conjunction with a specified Designated Hitter in the line-up in A2 and B2 competitions only.
- b) A Designated Pitcher once removed from pitching in an A2 or B2 game must not field any other position in an earlier game, or they are deemed a regular player and cannot start in the later game.
- c) A Designated Pitcher must be listed in the starting 9 players in a later game, and must participate in at least 1 Inning to qualify to play in the starting line-up in an early game.



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25. Junior Restrictions in Senior Competition

a) Pitching Limits

Refer to Junior Competition rules, **Rule 19 Pitching Conditions**. Penalties as per penalties table.

b) Juniors Pitching and Catching

No junior playing in senior competition is allowed to pitch and catch on the same day. Penalties as per penalties table

c) Juniors Catching

(i) Junior catchers are allowed to catch in a maximum of two (2) games per weekend.

If a player has caught in their junior game, they are only allowed to catch in one (1) senior game for the weekend.

If a player has not caught in a junior game that weekend, they may catch in two (2) senior games for the weekend.

(ii) All junior catchers are required to wear a throat guard/protector on their masks.

(iii) Penalties as per penalties table.

d) Juniors Warming Up Players or Coaching in Senior Competitions

Unless eligible to play in a given Senior Competition (as per Rule 4 of the Senior Competition Rules) a junior may not:

- Warm up a player in a senior competition, and/or
- Be appointed as an umpire in that competition, and/or
- Act in any other on-field capacity in that competition, other than that of a bat boy or bat girl.

NO exceptions to this Rule will be tolerated.

26. Pitcher and Catcher Speed-Up Rule

a) When there are two out, it is mandatory that a runner replaces the pitcher and/or catcher if they are on base.

b) When there is none or one out, the manager has the option to replace the pitcher and/or catcher with a runner if they are on base.

This rule applies to all senior grades.

c) The runner shall be any registered player who is eligible to participate in the nominated competition.

27. Seven Run Rule - Applicable in B1, B2, C Games

a) A team shall bat for a maximum of seven runs in any offensive innings. As the seventh run crosses the plate, the scorer shall notify the Umpire. At the completion of the seventh run, the Umpire shall call 'Time'. This rule is applicable to regular season games only.



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28. Batting Through - Applicable in B1, B2, C Grades

- a) All participating in the above-mentioned competitions can take advantage of the extended batting line-ups, to a maximum of twelve (12) batters.
- b) This is optional:
 - (i) If teams do not use the extended line-ups, then they are bound by the traditional removal of players and bench players coming into the game.
 - (ii) If teams do use the extended line-ups, then players can be substituted in and out of the game as the manager sees fit.
 - (iii) If a team has more than twelve named players in any given match, only twelve may bat. Any remaining players can be substituted in and out of the game as per Rule 28, b), ii).
- c) If teams are batting using an extended line-up and there is an injury to a player, a BLANK will not be enforced (B1, B2, C Grades ONLY).
- d) Any team wishing to use the extended line-up must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance. It is not compulsory for both teams to use this rule.
- e) If a player on the extended line up does not take their allotted at bat, he/she is deemed to have been removed from the game, is removed from the batting line up and can no longer participate in the game. All other subsequent batters will move to the next batting position. No blank will be introduced for B1, B2 & C grades as per rule 29(c) or until the batting order is below 9 batters (Rule 29a)

29. Playing with Blank(s)

- a) A1 and A2 will be subject to Blanks if they have less than 9 players. B1, B2 & C Blanks will only apply if the team elects for this to happen as per 29(c)
- b) If, at the start of the game, a team has less than 9 players (but no fewer than 7 players) they may elect to have their team bat through the line-up (B1, B2 & C grades only)
- c) This is optional:
 - (i) If a team elects to play without a blank in their batting line-up, they cannot be supplied a substitute fielder from the opposition club, unless by agreement of both managers and the umpire.
 - (ii) If teams are batting through their line-up and there is an injury to a player, a BLANK will not be enforced.



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(iii) If teams choose to enforce the blank in their line-up, they may be provided with a substitute fielder from the opposition club until such time as a player is able to fill the position in the line-up.

d) Any team choosing to bat through their line-up due to a blank must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance. (As per Rule 28 (d))

30. Protests (By-Law 14)

a) If during a match played under the control of the Association any protest shall arise concerning the Playing Rules (other than judgment decisions) the protest shall be dealt with by the Executive Committee, and in such manner as the Executive shall from time to time determine. Notice of the protest stating clearly the rule or rules believed to have been infringed against must be lodged in writing, and received by the Association Secretary within 48 hours, together with the nominated fee (As per association fee structure), which shall be forfeited should the protest be considered frivolous as determined solely by the Executive.

b) A protest must be lodged at the time of the objection with the umpire. The umpire must be given the opportunity to consider the point raised by the manager.

c) The objecting manager, should they decide to continue the protest advises the umpire, and scorers record details as to:

(i) Innings

(ii) Position of Runners

(iii) The call on player at bat

It is the responsibility of the objecting manager to request the Umpire to endorse upon the Match Report Sheet that a protest has been lodged should they proceed with the protest.

d) In the event of a protest being raised during a preliminary or grand final, all protests will be dealt with as soon as they occur. Games will not continue until protests are dealt with.

Finals Rules:

31. 5 Minute Rule

i) With the exception of A1 Grade, all finals series games include the use of the Five (5) minute rule.

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side away' and there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:



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If the **HOME TEAM** is **AHEAD** – the game ceases immediately.

If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or the side is retired.

32. 10 Run Rule

Finals series games will be subject to a 10 Run rule after 7 innings.

33. Finals Eligibility

(i) Players must play a minimum of 4 regular season matches to be eligible to play in the finals series.

(ii) Further to the 4 games eligibility, The player must play in the highest grade they have qualified for with the majority of their games, with grade qualification being A(A1 & A2), B(B1 & B2) and C grades.

* For example, when this player's game counts are combined into A Grade and B Grade totals, the result is they qualify for A Grade.

I.e. A player's total count is:

7 x games in B1 (= 7 total games in B Grade)

3 x games in A2

5 x games in A1 (= 8 total games in A Grade)

This player qualifies for A1 because the combined A Grade total is higher than that of the B Grade games played, and they played more games in A1 than A2.

(iii) Any player who has qualified for a lower division finals game has the ability to come up and be named in a higher grade.

E.g. Joe Bloggs qualifies for B1 finals as he has played B1 all year. His club's B1 team doesn't make it through the Semi-Finals, but their A1 team does. He is eligible to play in the A1 team if required.

(iv) If a player has an even number of games in both grades, or has any other exceptional circumstances, clubs must apply in writing to the association executive for approval. Exemptions will be on a case by case basis and will not be automatically approved. Reason for playing in the lower grade must be justified.

For example, Sam Abel has played 5 games in B1 and 5 games in A2. He is automatically eligible for A2 because in the event of an equal number of games, the higher grade takes preference.

(v) Once a player decides to play in a given grade for finals, they cannot go back down once their team is no longer in the finals series. EG. A player qualifies for B2, but decides to play A2 finals. The A2 side doesn't make it past the Semi Finals, therefore the player cannot play down in B2 grade the following week. Players can however play up in higher grades the following week, should they have still qualified for finals.



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34. Balls in Finals

- (i) For the Semi-finals, visiting clubs are to provide two (2) balls of the same brand and quality to the home team.
- (ii) The home team is to provide the umpire with four (4) balls of the same brand and quality for use during the game.
- (iii) The association will provide balls for all Preliminary and Grand finals.

35. Umpires in Finals

- (i) The association will provide umpires for all matches in the finals series.
- (ii) Should the association be unable to provide an umpire for a game, we will advise the home clubs directly and as soon as possible to provide an umpire (Semi Finals only).

36. Re-Entry in Finals

- (i) Re-entry is not available to any grade in finals series matches. Qualification is subject to Rule 33.



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Section B: WOMEN'S COMPETITION RULES

The Women's Competition Rules are to be read in conjunction with the Fixtures and the Official Baseball Rules published by the National Baseball Congress of America as adopted by the Australian Baseball Federation subject to such alterations and omissions as shall be agreed upon from time to time by the Association to suit local conditions. The Association has the power to amend these competition rules as they see fit, without member consultation, should circumstances arise because of global COVID-19 pandemic limitations or restrictions

1. Competition Scheduling

- a) The Association shall determine the fixture for the regular season for all Winter Dandenong Baseball Association Women's competitions.
- b) The Association may amend the fixture as needed at any time during the regular season.
- c) The Association Secretary or relevant Competition Co-ordinator shall notify all club Presidents and Secretaries of affected clubs as soon as possible of any changes made to fixtures, including but not limited to game locations.

2. Season Duration

- a) The Regular playing season shall commence in the month of April and finish no later than the end of September in any given year.
- b) The Association will determine the number of games for the competition.
- c) Start and finish dates are determined by the Association.

3. Grade Structures

Grading will be determined by the association where necessary. Currently only one (1) grade/division exists in the DBA Women's Competition. Should enough teams be present to require more than one grade, the Association has the power to introduce a second grade or merge/split with other associations as they see fit. For Season 2022 there will be 1 competition, with the Premiers of DBA and MWBL playing off in the final match of the season.

4. Eligibility of Players – Regular Season Matches

- a) A participant shall be eligible to participate in any role in the Women's Competition providing they satisfy the following requirements;
 - (i) Are registered as a Senior Player with their given club as per the prescribed system by Baseball Australia and Baseball Victoria respectively. This includes being financial as defined in By-Law 3, and
 - (ii) Has obtained their 13th Birthday.



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To avoid any possible misinterpretation of this condition, a junior player may not:

- warm up a player in a given competition, or
- act in any on-field activity other than that of a bat boy or girl, unless they are eligible to play in that competition.

NO exceptions to this Rule will be tolerated.

- Junior players shall abide by all Pitching, Catching, number of games in a weekend and other junior restrictions as set out in Section C Junior Competition Rules, and as per **Rule 21 of Section B: Women's Competition Rules.**
- Players must play a minimum of four (4) regular season matches to be eligible to play in a finals series or grand final match. This is subject to the Finals Rules as listed at the end of Section B: Women's Competition Rules
- Failure to follow Rule 4a – 4d will result in the player being deemed an illegal player. Penalty for an illegal player is loss of match points to the offending team and score reverting to 9-0 plus a fine as set in the By-Laws of the DBA. (See penalties table in By-Laws)

5. Game Start & Duration

- Games shall commence at nominated times or at such other times as shall be determined and fixture by the Association. First named Club is the Home Club.

Exception: Games played as Double or Triple-Headers, as team entry permits, shall commence as follows.

DOUBLE HEADERS:

GAME 1 to commence at 12:00 pm and be of two (2) hours duration. No new innings shall commence after 1:50 pm with the game to cease at 2:00 pm.

GAME 2 to commence at 2:30 pm and be of two (2) hours duration. No new innings shall commence after 4:20 pm with the game to cease at 4:30 pm.

TRIPLE HEADERS:

GAME 1 to commence at 09:30 am and be of two (2) hours duration. No new innings shall commence after 11:20 pm with the game to cease at 11:30 am.

GAME 2 to commence at 12:00 pm and be of two (2) hours duration. No new innings shall commence after 1:50 pm with the game to cease at 2:00 pm.

GAME 3 to commence at 2:30 pm and be of two (2) hours duration. No new innings shall commence after 4:20 pm with the game to cease at 4:30 pm.



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- b) Two (2) hour matches shall cease after two (2) hours according to the officially recorded start time. If time and game is called during the home club’s at bat and the home club is leading, the match will cease immediately with all runs up to that point be recorded as the final score. If the away team is at bat when time and game is called, the score shall revert back to the last full inning.
- c) All time games are two (2) hours duration, dead stop, but are subject to a ten (10) minute rule. This rule means that no new inning is to start within ten (10) minutes of the scheduled end of the game. This is stated as per Rule 5, a). This leads to a number of situations that should be clarified.

Game Situation	Finish Time
The home team is leading and the bottom half of an inning is about to start with more than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached., at which point the game stops whether the inning is complete or not.
The home team is leading and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is trailing and the bottom half of an inning is about to start with less than 10 minutes remaining -	The game continues until the required outs have been achieved or the 2 hours is reached, at which point the game stops whether the inning is complete or not.
The home team is leading and the top half of an inning is about to start with less than 10 minutes remaining -	The game ends immediately.
If the home team is leading at the nominated finish time -	The game ends immediately.
If the home team is batting and is trailing or scores are drawn at the nominated finish time -	The pitcher must finish the current batter.

- d) Under no circumstances (other than outlined in the above table) should a timed game go past the two (2) hour point. The inning does not need to be finished and, if it means that the home team does not complete their half, and have scored less runs that their opposition, the score will revert back to the last completed inning.

6. Game Finish

- a) All Women’s grade games where applicable, unless and as otherwise determined by the Association, shall be played over 7 innings or 2 hours, whatever comes first, weather and light permitting, or the enforcement of the 10 run rule. This includes finals series games.



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- b) As Per Rule 5 (Game Start & Duration) Timed games shall finish as specified by the above-mentioned rule.

7. 10 Run Rule

- a) After a match has met the minimum time requirement to be a Legal Game as per Rule 9, a 'mercy' rule will apply to all grades.
- b) 10 Run Rule (10 Runs after 5 Innings)

The match shall end immediately when one team is leading by ten (10) runs or more after five (5) completed innings.

- c) The game ending provisions of Australian Baseball Rules 7.01 shall be applied.

8. Forfeit

- a) In the event of a forfeit, the names of the players in attendance from the defaulting team must be recorded on the Match Report Sheet.
- b) The non-defaulting team must be recorded on the match Report Sheet naming a minimum of seven (7) players and a maximum of nine (9) players if in attendance.
- c) No player then so recorded may play in another game in that round.
- e) Penalty for a forfeit is a fine, as determined by The Association By-Laws, plus full payment of all umpire fees. Repeated forfeits could lead to disqualification. The Score will be 9-0 to the non-forfeiting team. (see penalty table in By-Laws)

9. Legal Game

A "Legal game" shall be a minimum 65 minutes or a regulation game per Rule 4.10(c) of the Australian Baseball Rules.

10. Premiership Points/Ladder Rankings

- a) Two (2) points shall be allocated for each win in a Competition Match. A tied game shall result in one (1) point to each team. In the event of a game being declared 'No Game' one (1) point shall be awarded to each team.
- b) Win Percentage shall determine the position of teams on the premiership table. To determine the win percentage the following procedure shall apply: Total runs for, plus runs against divided into total runs for.

$$\text{Win \%} = \frac{\text{total number of wins} \times \left(\frac{1}{2} \times \text{number of draws}\right)}{\text{Total games played}}$$



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The team having the higher quotient shall be considered to have the better performance.

- c) Should a competition be fixtured with a bye, the bye will not count towards games played, and no points will be awarded

11. Byes

- a) Should a participant be under sanction/suspension, and a Bye is the next/first game in the draw, the bye will not count towards the penalty to be served. The player must wait for an eligible game before the commencement or re-commencement of a penalty period.

12. Ground Equipment

To be provided by home teams:

a) Playing Area

The playing field shall be enclosed if possible but on all grounds not enclosed, a net or distinguishing mark and line shall be placed sixty feet from the home plate. Where the distance beyond the first and third base line exceeds ninety feet, a white line shall be marked parallel with the respective baseline. Any foul fly ball can be legally caught within the fenced or unfenced ground but not behind the back net limits and conditions to be established by the managers with the umpire.

b) Back Nets

A securely erected continuous back net at least thirty feet by ten feet is required.

c) Pitching Mats

A securely pegged mat with a minimum size of 6 feet by 4 feet is required. Grounds which have a raised mound are exempt.

d) Bases

Bases are to be white and secured with adequate pegs. This includes Hollywood style fixings where bases are removable.

e) Home Plate

Home plate is to be white and flush to the surface. On constructed baseball fields the plate shall be permanently fixed. This includes Hollywood style fixings where plates are removable.

f) Players' Benches

Benches must be provided for all games.

g) Match Balls

In all Women's games, two new approved leather waterproof baseballs of the same brand are to be available. Sufficient extra balls are to be available. Vinyl baseballs are not permitted in senior games. Match baseballs shall not be available for pre-inning warm-ups except for use by the pitcher.



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h) **Home Run Fences**

Where a temporary home run fence is used such a home run fence shall be defined by locating witches' hats or flags of cloth at least eighteen inches' square on single wooden poles. No discs or metal plates permitted. A preferred white line is to be marked on the ground joining each marker. The home team Club shall be required to locate two responsible members on the home run fence to assist the umpire to judge on close decisions concerning whether the ball landed over the line. The use of a temporary fence is optional.

13. **Uniforms and Equipment**

a) Uniforms shall be registered in agreeance with the Dandenong Baseball Association.

b) No player whose uniform does not conform to that of their teammates shall be permitted to participate in a game. As per Rule 13, (b), i)

(i) Seven players at least shall comply and the other two shall be as near as possible to the team uniform. All deficiencies shall be reported by the umpire.

(ii) Coaches' uniform is not compulsory, provided a Club jacket/shirt and same colour pants as the team uniform are worn

c) **Jackets**

(i) A pitcher may bat wearing a jacket. A batting pitcher who reaches base may at the completion of that play put on (or remove) her jacket provided it is readily available with the base coach. No other player may wear a jacket while playing.

(ii) Outfielders may wear jackets in poor weather conditions at the discretion of the umpire(s). Poor weather conditions shall be determined by the umpire(s). Jackets must be in approved club colours/styles.

d) **Helmets**

The wearing of helmets, in Club colours, whilst batting, catching and base running or base coaching is compulsory. Batters must wear dual ear protection type helmets. Base coaches are permitted to wear skull-cap style helmets except Junior Bases coaches who must wear double eared helmets at all times.

e) **Gloves**

No circle marking shall be different in colour to the glove and should conform to the dimension and colour requirements of Official Baseball Rules 3.04, 3.05, 3.06 & 3.07.

f) **Bats**

All baseball bats must conform to the Rule of Baseball 1.10.

g) **Caps**

Club caps to be worn by fielding teams, coaches and managers at all times.



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14. Smoking and Drinking

- a) No alcoholic beverage or smoking shall be permitted upon the playing field or surrounding areas including in and behind dugouts. Without warning offenders shall be ejected from the game with no subsequent action apart from a fine.

15. Umpires

- a) Where possible, the Association (DBUA) will provide Official Umpires for all games.
- b) Should an umpire not be in attendance the home team shall arrange for the umpiring of the game and complete a Match Report Sheet at the immediate conclusion of the game and pass to the home club secretary to return to the association within 72 hours of the game. When only one umpire is present and intends to call the game from behind the catcher the Home Club shall supply a base umpire. Any changes in club umpires must be by mutual agreement of both team managers and should be listed on the match sheet. For all games, managers shall tender batting order lists per Rule 4.03 to the umpire.
- c) Where a club umpire is appointed, The Club Umpire must also be eligible to be involved in the match as per Rule 4 of the Senior Competition Rules. Club umpires must have a working knowledge of the game and the rules.
- d) Official umpires will be appointed by the Umpire's Coordinator using the prescribed online method (DBA Website) for allocations and payments.
- e) Clubs will be invoiced by the Association at end-of-month for allocation of umpires. Payment if these invoices are to be paid within seven (7) days of the invoice being issued. Failure to do this will result in no umpires being appointed to games of the offending club. In the Case of MWBL clubs, The MWBL will be invoiced for Umpire costs, and is responsible for passing on these costs to clubs
- f) The defined payment amount for Season 2022 is \$70 per umpire, per game (\$35 from each team, per umpire, per game)
- g) In case of Washouts, refer to The DBA Wash-out policy

16. Match Report Sheet

- a) The home club is responsible for the provision of an official Match Report Sheet.
- b) Upon the completion of the match, the Umpire shall complete a match report sheet in full, including the Ground Condition section, best player votes and any reports of players.
- c) The home club coach or team manager shall be responsible to ensure the signatures of both team managers are affixed to the Match Report Sheet and deliver match sheets to the



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Association Secretary or delegate no later than 72 hours after completion of the match.
(womens@dandenongbaseballassociation.com)

- d) All players' names shall be clearly written or printed with blue or black ink, with surname, then given name in full.
- e) The Secretary of the Association/Umpires Co-ordinator is to be advised of any reported player within 4 hours of the completion of the game, and is to receive the full written report no later than the evening following the game.
- f) The team managers must come to the scorer's area and sign the Match Report Sheet after its completion by the umpire. Signing of the report is compulsory and provides the opportunity for managers to note the details on the sheet.
- g) Junior pitch counts must be recorded on this sheet for any junior pitching in a senior competition. Any junior player must be noted on the match sheet.
- h) All pitchers and catchers should be denoted on the match sheet.
- i) Failure to correctly fill out the match report sheet will result in the HOME CLUB receiving a fine. One official warning will be issued before a fine is handed down.

17. Best Player Votes

- a) For all matches three (3), two (2) and one (1) votes (no shared votes) are compulsory and shall be recorded by the chief umpire on the Match Report Sheet, and must be forwarded to the Association Secretary.
- b) Where there is no Official Umpire, both managers and scorers must sign the Match Report Sheet and complete votes together immediately after the match.

18. Scorers

- a) Scorers shall be responsible for recording of match details and will sit together.
- b) Clubs shall provide suitable facilities for scorers.
- c) The home team shall advise the Association of the match details as directed.
- d) Scorer's must follow the CABS Scorer's Code of Conduct at all times, regardless of their level of accreditation.



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- e) Scorer's must notify the plate umpire when a Junior reaches 10 pitches remaining in their pitch count. The umpire will notify the Manager of the appropriate team. Scorer's must cross reference their pitch count with the opposition scorer on a regular basis to ensure they have the correct count. If one count is higher, the higher count shall be deemed correct.

19. Tribunal

- a) The Association Tribunal shall meet at a suitable time following a player or official being ejected from a game and such meeting, when necessary, shall convene at a venue determined by the Executive commencing at a suitable nominated time. Team managers should take note of the report as it will be noted on the match sheet. The club shall also be notified if a player is reported within 72 Hours of the match. It is the responsibility of ejected members to provide witnesses in support of their defence. Refer to the Tribunals Process.
- b) Any player ejected from a game must be reported on the Match Sheet
- c) A player, if ejected, should expect to hear from the Chairman of the Tribunal or nominated person within 72 hours of the match they have been ejected from. This is subject to the availability of the Tribunal to assess the facts presented by the Umpire(s)
- d) Any umpire must notify the association umpire's coordinator on the day of the game if they have ejected a player and the reason why. This includes all club umpires.
- e) Further details on the Tribunal process are listed in the Dandenong Baseball Association Tribunal Process.

20. Designated Hitter

A Designated Hitter can be used as per ABL Rule 6.10.

21. Junior Restrictions in Women's Competition

a) Pitching Limits

Refer to Junior Competition Rules. **Rule 19 Pitching Conditions**. Penalties as per penalty table

b) Juniors Pitching and Catching

No junior playing in Women's competition is allowed to pitch and catch on the same day. Penalties as per penalty table.



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c) Juniors Catching

- i. Junior catchers are allowed to catch in a maximum of two (2) games per weekend. If a player has caught in in their junior game, they are only allowed to catch in one (1) senior game for the weekend. If a player has not caught in a junior game that weekend, they may catch in two (2) senior games for the weekend.
- ii. All junior catchers are required to wear a throat guard/protector on their masks.
- iii. Penalties as per penalties table.

d) Juniors Warming Up Players or Coaching in Womens Competition

Unless eligible to play in a given Senior Competition (as per Rule 4 of the Women's Competition Rules) a junior may not:

- Warm up a player in a senior competition, and/or
- Be appointed as an umpire in that competition, and/or
- Act in any other on-field capacity in that competition, other than that of a bat boy or bat girl.
- NO exceptions to this Rule will be tolerated.

22. Pitcher and Catcher Speed-Up Rule

- a) When there are two out, it is mandatory that a runner replaces the pitcher and/or catcher if they are on base.
- b) When there is none or one out, the manager has the option to replace the pitcher and/or catcher with a runner if they are on base.
- c) The runner shall be any player eligible to participate in the Women's competition.

23. Seven Run Rule

- a) A team shall bat for a maximum of seven runs in any offensive innings. As the seventh run crosses the plate, the scorer shall notify the Umpire. At the completion of the seventh run, the Umpire shall call 'Time'.

24. Batting Through

- a) All Women's competitions can take advantage of the extended batting line-ups, to a maximum of twelve (12) batters.
- b) This is optional.
 - (i) If teams do not use the extended line-ups, then they are bound by the traditional removal of players and bench players coming into the game.



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- (ii) If teams do use the extended line-ups, then players can be substituted in and out of the game as the manager sees fit.
- (iii) If a team has more than twelve named players in any given match, only twelve may bat. Any remaining players can be substituted in and out of the game as per Rule 24, b), ii).
- c) If teams are batting using an extended line-up and there is an injury to a player, a BLANK will not be enforced.
- d) Any team wishing to use the extended line-up must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance. It is not compulsory for both teams to use this rule.

25. Playing with Blank(s)

- a) If, at the start of the game, a team has less than 9 players (but no fewer than 7 players) they may elect to have their team bat through the line-up.
- b) This is optional.
 - (i) If a team elects to play without a blank in their batting line-up, they cannot be supplied a substitute fielder from the opposition club.
 - (ii) If teams choose to enforce the blank in their line-up, they may be provided with a substitute fielder from the opposition club until such time as a player is able to fill the position in the line-up.
 - iii) Any team choosing to bat through their line-up due to a blank must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance.
 - (iv) If teams are batting through their line-up and there is an injury to a player, a BLANK will only be enforced if the number of players drops below 9 players.

26. Protests (By-Law 14)

- a) If during a match played under the control of the Association any protest shall arise concerning the Playing Rules (other than judgment decisions) the protest shall be dealt with by the Executive Committee, and in such manner as the Executive shall from time to time determine. Notice of the protest stating clearly the rule or rules believed to have been infringed against must be lodged in writing, and received by the Association Secretary within 48 hours, together with the nominated fee (As per association fee structure), which shall be forfeited should the protest be considered frivolous as determined solely by the Executive.
- b) A protest must be lodged at the time of the objection with the umpire. The umpire must be given the opportunity to consider the point raised by the manager.



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c) The objecting manager, should they decide to continue the protest advises the umpire, and scorers record details as to:

- (i) Innings
- (ii) Position of Runners
- (iii) The call on player at bat

It is the responsibility of the objecting manager to request the Umpire to endorse upon the Match Report Sheet that a protest has been lodged should they proceed with the protest.

d) In the event of a protest being raised during a preliminary or grand final, all protests will be dealt with as soon as they occur. Games will not continue until protests are dealt with.

Finals Rules:

27. 5 Minute Rule

All finals series games include the use of the Five (5) minute rule.

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side away' and there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

If the **HOME TEAM** is **AHEAD** – the game ceases immediately.

If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or the side is retired.

28. 10 Run Rule

Finals series games will be subject to a 10 Run rule after 5 innings.

29. Finals Eligibility

(i) Players must play a minimum of 4 regular season matches to be eligible to play in the finals series.

(ii) Further to the 4 games eligibility, The player must play in the highest grade they have qualified for with the majority of their games, with grade qualification being A(A1 & A2), B(B1 & B2) and C(C1 & C2) grades.

For example, when this player's game counts are combined into A Grade and B Grade totals, the result is they qualify for A Grade.

I.e. A player's total count is:

7 x games in B1 (= 7 total games in B Grade)

3 x games in A2

5 x games in A1 (= 8 total games in A Grade)



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This player qualifies for A1 because the combined A Grade total is higher than that of the B Grade games played.

(iii) Any player who has qualified for a lower division finals game has the ability to come up and be named in a higher grade.

E.g. Joe Bloggs qualifies for B1 finals as he has played B1 all year. His club's B1 team doesn't make it through the Semi-Finals, but their A1 team does. He is eligible to play in the A1 team if required.

(iv) If a player has an even number of games in both grades, or have any other exceptional circumstances, clubs must apply in writing to the association executive for approval. Exemptions will be on a case by case basis and will not be automatically approved. Reason for playing in the lower grade must be justified.

For example, Sam Abel has played 5 games in B1 and 5 games in A2. He is automatically eligible for A2 because in the event of an equal number of games, the higher grade takes preference.

(v) Once a player decides to play in a given grade for finals, they cannot go back down once their team is no longer in the finals series. EG. A player qualifies for B2, but decides to play A2 finals. The A2 side doesn't make it past the Semi Finals, therefore the player cannot play down in B2 grade the following week. Players can however play up in higher grades the following week, should they have still qualified for finals.

30. Balls for Finals

- (i) For the Semi-finals, visiting clubs are to provide two (2) balls of the same brand and quality to the home team.
- (ii) The home team is to provide the umpire with four (4) balls of the same brand and quality for use during the game.
- (iii) The association will provide balls for all Preliminary and Grand finals.

31. Umpires for Finals

- (i) The association will provide umpires for all matches in the finals series.
- (ii) Should the association be unable to provide an umpire for a game, we will advise the home clubs directly and as soon as possible to provide an umpire (Semi Finals only).



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Section C: JUNIOR COMPETITION RULES

The following conditions will be operable for all Junior matches conducted by or under the auspices of The Dandenong Baseball Association Inc. Note that these conditions should be read in conjunction with the Official Rules of Baseball and Rules of The Dandenong Baseball Association Inc. The Association has the power to amend these competition rules as they see fit, without member consultation, should circumstances arise.

1. Competition Scheduling

- a) The Association shall determine the fixture for the regular season for all Winter Dandenong Baseball Association Junior competitions.
- b) The Association may amend the fixture as needed at any time during the regular season.
- c) The Association Secretary or relevant Competition Co-ordinator shall notify all club Presidents and Secretaries of affected clubs as soon as possible of any changes made to fixtures, including but not limited to game locations.

2. Season Duration

- a) The Regular playing season shall commence in the month of April and finish no later than the end of September in any given year.
- b) The Association will determine the number of games for each grade.
- c) Start and finish dates are determined by The Association.

3. Grade Structures

- a) The Association shall determine all age groups and grades of competition.
- b) Junior Grades are as follows:
 - Rookie Ball
 - Under 13
 - Under 15
 - Under 18AA
 - Under 18 Major League
- c) The Association has the right to merge or split any Competition based on participation levels or other details as seen reasonable by the association. In the event of this, the association will determine the rules that apply to these competitions.



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- d) The DBA Executive is looking to split the Under 18 Competition into 2 divisions within the next 2 years. This will occur when there is more than 10 – 12 teams in this age group. The intention is to provide a Competition grade and a Participation grade. Beginning this season, adjustments to the Competition Rules are being made in preparation for the changes.
- e) For the Under 18 Major League Competition Only, no composite or multi club teams will be permitted to be registered in this competition.

4. Eligibility of Players – Regular Season Matches

- a) A player is eligible to take part of any match in the respective age groupings, provided that they are under the age of 13, 15 or 18 on the 31st of August of the year of Competition. This aligns with all other Winter Associations.
- b) No player may participate in the Junior Competition until they attain their seventh (7th) birthday.
- c) To participate in the Under 18 competition, a player must have attained the age of 14 years at the start of the DBA Winter Season.
- d) To participate in senior baseball:
 - (i) Junior participants must attain the age of 14 years to participate in all grades.
 - (ii) Junior participants must attain the age of 13 years to participate in Women's competition
- e) For a player to be eligible to compete in Finals Matches, they shall have played at least four (4) regular season games in the applicable Junior Competition. This subject to the Finals Rules as listed at the end of Section C: Junior Competition Rules.

5. Penalties

Failure by a Club to comply with any of the Rules detailed in Section C, Rules 4 and 19 of these playing conditions, will result in the offending Club forfeiting any match points gained whilst playing such ineligible player(s). A fine as set by the Association from time to time for each individual offense will also be imposed. See penalties table for further details.



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6. Game Start & Duration

- a) Start Times for all Regular Season and Fianls games shall be as per the published fixture.

Competition	Start Time
Rookie Ball	8:30am, Saturday or as specified by the Competition Coordinator
U13 / U15 / U18AA	8:45am, Saturday or as specified by the Competition Coordinator
U18 Major League	8:45am, Saturday or as specified by the Competition Coordinator

- b) Game duration times for all Regular Season games shall be as follows

Competition	Start Time
Rookie Ball	30 minute warm up and 60 Minute Duration
U13	6 Innings or 105 Minute Duration
U15 / U18AA / U18ML	7 Innings or 105 Minute Duration

- c) Game duration for those Junior Competitions which will participate in Finals games will be as per **Section C, Rule 36**.

7. Game Finish

- a) All Rookie Ball competitions are nominated to finish at 10am
- b) All other Junior games are nominated to finish at 10:30am. However, if a player is at bat at 10.30am, then the game shall continue until that player is put out or has reached first base successfully.
- c) There will be no time added on to a game to compensate for lost game time due to interruptions caused by weather, injuries or late starts.
- d) If time and game is called during the home clubs at bat and the home club is leading, the match will cease immediately with all the runs up to that point recorded as the final score.
- e) If the away team is at bat when time and game is called, the score shall revert to the last full inning.
- f) There is no 5-minute rule during the regular season competition.



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8. Choice of Innings

- a) During the Regular season, the first named team shall be the home team and shall field first.
- b) During Semi-Finals, the team finishing higher on the ladder is the home team and shall field first.
- c) During Preliminary Finals, the team finishing higher on the ladder is the home team and shall field first.
- d) During the Grand Final, the first team into the Grand Final is the home team and shall field first.

9. Legal Game

- a) It shall become a regulation game after three (3) completed innings or a total or forty-five (45) minutes playing time, whichever occurs first.
- b) This Rule is applicable to situations where the Umpire terminates play due to adverse weather or ground conditions.

10. Forfeit

- a) The Under 13 competition has a required 'No Forfeit' policy for insufficient players on the game day. Both teams are required to divide players into two mixed teams and play a minimum three (3) innings or sixty (60) minutes scratch match. The Match sheet is to have each individual teams' players listed. If the scratch match is played, then the team with the minimum of seven (7) players will be awarded the forfeit points. If both teams do not have the minimum of seven (7) players, then the scratch match will be declared a draw. If the scratch match is not played, the game will be deemed a wash out and no points awarded.
- b) In the event of a forfeit in other Junior grades, the names of the players in attendance from the defaulting team must be recorded on the Match Report Sheet.
- c) The non-defaulting team must be recorded on the match Report Sheet naming a minimum of seven (7) players and a maximum of nine (9) players if in attendance.
- d) No player then so recorded may play in another junior game in that round.
- e) Penalty for a forfeit is a fine, as determined by The Association By-Rules, plus full payment of all umpire fees. Repeated forfeits could lead to disqualification. The score will be 9-0 to the non-forfeiting team. (See Penalty Table in By-Laws)



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11. Pre-Match Diamond Warm Up

- a) Fifteen (15) minutes before the scheduled starting time of a game, the second named team shall be entitled to a warmup on the playing field, not to exceed five (5) minutes.
- b) Ten (10) minutes before the scheduled starting time of a game, the first named team shall be entitled to a warmup on the playing field, not to exceed five (5) minutes.
- c) Five minutes before the scheduled starting time of a game, the playing diamond must be vacated. Both managers must meet with the Umpire(s) for a Pre-Match Plate meeting.

12. Premiership Points/Ladder Rankings

- a) Two (2) points shall be allocated for each win in a Competition Match. A tied game shall result in one (1) point to each team. In the event of a game being declared 'No Game' one (1) point shall be awarded to each team.
- b) In the event of an uneven number of teams and/or uneven number of byes, then teams will be ranked based on win percentage. Should more than one (1) team be equal on win percentage at the conclusion of the 'home and away' matches, match percentage shall determine the position of teams on the premiership table. To determine the percentage the following procedure shall apply: Total runs for, plus runs against divided into total runs for.

$$\text{Win Percentage} = \frac{\text{Total Wins For} + \left(\frac{1}{2} * \text{Draws}\right)}{\text{Total Games Played}}$$

$$\text{Run Percentage} = \frac{\text{Total Runs For}}{\text{Total Runs For} + \text{Total Runs Against}}$$

- c) The team having the higher quotient shall be considered to have the better performance.
- d) If teams are still tied, the number of hits, number of outs or stolen bases (in that order) will be used until the tie is broken.
- e) No points are awarded for Byes



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13. Uniforms

- a) Uniforms shall be registered in agreeance with the Dandenong Baseball Association.
- b) Junior Uniforms shall as closely as possible mirror the Senior playing uniform. Modifications to junior uniform design may apply, on DBA Approval. For example, use of T-Shirts with club logo rather than senior style designs.
- c) Player's must wear a junior uniform which is of the same colour as the senior playing uniform, In particular jackets/jumpers.
- d) Coaches' uniform is not compulsory, provided a Club jacket/shirt and same colour pants are worn.
- e) Selective advertising is permissible on the back of Junior Uniforms, providing that the lettering or logo is not in excess of two inches in height. All selective advertising is required to be approved by the DBA Executive BEFORE it can be affixed to any Junior Uniform.

14. Umpires

- a) Where possible, the Association (DBUA) will provide umpires to games.
- b) Where no official Umpire is available, the Home team will provide the Umpire, and they may request the other team to provide a base Umpire. Many Junior games require Club umpires to be appointed, and a club should organise an umpire regardless if an official attends or not.
- c) The Umpire is not permitted to smoke or consume alcohol whilst officiating during a game as per Code of Conduct (Both Junior and Senior).

15. Baseballs and Bats

- a) In all Junior Competitions, the listed Home team shall provide two (2) new match balls per game. Both teams are required to have on hand at least two (2) replacement match balls to replace lost match balls if required.
- b) Balls must be Leather Waterproof Baseballs. Baseballs must be in new or good used condition. Sizes/Types are as follows:

Rookie Ball	9 inch Reduced Injury Ball (RIB)
U13 / U15 / U18	Regulation Ball – 9 Inch waterproof leather baseball

- c) Baseball bats shall conform to the rules and standards as set out by the Australian Baseball Federation (ABF). Refer to Bat Regulations as listed on the DBA Website. For Season 2022,



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VSBL 2021/22 conditions have been applied. USA bats / BBCOR are Charter Requirements and are not applicable in Winter.

d) Bats - Under 18AA and Under 18 Major League Competitions

Wood or wood composite bats are compulsory for all Under 18 competitions. Juniors playing above their age group in Under 18 competitions are required to use wood or wood composite wood bats.

16. Catchers Masks

All junior catchers are required to wear a dangling type throat guard/protector on their masks. All throat guards are required to be correctly attached with leather threads or velcro. Cable ties must not be used. This is also applicable to junior catchers playing in senior competitions.

Any Person warming up a pitcher MUST wear a helmet, mask and throat protector.

17. Protective Helmets

- a) Double eared **batting** helmets MUST be worn by all players during their time at bat and for the entire duration of their time on the base paths in all matches. This will be enforced by the Umpires.
- b) All bat boys/girls MUST wear double eared batting helmets when on the playing field.
- c) All Base Coaches are required to wear protective helmets as follows.
 - i. Base Coaches who are under 18 years of age must wear two eared protective helmets
 - ii. Base Coaches who are 18 years of age and over may wear skull cap style helmets.

18. Bases

- a) All bases are to be white.
- b) Bases to be secured with adequate pegs or fixings.
- c) Throw down style, Hollywood style and Foam Pegged style bases are all acceptable.

19. Pitchers

a) Under 13 Pitching Limits

A pitcher shall not pitch beyond **3 Innings (3 inning appearances, not 3 complete innings) OR a pitcher shall pitch a maximum of 60 pitches** in a game, whichever comes first.

If a pitcher REACHES (not starts) their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the



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defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitch where the batter count left off.

No player can pitch in more than 2 consecutive games (as either starter or relief), this includes finals. Any team who breaches this rule will have the pitcher deemed to be an illegal player and the game result will be adjusted to a forfeit

b) Under 15 Pitching Limits

A pitcher shall not pitch beyond **4 innings (4 inning appearances, not 4 complete innings) OR a pitcher shall pitch a maximum of 70 pitches** in a game, whichever comes first.

If a pitcher **REACHES (not starts)** their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitch where the batter count left off.

No player can pitch in more than 2 consecutive games (as either starter or relief), this includes finals. Any teams who breaches this rule will have the pitcher deemed to be an illegal player and the game result will be adjusted to a forfeit.

c) Under 16 Pitching Limits (For U18 players in U16 comp)

A pitcher shall pitch a **maximum of 80 pitches during a senior game**. If a pitcher **REACHES (not starts)** their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitch where the batter count left off.

d) Under 18 Pitching Limits

A pitcher shall pitch a **maximum of 100 pitches during a junior game**. If a pitcher **REACHES (not starts)** their pitch count during an at bat, they may pitch no more than 5 additional pitches to achieve that defensive out. If the pitcher fails to achieve the defensive out to retire the inning or the batter, they must be replaced by a substitute pitcher who will continue to pitch where the batter count left off.

e) Junior players participating as a pitcher in any DBA competition are to observe the pitch count requirement based upon the players' age. A pitcher aged 14 is to adhere to Section C Rule 19(b) U15 Pitching limits, A pitcher aged 15 is to adhere to Section C Rule 19(c) U16 Pitching limits, A pitcher aged 16 or 17 is to adhere to Section C Rule 19(d) Under 18 Pitching Limits.

f) Junior players may not pitch AND catch on the same day, or vice versa.

g) Any violation of rule 19 will result in the following:

- (i) The Coach appearing before the Executive
- (ii) Loss of Match Points
- (iii) A fine of up to \$500
- (iv) Score defaulting to 9-0 in the non-offending team's advantage.



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- h) Number of Pitches (and innings if applicable) thrown MUST be marked on the Match Report Sheet.
- i) A Balk Pitch delivered to the plate, whether it is hit safely or not, shall be considered to be valid pitch for the purpose of recording the number of pitches.
- j) A “no pitch” as determined by the umpire, e.g. batter steps out of the batter’s box and the pitcher delivers the pitch, shall not be included in the pitch count.
- k) Each game in which a player pitches is considered one assignment.
- l) A player once removed as a pitcher may not pitch again in the same game.
- m) Pitchers in the Under 13, competitions may throw only fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls are not permitted.
 - (i) If any pitch other than a fast ball or straight change up 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.
 - (ii) The pitched ball will count towards the pitcher’s pitch count.
- n) **Pitchers in the Under 15 competitions may throw** only fast balls, straight change ups and curve balls. Knuckle balls, split fingers and fork balls are not permitted.
 - (iii) If any pitch other than a fast ball, straight change up or curve ball 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.
 - (iv) The pitched ball will count towards the pitcher’s pitch count.
- o) **Either scorer** must notify the plate umpire when a Junior reaches 10 pitches remaining in their pitch count. The umpire will notify the Manager of the appropriate team. **Each scorer** must cross reference their pitch count with the opposition scorer on a regular basis to ensure they have the correct count. If one count is higher, the higher count shall be deemed correct.
- p) **Intentional Walks are not allowed in any Under 13, Under 15 or Under 18AA Competition.**
- q) **A maximum of two (2) Intentional Walks are allowed in the Under 18 Major League Competition Only.**



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20. Base Running

a) Under 13

- (i) A runner must not leave a base until either the ball is hit or reaches the home plate. If this rule is violated, the Umpire shall declare 'No Play', the ball is dead, the base runners return to their bases held before the pitch. The offending player will then be warned by the Umpire. Any future violation of this rule by the TEAM during the game will result in the player being given out.
- (ii) Players may advance from first to second base, and from second to third base, on a wild pitch or passed ball only.
- (iii) Runs can only be scored across the plate by a batted ball or by players forced across by a base-on-balls. Runs cannot be scored by a runner coming home on a steal, wild pitch or passed ball.
- (iv) A runner coming into home plate to score must either slide or come to a dead stop upon touching home plate. Any violation of this rule by the team during the game will result in the player being given out.
- (v) A runner must not slide head-first into a base, unless they are returning to the base after having achieved it. Any violation of this rule by the team during the game will result in the player being given out.

b) Under 15, Under 18AA and Under 18 Major League

- (i) Senior base running rules apply to all Under 15 and 18 competitions.

21. Third Strike not Caught - Under 13

- a) The batter is 'OUT' when a third strike is indicated by the Umpire, whether or not the pitch is legally caught by the catcher.

22. Use of a Designated Hitter

- a) In the Under 13, Under 15 and Under 18AA competitions, the use of a Designated Hitter is not permitted.
- b) In the Under 18 Major League Competition, the use of a Designated Hitter for the Game Pitcher may be used if it is noted on the Line Up Sheet provided to the Umpire at the start of the match.



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23. Rookie Ball

- a) Rookie Ball is an introductory game which is essentially a hybrid format of Tee-Ball and Baseball Competitions. It has elements of both, with the focus being on introducing the sport to younger aged players.
- b) Each game will consist of a thirty (30) minute warm up, and a sixty (60) minute playing time
- c) Players who are aged six (6) but will turn seven (7) by the 31st of August to 11 are eligible
- d) Players aged 12 who are new to baseball can apply to the Executive for dispensation to play.
- e) All games will be played at same venue (which rotates around Clubs with teams) so that players can be moved to fill teams.
- f) This will be a Coach Pitch Competition. The coach of the team on Offense shall assume the pitching role, or may nominate their assistant coach to assume the pitching role.
- g) A parent or Volunteer will take the position of Catcher. They will be required to wear a mask.
- h) There will be a maximum of 6 players only per team. If a team has more than 6 players, they will be assigned to a team with less players.
- i) Coaches are to note which players are assigned to different teams each week. No player is to be assigned to another team 2 weeks in a row.
- j) Players will play 1st to 3rd base and outfield positions.
- k) Each team will bat through their team's line up during each innings. Once the last player on the line up has completed their at bat, then it shall be side away.
- l) If a batter receives 3 strikes, then a Batting Tee is to be used.
- m) If a batter receives 4 balls then the coach will continue to pitch until player hits the ball or 3 strikes as per above
- n) If a batter is hit by a pitch. The ball is dead, no ball or strike count is added and the batter remains in the box
- o) Coaches are encouraged to rotate players between fielding positions each innings. Players can play the same position for the entire game (to try to learn a bit of the position) but players must be rotated each week.
- p) No player who has played Little League Major in Summer is eligible for this competition
- q) Players can have a maximum of 2 games in Under 13s and still be eligible to play Rookie Ball
- r) There will be no scores recorded during any Rookie Ball game.
- s) Pace of play is important; games are to be kept moving in order to keep players engaged.



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24. Batting Through - to a maximum of 12 players

- a) Under 13, Under 15 and Under 18AA teams participating in junior competitions can take advantage of the extended batting line-ups.
- b) The use of an Extended Batting Line Up is not available in the Under 18 Major League Competition.
- c) This is optional
 - (i) If teams do not use the extended line-ups, then they are bound by the traditional **substitution** of players and bench players coming into the game
 - (ii) If teams do use the extended line-ups, then **defensive** players can be substituted in and out of the game as the manager sees fit.
- d) If teams are using an extended line-up and there is an INJURY to a player, no BLANK will be enforced even if the total number of fit players is less than 9.
- e) If teams are using an extended line-up and there is an EJECTION of a player, a BLANK will be enforced for that position in the batting line up if no substitution player is available.
- f) Any team wishing to use the extended line-up must indicate their intention to do so prior to the start of the game, with the umpire/s and opposition coach/manager in attendance.
- g) Pitchers and catchers removed from the game may re-enter the match, but must play in a position other than pitcher or catcher as per **Section C of the Competition Rules (Junior Rules) rules 19 f) and 19 l)**.
- h) If a team has more than twelve (12) named players in any given match, only twelve may bat. Any remaining players can be substituted in and out of the game



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25. **Playing with Blank(s)**

- a) In the Under 13, Under 15 and Under 18AA Competition, if a team is unable to field 9 players at the START of the game due to any player(s) non arrival, there will be no blank inserted into the teams batting line up. Teams with less than 9 players will bat through their line-up. If the opposition team has more than 9 players, they will provide a substitute fielder unless the batting team so chooses not to.
- b) In the U18 Major League Competition, if a team is unable to field 9 players at the START of the game due to any player(s) non arrival then the opposition coach may elect whether to enforce the team to play with a blank in the batting line up. Once this option is chosen, it is applicable for the entire game.
- c) No blanks will be enforced in Under 13, Under 15, Under 18AA or Under 18 Major League competitions if a team is unable to field 9 players due to illness or injury to a player during the game. Teams which result in having less than 9 players will bat through their line-up.
- d) In any Junior Competition, if a player is removed from a batting line up due to the EJECTION of that player, then a blank will be inserted in that position in the batting line up if the team does not have a substitute player on the bench.

26. **Footwear**

- a) In Under 13 and Under 15 Competitions no footwear with metal cleats or cricket spikes are to be worn. Footwear with molded plastic cleats are permitted. Soccer or football boots with plastic molded stops are permitted, as long as there is no metal protruding through the plastic stops.
- b) Under 18AA and Under 18 Major League Competitions are allowed to wear metal cleats.

27. **Maximum Runs Per Innings Rule**

- a) For the Under 13 games the scoring of the fifth (5th) run will end the innings, only five runs may be counted in any innings.
- b) For the Under 15 and Under 18AA games the scoring of the seventh (7th) run will end the innings, only seven runs may be counted in any innings.
- c) For the Under 18 Major League games the scoring of the tenth (10th) run will end the innings, only ten runs may be counted in any innings.



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28. Managing and Coaching

- a) One adult Manager or Coach suitably attired in Club colours may be used in each Coaches box at first and third base.
- b) Players, Managers and Coaches must remain on the benches or in the prescribed area during a game.
- c) If a Manager or Coach goes onto the Playing field (crosses the baseline), more than TWICE during his defensive half or an inning while the same player is pitching, such Manager or Coach MUST make a pitching change upon the third occasion. This rule will be enforced by the Umpire.
- d) A Manager or Coach may, at any time, without penalty, go on to the ground for the sole purpose of giving aid to a sick or injured player.
- e) Base coaches must wear helmets as per Rule 18(c).

29. Grounds

The Association or Club providing the Grounds for the Match is expected to have the playing field properly marked and defined with particular emphasis on the boundary limits. The Home club is responsible for the provision of bases, home plate, pitchers plate and foul line indicators. Bases, etc. must be whitened. The host Association or Club is responsible for making sure First Aid is available at the grounds. Ground Dimensions can be found Under Rule 32.

30. Alcohol and Smoking and Tobacco products

- a) NO ALCOHOL is to be available or consumed at any Junior Match.
- b) As per amendments made in 2014 to the Victorian *Tobacco Act 1987*, smoking and the use/consumption of tobacco products is prohibited within 10m of sporting venues during underage sporting activity.



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31. Playing Field Dimensions

The following condition will apply to the playing field and other equipment for Rookie Ball and all Under 13, 15, and 18 games.

	Rookie Ball	Under 13	Under 15	Under 18
Pitching Distance	N/A	46' (14.02m)	54' (16.46m)	60'-6" (18.44m)
Base Paths	50' (15.2m)	60' (18.29m)	80' (24.38m)	90' (27.43m)
Passed Ball Line	25' (7.62m)	25' (7.62m)	40' (12.2m)	60' (18.3m)
Bases and Plates	Full Size	Full Size	Full Size	Full Size
HR Fence LF-RF	100' (30.5m)	200' (61.0m)	230' (70.1m)	320' (97.54m)
HR Fence CF	110' (33.53m)	220' (67.06m)	250' (76.2m)	374' (114.0m)
HR Fence Radius	100' (30.5m)	200' (61.0m)	196' (59.7m)	247' (75.3m)
Centre of HR Fence Radius	Home Plate / Pitchers Plate / Second Base			
Coaches Box	N/A	8'x 4' (2.44m x 1.22m)	8'x 4' (2.44m x 1.22m)	20'x10' (6.10m x 3.05m)
Batting Box	N/A	6'x3' (1.83m x 0.92m)	6'x3' (1.83m x 0.92m)	6'x4' (1.83m x 1.22m)
Catchers Box	Senior Size			
Bat Size (Max.)	All bats must be Baseball Australia compliant.			

32. Multiple Teams in one Age Group, including Major and Minor leagues

- a) To be eligible for Finals a Player must appear in at least four (4) games of the appropriate Junior Grade for their club. The Player shall play final matches in the grade where they have played the majority of their games.
- b) If a club has multiple teams in 1 age group, they must provide a Core Players list for each team in that age group consisting of five (5) Core Players.
- c) Subject to 32(b), Clubs must provide their core player list by Round 4 of the competition, allowing for grading of these players.



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33. Misdemeanors

Any misdemeanor by a player, coach official or spectator during a game, shall be reported to the Executive of the Association. Any such report shall be dealt with by the Executive and may incur any fine and or penalty it considers appropriate.

34. Match Report Sheets

- a) The home club is responsible for the provision of an official Match Report Sheet.
- b) Upon the completion of the match, the Umpire shall complete a match report sheet in full, including the Ground Condition section. No Best Player votes are recorded in Under 13, Under 15 and Under 18AA Junior Competitions. Umpires shall record Best Player votes for the Under 18 Major League Competition.
- c) The home club coach or team manager shall be responsible to ensure the signatures of both team managers are affixed to the Match Report Sheet and deliver all match sheets to the home club Secretary who shall in turn, forward all Match Reports to the Association Secretary no later than 72 hours after completion of the match.
(juniors@dandenongbaseballassociation.com)
- d) All players' names shall be clearly written or printed with blue or black ink, with surname, then given name in full.
- e) The Secretary of the Association/Umpires Co-ordinator is to be advised of any reported player within 4 hours of the completion of the game, and is to receive the full written report no later than the evening following the game.
- f) The team managers must come to the scorer's area and sign the Match Report Sheet after its completion by the umpire. Signing of the report is compulsory and provides the opportunity for managers to note the details on the sheet.
- g) Junior pitch counts must be recorded on this sheet.



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35. Scorers

- a) Both teams must supply a scorer, whom must be seated together. Should a team not provide a scorer, or the scorer is late, the offending club will be fined in accordance with Section 1 of the DBA By Laws.
- b) Clubs shall provide suitable facility for scorers.
- c) The home team shall advise the Association of the match details as directed.
- d) Scorers must follow the CABS Scorers Code of Conduct at all times, regardless of their level of accreditation.
- e) Scorers are a Game Official of every baseball game and must respect their duty in that they cannot influence or participate in the operation of the game. While they may observe issues like batting out of order, incorrect ball / strike counts, runners missing home plate, etc. they must keep these observations to themselves. These are the requirements of the Team Manager, Coaches, and players to resolve as per the rules of baseball. But in keeping with Junior Playing Requirements they are required to assist where possible to avoid a potential protest based on an "illegal player / pitcher". If either team's scorer is aware of a game pitcher reaching a maximum pitch count, ineligibility to pitch or catch they must bring this to the attention of the Umpire and the Team Manager / Coach of the team involved.



DANDENONG BASEBALL ASSOCIATION INCORPORATED – COMPETITION RULES

Finals Rules - Juniors

36. 5 Minute Rule

The Five-Minute Rule

All games with a scheduled finish time shall be subject to the 'Five Minute Rule'. If, at the completion of even innings, from the call of 'side out' and there remains more than five minutes of time before the scheduled completion time, a further complete innings shall be played. If, at five minutes before the scheduled time of completion, and with the home team to bat, then:

- If the **HOME TEAM** is **AHEAD** – the game ceases immediately
- If the **HOME TEAM** is **BEHIND** or the game **TIED** – game continues until the winning run is scored or side is retired.
- All Junior Finals series matches utilise the 5 Minute Rule (Rule 7, f) But must not go past 11:30am.

37. Finals Choice of Innings

- During Semi-Finals, the team finishing higher on the ladder is the home team and shall field first.
- During Preliminary Finals, the team finishing higher on the ladder is the home team and shall field first.
- During the Grand Final, the first team into the Grand Final is the home team and shall field first.

38. Provision of Balls in Finals

- For the Semi-finals, visiting clubs are to provide two (2) balls of the same brand and quality to the home team.
- The home team is to provide the umpire with four (4) balls of the same brand and quality for use during the game.
- The association will provide balls for all Preliminary and Grand finals